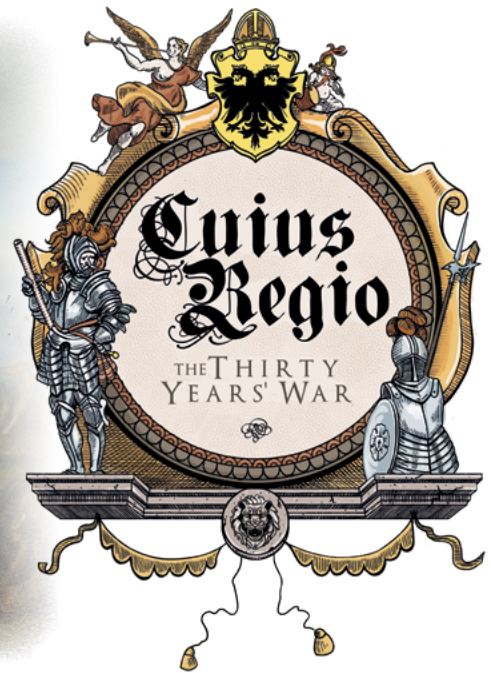




RULES OF PLAY

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1.0 INTRODUCTION

Cuius Regio is an operational level wargame about the Thirty Years' War, a conflict which gripped the Holy Roman Empire (HRE) from 1618 to 1648. Over its course, the war raged across most of Central Europe and involved almost every state and government in the region. After 30 bloody years, the exhausted combatants brought hostilities to an end with the signing of the Treaty of Münster and the Treaty of Osnabrück, collectively known as the Peace of Westphalia.

In *Cuius Regio*, one side leads the forces of the HRE and its allies (henceforth referred to as Imperials), while the other leads the forces that fought against them (henceforth referred to as Protestants) in conducting operations representing the military campaigns of the period.

2.0 COMPONENTS

A complete game of *Cuius Regio* contains:

- Two 34" x 16" maps
- Three counter sheets
- Two player screens
- Eight player aid cards (two sets of four cards each)
- Two force mats
- One rulebook
- One scenario book
- Two dice

Playing pieces of the game consist of Infantry, Cavalry, Artillery, and Leader counters. The gold color indicates the Imperial side and blue the Protestant side. In addition, there are several types of bookkeeping markers.

2.1 Infantry



The base unit in the game is infantry. These counters represent the variety of foot soldiers of the time, such as pikemen, arquebusiers, musketeers, and foot militia. Infantry counters display a picture of a foot soldier and a number of Strength Points (SP) representing the number of soldiers in that unit. Each SP represents approximately 500–1,000 men. Friendly infantry SP are completely interchangeable, and players can freely move SP between counters in the same hex.

2.2 Cavalry



Cavalry counters represent the various kinds of mounted troops such as dragoons, cuirassiers, and stradioti. Each counter shows a mounted soldier and a number of SP representing the number of cavalry in that unit. Each SP represents approximately 500–1,000 mounted troops.

Friendly cavalry SP are completely interchangeable, and players can freely move SP between counters in the same hex.

Special properties of cavalry:

- Cavalry SP allow armies to exert a Secondary ZOC (SZOC) and, in some cases, limit the SZOC of enemy armies (11.2.2).
- Armies containing only cavalry SP and leaders receive a movement bonus (11.1.2).
- Cavalry SP increase army's ability to gather supplies (7.3.2).
- Cavalry SP can be permanently converted to infantry SP during the Raise Troops step (6.2.3).
- Armies composed only of cavalry SP and leaders might be able to retreat before being required to fight a battle (14.1).

2.3 Artillery Trains



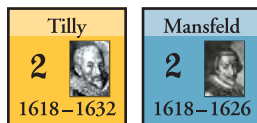
Artillery counters represent a collection of heavy guns, ammunition trains, and trained gunners sufficient to provide an advantage in battle or siege operations. Each counter shows a field gun and a number indicating the Die Roll Modifier (DRM) bonus that the trains add to an army in battle. More than one friendly train can be in the same army, but only one train per side can provide a DRM in Battle.

Special properties of Artillery:

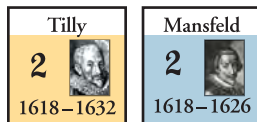
- Artillery trains provide a +2 die roll modifier in battle (14.2).
- They do not add directly to an army's strength.
- They are required to take control of Major and Great Cities during movement without a City Control Check (11.3.4.1).

2.4 Leaders

Leader counters display a leader's name, portrait, Leadership Rating (LR), and the range of years during which that leader is available. Some leader counters also display national flags, which are used when deploying those leaders. The full-color side indicates the leader is acting as a Marshal, and the light-colour side indicates the leader is acting as a Lieutenant.



Marshals represent officers designated as the commanders of major field armies.



Lieutenants represent officers assigned to specific tasks such as acting as Wing Commanders, maintaining armies, or commanding garrisons.

2.4.1 Leader Availability and Removal. Leaders enter the game according to their historical availability as printed on their counters. When they become available, they are placed in the Active Leaders Pool located on the Army Holding Mats. Leaders for each scenario are listed in the Scenario Book and begin play on the map, on the Turn Track, or in the Active Leaders Pool as noted. Leaders are removed from the game when the

game-turn year exceeds their availability range, except when using the optional Variable Leader Departure rule (16.4).

2.4.2 Leaders can be placed on the board as Marshals or Lieutenants unless otherwise specified by the scenario instructions.

2.4.3 Special Properties of Leaders:

- Leaders are used to move armies, make reaction moves (11.4), lead armies in battle, maintain armies in the field, gather armies, and make various Leadership Checks in the game.
- During the a turn, leaders act as Army Commanders or Wing Commanders, depending on their LR and the presence of other leaders in their hex.
- The leaders available for each side are listed at the start of a scenario, and any special rules regarding them are given in the Scenario Book.

2.4.4 Leadership Checks. Leadership Checks represent the ability of a Leader to successfully carry out special actions under pressure. There are five types of Leadership Checks:

- Reaction Move Check – to determine whether an army may react to enemy movement (11.4).
- Straggler Check – to see whether troops are lost to attrition during movement in Hills hexes (11.3.2.1).
- Rout Check – to determine whether an army breaks after defeat in Battle (14.6.2).
- City Control Check – to resolve control of a city if an army attempts to enter an enemy controlled city hex (11.3.4.2).
- Cavalry Retreat Before Combat Check – to see if an all-cavalry force may retreat before required to fight a battle (14.1).

To make a Leadership Check a player rolls 1D6 and consults the appropriate table or procedure for the type of check being attempted. When rolling for these checks a natural die roll (DR) of 1 is a failure, and a natural DR of 6 is a success, unless otherwise specified.

2.5 Bookkeeping Markers

The game includes a variety of markers used to record game status and events. Each marker type is described below.



Major Battle Fought/No Major Battle Fought Marker. Placed on a number track in certain scenarios to track how many turns have passed since the last major battle. A major battle is any battle in which the defending army started the battle with 10 or more SP.

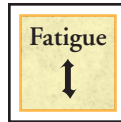
Note: There are number tracks located at the top and bottom of the game Map and on each of the Army Holding Mats. These can be used interchangeably to track MP, PP, and Major Battles Fought.



Battle Location Markers. Optional battle tracking markers. Players can place these on the map to mark the locations of major battles, gold side up for Imperial victories, blue for Protestant victories.



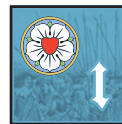
City Control Markers are placed on city hexes to indicate Imperial or Protestant control (11.3.4.1).



Fatigue Markers. Placed on an army, or in its Fatigue Box on the Army Holding Mat, to represent the effects of wear and tear over a campaign season. As fatigue increases, an army's effectiveness decreases. The maximum Fatigue Level is 5; an army at Fatigue Level 5 cannot be activated. Fatigue is a property that applies to all units in a stack. When leaders, SP, or artillery trains join or leave a stack they take their Fatigue Level with them. When joining another stack, the new combined stack takes the Fatigue Level of whichever stack had the highest Fatigue Level. Fatigue increases primarily as a result of movement and battle.



Field Fortifications Marker. Indicates the hex contains Field Fortifications, which give the defender a +1 DRM when defending in the hex (Optional Rule, 16.1).



Force Markers. Used to mark the location of armies on the map when players are using Army Holding Mats (16.2), either with or without the Fog of War rules (16.3).



French



Swedish



Danish



Trier

Deployment Area Markers

French, Swedish, Danish, and Trier Deployment Area Markers. Used to indicate the locations — listed in scenario special rules and on the Troop Purchase Table — where French, Swedish, Danish, or Spanish Imperial armies may deploy during the Diplomacy Phase. The Trier Deployment Marker is a special City Control Marker placed on Trier when it is under Imperial control to show Trier can be used as an additional Spanish Road Deployment area.



Lieutenant Activation Markers. Used to track the number of Lieutenants activated during a turn.



Movement Point (MP) Tracking Markers. A player aid that can be placed on a number track to indicate the number of MP available to the currently active army (11.1).

**Pillage Markers.**

Indicate a hex has been pillaged (15.0).



Political Point (PP) Tracking Markers. Placed on a number track to record each side's current PP total (12.0).



Province Control Markers. Used to track provincial status. Placed anywhere in the named province. The number in the upper right corner is the Province Control Modifier (see 9.3.3). Numbers to the left of the building icon show how many cities must be controlled to control the province (6.1). During the Recruitment Phase, this same number indicates the number of controlled cities in that province that must be free of pillage or sack markers for a player to raise reinforcements in the province. The number to the left of the soldiers icon is the number of SP that can be raised as reinforcements in the province (6.2).

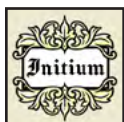
Note: The Palatinate and Austria Province Control markers both refer to provinces that cover more than one area on the map. The Palatinate marker includes cities in the Rhenish Palatinate and the Upper Palatinate. The Austria marker includes cities in Austria, Hungary, Styria, and Carinthia.



Reacted Markers. Placed on armies that have reacted and are no longer eligible to react in the current Reaction Chain (11.4).

**Sack Markers.**

Indicate a hex has been sacked (15.0).



Scenario Start and End Markers. Placed on the Turn Track to indicate the start and end of a scenario. The Turn Track is located in the upper-right hand corner of the map and is labeled Anno Domini.



Turn Marker. Placed on the Turn Track to indicate which side has the initiative and the year of the current game turn.

2.6 Stacking

2.6.1 There is no limit to the number of leaders, SP, or artillery trains that can be in a hex at the same time. SP and artillery trains, however, must usually be stacked with a leader, while leaders must usually be stacked with SP, or be disbanded (removed from map) or returned to the Active Leaders Pool, respectively.

