# A PRAGMATIC WAR

## The WAR of the AUSTRIAN SUCCESSION

### 1741-1748

A GAME USING THE No PEACE without SPAIN! SYSTEM

Rules of Play

a JOHN B. FIRER game

**Compass Games**
*New Directions in Gaming*
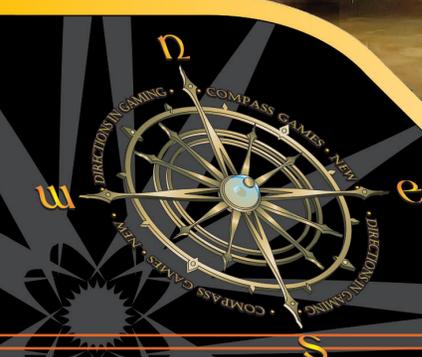
# A PRAGMATIC WAR
## The War of the Austrian Succession
### 1741-1748

GAME Design by *John B. Firer*
SERIES Design by *Don Herndon*
GAME Development by *Samuel Harper*

## TABLE OF CONTENTS

# 1.0  INTRODUCTION

## 1.1    THE GAME

**1.1.1** *A Pragmatic War* is a two-player game simulating the War of the Austrian Succession. The war like its predecessor, the War of the Spanish Succession (excellently portrayed by Don Herndon's *No Peace Without Spain!*) was fought primarily to determine who would succeed to the throne of a great empire, in this case the Austrian Empire. When the current ruler of the Austrian crown lands and Emperor of the Holy Roman Empire, Charles VI died without male issue he had laid the groundwork for his eldest daughter Maria Theresa to succeed to the Hapsburg crown lands.  Known as the "Pragmatic Sanction", this diplomatic effort obtained the agreement of the leading powers of Europe to her accession to the Hapsburg dominions and the election of her paramour as the next Holy Roman Emperor. However, with the opportunistic seizure of Silesia by the young Frederick the Great of Prussia, the agreement unraveled and the war began.  In time, it would involve virtually all of Europe.

**1.1.2** One player represents the Austrian interest represented by the Austrians and those powers in Europe faithful to the original agreement, ("the Pragmatic Alliance"). The other player represents the challengers to the Austrians, the Bavarian rival for the Imperial title, Charles Albert and his supporters, primarily the Bourbon rulers of France and Spain intermittently joined by Prussia ("the Bourbons"). Each "faction/alliance" consists of a number of allied powers representing the military forces of various states and royal houses of Europe.

**1.1.3** For purposes of these rules, the powers of each side are "friendly" to all other powers of that side, and "enemies" of the powers of the opposing side.

## 1.2    SCALE

Each turn represents one year. Each combat unit, hereafter called a "corps", represents approximately 10,000 men of all arms. Leaders represent the named personality and his staff.

## 1.3    COMPONENTS

- One 22" x 34" mounted map
- One rule book
- Two identical player aid cards
- One deck of 55 playing cards
- Two sheets of counters with rounded corners
- Twelve 6-sided dice in two colors
- One box and lid set

| Bourbon Powers (blue counters) | Color Band | Example | Capital |
|---|---|---|---|
| France (Fr) | Dark Blue | 3 6 de Saxe | Paris |
| Spain (Sp) | Yellow | 1 4 Montemar | NP Home Space |
| Prussia (Pr) | Grey | 1 3 Schwerin | Berlin |
| Bavaria (Ba) | Light Blue | 0 3 C. Albert | Munich |
| Naples (Np) | Light Green | 1 Np | NP Home Space |
| Genoa (Gn) | Brown | 1 Gn | Genoa |
| Modena (Mo) | Teal | 1 Mo | Modena |

| Pragmatic Powers (tan counters) | Color Band | Example | Capital |
|---|---|---|---|
| Austria (Au) | White | 1 Au | Vienna |
| Britain (Br) | Red | 1 Br | London |
| Dutch Republic (Du) | Orange | 1 Du | Amsterdam |
| Sardinia (Sa) | Dark Red | 1 3 C. Emmanuel | Turin |
| Hanover (Ha) | Red | 1 Ha | Hanover |
| Hesse (He) | Red | 1 He | Cassel |
| Saxony (Sx) Bourbon at start See 7.2.5 | Tan | 1 Sx | Dresden |

# 2.0  GAME MAP

The map depicts Western and Central Europe at mid 18th century.



