

NORMAL MARCH [12.1]

MPs = Commander's MP Rating + Adjustments (cumulative) as follows:

- +1 Less than 16 SPs throughout move
- 1 Multi-Nation force without supply sharing
- 1 Entering Space with enemy Lt units
- 2 28 or more SPs or Siege Arty any time during move
- 2 Demoralized
- 2 Short Supply
- 4 Critical Supply

FORCED MARCH [12.3]

Roll 1 die after completing normal move, applying DRMs as follows:

- + Commander's MP rating
- 1 If greater than 20 SPs
- 2 Short Supply
- 4 Critical Supply

Remove 1 SP. If result is greater than 10, Command may move 2 MPs and must remove 10% of its SPs (round up) after moving.

Note this means only Commanders with MP ratings of 7 or 8 can have success in Short Supply, and Forced March is impossible in Critical Supply.

ADMIN MARCH [12.8]

One Minor Force each Turn and

Any one force in lieu of playing a Strategy Card

- Movement allowance 4 MPs
- May not move into an enemy-occupied space or attack
- May be Intercepted but not Interrupted

SEQUENCE OF ACTIONS IN A SPACE [12.10]

Type of Action **Result**

Move Enter space

Intercept [13.0]  Roll 1 die + Commander's Offensive DRMs:
 +1 if a friendly Lt unit in the space or force
 -1 if multi-nation force not Sharing Supply
 -2 if crossing a river
 6 or more = successful Intercept

Withdraw [14.0]  Roll 1 die + Commander's Defensive DRM +:
 +1 if friendly Lt unit in space or force
 +2 if only Lt units are Withdrawing
 6 or more = successful Withdrawal

Overrun [12.9] 0 MP unless in a Hill space,
 then 1 MP per enemy SP
 If moving force has at least 4x # of enemy
 SPs, all enemy SPs are captured

COORDINATED ATTACK TABLE [11.3]

Roll one die for each Command attempting to enter the enemy space after the first Command, applying DRMs as follows:

- +1 Commander is an Initiative 1 or 2 Leader
- +1 Commander is a Prussian Leader (or an Austrian Leader after GENERALSTAB)
- 1 Commander is a different nationality than the Leader of first Command
- 1 Command of 28 SPs or more

DR	Result
< 4	Command stops one space short of enemy space
4-8	Command enters enemy space

FORTRESS DATA CHART [17.3-4]

Fortress Class:	1	2	3
SPs Allowed Inside	8	15	22
SPs Needed to Besiege/Mask	8	15	15

SIEGE TABLE [17.4]

Die Roll	Result
-1 or less	Dysentery—Siege # +0 and -1 besieging SP
0	Progress—Siege # +1
1	Sortie—Siege # +0
2	Progress—Siege # +1
3	Progress—Siege # +1
4	Progress—Siege # +1
5	Breach—Honors of War
6 or more	Breach—Surrender

Siege DRMs:

- +X Siege +X Marker
- +3 Tiny Garrison (0 SPs)
- +2 /+1 British / Russian Fleet
- +1 Austrian or French Siege
- +1 Class 1 fortress
- 1 Class 3 fortress
- 1 Defending Leader's Def DRM >1
- 1 Large Garrison (2x Fort class)
- 1 Besieger Demoralized
- 2 No Siege Artillery
- 2 Besieger Short Supply (SS)
- 4 Besieger Critical Supply (CS)

SUPPLY ACTIONS CHART [10.0]

Build FD	4	Prosecute Siege	1
Share Supply	2	Increase Supply	1
Move FD	1	Increase Rally DRM	1
Spring Sustain/Build FDs	1 SA = 1 Thl		

Note: Russian SA costs double before Improved Russian Supply

FLEET COMBAT TABLE [15.10]

Franco-Russian player rolls 1 die, applying DRMs as follows:

- +1 French Fleet before Typhus Event
- 1 vs. British Fleet

DR	Result	Effect
0-2	Coalition Defeat	-1 FR or RU VP; place the Coalition Fleet in the Force Pool
3-4	Bloody Draw	Place both Fleets in the Force Pool
5-7	Coalition Victory	+1 FR or RU VP; place the Enemy Fleet in the Force Pool

ENTRENCHING TABLE [12.7]

Roll 1 die + Commander's Defensive DRM + (1 to 5 MPs)