2.6.2 During the Recruitment Phase, SP and artillery trains are not disbanded, and leaders are not moved to the Active Leaders Pool until the end of the Consolidation step of that phase.

2.6.3 During the Operations Phase, SP and artillery trains must always be in a hex with a Leader, and Leaders must always be with SP. If SP or artillery trains are left in a hex without a Leader, they are immediately disbanded. Leaders or artillery trains left in a hex without SP are removed — Leaders return to the Active Leaders Pool, and Artillery Trains are disbanded.

2.6.4 SP, Leaders, and artillery trains are not disbanded during the Initiative, Leader Deployment, Victory Check, Diplomatic, or Maintenance Phases.

2.6.5 An active army can move through a hex containing friendly forces and pick up or drop off SP, leaders, or artillery trains per 11.5. If it does nothing but move through the hex, an active army may pass through another friendly army's hex without penalty (*Exception: Rout 14.6.2*).

2.6.6 If an army ends its activation or fights a battle in a hex containing another friendly army, the two friendly armies combine (11.5.2).

2.6.7 Enemy armies can only occupy the same hex while in Battle (14.0).

3.0 SEQUENCE OF PLAY

Cuius Regio is played in turns, each representing one year of the conflict. Each turn consists of seven phases, which are performed in the order listed below. Complete each Phase before proceeding to the next.

1. Initiative Phase (4.0). Determine which side has the initiative for the turn.

2. Leader Deployment Phase (5.0). Add or remove available leaders, then deploy Marshals and Lieutenants in preparation for the Recruitment and Operations Phases. This Phase is skipped on the first turn.

3. Recruitment Phase (6.0). Determine province control, raise and muster troops, consolidate forces, hire mercenaries, and maintain artillery. This Phase is skipped on the first turn.

4. Operations Phase (7.0). Beginning with the First Player, alternate activating armies or passing until both sides pass in succession. Conclude by conducting Supply Check.

5. Victory Check Phase (8.0). Check to see whether either side has achieved the scenario victory conditions.

6. Diplomatic Phase (9.0). Collect PP, change the alignment of neutral cities in invaded provinces, and attempt to change the alignment of cities through diplomacy.

7. Maintenance Phase (10.0). Perform end-of-turn housekeeping, including moving leaders from the map to the Active Leaders Pool and removing Fatigue markers.

After completing the Maintenance Phase, advance the Turn Marker to the next year and begin the next turn with the Initiative Phase.

4.0 INITIATIVE PHASE

At the beginning of each turn, each side rolls 1D6 to determine which player has the initiative for that turn. Highest roll wins. Reroll on tie.

Note: In some scenarios, the initiative may be assigned by special rules or conditions. See scenario rules for these cases.

Flip the Turn Marker to the appropriate side facing up to indicate which player has the initiative. That player will decide which player will act first (be the First Player) during each phase.

Example: In Scenario 3, a dice roll decides which side has the initiative for the turn. Imperials roll a 2 and Protestants roll a 5. The Protestant player decides which side becomes the First Player for each phase of the turn. For example, the Protestant player can decide to let the Imperial player be the First Player in the Leader Deployment and Recruitment Phases. Then, at the start of the Operations Phase, the Protestant player can choose to become the First Player, or not, for the phase.

5.0 LEADER DEPLOYMENT PHASE

During the Leader Deployment Phase, players update the leaders available in the Active Leaders Pool, place Deployment Area markers, and deploy Marshals and Lieutenants. The Leader Deployment Phase consists of four steps and ends when both players use all their PP or pass in succession:

1. Add and remove leaders.
2. Place Deployment Area markers.
3. Deploy Marshals.
4. Deploy Lieutenants.

This phase is skipped on the first turn of all scenarios.

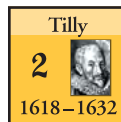
5.1 Add and Remove Leaders

Check the years available on the counter of each leader. Leaders who have reached their initial year of availability are placed in the Active Leaders Pool. Leaders who have completed their last year of availability are removed from the game. Leaders killed as a result of Battle are no longer available for deployment and are removed from the game.

5.2 Place Deployment Area Markers

See scenario rules and Troop Purchase Table for the activation and deactivation of deployment areas for Protestant and Imperial armies. When a deployment area activates, place Deployment Area markers on the appropriate cities, and remove the markers when the area deactivates.

Note: Trier is a Spanish Road deployment area when controlled by the Imperial side, but is not when controlled by the Protestants. Use the special Trier City Control marker to indicate its status.



Example: Tilly will be in play from 1618 through 1632, inclusive. He will be removed from play during the Leader Deployment Phase of 1633.

5.3 Deploy Marshals

5.3.1 The number of Marshals a side can deploy each turn is identified for each scenario in the Scenario Book and on the Marshal Availability Chart. Beginning with the First Player, players alternate selecting and deploying Marshals from any of the leaders available in the Active Leaders Pool. Marshals are deployed by placing them on controlled cities, on Spanish Road deployment areas, on or adjacent to deployment area cities, or on friendly armies.

5.3.2 Leaders with national flags on their counters must trace an uninterrupted path of contiguous road hexes to a deployment area that matches the flag on their counter. Controlled cities are considered to be road hexes for this purpose. Leaders can be placed adjacent to enemy-controlled deployment area cities.

Note: Spanish Road deployment areas are marked on the map with the Spanish Empire's Cross of Burgundy.

5.3.3 Deploying Marshals does not use PP.

5.3.4 Both players must deploy all the Marshals they wish to deploy before deploying any Lieutenants.

5.4 Deploy Lieutenants

Beginning with the First Player, players alternate paying for and deploying Lieutenants, one at a time, until both sides pass in succession.

5.4.1 Lieutenants are deployed by paying 1 PP for each Lieutenant and randomly selecting a Lieutenant from the Active Leaders Pool. Once a Lieutenant is selected, it is placed on the map in the same manner as a Marshal.

5.4.2 A player may deploy any number of leaders as Lieutenants as long as the player pays the appropriate number of PP and a leader is available in the Active Leaders Pool.

5.4.3 Leaders not deployed to the map remain in the Active Leaders Pool and may be used in future turns.

6.0 RECRUITMENT PHASE

During the Recruitment Phase players raise new troops, muster troops to leaders, hire mercenaries, and maintain or raise artillery trains. This phase is skipped on the first turn of all scenarios.

The Recruitment Phase consists of seven steps:

1. Determine Province Control
2. Raise Troops
3. Muster Troops
4. Consolidate Forces
5. Hire Mercenaries
6. Recruit and Maintain Artillery
7. Recover from Pillage or Sack

6.1 Determine Province Control

During the Determine Province Control step, players check each province on the board to determine whether the province is controlled by either player, using the guidelines below. If neither side controls the province, remove that province's Province Control marker from the board (if one was in play). Otherwise, place the province's Province Control marker on the board within the province with the controlling player's side face-up.

6.1.1 A side controls a province if it controls the majority of the cities, including all Great Cities and Electorate Cities (11.3.4) in the province.

6.1.2 A province can only provide reinforcements if a player controls the province and the number of controlled, un-pillaged and un-sacked cities is greater than or equal to the number of cities required to control the province.

Example: If a province contains five cities, at least three of the five cities (which must include any Great or Electorate Cities in the province) must be controlled to control the province. Then, to draw reinforcements from that province, at least three of the controlled cities must not be pillaged or sacked.

See the Province Control and Reinforcement Chart, or Province Control markers, for province control requirements and the number of reinforcement SP a province can provide.

6.2 Raise Troops

Players can raise troops in two ways. The first is by having leaders in controlled provinces to raise troops in those provinces, and the second is by using PP to activate allied armies (6.2.2). Beginning with the First Player, players alternate raising troops in provinces or activating allied armies, as indicated below. The First Player raises troops in one province, then the Second Player raises troops in one province, and so on, until all eligible provinces have raised troops. Players can select provinces in any order and can go back to raise troops in already selected province. For example, an Imperial player could raise province reinforcements in Austria, move on to raise troops in other provinces, then later come back and use PP to activate the HRE army from the Troop Purchase Table in Wien.

Note: PP cannot be used to gain Mercenary SP during Raise Troops.

6.2.1 Place Province Reinforcements. Only controlled provinces with sufficient undamaged (cities that are not pillaged or sacked) cities and containing a friendly leader provide reinforcements. Place all the reinforcements provided by a province in any controlled city with a friendly leader within that province. SP gained from a province can be infantry, cavalry, or a mix of both. A province can only provide reinforcements once each turn.

6.2.2 Activate Allied Armies. Use PP to activate the allied armies as reinforcements. Allied armies are groups of 10 or more SP purchased with PP and placed in a deployment area as indicated on the Troop Purchase Table. The SP of these armies are placed in Spanish Road Deployment areas, or at specific cities designated as deployment areas, according to the Troop Purchase Table and scenario rules.

6.2.3 Convert Cavalry SP. A player may convert cavalry SP already on the map to infantry SP at any time during the Raise Troops step. Infantry SP cannot be converted to cavalry SP.

6.3 Muster Troops

Beginning with the First Player, the players alternate mustering troops by moving SP from cities or Spanish Road Deployment areas along the roads to any connected hex containing a friendly leader. Leaders and artillery trains do not move during the Muster Troops step. During the Muster Troops step, each stack of SP can only be moved once. SP in a stack can be moved to different places. SP moved into a space containing a stack that has not been moved join the unmoved stack and can be moved if the unmoved stack is selected to move.

6.3.1 SP in a city hex or Spanish Road Deployment area can be moved any distance along contiguous road hexes during the Muster Step. Controlled cities are considered road hexes for this purpose.

Remember: Leaders and artillery trains do not move during the Muster step.

6.3.2 When mustering troops, players cannot move through neutral cities, cities controlled by the other side, or hexes blocked the enemy Primary Zone of Control (PZOC) (11.2.1).

Note: In some scenarios, specific cities are designated as Deployment Areas for allied armies. When reinforcements are placed in these cities, they can muster. However, if they are placed in a hex adjacent to the city, they must start the next Operations Phase in that hex and so should be deployed to a hex that contains a leader.

Example: All of these cities in the diagram below are connected by the road network. If the Protestant side controlled all of these cities, SP could normally move freely between them during the Muster Step. However, in this case, the cavalry's PZOC blocks the roads between Prag and both Budweis and Iglau. Because these roads are blocked, SP cannot be mustered through these hexes.



6.4 Consolidate Forces

Consolidate or disband armies without leaders using the following procedure. This step happens simultaneously.

6.4.1 After both sides have raised and mustered troops, any SP on the map without a leader and within three hexes of a friendly controlled city must move to the closest such city (if two cities are the same distance, the owning player chooses which city). artillery trains stacked with SP that move during this step can move with the SP to the city. (This is the only way artillery trains can move during the Recruitment Phase.)