## 2.1   SPACES

**2.1.1 General.** Each named point on the map is a "space". There are two types of spaces: Unfortified and Fortified (or "Fortress"). One side or the other normally controls spaces, unless the space is neutral (2.3). Control of a space is important for determining victory (6.0), tracing lines of communication (11.0), movement, interception (14.6), and avoiding battle (14.7). Spaces that are connected by lines are considered "adjacent".
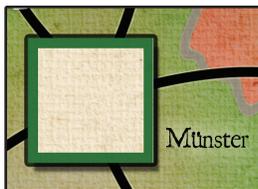


Unfortified                          Fortified

**2.1.2 Colors.** The outline color of a space indicate it is a "home space" for the power associated with that color and defines which power controls the space at the start of the game (unless modified by scenario set up instruction). In general, a power's reinforcements and newly built corps may only be placed in a home space (Exception: British 12.2.5). Note: the Neapolitan power's only home space is the Spanish and Neapolitan Home Space (2.4). A named "Home Space" is a type of home space that may only be entered and transited by forces allied with the owning power.

**2.1.3 Stacking Change Arrows.** White arrows have been placed on connections to indicate when the stacking level changes (4.1).

**2.1.4 Faction-only Connections.** Several spaces have blue or tan connections, generally connecting a named Home Space to another space on the mapboard. These connections may be used by the powers allied within a particular faction for movement, avoiding battle, retreat, and tracing lines of communication (11.0). These connections cost 2 MPs when used for regular movement (14.1.1). A player may intercept an enemy force entering a regular space that uses the connection for movement (i.e., using the connection does not change the interception rules).

*Explanatory Note on connections crossing Neutral Italian States: Both factions disregarded Italian minor state neutrality as it suited them.*

## 2.2   CAPITAL SPACES



Each power has a capital, denoted by a bold and highlighted name, which is the focal point of its political and military resources. Capitals are the primary supply sources in the game (11.2). Note that the Spanish and Neapolitan Home Space is the capital for the Spanish and Neapolitan Bourbon powers (2.4).

## 2.3   CONTROL OF SPACES

**2.3.1 General.** Most spaces begin the game under the control of one side or the other. The scenario set-up specifies if a space begins the game under the control of a faction. A few spaces require further clarification:

- Rimini, Tuscany, Spoleto and Orbetello represent independent (i.e. neutral) Italian principalities. Unlike the spaces comprising neutral but potentially belligerent powers such as Sardinia, these spaces may be entered and controlled by either faction at any time.

- Prussia starts out friendly to the Bourbons but Event card play may affect its affiliation (see 7.2.9).

- The Empire starts the game friendly to the Bourbon faction but that status may change to pro-Pragmatic after the death of Charles Albert (see 7.2.1). The Empire has no forces per se but its spaces and fortresses are friendly to the faction it is currently aligned with.

- Saxony starts the game friendly to the Bourbon player but joins the Pragmatic faction per 7.2.5, at which time its forces are deployed to the board.

- Naples, Modena, Genoa, the Dutch Republic, France, Britain, Hanover, Hesse, and Sardinia begin the game neutral until a formal declaration of war ends that neutrality. For special rules governing their operation, see 7.2.

**2.3.2 Fortress Spaces.** Control of a fortress changes hands through siege (16.0) or a power's shift of allegiance (7.2). Fortress spaces have an inherent Fortress Strength (FS) of: 1 or 2. Fortresses with a strength of 2 have the values printed on the map; all other fortresses have a strength of 1. Fortresses are always considered at full strength unless reduced by an active siege (as indicated by Fortress Strength markers) or by special scenario rules.

**2.3.3 Unfortified Spaces.** Unlike fortress spaces, unfortified spaces have no defensive strength and control may change during a Campaign action simply by an enemy force expending a movement point in the space (14.4).

**2.3.4 Control Markers.** Use control markers as needed to indicate ownership.

## 2.4 BOURBON AND PRAGMATIC HOME SPACES

The large square Home Spaces have the following special characteristics:

- **Specific Faction-only**: They may never be entered by units of the enemy faction.

- **Capital**: The Spanish and Neapolitan Home Space is the capital for Naples and serves as a supply source for the Spanish. It may not be used to place Spanish units raised from the Force Pool; only Neapolitan units can be so placed (Spanish units built from the Force Pool are placed at Gerona, which is considered at quasi-Spanish capital for this purpose - see 12.2.6). It can be used by Spanish units for LOC purposes, i.e. replacement action, siege DRM, etc.

- **The Prussian, Hanoverian and the two Austrian Home Spaces**: are considered unlimited supply sources for their respective units and are limited supply sources (i.e. certain actions are limited) for other powers (see 11.2). In addition, the Hanoverian Home Space is an unlimited source for British and Hessian units.

- **No stacking limit and full friendly use**: Any friendly faction power may freely enter, exit, or remain in a Home Space as desired, without regard to stacking. Note that the lines leading into and out of a Home Space are tan or blue; it costs 2 MPs to move along them.

## 2.5 SEA ZONES

*Historical Note: Both the Spanish and French operated large navies during the war, however the Spanish navy was largely confined to the Mediterranean and served in a quasi-subordinate capacity to the French Toulon Fleet. Both navies generally suffered from a lack of resources and were at a disadvantage against the British in regards to training and operational art. The following rules reflect the historical conditions and stress the Bourbon's need to properly resource their fleets in any attempt to contest control of a sea zone with the British navy.*

**2.5.1 General.** There are two sea zones on the map: the Atlantic and the Mediterranean. Sea zones are used to regulate sea-based lines of communication (11.1.3) and sea movement (14.5). All ports are adjacent to a single sea.