- 6+ Place Entrenchment

INTENSE BATTLE CRT [15.3–7] *SPs Firing*

<i>Dice Roll</i>	<i>1–2</i>	<i>3–5</i>	<i>6–8</i>	<i>9–11†</i>	<i>12–14</i>	<i>15–18</i>	<i>19–22</i>	<i>23–25</i>	<i>26–30</i>	<i>31–35</i>
< 0	0 –	0 –	0 –	0 –	0 –	0 –	1 –	1 –	1 D0	2 D1
0	0 –	0 –	0 –	0 –	0 –	1 –	1 –	1 D0	2 D0	2 D1
1	0 –	0 –	0 –	0 –	1 –	1 –	1 D0	2 D1	2 D1	2 D1
2	0 –	0 –	0 –	0 –	1 –	1 D0	1 D0	2 D1	2 D1	2 D1
3	0 –	0 –	0 –	1 –	1 D0	1 D0	1 D1	2 D1	2 D1	3 D2
4	0 –	0 –	1 –	1 –	1 D0	1 D1	2 D1	2 D1	3 D2	3 D2
5	0 –	1 –	1 –	1 D0	1 D1	1 D1	2 D1	2 D2	3 D2	3 D2
6	0 –	1 –	1 –	1 D0	1 D1	2 D1	2 D1	3 D2	3 D2	3 D2
7	1 –	1 –	1 D0	1 D1	2 D1	2 D1	2 D1	3 D2	3 D2	4 D2
8	1 –	1 –	1 D0	1 D1	2 D1	2 D1	3 D2	3 D2	4 D2	4 D2+
9	1 –	1 D0	1 D1	2 D1	2 D2	3 D2	3 D2	4 D2	4 D3+	5 D3
10	1 D0	1 D1	2 D1	2 D1	2 D2	3 D2	4 D2	4 D3	5 D3	5 D3+
11	1 D1	1 D1	2 D1	2 D2	3 D2	3 D2	4 D2	4 D3+	5 D3+	6 D4
12	1 D1	1 D1	2 D1	2 D2	3 D2	4 D3	4 D3+	5 D3	6 D3	7 D4+
13	1 D1	1 D1	2 D1	2 D2	3 D2	4 D3	5 D3	5 D3+	6 D4	7 D4+
14	1 D1	1 D1	2 D1	3 D2	3 D3	5 D3+	5 D3*	6 D4*	7 D4*	8 D4*
15	1 D1	2 D1	2 D2	3 D3	4 D3+	5 D3*	6 D4	6 D4+	7 D4*+	8 D4*+
16	1 D1	2 D2	2 D2	3 D3	4 D4*	6 D4	7 D4+	7 D4*	8 D4+	9 D4*+
17	1 D2	2 D2	2 D3	3 D3*	4 D4+	7 D4+	7 D4+	8 D4+	8 R+	9 R+
18+	2 D2	3 D3	3 D4*	3 D4+	5 R*+	8 R*+	9 R*+	9 R*+	9 R*+	10 R*+

NOTES

† Max fire in Hills

+ Field Artillery step loss

* Leader Casualty

*Natural sum of 6 always**= Leader Casualty***DRMs (max +/-7)**

+? Commander DRM

+? Successful Tactics

+1 for each Field Arty

+1 >35 SPs

+1 Cavalry superiority
(3+ Line Cav SPs more)–1 Cavalry inferiority
(3+ Line Cav SPs less)