6.4.2 Once 6.4.1 is complete, disband SP or artillery trains without leaders, and remove leaders without SP.

6.5 Hire Mercenaries

Beginning with the First Player, players alternate selecting Army Commanders to hire mercenaries. Player can spend any number of PP to place mercenaries with the selected Army Commander. See scenario special rules or the Troop Purchase Table for PP costs for hiring mercenaries. This step ends when both sides have passed in succession.

6.6 Recruit and Maintain Artillery

Beginning with the First Player, each player decides how many artillery trains they wish to have on the map for the coming year.

6.6.1 Each side can have a maximum of three artillery trains in play.

6.6.2 Artillery trains already on the board can stay with the armies they are with. Players can place unused artillery trains with friendly SP in controlled Great Cities or in hexes designated as deployment areas. Artillery trains that are no longer wanted are disbanded.

6.6.3 Once a player decides how many artillery trains they would like to deploy, consult the following table to determine

how many PP must be expended for the coming to maintain the artillery trains remaining on the map. Trains that are not paid for are disbanded.

ARTILLERY COST TABLE

# of Trains	1	2	3
PP Cost	1	3	7

6.7 Recover from Pillage or Sack

Cities recover from pillage or sack as follows.

6.7.1 In cities that do not contain armies, remove Pillage markers. Then, in cities that do not contain armies, flip Sack markers to their Pillage side.

6.7.2. Once pillage and sack are reduced in unoccupied cities, players may use PP to reduce Pillage or Sack markers in friendly controlled and occupied cities. To do this, first remove desired Pillage markers by paying one PP for each Pillage marker removed. Then reduce desired Sack markers to Pillaged by paying one PP for each Sack marker reduced. Reducing pillage or sack with PP is not mandatory.

7.0 OPERATIONS PHASE

The Operations Phase covers the yearly campaigning during the Thirty Years' War. At the end of the phase, armies are considered to be going into winter quarters where they check supply and, if they do not have sufficient supply, are reduced or disbanded.

The Operations Phase consists of the First Player Assignment (which is determined by the player with initiative), the Activations, and the Supply Check. During the Activations step, players, beginning with the First Player, take turns activating their armies or passing. The Activations step is complete when all leaders have a Fatigue Level of 5, or both players pass in succession.

7.1 First Player Assignment

The side with the initiative for the turn decides who becomes the First Player for the Operations Phase (4.0).

Note: While the player with initiative assigns the First Player at the beginning of each phase in a turn, this assignment is called out in this phase because of the importance the decision has here on the tempo of the game.

7.2 Activations

The players, Starting with the First Player, alternate activating their leaders to move one of their armies or passing. Players alternate activations until both players have passed in succession. An activation consists of first selecting the force to be activated and then moving that force according to the rules of movement (11.0), and possibly initiating battle (14.0) and invasions of neutral provinces (13.0.) Once the activation is complete, all units in the force increase their Fatigue Level by one.

7.2.1 Selecting Forces. During an activation, a player selects a Marshal or Lieutenant to activate an army. This leader becomes the Army Commander. The leader then selects any number of Wing Commanders, SP, and artillery trains located in the hex to become the active army for the current activation.

If a Marshal is selected as the Army Commander, a Marshal with a higher LR may not be chosen as a Wing Commander. If a Lieutenant is chosen as the Army Commander, no Marshal, and no Lieutenant with a higher LR, may be selected as a Wing Commander.

Note: Artillery trains or leaders left in a hex without at least 1 SP are immediately removed from the map (leaders go to the Active Leaders Pool). Likewise, any SP or artillery trains left in a hex without a leader are disbanded.

7.2.2 A leader with a Fatigue Level of 5 cannot be activated.

7.2.3 Activating Lieutenants. Each turn, players have three activations that they can use to move Lieutenants as if they were Marshals. Flip Lieutenant Activation markers to their used side to indicate each used activation.

Note: Each player is provided with three Lieutenant Activation markers to track the number of times Lieutenants have been activated as if they were Marshals. Players can use these activations in any combination. For example, a player could, in different activations, activate the same Lieutenant three times or three different Lieutenants, once each.

7.2.4 Once the forces comprising the active army have been selected, the player then may move the army across the map in accordance with the rules of movement (11.0), possibly initiating Battle (14.0), and gaining control of neutral cities or enemy-controlled cities (11.3.4 and 13.0).

7.2.5 Ending an Activation. An active army can end its activation voluntarily at any time. It must end its activation when required because of battle or failure to take control of a city, or when it can move no further.

7.2.6 Fatigue. At the end of an activation, an army increases its Fatigue Level by 1. Place the appropriate level Fatigue marker on the top of the stack or in the army's Fatigue box on the Army Holding Mat.

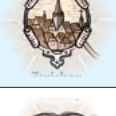
7.3 Supply Check

The Supply Check step represents the end of the campaigning season when the armies went into winter quarters to rest and refit. During this step, each army checks its supply status and disbands SP in excess of the available supply using the following procedure.

7.3.1 Checking supply is simultaneous, so supply status and the number of SP to be removed for any reason are determined before any SP are disbanded.

7.3.2 Calculating Supply Points. To calculate the number of supply points available to an army from the hex it occupies, use the following steps:

1. Determine the base supply points available in the army's hex using the table below:

HEX SUPPLY TABLE	
Terrain Type	Base Supply
 Hills	0
 Clear	3
 Minor City	5
 Major City	10
 Great City	15

2. Apply any supply modifiers (modifiers are cumulative):

- If in a City hex that is pillaged or sacked, divide the number of supply points available by 2.
- If the army is in an enemy ZOC (11.2) divide the supply points available by 2.

Remember: If checking supply in an enemy SZOC (11.2.2), check to see whether the army checking supply has sufficient cavalry SP to negate the enemy SZOC (11.2.6).

- If the army contains cavalry SP, double the number of supply points available.

3. The result (round fractions up) is the number of supply points available to the army.

Example: Tilly and Anholt are in Brunn, an unpillaged Major City, with 24 SP — 20 infantry SP, 4 cavalry SP, and 1 artillery train.

The Major City provides 10 supply points and, because the army has cavalry SP, the supply points are doubled to 20. The city is not pillaged or sacked, and it is not in an enemy ZOC, so 20 supply points are available to Tilly. If Brunn was pillaged or sacked, the total number of supply points available for Tilly's army would have been halved to 10.

7.3.3 Pillaging or Sacking for Additional Supply. If the number of SP in the army exceeds the number of supply points available in a city hex as determined by 7.3.2, players can choose to pillage or sack (15.0) the hex to gather additional supply points. To do so, the army in the city hex must have SP equal to or greater than the City Size Value (CSV; 11.3.4).

- In a single turn, a city can be pillaged or sacked, but not both, for supply. Pillaging or sacking for additional supply occurs after calculating the number of supply points available.
- Supply points gathered from pillage or sack are equal to the base supply of the city and are added to the available supply calculated in 7.3.2 before determining whether SP must be disbanded.

7.3.4 Disbanding Unsupplied SP. SP in a hex in excess of the available supply are immediately disbanded. Alternate disbanding excess SP between cavalry and infantry, starting with cavalry SP. If all of one type of SP is disbanded, then disband the remaining excess SP from available SP.

Note: Artillery trains do not require supply points.

Example: Continuing the example above, after checking for available supply, Tilly's army of 24 SP — 20 infantry, 4 cavalry, and 1 artillery train — has 20 supply points and so needs to disband 4 SP. Starting with cavalry SP, the player disbands 2 cavalry and 2 infantry SP. Tilly's army ends the Supply Check with 20 SP: 18 infantry, 2 cavalry, and 1 artillery train.

In another case, after checking for available supply, an army of 10 SP — 8 infantry and 2 cavalry — finds that it needs to disband 6 SP. Starting with cavalry SP, the player disbands 2 cavalry and 2 infantry SP. Because 2 more SP must be disbanded, 2 infantry SP are removed for a total of 6 SP. If the army had contained 9 SP — 5 infantry and 4 cavalry — and had to disband 5 SP, 3 cavalry and 2 infantry SP would have been disbanded.

8.0 VICTORY CHECK PHASE

Victory conditions for each scenario (The Campaign game is Scenario 7) are listed under the appropriate section of the Scenario Book.

9.0 DIPLOMATIC PHASE

During the Diplomatic Phase players collect PP, activate invaded provinces, and attempt to change the alignment of cities in selected provinces.

9.1 Collect PP

Each side gains PP (12.0) for each of the following:

- +1 PP for each friendly-controlled Great City
- +1 PP for each friendly-controlled Electorate City
- According to the scenario special rules

Note: a Great Electorate City provides 2 PP; 1 PP for being a Great City and 1 PP for being an Electorate City.

9.2 Activate Invaded Provinces

All neutral cities in provinces that were invaded during the previous Operations phase become controlled by the side that did not invade the province (13.2).

9.3 Province Conversion

Province conversion during the Diplomatic Phase converts cities in a single province from neutral to friendly-controlled, or enemy-controlled to neutral. Starting with the First Player, each player can select one province to attempt to convert the cities in that province. To determine which provinces can be selected, consult the Province Control and Reinforcement Chart, or Province Control markers for conversion eligibility.

Then continue as follows:

9.3.1 In a province with Neutral Cities. All neutral cities in an eligible province can be converted.

9.3.2 In a province with Enemy-Controlled Cities. To attempt conversion of enemy-controlled cities, the province must contain a leader with an LR that is greater than the highest LR of any enemy leaders in the province, and the province must be eligible. Enemy-controlled Electorate Cities, whether they contain enemy armies or not, and cities containing enemy armies cannot be converted.

9.3.3 If conversion is possible, players decide how many PP they wish to use to modify the conversion attempt die roll and then make a 1D6 roll to determine whether the eligible cities in the province convert using the following procedure (this process is summarized on the Province Conversion Check table):

1. A natural roll of 1 is an automatic failure: the cities do not convert. A natural roll of 6 is an automatic success: the cities convert.
2. Otherwise, cities in the province convert on a result of 5 or 6 after applying the following modifiers to the DR:
 - Apply the Province Control Modifier. This modifier is on the Province Control markers and listed in the Province Control and Reinforcement Chart.

Note: If a Province Control marker does not have a Province Control Modifier listed on the marker, the province cannot be converted.

- If a player received fewer PP than their opponent during the Collect PP step (9.1), that player receives +1 DRM for each point of the difference.

Example: If the Protestant player receives 6 PP during the Collect PP step from Great Cities, Electorate Cities, and special rules (9.1 step 1) and the Imperial player receives 3 PP, the Imperial player will receive +3 when attempting to convert a province in this phase.

- A player receives +1 for each 2 PP they spend to increase the DRM. Players must decide how many PP they wish to spend to increase the DRM prior to attempting to convert cities in the province.