**2.5.2 Atlantic and Mediterranean Sea Zones.** The Pragmatic Alliance always controls the Atlantic and Mediterranean sea zones unless contested by the Bourbons. See 10.2 for the rules detailing how control of a sea zone is determined. Control of a sea zone affects not only lines of communication and sea movement (11.1) through that zone, but also the current victory point level (6.1.1).

## 2.6 PORTS

**2.6.1 General.** Spaces whose names are printed in the water are ports. All ports are adjacent to a single sea zone.

**2.6.2 Purpose.** A side may use a port for sea moves and tracing LOCs only if it controls the sea zone adjacent to that port.

## 2.7 ARMY BOXES

Each side has four army boxes (with associated counters) that can be used to help handle large stacks. There are no special rules regarding the army boxes or counters—they are simply used for convenience to help reduce map clutter. Each player has four Army markers to place on the map; the letters on the markers correspond to the letters of the army boxes.
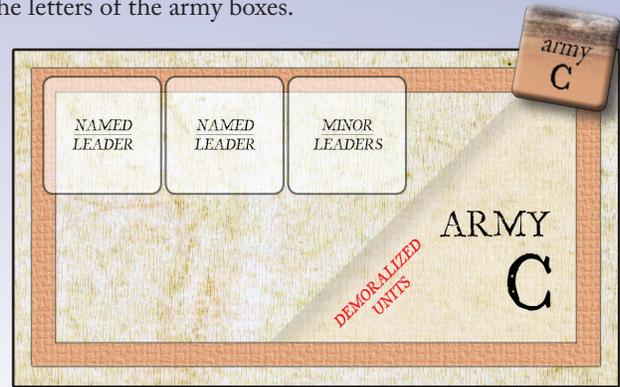
## 2.8 GAME TRACKS

The map includes several tracks to hold game information markers.

# 3.0 COUNTERS

**Terminology**: The term "force" is used in these rules to describe a single stack of leaders and/or corps.

## 3.1 LEADERS

There are two types of leaders in the game: named and minor. In addition, some named leaders are marked with a crown, which indicates that they are "Royals", or **Soldier Kings**. Named leaders may be eliminated as a result of battle or siege; if this occurs the counter is flipped over to its replacement (named or minor leader) side for the remainder of the game.

Leaders have two numerical ratings:

- **Tactical Rating (TR)** contributes dice to a battle (15.2) and is also used to modify interception (14.6) and avoiding battle (14.7) die rolls. Note that named leaders suffer a reduced TR if they are not stacked with a home corps (3.1.1).

- **Command Rating (CR)** indicates the number of corps that a leader may command (activate) during a Campaign Action (13.5.1). A leader may also use a Rally Action to rally himself and a number of corps equal to one-half (rounded up) of his CR (13.5.4).

**Front** **Back**

Tactical Rating

Command Rating

Royal

Home Corps "band" (white = Austrian)
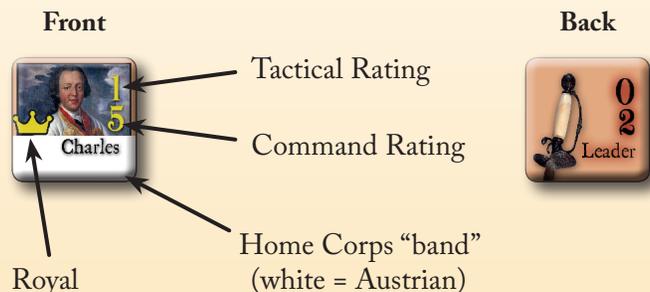
**3.1.1 Home Corps.** Along the bottom of each named leader's counter is a colored "band" indicating that leader's "home power". A named leader suffers a -1 TR penalty if he is not commanding at least one home corps when using his TR rating for any die roll. CR is never affected by the home corps requirement.

*Example: Maurice de Saxe is part of a defending (i.e. inactive) stack in a battle that contains no French corps. His TR for the battle is +2 instead of +3.*

**3.1.2. Promotion.** There are many leaders, both named and minor, that begin the game on a designated side. These leaders remain on that side except as follows:

- If the leader is a minor leader, it may not suffer a leader casualty until promoted during the Reinforcement Phase (see 12.4/20.0). After promotion, if it suffers a leader casualty it is flipped back to its minor leader side for the remainder of the game.

- If the leader is a named leader with another named leader on its reverse side and it suffers a leader casualty, it is flipped to its reverse side and that new named leader is placed on the Turn Track for placement during the next Reinforcement Phase. If that named leader subsequently suffers a leader casualty, follow the procedures of 15.3.2 to determine the fate of the named leader – it is either placed on the Turn Track after appropriate VP reduction or completely eliminated both decisions at the owner's discretion.