–1 Attacker in enemy Fort space

–2 Attacker if Def is Entrenched

–2 force is DM

–2 force is SS

–4 force is CS

–4 Attacker >50% Cavalry

–4 force is Routed

–4 Attacker in Hills

MEASURED BATTLE CRT [15.3–7] *SPs Firing*

<i>Die Roll</i>	<i>1–2</i>	<i>3–5</i>	<i>6–8</i>	<i>9–11†</i>	<i>12–14</i>	<i>15–18</i>	<i>19–22</i>	<i>23–25</i>	<i>26–30</i>	<i>31–35</i>
< 0	0 –	0 –	0 –	0 –	0 –	0 –	1 –	1 –	1 D0	2 D1
0	0 –	0 –	0 –	0 –	0 –	1 –	1 –	1 D0	2 D1	2 D1
1	0 –	0 –	0 –	0 –	1 –	1 –	1 D0	2 D1	2 D1	2 D1
2	0 –	0 –	0 –	0 –	1 –	1 D0	1 D0	2 D1	2 D1	2 D1
3	0 –	0 –	0 –	1 –	1 D0	1 D0	1 D1	2 D1	2 D1	2 D2
4	0 –	0 –	1 –	1 D0	1 D0	1 D1	2 D1	2 D1	2 D2	2 D2
5	0 –	1 –	1 –	1 D0	1 D1	1 D1	2 D1	2 D2	2 D2	3 D2
6	0 –	1 –	1 –	1 D1	1 D1	2 D1	2 D1	2 D2	2 D2	3 D2
7	1 –	1 –	1 D0	1 D1	1 D1	2 D1	2 D1	2 D2	3 D2	3 D2
8	1 –	1 –	1 D0	1 D1	2 D1	2 D1	2 D2	3 D2	3 D2	3 D2
9	1 –	1 D0	1 D1	1 D1	2 D2	2 D2	3 D2	3 D2	3 D2+	3 D2+
10	1 D0	1 D1	1 D1	2 D1	2 D2	2 D2	3 D2	3 D2	3 D3	3 D3+
11	1 D1	1 D1	2 D1	2 D2	2 D2	3 D2	3 D2	3 D3+	4 D3+	4 D3+

NOTES

† Max fire in Hills

+ Field Artillery step loss

Natural 6 always =
*Leader Casualty***DRMs (max +/-5)***Same as Intense Battle***LEADER CASUALTY TABLE [15.7.2]**

<i>DR</i>	<i>Affected Leader</i>
1	Commander
2	2nd-most senior Leader (majority nation)
3–6	Random choice from other Leaders

LEADER CASUALTY SEVERITY [15.7.2]

<i>DR</i>	<i>Result</i>	<i>Effect</i>
1–2	Killed	Permanently remove from game
3	Captured	Place in Prisoners box
4–6	Wounded	Place in Winter Quarters Phase box

SENIOR LDR CASUALTY CONSEQUENCES [15.7.2, 21.2]

<i>Leader</i>	<i>Wounded</i>	<i>Captured</i>	<i>Killed</i>
Frederick	–1	–5	–9
Ferdinand (Army Ldr)	–1	–1	–2
Daun	–	–	–1
Loudon (Army Ldr)	–	–	–1

*Adjust MW by indicated amount.***ARMY ENDURANCE [15.7.4]**

<i>Endurance</i>	<i>Nationality</i>
3	AU, PR, RU
2	A-A, DA, IM, FR, SA, SW

TACTICS CHART [15.4.3]

Tactics used must match the nationality of the Commander, based on his battle DRM: 0 or 1, play 1 Tactic; 2+, play 2 Tactics