9.3.4 A successful conversion attempt changes eligible neutral cities in a province to friendly-controlled and eligible enemy-controlled cities to neutral.

Remember: Enemy-controlled Electorate Cities, whether they contain enemy armies or not, and cities containing enemy armies cannot be converted.

9.3.5 Special Province Conversion Cases. Only the Imperial player may select Bavaria for a Province Conversion attempt to change control of the cities in that province. Only the Protestant player may select Brunswick for a Province Conversion attempt to change control of the cities in that province. Neither side may select Austria, Bohemia, Moravia, or the Palatinate.

10.0 MAINTENANCE PHASE

The Maintenance Phase consists of three steps:

1. Both players remove Fatigue markers from all armies.
2. Both players return all Marshals and Lieutenants on the map to the Active Leaders Pool and reset Lieutenant Activation markers to their unused side.
3. Advance the Turn marker to the next year.

11.0 MOVEMENT

Players move armies by activating them or by reaction movement (11.4).

Moving an active army consists of two steps:

1. Determine the available Movement Points (MP) (11.1).
2. Move the army along a continuous path of hexes, spending MP for entering hexes according to terrain effects (11.3), the presence of enemy ZOCs (11.2), enemy controlled hexes (11.3.9), or combining with other armies (11.5). This movement may be interrupted by reaction moves (11.4) or by engaging in a battle (14.0). Armies may drop off detachments (11.6) or pick up leaders, SP, or artillery trains as they move (11.5).

11.1 Determining Movement Points

11.1.1 Active armies have a base movement allowance of 6 MP minus the fatigue of the activated Army Commander. An army's movement allowance can be increased by the presence of leaders and, in some cases, the composition of the army. To determine the total number of MP available to an active army, use the following procedure:

1. Determine the army's base movement allowance by subtracting the Fatigue Level of the Army Commander from 6.
2. Determine whether an army is eligible for additional MP:
 - a. Identify the Army Commander of the moving army.
 - b. Identify the Wing Commanders moving with the army.
 - c. Add the LR of Wing Commanders in the army to the LR of the Army Commander, and multiply this number by 10.

The result is the maximum number of SP an army can have and still be eligible for additional MP.

- d. Determine the size of the army by adding the number of infantry and cavalry SP the player plans to move together as an army. Artillery trains do not count toward the total number of SP in the army.
- e. If the number of SP in the army is less than or equal to the LR of the Army Commander and Wing Commanders $\times 10$ (found in step c above), the army is eligible for additional MP.

Example: Tilly has a LR of 2. He can move by himself with a maximum of 20 SP (Tilly's LR of 2×10) and still receive additional MP. If Dampierre (LR 1) moves with Tilly as a Wing Commander, Tilly can move with 30 SP and still receive additional MP: Tilly's LR 2 + Dampierre's LR 1, a total of 3×10 , for a maximum number of 30 SP that can move with additional MP. If Tilly wanted to move alone with more than 20 SP his maximum MP would be just his base movement of 6 minus his Fatigue Level.

3. Calculate the total number of MP available to the active army:

- a. Each army has a base movement of 6 minus the fatigue of the Army Commander.
- b. If the active army is eligible for additional MP, roll a number of D6 equal to the Army Commander's LR and add the army's base movement to the result. This is the army's MP for the activation.

11.1.2 Cavalry. If an active army is composed of only leaders and cavalry SP, it can add an additional D6 to its base MP regardless of its size.

Note: An army of cavalry SP using this additional die to increase its MP cannot pick up infantry SP or artillery trains during its activation, but armies consisting only of cavalry could opt not to use the additional die roll for MP and then would be eligible to pick up infantry SP or artillery trains or both.

Example: Spinola (LR 3) is activated as an Army Commander with an army of 35 SP and a Fatigue Level of 1. Dampierre (LR 1) is moving with the army, so the army has one Wing Commander. The army's base movement is 5 MP (6 – the army commander's Fatigue Level of 1). The maximum number of SP the army can move and still receive additional MP is $(3 + 1) \times 10$, or 40 SP (Spinola's LR, 3, plus 1 for the LR of the Wing Commander present, times 10), so the army is eligible for additional MP.

This army will get 3D6 additional MP because the Army Commander is Spinola with a LR of 3.

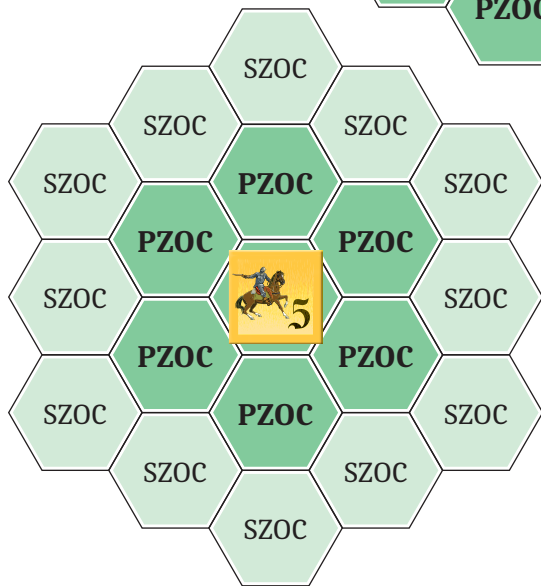
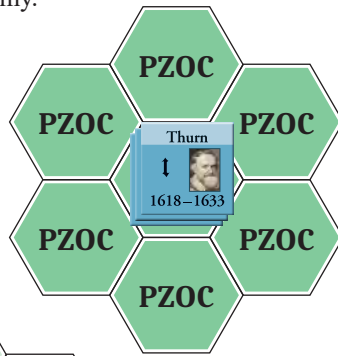
To determine the number of MP the Imperial player then rolls 3D6, adds the result to the 5 base movement allowance.

In this case, if the Imperial player rolled a 3, 4, and 5 with 3D6, the army would have 17 MP for this activation (12 from the 3D6 + 5 from the base movement allowance).

11.2 Zone of Control

All armies exert a Primary Zone of Control (PZOC), and armies containing cavalry SP also exert a Secondary Zone of Control (SZOC). PZOC and SZOC are collectively referred to as Zones of Control (ZOC). Effects of ZOC do not stack regardless of the number of armies exerting a ZOC into a hex. Armies and ZOC do not block enemy ZOC.

11.2.1 Primary ZOC. An army creates a PZOC that consists of the six hexes adjacent to the army.



11.2.2 Secondary ZOC. Armies with cavalry SP also have a SZOC consisting of the 12 hexes adjacent to its PZOC. The SZOC is traced two hexes from the generating army.

11.2.3 ZOC do not extend across rivers and extend only into, but not across, city hexes on rivers. SZOC do not extend into or pass through Hill hexes.



11.2.4 ZOC Effects on Movement. Entering a hex containing enemy ZOC costs 1 additional MP.

11.2.5 ZOC Effects on Muster Troops. SP cannot muster along a road hex in an enemy PZOC.

11.2.6 Reaction Move. If an army enters or exits the ZOC of an enemy army, that enemy army may attempt a reaction move (11.4), if desired.

11.2.7 Cavalry and SZOC. The SZOC of an army is negated in the hex of an enemy army that has at least two times the number of cavalry SP as the army projecting the SZOC. Thus, if an army is moving, and moves into the SZOC of an enemy army, it does not trigger a reaction move if it has at least 2× more cavalry SP than the enemy army, and it does not have to pay the +1 MP for entering an enemy ZOC.

Example: The SZOC of an army with 2 SP of cavalry will affect armies with 0, 1, 2, or 3 SP of cavalry that enter its SZOC but will not affect armies with 4 or more cavalry SP.

11.2.8 ZOC and Supply. During Supply Check, the base supply of a hex may be halved if it is in an enemy ZOC (7.3.2).

11.3 Terrain Effects

Each map hex contains a specific type of terrain that can affect movement or provide DRMs in combat (see the Terrain, Movement Costs, and Combat Effects Chart.)



11.3.1 Clear. Clear terrain costs 1 MP to enter and has no effect on combat. A Clear terrain hex provides 3 supply points.



11.3.2 Hills. Hills are rough terrain that hinders movement, SZOC, and supply but enhances defense. Entering a Hills hex across a non-road hex side costs 2 MP. Armies defending in Hills hexes receive a +1 DRM in Battle. A Hills hex does not provide supply points.

11.3.2.1 Straggler Check. An army must make a roll on the Straggler Check Table to determine whether it takes losses or fatigue due to straggling whenever it ends its move in a Hill hex or does not enter and exit a Hills hex across Road hex sides as part of the same movement action (including by retreat or reaction movement). This check is made once for each Hills hex entered.

11.3.2.2 If the check results in a STRAGGLING result, the army loses 10% of its strength (fractions rounded up) and incurs one Fatigue point. Losses must be divided as evenly as possible between cavalry and infantry SP. In the case of an odd number of losses, the player can choose which type of SP is removed to satisfy the last loss. If the result is NO STRAGGLING, there is no effect.

Armies can be disbanded due to a Straggler Check.



11.3.3 Roads. Roads represent the key linkages between the major cities of Europe during the 17th century. Armies using all their MP moving across Road or City hex sides get 2 extra MP at the end

of their move, which they can use to continue their movement along a road or into a city.

Roads are also used during the Leader Deployment and Recruitment Phases to determine where leaders with national flags on their counters can be placed (5.3.2), and where troops can be mustered (6.3).

11.3.4 Minor Cities, Major Cities, and Great Cities

Minor Cities, Major Cities, and Great Cities, collectively referred to as cities, represent major population centers. They are sources of supply and reinforcements, provide defensive DRM in battle (rivers running through cities provide an additional defensive DRM), and are where rivers can be crossed. The hex a city is in costs 1 MP to enter, and city hexes serve as roads when armies move through them from one road hex to another.



Minor Cities. Minor City hexes provide 5 supply points. Armies defending in a Minor City hex on a river receive a +2 DRM in battle. The City Size Value (CSV) of a Minor City is 5.



Major Cities. Major City hexes provide 10 supply points. Armies defending in a Major City hex receive a +1 DRM (+3 DRM if the Major City is on a river: +1 for the city and +2 for being on a river) in battle. The CSV of a Major City is 10.



Great Cities. Great City hexes provide 15 supply points. Armies defending in a Great City hex receive a +2 DRM (+4 DRM if the Great City is on a river: +2 for the city and +2 for being on a river) in battle. The CSV of a Great City is 15.



Electorate Cities. Electorate Cities are indicated by a gold crown on the city icon. They function normally as a city of the indicated size. The effects of controlling Electorate Cities depend on the scenario being played (see the Scenario Book).