## 3.2    CORPS

*Historical Note: Until the dawn of the Napoleonic era, an army's command structure was fairly ad hoc depending on the particular circumstances of the controlling army (the seniority and nationality of the general officers present, the composition and nationality of the troops, and so on). The major subordinate command was a "brigade" which itself was an ad hoc organization. Each combat unit in the game represents roughly 10,000 infantry, cavalry and artillerymen. Although the concept of a semi-permanent combined-arms organization had not yet been adapted, "corps" was a readily understood contemporary term used to describe large bodies of troops and is used here to describe the combat units.*

**3.2.1** Each power has a number of corps counters which represents its field forces. Each corps has two sides:

- Full strength—worth 1 die in battle. A hit on a full strength corps causes it to be flipped.

- Reduced—worth ½ die in battle. A hit on a reduced corps causes it to be eliminated and returned to the Force Pool.

**Front (Full Strength)**    **Back (Reduced Strength)**
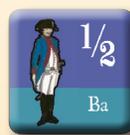


**IMPORTANT**: Unless the rules specifically state otherwise, the term "corps" applies to either a full or reduced-strength counter.

**3.2.2** Corps are reduced as a result of combat or overstacking, and once reduced can only be restored to full strength during the Reinforcement Phase (12.3) or during an Action round (13.5). Eliminated corps are placed off-map in a "Force Pool" (12.3).

**3.2.3** Corps cannot be combined or split up.

## 3.3    MARKERS

The game uses a variety of markers to keep track of game events and to record progress. If the counter mix is insufficient, markers may be duplicated as needed.

# 4.0   STACKING

*Historical Note: Although each space represents a fairly large area, the logistical requirements of the period placed limits on the practical size of armies based on the land's ability to support such forces (roads, rivers, forage, fodder for horses, etc.). Generally speaking, the maximum size of an army was between 50,000 and 80,000 personnel. Anything much above this number was difficult to control and supply and this range itself was heavily dependent upon the relative ability of a general and his meager staff to properly control.*

## 4.1    STACKING LIMITS

**4.1.1 Stacking Limits.** Each space on the map has a stacking limit indicating the total number of corps each side may safely stack in the space (exception Home Spaces 2.4).

| Type | Icon | | Stacking Limit |
|------|------|------|------|
| Fertile | Wheat | 🌿 | 12 |
| Normal | *none* | *none* | 8 |
| Rugged | Mountain | ⛰️ | 4 |

*Play Note: Reduced corps count the same as a full-strength corps for stacking purposes, while leaders and other game markers have no effect on stacking.*

**4.1.2 No Voluntary Overstacking.** Stacking is enforced at the conclusion of a move or retreat. Stacking limits may be temporarily exceeded while a force moves through a space (i.e. the moving force and/or any inactive friendly corps in the space exceed the stacking limit) or when moving into a space for the purpose of lifting a siege (16.3.4 and 16.6).

The only times a force may overstack in a space is following a required retreat (i.e. after battle or Winter Quarters phase withdrawal) or after a successful lifting of a siege. It is not permitted to overstack when intercepting into a space (14.6.2).

**4.1.3 Penalties for Overstacked Spaces.** There are three penalties associated with overstacked spaces:

- **Full Strength Corps Reduction.** If the number of full strength corps in an overstacked space exceeds one-half (1/2)

the stacking limit, then any full strength corps in excess of this number must be reduced (owning player's choice) at the conclusion of the move or retreat.

- **No Restores or Reinforcements Allowed.** No reduced corps in an overstacked space may be restored, whether during the Reinforcement Phase (12.3.5) or during a Replacement Action (13.5.3). Additionally, no new corps may be placed in an overstacked space as reinforcements.

- **Activation Restrictions.** Regardless of available leaders, a force in an overstacked space can never conduct a Campaign Action, intercept, or avoid battle with more corps than the stacking limit. Note that all corps in an overstacked space will still defend as a combined force if attacked.

*Example: Following a retreat there are 3 full strength and 2 reduced strength corps in a rugged space. 1 full strength corps must be reduced, leaving 2 full strength corps (1/2 safe stacking limit) and 3 reduced corps. The 3 reduced corps cannot be restored, and only 4 of the 5 corps can be activated in a single action so long as the space remains overstacked. If attacked, the force will contribute 4 dice towards the battle (3.5 rounded up).*

## 4.2 CONTROLLING CORPS & STACKING WITH FRIENDLY POWERS

There are no restrictions against different powers of the same side stacking, moving or fighting together. A leader may command the corps of any friendly power without restriction (but remember the home corps rule 3.1.1).