Tactic	Powers	Effect
Able Advisor	A,B	Add any 1 subordinate Leader's DRM to your battle die roll or use any 1 subordinate Leader's Army Endurance + modifier for this battle.
Able Subordinate	F,P,R	Add any 1 subordinate Leader's DRM to your battle die roll.
Artillery & Tenacity	R	<i>Play only if defending.</i> Add (# of RU Field Arty units present +2) to your battle die roll.
Artillery Up Front	P	Add 2 to your battle die roll if 2 or more PR Field Artillery units present.
Blown March	B,F,P	No effect.
Counter Charge	A,R	<i>Play only if defending.</i> Add 2 to your battle die roll if 2 or more AU or RU Line Cavalry units present.
Defensive Position/ Counter-march	A	<i>Play only if defending.</i> Roll 1 die with DRMs: + (AU Commander's Defensive DRM) + (# of Lt units in your force). If result is 6 or more, subtract 4 from enemy battle die roll, and cancel Prussian <i>Oblique Attack</i> if played.
Desperate Gamble	F	<i>Play if FR Commander's Initiative 1 or 2.</i> Increase FR losses by 1 SP and add 1 to the D level inflicted upon the enemy. If French do not win, lose 2 additional FR SPs as Prisoners, retreat, and return FR Cdr to the Force Pool (if not a casualty).
Flanking Maneuver	F	<i>Play only if attacking.</i> Roll 1 die with DRMs: + (FR Commander's Offensive DRM) – (Defending Commander's Defensive DRM). If result is 5 or more, add 3 to your battle die roll (only +2 if no Coalition Lt units present).
Ferdinand's or Frederick's Arrogance	F,R	<i>Play only if enemy force commanded by Ferdinand or Frederick.</i> Enemy player is limited to playing one Tactic. Subtract 2 from enemy battle die roll.
Improved Artillery	B	Add 2 to your battle die roll if HA Field Artillery unit present.
Luck & Quick Wits	R	Add any 1 subordinate Leader's DRM to your battle die roll and subtract 2 from the enemy's battle die roll.
Night March	B	<i>Play only if attacking and Ferdinand is A-A CIC.</i> Roll 1 die + (Commander's Offensive DRM); if result is 6 or more, add +3 to your battle die roll.
Oblique Attack	P	<i>Play only if attacking. If used, must be first Tactic played in this battle.</i> Roll 1 die with DRMs: + (PR Commander's Offensive DRM), +1 if PR attack includes Lt Cavalry, –1 if enemy has only 1 or 2 Lt units, –2 if enemy has 3 or more Lt units. If result is 8 or more, defender counts only 1/2 SPs (round up) and 1 Field Arty unit maximum for his battle die roll (no effect on enemy Tactics).
Rally & Re-attack	P	Roll 1 die + (any one subordinate Leader's Offensive or Defensive DRM as appropriate): if result is 5 or more, add 2 to your battle die roll.
Redcoats!	B	Add 2 to your battle die roll if BR Infantry present.
Seydlitz/Driesen/Ziethen	P	Add 2 to your battle die roll if 2 or more PR Line Cavalry units present (<i>only +1 if Prussia is Exhausted</i>).
Shuvalovs & Unicorns	R	<i>Play only if defending.</i> Add 2 to your battle die roll if 2 or more RU Field Artillery units present.
Slow Reaction	A,R	No effect.
Subordinate Errors	A,R	Subtract (# of enemy subordinate Leaders present) from the enemy battle die roll.
Superior Infantry Fire	P	Add 2 to your battle die roll if 5 or more PR Infantry SPs present and Prussia is not Exhausted.
Superior Operational Maneuver	R	<i>Play only if defending with a RU Commander whose Defensive DRM is 3 or 4.</i> Subtract 4 from the attacker's battle die roll.
Surprise Attack!	A	<i>Play only after GENERALSTAB Event. If used, must be first Tactic played in this battle.</i> Enemy force may not Withdraw and cannot play Tactics in this battle. Roll 1 die with DRMs: + (AU Commander's Offensive DRM) + (# of Coalition Lt units present). If result is 6 or more, add 3 to your battle die roll and subtract 3 from the enemy's.
Surround, Surrender!	A	<i>Play only after GENERALSTAB Event if attacking a PR force without Frederick, Ferdinand, or Henry.</i> If Coalition SPs outnumber enemy SPs by 2:1 or more before combat and the PR force did not win, the entire PR force surrenders.
12 Pounders	A	<i>Play only if defending.</i> Add 3 to your battle die roll and subtract 3 from the enemy's if 2 or more AU Field Artillery units present.
Unexpected Savagery!	B,F	Add 2 to your battle die roll and increase enemy losses by 2 SPs.

RETREAT RULES [15.9]

- Losing non-Routed force and FDs retreat 1 space
- Routed force retreats 3 spaces or into a fortress (Siege Artillery and FDs captured)
- Must retreat as a single stack if possible
- Cannot be Intercepted
- May retreat into fortress in battle space, splitting if necessary
- Must retreat towards a friendly-controlled fortress, MD, or FD
- Must avoid enemy-occupied spaces if possible
- Cannot Overrun, and lose 1 additional SP per 5 enemy SPs in a space entered (rounded down)

KK RAIDS [18.5]**Raid Losses [18.5.3]**

Roll 1 die for each Theater where Raids occur, with DRMs as follows:

- +/-1 KK Advantage
- +1 Raiding alliance has >4 more Lt steps in the Box than enemy alliance, or all the Lt units there

DR	Result
0-1	Raiders lose 2 Lt unit steps
2-3	Raiders lose 1 Lt unit step
4-5	Enemy loses 1 Lt unit step
6-8	Enemy loses 2 Lt unit steps

Loser chooses first step (from Forage Raid if possible);
Winner chooses second step (if any)