Note: Great and Major Cities occupy only one hex—the center hex of the seven-hex cluster in which they are located. Their icons overlap into the six surrounding hexes for game play (to make city type easier to see without moving counters), and aesthetic purposes.

11.3.4.1 City Control. Cities are always neutral or controlled by one side or the other. Control of a city can change as a result of diplomacy, when an active army of sufficient size enters an unoccupied enemy City hex, when a player controlling the city is overrun or loses a battle in the hex, or when an active enemy army performs a successful City Control Change Check. (**Exception:** when moving through neutral cities, armies that could normally take control of the city, or attempt to take control the city, can choose not to do so.)

1. **Diplomacy.** Cities can change from neutral to controlled, or from controlled to neutral, when the province they are in is checked for conversion (9.3).

2. **Movement.** An army entering an unoccupied enemy City hex gains control if:

- It contains infantry SP greater than or equal to the CSV and, if a Major or Great City, an artillery train, or
- It makes a successful City Control Change Check on the City Control Change Check Table. If it fails the check, the army returns to the hex it came from and, if an active army, ends its activation.

3. **Overrun and Battle.** If an army is overrun or loses a battle in a City hex it controls, control of the city automatically changes to the side that won the overrun or battle.

Note: An army can enter an enemy-controlled City hex, take control of it, and continue to move in the same activation.

11.3.4.2 Entering Enemy-Controlled City Hexes. An active army can only enter an enemy-controlled City hex if the army has SP greater than or equal to the CSV. In addition, entering an enemy-controlled city costs +1 MP for entering an enemy-controlled hex (11.3.9).

When an army enters an enemy-controlled City hex that contains an enemy army, the enemy army may attempt to make a reaction move out of the City hex. If it fails or chooses not to react, either an overrun or a battle occurs. If the defending army is overrun or loses the battle, the City hex changes control and is then pillaged (or sacked if it is already pillaged).

11.3.4.3 Entering Neutral City Hexes. If they do not stop, armies entering a neutral City hex do not need to have SP greater than or equal to the CSV and do not have to pay the +1 MP for entering the City hex. If they stop in a neutral City hex, they must treat it as an enemy-controlled City hex (i.e., pay 1 additional MP to enter the City hex, have SP greater than or equal to the CSV of the city, and either take or attempt to take the City hex).

11.3.4.4 Pillage and Sack. When city control changes, the City hex is pillaged or sacked (15.0). Cities that change control during the Diplomatic Phase (9.0) are not subject to pillage or sack unless explicitly directed by scenario special rules.

11.3.4.5 When an Electorate City changes control from Imperial to Protestant, or vice versa, the side losing control gains 1 PP.

11.3.4.6 When a Great City changes control from Imperial to Protestant, or vice versa, the side losing control gains 3 PP.

Note: A Great Electorate City changing hands is worth 4 PP: 1 PP for being an Electorate City and 3 PP for being a Great City.

11.3.4.7 Enemy-controlled and neutral cities interrupt road networks during the Muster Troops step of the Recruitment Phase (6.3.2).



11.3.5 Rivers. Rivers are the great frontiers of Central Europe and cannot be crossed except at cities. Rivers run along hex sides except at cities. ZOC do not extend across rivers. ZOC can extend into, but not through, a city on a river hex. If an army occupies a city on a river, its ZOC extends normally on both sides of the river.

11.3.5.1 Crossing Rivers. Rivers can only be crossed at cities. Armies that begin their activation in a River City hex may move to any adjacent hex normally. Armies that enter a River City hex during an activation may cross the river by paying +2 MP to enter a hex on the far side of the river, if they control the city.

Armies may leave a River City hex on the same side of the river as they entered at no extra cost.



11.3.6 Province Border. These roughly indicate various regions of the Holy Roman Empire. They have no effect on movement.



11.3.7 Spanish Road Deployment Area. These spaces are only used by Imperial units entering the game. They act as Imperial deployment areas for Spanish armies and leaders. Mercenaries can be purchased by leaders in these areas. Units can enter the map from the area by paying the normal cost to enter the hex connected by road to the Deployment area, but the area cannot be entered from the playable area of the map.



11.3.8 Map Boundary Hex Side.

Map Boundary hex sides delineate the playable area of the map.

11.3.9 Enemy-Controlled Hex. A hex containing an enemy army, or an enemy-controlled city is an enemy-controlled hex. It costs +1 MP to enter an enemy-controlled hex.



11.4 Reaction Movement

Movement of an active army, a reacting army, or an army retreating after a battle, into or out of the ZOC or hex containing an enemy army can begin a reaction movement chain. This chain may consist of one or more armies moving in response to enemy armies entering their hex or ZOCs.

11.4.1 Reaction Movement Procedure

1. When an army moves into or out of a ZOC or into a hex containing an enemy army, the enemy army becomes eligible to attempt a reaction move.

Note: When entering or exiting a SZOC, compare the cavalry SP of the two forces to determine whether the SZOC is in effect, per 11.2.7. If the SZOC is not in effect, the non-moving army is not eligible for a reaction move.

2. The player with non-moving armies decides whether or not to attempt a reaction move.

- If so, pause the movement of the active or retreating army and, if it is an active army, record the number of MP it has after it has entered the enemy ZOC.

Note: Once the reaction movement chain is complete and, if necessary, battles resolved, an active army might be able to continue its activation.

- If not, then return to the moving army and continue the activation or retreat.

3. If attempting reaction movement, the reacting player in any order, one army at a time, chooses whether the eligible armies will attempt reaction movement or pass.

4. For each reacting army, first select which forces in the army's hex will attempt to make the reaction move, and then make a Reaction Move leadership check to determine the results of the attempt.

11.4.2 Selection of Reacting Forces. Select one leader to be the Army Commander of the reacting army and any number of Wing Commanders, SP, and artillery trains located in the hex to become the reacting army.

Remember: Artillery trains and leaders left in a hex without at least 1 SP are disbanded or returned to the Active Leaders Pool, and SP or artillery trains left in a hex without leaders are disbanded.

11.4.3 Reaction Move Table. Players determine whether an army can make a reaction move by consulting the Reaction Move Table. If successful, the reacting army can move one hex in any direction. This move does not cost the reacting army any fatigue or MP. If unsuccessful, the reacting army may not move, and may have to take fatigue. There are two possible DRMs when attempting a reaction move:

- +1 DRM if the reacting army consists only of cavalry SP.
- -1 if the reacting army has SP greater than the (Army Commander's LR + all Wing Commanders' LR) × 10.

Example: A Protestant army enters a SZOC created by a hex containing Tilly (LR 2) and Dampierre (LR 1) and 25 infantry SP and 10 cavalry SP (a total of 35 SP), all with a Fatigue Level of 1. Tilly's army can react. Consulting the Reaction Move Table, if the player reacts with all the leaders and SP in the hex, the player will roll on the +1 column with a -1 DRM. The column is determined by checking Tilly's LR and subtracting his fatigue (2 - 1) or the +1 column. Then apply the DRM of -1 since the reacting army has 35 SP; more than Tilly's and Dampierre's combined LR $\times$ 10, which is 30.

Alternatively, the player could react with Tilly and Dampierre and up to 30 SP (in which case 5 SP would be left behind and disbanded, if the move was successful) and roll on the +1 column; or react with Tilly and up to 20 SP (leaving Dampierre behind with 15 SP) and roll on the +1 column; or react only with Dampierre and up to 10 SP (leaving Tilly behind with 25 SP) and roll on the 0 column.

11.4.4 Once an army completes a reaction move attempt, place a "Reacted" marker on the reacting army and, if it was successful, any forces left in the hex it started from. Continue to the next eligible army. All armies attempting reaction movement during the reaction chain must complete their attempts and moves before resolving any battles caused by reaction moves.

Note: Armies can make only one reaction move in any given reaction movement chain. Armies with Reacted markers on them cannot make reaction moves. Active armies are not eligible for reaction moves — a moving army cannot react to a reaction it has provoked.

11.4.5 A reacting army moving into the ZOC or hex of an unmoved enemy army (i.e., those that do not have a Reacted marker on them) makes that unmoved army eligible for reaction movement. If this happens, proceed to step 2 of the Reaction Move Procedure (11.4.1) until all eligible armies have completed reaction movement.

11.4.6 At the end of a reaction move chain, if enemy armies occupy the same hex, one or more battles will result (14.0).

11.4.7 Resolve battles one at a time. The active player chooses the order in which battles are resolved. At the conclusion of each battle determine whether retreating armies enter the ZOC or hex of unmoved enemy armies. If so, proceed to step 1 of the Reaction Movement Procedure.

11.4.8 Once all reaction movement and any resulting battles are resolved (including reaction movement and battles caused as a result of retreat from battles caused by the reaction movement), the reaction movement chain is complete. Remove all Reacted markers and return to the active army, which continues its move.

11.4.9 Armies that win battles, including any adjacent forces assisting them, cannot attempt reaction moves against the army they just defeated as the defeated army retreats out of the ZOC of the winning army or armies.

Example of a Reaction Move:



During an Operations Phase, Tilly moved out of the ZOC projected by Adolphus' army. Adolphus can try to make a reaction move to any of the blue marked hexes. If the reaction move is successful, Adolphus' army can move one hex and will not gain a Fatigue Level. If he moves into the hex occupied by Tilly, a battle will result, since Tilly is not eligible for a reaction move because he is the active army. If the reaction move is unsuccessful, Adolphus' army cannot move, may take fatigue, and the reaction chain ends.

Example of Chaining Reaction Moves:



Continuing the previous example, if Tilly's army moved and Adolphus reacted by moving into a red hex, Córdoba's army could then attempt a reaction move because Adolphus is entering his ZOC. If Adolphus' army moved into a blue hex, Córdoba could only attempt a reaction move if his hex contained enough friendly cavalry to exert a SZOC against Adolphus' army. This is because Adolphus would be leaving Córdoba's SZOC.

If Adolphus' army reacted and moved into Tilly's hex, Córdoba could attempt to do the same. If he were successful, a battle would occur between Adolphus' army and the combination of Tilly's army and Córdoba's.

11.5 Combining Armies

11.5.1 Friendly armies that end an activation or pause movement — for example, for a battle — in the same hex must be combined. Moving armies can freely pass through hexes containing friendly armies without stopping or combining. When passing through a hex containing a friendly army, an active army can, if desired, pick up or drop units before continuing its movement.

11.5.2 Combining Armies Remaining in the Same Hex. When an army ends its activation in a hex with another friendly

army, the two armies automatically become a single army. The Fatigue Level of the stack becomes the same as the unit with the highest fatigue in the hex.

11.5.3 Combining Armies While Moving. If a moving army enters a hex containing friendly forces, the moving army may pick up any number of leaders, SP, or artillery trains from that hex. To do so, the moving army expends an additional 2 MP after entering the hex and adds desired leaders, SP, or artillery trains to the moving army.