## 4.3 STACKING WITH ENEMY UNITS

There are three situations in which friendly and enemy forces may be in the same space:

1. During a Campaign Action, a force may move into a space containing enemy forces. In this case, the enemy force must accept battle (15.0) or attempt to avoid battle (14.7). Unless the situation in #3 (below), one side will retreat or be completely eliminated, leaving the other side in sole occupation—but not necessarily in control—of the space.

2. During a Campaign Action, an inactive force may intercept into a friendly space into which an active force has just entered. In this case, there is a battle (15.0), although see 14.6.6.

3. One corps and any number of leaders may occupy a friendly fortress during a siege. This is known as a garrison (16.3) and is the only time that units of both sides can occupy the same space at the end of an Action.

## 4.4 FOG OF WAR

There is no "fog of war" with regards to counters; you may inspect enemy stacks (including stacks in Army Boxes) at any time. Unplayed cards remain hidden from the other player at all times.

*Designer's Note: If players wish to include this element within the simulation, limit the inspection of an enemy stack to the highest ranking leader in the stack along with the top-most combat unit in the stack. Once a battle occurs, "fog of war" is dispensed with until after the battle is resolved.*

# 5.0 CARDS

## 5.1 GENERAL

There are two separate types of cards: **Event cards** and **Action cards**.

- EVENT CARDS: Starting in 1742, event cards are drawn during the Event Card phase to trigger random events. Each player draws one card from 1742 – 1744. Beginning with the 1745 Turn, each player draws one Event card as usual but then on odd years the Bourbons draw a second card and on even years the Pragmatic Alliance draws a second card.

- ACTION CARDS: Action cards are dealt to each player at the start of the Campaign phase and are used to conduct actions.
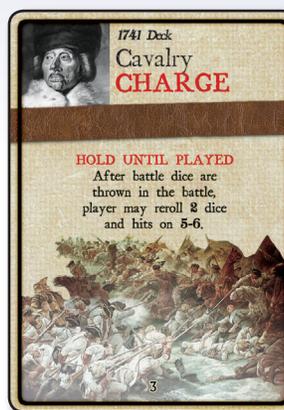


Event Card                    Action Card
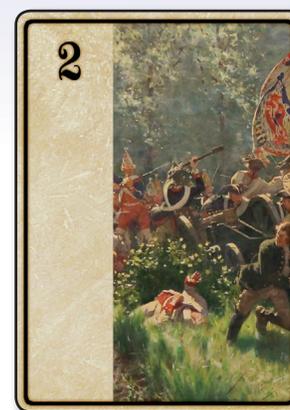
## 5.2 SET UP

**5.2.1 Game Start.** At the beginning of the game, separate the Event cards and Action cards into separate decks. Shuffle and place each deck near the map. Both players draw from a common event deck and a common Action deck.

**5.2.2 1745 Card Adds.** Some Event cards are not in play at the start of the game. These are labeled "*1745 Deck*" and are added to the deck at the start of the 1745 Event Card phase. Place these cards to the side until they are used, and shuffle the event deck when they are added.

# 6.0 DETERMINING VICTORY

*Historical Note: The Austrians were very much on the ropes during the first few years of the war. Prussia had used the uncertainty involved in the accession of Maria Therese to the Hapsburg crown lands to invade and conquer most of Silesia. The Bavarians with a large auxiliary French force had successfully pressed its suit for the Imperial crown. In Italy, the Spanish were attempting to further detach territory from Austria to provide principalities for the Spanish queen's sons (during the War of the Polish Succession, the Spanish had previously carved out territory in Italy at Austria's expense). However by 1743, things began to improve for Austria with the belated honoring of the Pragmatic Sanction by Britain and the Dutch Republic, Maria Therese's successful appeal to Hungarian chivalry for assistance and Frederick's departure from the war after obtaining Austrian begrudging acquiescence to his annexation of Silesia.*

## 6.1 VICTORY

Victory conditions are checked during the Winter Quarters phase of each Turn (8.0, #5d). A player may win by **Automatic Victory** or **End-Game Victory on Points**.

*Play Note: In the extremely unlikely event both players achieve their automatic victory conditions in the same turn, the player currently controlling Vienna wins the game.*

**6.1.1 Victory Points (VPs).** The Game Record Track records the current number of faction VPs. At the start of the game, the VP marker is placed on the 17 space. The VP marker never goes below 0 or above 35, even if something (such as a siege result) would otherwise demand it.

During the Campaign phase (8.0 #3), the VP total is **increased** immediately when the **Alliance** player does the following, and **decreased** immediately when the **Bourbon** player does the following:

- gains control of a fortress space by siege (16.5.7);
- converts an unfortified space (14.4) that has a VP number printed on the map;

MAJOR VICTORIES: A Pragmatic Alliance Major Victory increases the VP count by 1, while a Bourbon Major Victory decreases the count by 1.

SOLDIER KINGS: VPs are awarded or subtracted as a result of the victory or defeat of a force comprising a Royal. See 15.6.

