

FORTUNES OF WAR [6.0]

DIES IRAE TABLE [6.4]

DR	Result
1	Severe Weather
2	<i>Deus ex Machina</i>
3	<i>Deus ex Machina</i>
4	<i>Deus ex Machina</i>
5	<i>Media Vita in Morte Sumus</i>
6	<i>Media Vita in Morte Sumus</i>

DEUS EX MACHINA TABLE [6.4]

DRM +3 after the death of George II

DR	Result
1	Severe Weather
2	Typhus*
3	Madame Pompadour
4	Madame Pompadour
5	Typhus*
6	<i>Riksdag</i> Loosens the Purse Strings
7+	Pitt Resigns*

*One-Time Event: If already occurred, result is Severe Weather

MEDIA VITA IN MORTE SUMUS TABLE [6.6]

Roll one die, obtain the result, and refer to the chart below the table:

DR	Result: Death of...	
<1	No One	If result is a person (except Elizabeth) who is already Dead, then next preceding person who is still alive dies instead.
1	M. Browne	Example: If Ferdinand VI and George II are dead but Browne and Apraxin are still alive when George's name comes up again, Apraxin dies.
2	M. Browne	
3	M. Browne	
4	M. Browne	
5	M. Browne	
6	Apraxin	
7	Apraxin	
8	Apraxin	DRMs:
9	Ferdinand VI	1756 -5
10	Ferdinand VI	1757 None
11	Ferdinand VI	1758 +3
12	George II	1759 +6
13	George II	1760 +8
14	George II	1761 +9
15	Elizabeth/Peter III*	1762 +14
16	Elizabeth/Peter III*	1763 +15
17	Elizabeth/Peter III*	1764 +16
18	Elizabeth/Peter III*	
19	Elizabeth/Peter III*	
20+	Pompadour	

* If Elizabeth is already Dead, Peter III is Dead.

Death of ...	Named personage is Dead. Place marker on the Year Track if appropriate and/or:
Apraxin:	Remove RU Leader Apraxin permanently from the game. Russian player picks 1 new RU Leader from the pool and places him with any RU force. Transfer new CIC to the largest force, if required.
Elizabeth:	Russian MW -> 0. -3 Aus / +1 Prus MW. Sweden becomes Neutral; remove all SW forces except 3 SPs in Stralsund. Russia becomes a Prussian Client: place Chernyshev, 7 RU Infantry SPs, 2 RU Cavalry units, and 2 RU Lt Cavalry units in Poznan at the beginning of the next Round.
M. Browne:	Remove AU Leader Browne permanently from the game.
Peter III:	RU is Neutral. Permanently remove all Russian units.
Pitt Resigns	If Spain is Neutral, subtract 2 Prussian Thl, permanently remove the <i>Prussian Subsidy</i> marker, and suffer -2 Prus / -1 Brit MW .
Madame Pompadour	If France is Neutral or Pompadour is Dead, no effect. Otherwise, return the French CIC to the Leader Pool. French player randomly picks either Richelieu, Contades, Clermont, or Soubise from the pool and places him with any FR force. Transfer the new CIC to the largest force, if required.
Severe Weather	Place <i>Severe Weather</i> marker on the Turn Track. May not expend SAs to Prosecute Sieges this Round [10.3]. Any Commands using >5 MPs this Round immediately worsen their Supply State 1 level. If Summer Round 1 or Fall Round 5, no activations this Round.
Riksdag Loosens the Purse Strings	Add 2 Thl to the Swedish Treasury.
Typhus	Flip the <i>Phase</i> marker from its <i>FR Flt +1</i> side. If the FRENCH FLEET card is not in the Franco-Russian hand, place it in the discard pile. For the rest of the game, draw/play/discard FRENCH FLEET normally like any other Strategy card.