Before continuing movement, the Active Army must use the following procedure to update its fatigue level and determine if it has enough MP remaining to proceed.

- 1. Update Army Fatigue.** Set the fatigue of all units in the hex to the Fatigue Level of the leader(s), SP, or artillery trains of the moving army, or the Fatigue Level of the units already in the hex, whichever is greater.
- 2. Determine Remaining MP.** To determine whether the moving army has any MP remaining after adding SP or leaders, first determine whether the army is still eligible for bonus MP per 11.1.

Note: This is just a check; it does not give the army additional MP.

If so, the army continues its movement with any of its remaining MP. If not, the army ends its move and activation ends in the current hex.

Example: Spinola (LR 3) with no Fatigue, is activated with an army of 30 SP and no Wing Commanders. After rolling 3 dice the army gets 22 MP (5, 5, 6 from the dice and 6 for base movement). The army then moves 1 hex and spends 2 MP to combine with another army of 6 SP. Spinola now has 19 MP remaining and an army of 36 SP. Before continuing to move the player checks to see if Spinola's army is still eligible for additional MP. Finding Spinola's army is no longer eligible for additional MP according to 11.1, the army ends its move and activation.

11.6 Detaching Units from Active Armies

11.6.1 Active armies can detach leaders, SP, or artillery trains in any hex, including in a hex where those leaders, SP, or artillery trains must combine with another army along its line of march. No army may detach units during a retreat or rout.

11.6.2 Only Wing Commanders can be detached from active armies. Army Commanders cannot be detached.

11.6.3 Armies resulting from detached forces have zero MP. Such armies end their activation and take fatigue per 7.2.6 and, if in a hex with another army, combine with it per 11.5.2.

Note: Because they are ending their activation, ensure that leaders, SP, or artillery trains that are dropped off take fatigue per 11.5.2 before they combine with the other units in the hex. It is possible that this will increase the Fatigue Level of the stack they are joining.

11.6.4 Players can disband SP at any time by simply detaching them from their army and removing them from the board.

11.6.5 If an active army is moving using additional MP (using MP beyond its Base Movement of 6 – the Fatigue Level of its Army Commander) and detaches a Wing Commander, it must check to ensure it is still eligible for additional MP, per 11.1, before leaving the hex where it leaves the detachment. If it is no longer eligible, its must detach sufficient SP to meet 11.1 requirements or end its activation.

11.7 Overruns

11.7.1 When an army enters a hex where one side or the other has an overwhelming force, an overrun may occur.

Note: This means that when the attacking army checks to see whether it overruns the defending army, the defending army also checks to see whether it can overrun the attacking army. It is possible for a defending army to “overrun” an active army that enters its hex.

An overrun will occur if one army has 5× the SP of the other army.

Note: Overruns occur as a result of the comparison of SP. Leadership, artillery, and terrain modifiers are not considered when checking for an overrun.

11.7.2 Overrun of a Defending Army. When an active army enters a hex containing a defending army it can overrun, first check to see whether the defending leader can make a successful Reaction Movement attempt. If the defending army is successful, it can move out of the hex before being overrun; otherwise, it disbands. **Exception:** Defending armies consisting of only cavalry SP and leaders can also check for Cavalry Retreat Before Combat (14.1) before being overrun.

Note: Since a battle does not occur in the hex in which an overrun occurs, the active army does not take fatigue.

11.7.3 Overrun of an Active or Reacting Army. If an active or reacting army enters a hex containing enemy SP greater than or equal to 5× the SP of the moving army, the moving army is overrun by the defending army and is disbanded.

12.0 POLITICAL POINTS

PP are an abstraction of the political influence gained or lost by the Imperial and Protestant factions due to gains and losses across the contested regions of Europe. Players gain PP when losing control of Great Cities, for holding key cities, and as indicated in special scenario rules.

- Each time one side takes control of a Great City hex in any phase but the Diplomatic Phase, the other side gains 3 PP.
- Each time one side takes control of an Electorate City hex in any phase but the Diplomatic Phase, the other side gains 1 PP.
- If an army sacks a Great City or an Electorate City during a Supply Check step, the non-sacking side receives 1 PP (15.2).
- At the beginning of the Diplomatic Phase (9.0), each side gains 1 PP for each Great City it controls.

- At the beginning of the Diplomatic Phase (9.0), each side gains 1 PP for each Electorate City it controls.
- PP may also be gained or lost as indicated by special scenario rules.

Record PP gains and losses on the number tracks on the board, or on the Army Holding Mats, using the appropriate PP markers.

PP are used in the Leader Deployment Phase (5.0) to place Lieutenants, during the Recruitment Phase (6.0) to activate allied armies, recruit and maintain artillery trains, hire mercenaries, and recover occupied friendly pillaged or sacked cities, and during the Diplomatic Phase (9.0) to modify province conversion attempt die rolls.

13.0 INVADING PROVINCES

In addition to attempting to convert cities in selected provinces during the Diplomatic Phase (9.0), players gain control of neutral cities in provinces that have been invaded during the Operations Phase (7.0).

13.1 Moving through Neutral Cities

Armies of any size can freely move through hexes in neutral provinces and hexes containing neutral cities.

Armies that move into a neutral City hex with SP greater than or equal to CSV of the city can choose to either, attempt to take control of the city as if it were entering an enemy city hex (per 11.3.4.2), or move through it without affecting the neutrality of the city. If they choose to attempt to take the City, they must pay +1 MP and stop or pause their movement as if they were entering an enemy-controlled hex. If an army enters a neutral city hex and stops, it must attempt to take control of the city. If it fails, it returns to the hex it entered the city from and ends its move there. Armies cannot end an activation or a reaction move in a neutral city.

Note: Although armies with SP less than the CSV of a neutral City hex can move through the City hex, they cannot end their activation there under any circumstances.

13.2 Invasion of Neutral Provinces

The first time during an Operations Phase that an army attempts to gain control of a neutral city in a given province, that province is considered invaded by that side for the turn.

An army can only attempt to take control of a neutral city, or end a move (activation or reaction move) in a neutral city, if it has at least as many SP as the CSV of the City hex. If an army stops or pauses in a neutral city, the following occurs:

- The army must attempt to take control of the city per 11.3.4.1. If it fails, it must retreat to the hex it entered the city from, and its move or activation ends.

- If a province is invaded, all remaining neutral cities in the province will remain neutral for the rest of the Operations Phase unless either side causes additional control changes per 11.3.4.1. During the next Diplomatic Phase all remaining neutral cities in the invaded province change to the control of the non-invading side.

14.0 BATTLE

A battle occurs when an active or reacting army enters a hex containing an enemy army and, after checking for reaction movement and overrun, opposing forces still occupy the same hex. The side that occupied the hex first, before it was entered by an enemy army, will be the defender. Pause the activation, record the number of MP remaining to the active army on a number track, then use the following sequence to determine the results of a battle:

1. Check for Cavalry Retreat Before Combat (14.1). If either force retreats before combat, no battle occurs.
2. Determine the results of the battle. This consists of two steps:
 - a. Determine the Battle Results DRM (14.2).
 - b. Determine the battle results (14.3).
3. Apply battle results and check for leader casualties (14.4) in the following order:
 - a. Apply Battle Results Roll and Fatigue Roll.
 - b. Check for leader casualties.
 - c. Add fatigue from battle to each army.
 - d. On a rout (R) result, the losing side conducts a Rout Check (14.6.2).
 - e. Disband or conduct the retreat of the army with retreat (r) or rout (R) results (14.6).

Note: A retreat or rout may trigger reaction moves, or battles, that must be resolved before the active army continues its activation, as noted below.

4. The active army can continue its activation using any remaining MP if its activation did not end as a result of rout or leader loss.

Note: If the Army Commander becomes a leader casualty, the army's activation ends. If the army has one or more Wing Commanders, one will become the new Army Commander. If all leaders in an army are lost, the army disbands using the procedure in 14.4.

14.1 Cavalry Retreat Before Combat

Cavalry Retreat Before Combat can occur under two conditions:

1. **For Attacking Cavalry Armies.** An attacking army composed only of cavalry SP and leaders in a hex with enemy infantry must retreat unless it can overrun the defending army. If the cavalry army has sufficient SP to overrun the defending hex (11.7), proceed with an overrun, otherwise, return the cavalry army to the last hex it was in, increase its Fatigue Level by 1, and continue its movement.

Note: If an active cavalry army enters a hex it cannot overrun, it expends the required MP for the terrain in the hex it enters, and 1 MP for entering the enemy-controlled hex containing the enemy army – it does not expend MP for retreating to the hex it came from. A cavalry army that attacks a hex as a result of reaction move but is forced to retreat simply returns to the hex it came from and takes 1 Fatigue.

2. **For Defending Cavalry Armies.** A defending cavalry army is eligible to retreat before combat if:

- The defending cavalry army has more cavalry SP than the attacking army
- or
- The defending cavalry army makes a successful Cavalry Retreat Before Combat check.

If the cavalry army does not retreat before combat, check for overrun (11.7), and if no overrun occurs, proceed to 14.2.

If a defending cavalry army successfully retreats before combat, it retreats per 14.6.1 and no battle occurs. Neither army takes fatigue, and the active army can then continue its activation.

14.2 Determine Battle Results Die Roll Modifiers

Determining the battle DRM consists of three steps:

1. **Determine Attacker's DRM.** The attacking army receives the following DRM:

- + the attacking Army Commander's LR
- +2 if the attacking army has any number of artillery trains
- + Odds modifier (determined by comparing the strength of each army in the table below)
- – the Fatigue Level of the attacking army



ODDS MODIFIER TABLE

Odds (Attacker:Defender)	Modifier
1 : 5	Attacking army disbands
1 : 4	– 6
1 : 3	– 4
1 : 2	– 3
1 : 1.5	– 1
1 : 1	0
1.5 : 1	+ 1
2 : 1	+ 3
3 : 1	+ 4
4 : 1	+ 6
5 : 1	Defending army disbands

Army Strength. The army strength for each side consists of friendly SP in the battle hex plus any SP provided by friendly adjacent armies (14.7). The odds are calculated by dividing the strength of the attacker by the strength of the defender. Round in favor of the defender. Thus, 3 attacking 4 would be rounded down to 1:1.5, while 4 attacking 3 would be rounded down to 1:1.

- If the odds are 5:1 or greater, an automatic victory for the attacker has occurred and the defending army is immediately disbanded.
- If the odds are 1:5 or less, an automatic victory for the defender has occurred and the attacking army is immediately disbanded.
- If an automatic victory occurs, the battle ends immediately, and the winning army takes no fatigue.