WINTER QUARTERS: During the Winter Quarters Phase (8.0 #5), the VP total is **decreased** if the Bourbons control the Atlantic and/or the Mediterranean Sea Zones (18.0, C).

SPACES: Unless indicated differently on the map, the VP value of a space is as follows. These values apply only if the space changes hands as a result of Actions (sieges or movement, but see 6.1.2); changes in possession from Event cards *never* changes the VP track.

| Type of Space | VP Value |
| --- | --- |
| Unfortified Space | **0 VP** or the # of VP printed beside the space |
| Level 1 Fortress | **1 VP** - the # is not printed on the map |
| Level 2 Fortress | **2 VP** - the # is printed on the map |

CONTROL OF THE ATLANTIC AND/OR MEDITERRANEAN: During the Winter Quarters Phase the Pragmatic player loses 1 VP each if the Bourbon player has control of the Atlantic and/or the Mediterranean Sea zones (10.1).

SPECIAL VICTORY POINTS: There are special VPs that are awarded (or retained) upon the occurrence of certain game situations. They are apart from the normal VPs that are obtained via space occupation, battle victory or Event cards. These are:

- Accession (see 7.2.1) of Francis of Lorraine as Holy Roman Emperor: **+5VPs** to the Pragmatic Faction.
- Return of the British corps as a reinforcement following "The '45" event: **+2VPs** to the Pragmatic Faction.
- Any time Frederick leaves the War, the value of a VP space in Silesia that was freed of Pragmatic control is awarded to the Bourbon faction. This supercedes 6.1.2.

*Historical Note: The reclaiming of the Holy Roman Crown by Austria was a diplomatic coup for the Pragmatic Alliance AND a definite morale-booster for the Austrian crown. Likewise the suppression of Bonnie Prince Charlie's rebellion (represented by the return of British forces to the war effort) solidified Hanoverian rule in Britain and set the stage for continuous rule in Britain of the House of Hanover (Windsor) to the present day. Frederick (and Prussia) retained Silesia upon his exit from hostilities; the suspension of 6.1.2 is tacit recognition of this fact.*

**6.1.2 No VP Adjustment for Certain Changes of Control.** There are several game events that cause control of spaces to change *without* resulting in a VP track adjustment:

- The entrance of a previously neutral power into play
- The switching sides of any power from one faction to another

In each of these cases, the VP total is not adjusted. However, if any of these spaces are subsequently captured by siege or occupation during a Campaign Round, VPs are adjusted normally.

## 6.2 AUTOMATIC VICTORY

Either side may claim an Automatic Major Victory during the Winter Quarters phase by achieving the following conditions:

**Pragmatic Alliance Automatic Victory**

1. Paris is Pragmatic-controlled with a land-based LOC to Amsterdam or Vienna; or
2. The VP level is at 31 or higher.

**Bourbon Automatic Victory**

1. Vienna or Amsterdam is Bourbon-controlled with a land based LOC to Paris; or
2. London is Bourbon controlled as is the Atlantic sea zone with a sea LOC to a Bourbon controlled port on that sea zone which itself has a land LOC to Paris; or
3. The VP level is at 0.

## 6.3 END GAME VICTORY ON POINTS

If neither side achieves an automatic victory, then during the Winter Quarters phase of the final turn players determine which player has achieved a major or minor victory based on the final VP count.

| VPs | Result |
|---|---|
| 31+ | Pragmatic Major Victory |
| 21-30 | Pragmatic Minor Victory |
| 11-20 | Bourbon Minor Victory |
| 10 or less | Bourbon Major Victory |

# 7.0  POWERS

## 7.1    GENERAL

**7.1.1** Most powers start the game under the control of one side or the other. Several powers have special rules as described below.

**7.1.2** A controlled power never "surrenders", even if its capital is captured by the enemy or all of its corps are eliminated. However, a power whose capital is enemy-controlled cannot provide a LOC, meaning the power cannot restore reduced corps or build new corps. In essence, existing forces will continue to fight but the power cannot build or restore corps until the capital has been recovered by its own side.

## 7.2    SPECIAL RULES

**7.2.1 Bavaria and the Empire.** Bavaria and the Empire begin the game as Bourbon powers. While Bavaria has a named leader (Charles Albert) and combat units, the Empire does not have either.  However its spaces are friendly to the Bourbons unless controlled by the Pragmatic Alliance. Starting in 1743, during the Event Card Phase and prior to the Event card draw, the Pragmatic Alliance rolls one die to determine if Charles Albert dies. If he dies, all Bavarian units and Charles Albert are permanently removed from the game.  The Empire and Bavarian spaces are now friendly to the Pragmatic Alliance for the remainder of the game.  The Pragmatic Faction immediately gains 5VPs.