Supply Raid (vs. enemy force or FD) [18.5.2]

Roll 1 die, with DRMs as follows:

- +# of SPs raiding (incl. +KK Adv. if applicable)
- +X X = Ops value of Strategy Card played
- +1 Target is >2 MPs from its Supply Source
- +1 Raiding alliance has >4 more Lt steps in Box than the enemy alliance, or all Lt units there
- +/-1 KK Advantage
- 1 if enemy Lt unit(s) in the target space
- 3 if 1 or more enemy SPs occupy ALL supply path spaces between the target and its supply source (inclusive), or if the target is a Fleet FD

If the result is **10 or more**, worsen a target force's Supply State by 1 level or Disrupt a target FD. If result is **15 or more**, target FD is destroyed.

Forage Raid (vs. enemy Area only) [18.5.1, 18.6]

of Lt SPs = # of FP's applied to target area

SUBSIDY CHART [20.2.3]

Source	Beneficiary (Thl)
Britain	Prussia (7)
France:	
1st Versailles	Austria (2)
Bal. of Power	Austria (3) — Russia (1)
2nd Versailles	Austria (6) — Empire (1) — Russia (2)
3rd Versailles	Austria (1)
Saxony	Prussia (3)

SUSTAINMENT CHART [20.3]

Cost (Thl) for all Line SPs and Cavalry

Austria	11*	Denmark	0
Britain	6	Empire	3
France	11	Saxony†	3
Prussia	14	Sweden	2
Russia	9		

* 8 after Austrian Force Reduction [20.5.3]

† if Dresden is not enemy-controlled

Cost (Thl and/or SA) for each FD

Russia:	Britain	0
<i>Before IMPROVED RU SUPPLY</i> 3	All Others (incl. HA)	2
<i>After IMPROVED RU SUPPLY</i> 2		

ARMY SIZE LIMITS CHART [20.4.2]

Nation	Inf SPs	Nation	Inf SPs
Anglo-Allies	35*	Denmark	10
Austria	65/55+	Empire	15
France	65	Saxony	13++
Prussia	70		8++
Russia	50	Sweden	9

* Includes British and Hanoverian Line Inf SPs

+ 55 after Austrian Force Reduction [20.5.3]

++ 13 if Dresden is Saxon/Allied controlled,
8 if Dresden is enemy-controlled

NEW LEADERS TABLE [20.4.5]

DR	Result	DR	Result
1-2	Replace 2 Leaders	4-5	Add 2 Leaders
3	Add 1 Leader	6	Add 3 Leaders

RECRUITING TABLE [20.4.1]

DR	AU, FR, PR DA, IM, SA SW Line Inf SPs	A-A Line Inf SPs	RU Line Inf SPs	All Nations Cav Steps	All Nations Thaler Cost
1	1	2	2	0	0 Thl
2	1	4	4	0	1 Thl
3	2	4	4	1	1 Thl
4	2	5	5	1	1 Thl
5	3	6	6	1	1 Thl
6	4	6	7	1	2 Thl
7	8	7	7	1	3 Thl
8	9	8	8	2	4 Thl
9	11	9	8	2	4 Thl
10	15	12	9	2	5 Thl
11	16	15	10	3	6 Thl
12	17	18	11	3	7 Thl
13	21	21	12	3	8 Thl
14	22	24	14	4	9 Thl
15	25	27	15	4	10 Thl
16	27	28	17	4	10 Thl
17	29	30		4	11 Thl
18	31			5	11 Thl
19	33			5	12 Thl
20+	35			5	12 Thl

Austria, France, or Prussia—3 dice, +6 DRM until Exhausted. Then use only 2 dice, +4 DRM, or pay 3 Thl more and use 3 dice, +6 DRM.

Anglo-Allies—Roll 2 dice. May pay 3 Thl more and use +5 DRM.

Russia—Roll 2 dice. May pay 3 Thl more and use +4 DRM.

Denmark, Empire, Saxony, or Sweden—Roll 1 die.

REBUILDING CHART [20.4.4]

Cost (Thl and/or SA) for each FD

Russia	
Before IMPROVED RUSSIAN SUPPLY	4
After IMPROVED RUSSIAN SUPPLY	3
All Others	3

Cost (Thl) for each Artillery unit (Field or Siege)

Flip reduced unit	1
Rebuild destroyed unit	4