Note: If an army disbands as a result of losing to an automatic victory, SP contributed by adjacent armies also disband.

2. **Determine Defender's DRM.** The defending army receives the following DRM:

- + the defending Army Commander's LR
- +2 if the defending army has any number of artillery trains
- + the terrain effects modifier
- – Fatigue Level of the defending army

Possible terrain effects modifiers:

- +1 if the battle is in a Hill hex
- +1 if the battle is in a Major City hex
- +2 if the battle is in a Great City hex

- +2 if the battle is in a River City hex (cumulative with battle in Major and Great City hex modifiers)
- +1 if the battle is in a hex that contains field fortifications (optional rule 16.1)

3. Determine Whether a Battle is Fought. If the attacker DRM minus the defender DRM is -3 or less, the result is an automatic defender victory. The attacking army is immediately disbanded (SP and artillery trains are removed from play and leaders returned to the Active Leaders Pool). The battle ends immediately, and the defender takes no fatigue.

Note: As most armies consisted mostly of mercenaries of one sort or another, they would simply dissolve, rather than fight, if asked to go into a battle that they had no chance of winning.

14.3 Determine Battle Results

A battle is resolved by rolling two dice, one black and one white, to determine the results of the battle and then rolling 2D6 to determine whether leaders are lost. The black (first) die is used for a 1D6 Battle Results roll (BR): modify it by adding the attacker DRM and subtracting the defender DRM, and then consult the Battle Results Table. The white die determines whether the attacker or defender takes additional fatigue.

14.3.1 Battle Results. To determine battle results, find the Battle Results Table column with the modified BR, and cross-reference with the row containing the number of SP in the attacking army (including SP from adjacent armies). The left side of each slash (/) in that row indicates an attacker loss, and the right side is a defender loss.

Example: If the attacking army in the battle hex consisted of 10 SP, and an adjacent army friendly to the attacker contributed 1 SP to the battle, the players would consult the 11–20 row to find the battle results. If the BR was 5, the attacker would lose 2 SP, and the defender would lose 4 SP and retreat.

Both sides remove the indicated number of SP. Losses are taken alternating between infantry SP and cavalry SP until either type of SP is exhausted, and then the balance is taken from the remaining SP. The player taking the losses chooses whether to start with a Cavalry SP loss or an Infantry SP loss. Losses are taken from the battle hex first, then from Adjacent Army SP involved in the Battle (14.7).

Note: If a side loses all SP in a battle, any friendly artillery trains in the hex are disbanded and leaders are removed from the board and placed in the Active Leaders Pool

Example: An attacking army of 11 SP (6 infantry, 5 cavalry) and a defender army of 6 SP (5 infantry, 1 cavalry) battle in a clear hex. The attacker rolls a black die and a white die, adding the appropriate modifiers to the black die and arriving at a BR of 4 on the black die (the die roll including all modifiers) and a fatigue result of 1 on the white die.

The attacker has 11 SP, so players find the losses in the 11–20 row of the Battle Results Table. The BR is in the 4 column. The

left side of the / indicates that the attacker loses 3 SP and must retreat. The right side of the / indicates that the defender loses 4 SP. Both players remove losses, alternating between cavalry and infantry SP. The attacker starts by removing an infantry SP and in total loses 2 infantry SP and 1 cavalry SP. The attacker ends the battle with 4 infantry SP and 4 cavalry SP. The defender removes a cavalry SP and then an infantry SP. Because the defender has no more cavalry SP involved in the battle, the remaining two losses come from infantry SP. The defender ends the battle with 2 infantry SP. Once the losses are removed, the attacker adds 1 Fatigue as a result of the 1 on the white die.

14.3.2 If the scenario being played requires, determine if a major battle has been fought (a major battle is one where the defending side starts with 10 or more SP). If so, flip the No Major Battle Fought marker to its Major Battle Fought side, and move the marker to the zero space of the number track it is on. For color, players can place a Battle Location marker, with the color of the winner's side up on the map, to indicate where the major battles have been fought.

14.4 Leader Loss

After battle results are determined and SP and fatigue losses applied, but before retreats or routs are conducted, check for leader losses. Roll 2D6 for each leader in the battle hex. On a roll of double ones (1,1) the leader is killed and removed from the game.

If the Army Commander of an active army is lost, the army's activation ends.

If an active army loses one or more Wing Commanders, it may no longer be eligible for additional MP. If a Wing Commander loss occurs, use the procedure in 11.1.1 step 2 of Determining Army Movement to see if the army is still eligible for additional MP. If so, it can continue movement with its current remaining MP (as recorded at the start of the battle). If not, the army ends its activation in the current hex.

Army Disbandment Due to Leader Loss. If all leaders in an army are eliminated, the army disbands but leaves PP behind, representing the remains of the army from which a new army might be built in the next turn. To determine the number of PP to add to the side disbanding the army, divide the disbanding SP by 10 and round up. Add that number to the PP of the side of the disbanded army.

Example: Mansfeld is the Army Commander of an army containing 18 SP and no Lieutenants. After determining the battle results, the Protestant player checks for leader loss by rolling 2D6 for Mansfeld. Rolling a 1,1 results in the removal of Mansfeld from the game and the disbanding of his army. As the disbanding of the army is the result of leader loss from battle, the player divides the disbanding SP by 10 and rounds up, resulting in 2 PP being added to the Protestant PP total.

14.5 Fatigue from Battle

Once the battle results and extra fatigue results from the Battle Results Table are applied, each army increases its Fatigue Level by 1.

14.6 Retreats and Routs

When an army receives a Retreat (r) or Rout (R) result in battle, or cavalry successfully retreats in Cavalry Retreat Before Combat, it must attempt to move out of the hex it is in and out of all enemy ZOC (14.6.1). An army that receives a “R” result must also do a Rout Check before retreating. If it fails the Rout Check, it is considered to have routed and applies rout effects (14.6.2) before conducting its retreat.

Before starting a retreat, the player owning the retreating army may choose to disband the army with the Retreat or Rout result. If the retreating/routing army is disbanded, remove all SP and artillery trains, return remaining leaders to the Active Leaders Pool, and go to step 4 of Battle (14.0).

The retreat ends when one of the following conditions occurs:

- The retreating army leaves all enemy ZOC.
- When the retreating army cannot move away from the hex in which the battle was fought, in which case it disbands.
- The retreating army is intercepted by a reacting army, in which case a battle is fought in the hex where the interception occurred.
- A player may choose to end a retreat if the retreating army moves into a friendly-controlled City hex, even if the army is still in an enemy ZOC.

14.6.1 Retreat. Retreat movement is free. To conduct a retreat, the player owning the retreating army must move out of the battle hex and out of all enemy ZOC, or into a friendly controlled City hex.

The retreating army must:

- Move to an eligible hex by the shortest route possible.
- Move farther away from the battle hex each time it enters a new hex.
- Not move into an enemy-controlled City hex or hex that contains enemy SP.
- If possible, the first hex a defending retreating army must move into should be farther away from the hex from which the attacking army entered the battle.

Retreats follow normal movement rules for entering and exiting hexes, straggler checks for entering Hills hexes, and triggering reaction movement. Retreating armies, may not, however, drop off or add units during the retreat.

An army with a Retreat or Rout result is completely disbanded if:

- A player chooses to disband the army before the retreat.
- It cannot move farther away from the battle hex.
- The retreat path must enter impassable terrain, cross an impassable hex side, or exit the map in order to move farther away from the battle hex.
- It must enter a hex containing an enemy army or enemy-controlled city to move farther away from the battle hex.

Note: Armies cannot retreat into enemy-controlled city hexes. Armies can retreat through, but cannot stop in, neutral city hexes.

- A retreating defending army is disbanded if it must retreat across the hex side the attacking army used to enter the battle hex.
- A retreating attacking army is disbanded if it cannot retreat into the hex from which it entered the battle.

If the retreating army is disbanded, its SP and artillery trains are removed, and its leaders are removed from the map and placed in the Active Leaders Pool until the next Leader Deployment Phase (5.0).

Retreating armies can trigger reaction movement (11.4) by enemy armies that were not involved in the battle, and if intercepted by a reacting army must fight new battle with the intercepting army.

An army that receives a Retreat or Rout result in battle must always retreat at least one hex, even if the enemy army in the battle hex was disbanded as a result of losses.

When an army is no longer in an enemy ZOC, the retreat ends. The retreating army must stop when it is no longer in an enemy ZOC. Exceptions:

- If a retreating army is intercepted by a reacting army, the retreat ends and a battle is fought (although other reaction moves generated by the retreat can be completed before resolving the battle).
- If a retreating army enters a friendly City hex, even if it is in an enemy ZOC, the retreating player can choose to end the retreat in the City hex.

If a retreating army ends its retreat in a hex with a friendly army, the armies combine per 11.5.2.

14.6.2 Checking for Rout. Before retreating, an army that received a Rout result must compare its cavalry SP to the enemy army’s cavalry SP and, using the modifiers below, make a check on the Rout Check Table.

Cavalry modifier:

- If, after all battle losses are applied, the army receiving the Rout result (the losing army) has greater than or equal to $2\times$ the cavalry SP of the winning army in the battle hex, the losing army receives a +1 DRM to the Rout Check.
- If the army not receiving the Rout result (the winning army) has greater than or equal to $2\times$ the cavalry SP of the losing army in the battle hex, the routing army receives a –1 DRM to the Rout Check.
- Otherwise, the Cavalry Modifier is 0.

If, after consulting the Rout Check Table, the result is Rout, then:

- The losing army’s artillery train(s) is (are) disbanded.
- The losing army gains 1 Fatigue.
- If the losing army is an active army, its activation ends, and then it retreats normally.

14.6.3 Entering a Hex With a Friendly Army During Rout. If an army retreating because of a Rout result enters the hex of a stationary friendly army, the friendly army must make a Rout Check.

Note: The Army Commander used for the check must have been the Army Commander for the stationary army before the retreating army entered the hex.

- If the stationary army receives a Rout result, the army's artillery train is disbanded (if it has one), and the army combines with the routing army per 11.5.3. The retreat then continues per 14.6.1.
- If it receives a No Rout result, the retreating army continues its retreat and there is no effect on the stationary army.

14.7 Adjacent Armies

Armies adjacent to a hex in which a battle occurs must contribute half their SP (rounded up) to the strength of friendly armies in the battle hex (armies do not contribute artillery trains to battles in adjacent hexes).

The SP contributed to the battle should be selected by alternating between cavalry and infantry SP, if possible, starting with cavalry.

Example: An army of 10 SP consisting of 5 infantry SP and 5 cavalry SP is adjacent to a battle. The army must contribute 5 SP to the battle. In this case, the forces contributed will be 2 infantry SP and 3 cavalry SP (the force rounds cavalry up when contributing). If the army consisted of 10 infantry SP, all 5 SP contributed to the battle would be infantry.