In addition, beginning the turn of death, the Resource Points (RPs) for the Pragmatic Alliance are increased by +1 and that of the Bourbons are decreased by 1 RP for the remainder of the game.  Death is determined as follows:

- In 1743, on a die roll of 1, death occurs.
- In 1744 on a die roll of 1 – 3 death occurs.
- In 1745 death occurs automatically.

**IMPORTANT**: Upon the death of Charles Albert and the removal of all Bavarian pieces from the board, change control of all non-Bourbon occupied spaces to Pragmatic control. There is no adjustment of VPs per 6.1.2 as a result of the death of Charles Albert and the defection of the Empire from the Bourbon faction.

*Historical Note: The Wittelsbachs of Bavaria had long coveted the title and position of Emperor of the Holy Roman Empire, long a sinecure for the Hapsburgs.  With the death of the last Hapsburg Emperor without male issue, Charles Albert saw his chance and took it.  With the support of an auxiliary French army, he was elected Emperor with the vast majority of the Empire's Electors and principalities supporting his candidature.  However, upon Charles Albert's unexpected death (1744) allegiances shifted back to the Hapsburgs and support of Maria Theresa's consort (Francis of Lorraine) as Holy Roman Emperor.*

**7.2.2 France.** France is not formally at war for the first few turns of the game.  It is part of the Bourbon faction but is restricted in the use and movement of its forces. France may not raise forces out of its Force Pool or its forces operate outside of France, The Empire, Bavaria and the Austrian Empire (excluding the Austrian Netherlands and Milanese) until it is formally at war.  The forces of other powers (both Bourbon and Pragmatic) may not enter France until it is formally at war. Don Philip and any Spanish leader/corps originating in Spain may enter France prior to France's formal entry into war but may only enter Piedmont-Sardinia via Savoy until France is formally at war, i.e. Spanish forces transiting through France cannot enter Piedmont-Sardinia via Cuneo or Nice.

*Historical Note: Spain put pressure on France before her formal entry into the war to allow troops from Spain to transit France to attack Piedmont–Sardinia.  This would circumvent the more effective blockade Britain had established in the Mediterranean after Spanish forces under Montemar slipped by sea into Central Italy.*

France may not be formally at war until 1743 at the earliest; it is automatically formally at war in 1744. In 1743, France formally enters the war on a die roll of 1 – 2. Such a determination occurs during the Event Card Phase, prior to the Event card draw. Once at war, the restrictions listed above are lifted and France becomes a full belligerent of the Bourbon faction. There is no adjustment of VPs as a result of the change in France's status. Upon France's formal entry into war (1743 or 44), Bourbon RPs are increased by +1RP for the remainder of the game.

*Historical Note: France used this ambiguous situation to further its aims in The Empire without executing a formal declaration of war.  Such a cloak had certain advantages, such as limiting British and Dutch assistance to the Austrians.  Under this subterfuge, it fielded a large military force in The Empire, which served as an "auxiliary force" ostensibly under Bavarian and Imperial command but in fact a force executing France's political ends. Once the British and Dutch began to actively support Austria in 1743, this situation became untenable and France formally declared war.*

**7.2.3 Modena.** Modena begins the game as a neutral power and may not be entered by either side while neutral. At the start of the 1742 Event Card phase Modena joins the Bourbons (no VP adjustment — 6.1.2) and operates like any other power.

**7.2.4 Genoa.** Genoa begins the game as a neutral power and may not be entered by the Pragmatic faction while neutral. The Bourbon faction ONLY may enter Genoa before its formal

entrance into the war and use it for LOC purposes. At the start of the 1745 Event Card Phase Genoa joins the Alliance (no VP adjustment — 6.1.2) and operates like any other power.

*Historical Note: Genoa was not prepared to openly become an active belligerent at the beginning of the war but felt impelled to provide some support to the Bourbons due to their apparently strong position in Italy. This took the form of allowing the Bourbons to use its facilities for supply and transit purposes.*

**7.2.5 Saxony.** Saxony begins the game friendly to the Bourbon faction. There are no actual Saxon forces deployed while friendly to the Bourbons but its spaces may be used by the Bourbon faction for LOC purposes. Any Bourbon force besieging Prague prior to 1745 has a besieging value of +1 corps to simulate Saxon participation in the siege (see 16.5.1). At the start of the 1745 Event Card Phase Saxony joins the Pragmatic faction (no VP adjustment — 6.1.2) and operates like any other power. Any Bourbon forces in Saxon spaces must immediately retreat by land per the retreat rules.

**7.2.6 Piedmont-Sardinia.** Piedmont-Sardinia begins the game as a neutral power but automatically joins the Pragmatic faction in 1742 (no VP adjustment — 6.1.2).

**7.2.7 Britain and the Dutch Republic.** Like France, the Maritime Powers (Britain and the Dutch Republic) were not formally at war until a number of years after hostilities broke out. To simulate this political situation, the following rules are in effect until 1743:

- British and Dutch forces may not sea move, campaign or transfer units until 1743.
- They may raise forces out of their Force Pools prior to their entry into the war.
- The forces of other powers (both Bourbon and Pragmatic) may not enter British or Dutch spaces until they are formally at war.