HALLEY'S COMET TABLE [6.7]

Place Halley's Comet marker on the Turn Track in 1758 Summer Round 1. Prussian player rolls 1 die in the FoW Step of each Round until the event occurs, applying DRMs as follows:

+1	Any battles after 1757 in which BR and/or PR losses are >4 SPs
+1	Each area (of either alliance) Devastated
+1	Fall 1758 or later
+2	RU Army Leader and 10+ SPs are in any space in Brandenburg

On a result of 7 or more, Halley's Comet Event occurs. Immediately add Wider War cards to Draw piles, WW Tactics to Tactics pools, and listed units to the Force pools:

Austria	FC Beck, FC Loudon Lt Inf units
France	2 Lt Inf, 1 Field Artillery units
Prussia	1 Hus Cav, 1 KFK Hus Cav, 3 FC Lt Cav, and 4 FB Lt Inf units
Sweden	1 Lt Cav unit

The play order changes at the start of the next Action Phase [see 5.1.2].

DANISH INTERVENTION TABLE [22.3.4]

Roll 1 die, applying DRMs as follows:

- +1 Russia is a Coalition Power
- +1 Prussia controls Stralsund
- 1 BR Fleet is in the Baltic Sea area
- 2 Russia is a Prussian Client

DR Result

- <2 Denmark is a Belligerent French Client
- 2-6 Denmark remains Neutral
- 7+ Denmark is a Belligerent British Client

If Denmark is Belligerent, place DA Fleet in Baltic Sea and forces in Kiel per the triggering Event card.

IMPERIAL PRESSURE TABLE [24.1]

AU player rolls 2 dice each Summer/Fall Draw Phase.
DRM: +3 if Prag is Anglo-Prussian controlled

Dice Roll Result

- 2-7 No effect
- 8 Louis Wants Victories!
- 9 Maria Theresa Wants Victories!
- 10 Louis Wants Victories!
- 11 Maria Theresa Wants Victories!
- 12-15 Both Louis and M-T Want Victories!

If other than "No effect," place marker(s) on Turn Track as a reminder and

Louis Wants Victories!: French may play any Ops card to activate the FR CIC and 1 other French-led Command, +1 MP each. Current FR CIC must attempt to attack the nearest enemy force of 6 or more SPs.

Maria Theresa Wants Victories!: AU CiC must activate and attempt to attack Frederick if within 6 spaces; if not, advance to Prag (if enemy-held) or (if Prag is friendly) to Breslau or Dresden (whichever is closer).

If conditions are not met by the end of Round 3, Austria and/or France must discard one card in lieu of taking a Turn in Round 4.

SAXON INTERVENTION TABLE [22.3.2]

Roll 1 die, applying DRMs as follows:

- +1 Coalition won at least one Major/Minor Victory
- +1 French VPs > 1 and British VPs < -1
- 1 French VPs < 0 and British VPs > 0
- 1 Russia became Belligerent prior to Fall 1757

DR Result

- < 2 Saxony is a Belligerent Prussian Client
- 2-5 Saxony remains Neutral
- 6+ Saxony is a Belligerent Austrian Client

If Saxony is Belligerent, controlling Power places 5 SA Inf SPs from the Force Pool in any Saxon Space(s).

SEPARATE PEACE TABLE [22.5]

Roll 1 die, applying the DRMs (+ for BR advantage, - for FR advantage):

DR Result

- < -1 British MW -> 0 if Britain Exhausted See 21.3.2
- 1 Conditional Peace* -1 French VP
- 0 or 1 Armistice† See 22.5.2
- 2-5 War Continues†
- 6 or 7 Armistice† See 22.5.2
- 8 Conditional Peace* -1 British VP
- > 8 French MW -> 0 if France Exhausted See 21.3.2

* **Peace** if both Powers are Exhausted

† **Peace** if both players agree before the die roll

Peace = France and Britain become Neutral and no longer participate in Diplomacy Phases

DRMs

- +/-3 10+ VP advantage over enemy (BR or FR)
- +/-2 6-9 VP advantage over enemy (BR or FR)
- +/-1 3-5 VP advantage over enemy (BR or FR)
- +1 After MANILA AND HAVANA Event
- +1 If France is Exhausted
- 1 If Britain is Exhausted