When determining losses from battles, forces participating from adjacent hexes may be required to take losses to meet loss requirements from the Battle Results Table. Losses are first taken from the army in the battle hex and then from the forces of adjacent armies participating in the battle.

Note: SP in adjacent hexes not taking part in the battle do not take losses.

Although adjacent armies may take losses from battle, they do not take fatigue. Only the armies in battle hexes take fatigue as a result of battle.

Example: An army of 20 SP (10 infantry and 10 cavalry) is adjacent to a battle hex that contains a friendly army with 20 SP: 15 infantry and 5 cavalry. The adjacent army contributes 10 SP (5 infantry and 5 cavalry) to the battle. If the combat result is the loss of 14 SP, the losses must be 7 infantry SP and 7 cavalry SP, if possible.

When applying the losses, the army in the battle hex starts by losing 5 infantry SP and its 5 cavalry SP, alternating between infantry and cavalry SP in its own hex. Once all the cavalry in the battle hex have been removed, the army alternates between infantry in the battle hex and cavalry from the adjacent army participating in the battle. The adjacent army loses 2 cavalry to meet the required cavalry losses.

If the adjacent army contained no cavalry and contributed only infantry SP, the army in the battle hex has enough SP to meet the loss requirements since all losses after the cavalry is removed will be infantry SP.

15.0 PILLAGE AND SACK



Pillage marker



Sack marker

Only City hexes can be pillaged or sacked.

A City hex is pillaged and a Pillage marker is placed on the hex when:

- Control of a City hex that has not been pillaged or sacked changes as a result of an army entering the hex.
- An army with greater than or equal to the CSV chooses to pillage an unpillaged city for additional supply during the Supply Check.

A City hex is sacked and a Sack marker is placed on the hex when:

- Control of a City hex that has been pillaged changes as a result of an army entering the hex.
- An army with SP greater than or equal to the CSV chooses to sack a pillaged city for additional supply during the Supply Check.

When entering a City hex controlled by the opponent, if an enemy army is in the hex, resolve reaction movement and battle (including any reaction moves resulting from the battle) and then, if the city changes control, conduct pillage/sack. If there is no enemy army in the hex, determine whether the city changes control per 11.3.4.1. If the city does not change control, the active army immediately returns to the hex it came from and ends its activation and the city is not pillaged/sacked.

15.1 Pillage or Sack During Supply Check

If the number of SP of an army occupying a city exceeds the supply points available and the army has SP greater than or equal to the CSV, a player may choose to pillage the city, or sack a pillaged city, to increase the number of supply points available (7.3.3).

Placing a Pillage or Sack marker during a Supply Check step provides additional supply points equal to the base supplies provided by a city indicated in the Hex Supply Table. A player can either pillage or sack a city in a single Supply Check step but not both.

Example: A player with an army with 10 or more SP in a pillaged Major City during a Supply Check step could sack the city for 10 additional supply points after calculating supply normally.

15.2 Effects of Pillage and Sack

During the Supply Check, a city with a Pillage or Sack marker halves the number of supply points available to an army in the City hex (although a pillaged city could still be sacked for supply, after determining the number of supply points available).

During the Reinforcement Phase, cities with a Pillage or Sack marker do not count toward the number of cities needed for a province to provide reinforcements.

If an army sacks a Great City or Electorate City for supply during the Supply Check step, the non-sacking side is awarded 1 PP.

15.3 Recovering from Pillage or Sack

Recovering from pillage or sack happens during at the end of the Recruitment Phase (6.7). In cities that do not contain armies, remove Pillage markers; then, in cities that do not contain armies, flip Sack markers to their Pillage side. After all unoccupied cities recover, players may choose to reduce the pillage or sack by one level (pillaged to un-pillaged or sack to pillaged) in some or all of their controlled cities by spending 1 PP per city in which they wish to reduce pillage or sack.

16.0 OPTIONAL RULES

These rules can be used individually or collectively in any scenario. They add depth and complexity to the game.

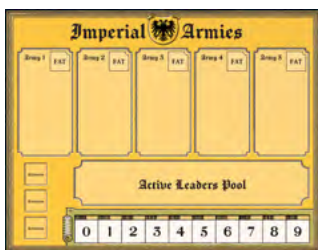
16.1 Field Fortifications



Field
Fortification
Marker

Active armies can build field fortifications by spending 6 MP. Field fortifications cannot be built in City hexes. Field fortifications are removed if an army defending in field fortifications loses a battle or if all armies leave the hex containing field fortifications. Defending armies in a hex containing field fortifications receive a +1 DRM (14.2).

16.2 Army Holding Mats



For ease of play, players can choose to replace armies on the map with Force markers. Place a numbered Force marker on the map to represent the army, and move the Wing Commanders, SP, artillery trains, and Fatigue markers in the hex to the appropriate Force marker holding area on the player's Army Holding Mat. The Army Commander remains on the map on top of the Force marker he commands.

SP and leaders in Force markers on the Army Holding Mat are treated as if they were on the map.

When a player detaches SP, artillery trains, or Lieutenants from a moving army in a Force marker they are simply placed on the map. If detached with or to a Marshal on the mat, move the SP

or artillery trains being detached to the appropriate Force marker holding area, and place any new Force markers on the map with any new Army Commander on top.

SP, leaders, and artillery trains move from the mat to the map or another army with the Fatigue Level of the army they move from. They combine with other armies as usual per 11.5.

Each player can have a maximum of five Force markers on the map.

16.3 Fog of War

Players can choose to play *Cuius Regio* using a limited Fog of War system by using the Army Holding Mats and Force markers.

To do so, each player screens their Army Holding Mat with the provided screen and replaces any armies on the map with Force markers. Player can choose to replace up to five armies with Force markers, but they are not required to do so.

When enemy armies in Force markers move into a possible SZOC and need to check cavalry strengths to determine whether the SZOC is in effect, both players announce the number of cavalry SP with their force and play continues normally. Alternatively, for more uncertainty, players can choose to offer a range of cavalry SP with the Force markers under consideration in increments of five (i.e., zero, one to five, six to ten, etc.). Players can then decide whether they need to announce the actual number of cavalry SP with the forces to determine the effect of SZOC.

When enemy forces enter each other's PZOC, each player announces whether their armies have artillery and the number of total SP with the force. A player does not need to inform the other player about the number or names of Wing Commanders in a force or the specific type of SP in the army. Alternatively, players can choose to offer a range of SP in the army in the Force markers under consideration in increments of five (i.e., one to five, six to ten, etc.).

Example: A player with an army of 19 infantry SP, 7 cavalry SP, an artillery train, and a Wing Commander in a Force marker would announce that they had 26 SP with artillery in their army when an enemy force moved into the army's PZOC. If players agreed to announce a range of forces rather than exact numbers, the player would announce that they had 25–30 SP in the army.

The exact composition of forces in Force markers is revealed only once the forces begin the battle sequence.

All other rules remain in effect.

16.4 Variable Leader Departure

If players prefer to have some uncertainty about when leaders will leave the game, players can use the following rule during the Leader Deployment Phase in the Add and Remove Leaders step (5.1) when checking for leader departure.

Check each leader in the Available Leader Pool for their departure year. If they are past their departure year, roll 1D6. On a roll of 1 to 4, remove that leader from the game.

GLOSSARY

Activation – The selection of an army during the Operations Phase to move.

Active Army – The group of SP with a leader, and possibly an artillery train, selected by a player to do something during an activation. Only one army can be active at a time.

Army – Any stack of counters consisting of, at least, a leader and one or more Strength Points (SP).

Army Commander – The Marshal (or Lieutenant if no Marshal is present) with the highest Leadership Rating (LR) in a hex with an army. All other leaders in the hex are Wing Commanders. There is only one Army Commander in a hex at a time.

Artillery Trains – A counter representing the guns, ammunition trains, and trained gunners moving with an army. An artillery train provides provide a +2 Die Roll Modifier (DRM) in battle and are used to assist in taking control of Major and Great Cities. Artillery trains are distinct from SP.

Attacking/Defending Army – An attacking army is an army that enters a hex containing enemy SP. The defending army is the army in the hex moved into.

City Control Change Check – A leadership check to determine whether a city changes hands if automatic city control change conditions are not met.

Disband – Disband means to remove SP or artillery trains from the map. An army is disbanded if it loses all its SP. Leaders with disbanded armies are removed from the board and placed in the Active Leaders Pool. They can be returned to the game during the next Leader Deployment Phase.

Enemy-Controlled Hex – A hex containing an enemy army or an enemy-controlled city. It costs +1 MP to enter an enemy-controlled hex.

Fatigue – Fatigue represents the effects of wear and tear on an army over the course of a campaigning season. As fatigue increases, the ability of the army to perform effectively decreases. Fatigue increases because of movement and battle.

First Player – The player who plays first in a phase. The player with initiative during the turn designates the First Player during each phase.

Leader Rating (LR) – A numerical assessment of the overall effectiveness of a leader. Each leader has a LR printed on his counter.

Lieutenant – Any leader deployed on the map who is not deployed as a Marshal. They are generally used as Wing Commanders and can only be activated to move by using a Lieutenant Activation Marker.

Major Battle – A battle in which the defender starts the battle with 10 or more SP.

Marshal – A leader deployed on the map designated to lead field armies. Marshals can be activated up to five times during a turn.

Movement Points (MP) – The number of points available to an army to conduct actions during an Activation.

Overrun – A check that occurs during movement that may allow a large army to disband a small army before combat.

Phase – Each year is divided into a number of phases, as designated in the Sequence of Play.

Political Points (PP) – Points representing diplomatic, logistical, and political activities that impact the military operations of the game. They are used to build armies, sway control of cities, and influence some die rolls.

Primary ZOC (PZOC) – The six hexes adjacent to an army.

Reaction Movement – A type of movement determined by a Reaction Move leadership check that allows an army to react to an enemy army moving into or out of its ZOC.

Rout Check – A leadership check made as a result of a Rout battle result to determine whether a retreating army loses its artillery trains and takes extra fatigue.

Second Player – The player who plays second in a phase.

Secondary ZOC (SZOC) – The 12 hexes adjacent to the six PZOC hexes surrounding an army. An army has a SZOC only if it contains at least one cavalry SP.

Straggler Check – A leadership check made to determine if the army takes losses or fatigue when moving into or through Hills hexes.

Strength Points (SP) – Each SP represents around 500–1,000 soldiers (either infantry or cavalry).

Turn – The game is divided into turns. Each turn represents one year.

Wing Commander – Any friendly leader with an army who is not the Army Commander.

Zone of Control (ZOC) – Refers to both PZOC and SZOC.





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