At the start of the 1743 Event Card Phase, Britain and the Dutch Republic formally enter the war (no VP adjustment — 6.1.2) and operate like any other power. The RPs for each turn are adjusted as follows:

- +2 Pragmatic RPs for Britain's formal entry into war.
- +1 Pragmatic RPs for Holland's formal entry into war.

**7.2.8 Hanover and Hesse-Cassel.** Hanover and Hesse begin the game friendly to the Pragmatic faction and their forces are fully operational and their use unrestricted. They may operate in the Empire, the Dutch Republic, Austrian territory and of course each others' home spaces.

### SPECIAL 1741 RULE

If Cologne is occupied (not just passed through) by a French force of 3 corps whose move is undertaken as the first action of the Bourbon's first Action card, Hanoverian and Hessian units may not leave Hanoverian spaces or Cassel, respectively until 1743. This situation remains in effect as long as this condition exists or until the beginning of the 1743 Event Card Phase at the latest. They may raise forces out of their respective Force Pools prior to their full entry into the war.

*Historical Note: Rules 7.2.7 and 7.2.8 represent the odd diplomatic situation involving the Maritime Powers and their initial lukewarm support for Austria and the fulfillment of their promises to support*

*the Pragmatic Sanction. As long as their direct interests remained unthreatened (e.g. no French threat to the Austrian Netherlands), neither country felt compelled to actively support Austria until politics dictated such action. Britain had a unique situation in regards to Hanover and Hesse. Since George II was Elector of Hanover as well as the British monarch, he could use his Hanoverian forces and their Hessian allies in The Empire with some freedom from interference by British domestic politics. France prevented this somewhat by assuming a threatening position on the Middle Rhine that checked the deployment of George II's German auxiliaries.*

**7.2.9 Prussia.** Prussia begins the game as a Bourbon power but may leave and subsequently reenter the game based upon Event card play.

1. Upon the play of the "Frederick Leaves the War" Event card, remove all Prussian leaders and forces from the mapboard and place in the Force Pool; place any minor leaders exclusively stacked with Prussian forces on the turn record track where they appear next turn as reinforcements. Any Pragmatic forces in Prussia or Silesia are moved to the closest friendly space (regardless of LOC) and any Pragmatic control markers are replaced with Bourbon control markers with no change in VPs. Any time Frederick leaves the War, the value of a VP space in Silesia that was freed of Pragmatic control is awarded to the Bourbon faction. No force may enter Prussia or Silesia for the remainder of the game unless allowed by a future event.

2. Upon the play of the "Frederick Reenters the War" Event card, place all Prussian leaders and corps in the Force Pool on any spaces in Prussia and Silesia within stacking limits. Friendly and enemy forces may now freely enter Prussia and Silesia and those spaces are considered friendly to the Bourbon player with no change in VPs.

3. If the "Frederick Leaves the War" Event card is played as an event **after** the "Frederick Reenters the War" Event card, apply 1 above and Prussia remains out of play for the remainder of the game. If the "Frederick Leaves the War" Event card is drawn **prior** to "Frederick Reenters the War" it is treated per 9.2.2 – this means that Prussia will remain in play until the end of the game.

*Historical Note: On October 20, 1740, the Emperor Charles VI died without a male heir. On December 16, the young, newly crowned Frederick II of Prussia invaded and occupied most of Silesia. This sparked the beginning of the War of the Austrian Succession and for 18 months, a seesaw war for Silesia was carried out by Austria and Prussia, with Austria generally getting the worst of it. In order to cut its losses and concentrate its forces against the French and Bavarian threat, Austria concluded a peace treaty with Prussia. The June 11, 1742 Treaty of Breslau ceded Silesia to Prussia in return for their withdrawal from the war.*

*Ever an opportunist, Frederick reentered the war in August 1744, hoping to further aggrandize Prussia at the expense of Austria. On December 25, 1745, the Treaty of Dresden ended the war between Prussia and Austria with Maria Theresa once again ceding Silesia to Prussia but in return obtaining Frederick's recognition of her consort Francis as Holy Roman Emperor (who had been elected to that position on September 13, 1745). Little additional advantage was gained by Frederick as a result of his reentry into the contest.*

# 8.0   SEQUENCE OF PLAY

*A Pragmatic War* is played in Turns, each of which represents one year. Each Turn is divided into the following phases:

**1. Event Card Phase (9.0)**

   a.  The Event Card Phase is skipped in 1741.
   b.  If 1742, Modena automatically enters the war.
   c.  If 1742, Sardinia automatically enters the war.
   d.  If 1743, Bourbons roll to determine if France is formally at war; if 1744, it is automatic.
   e.  If 1743, Britain and the Dutch Republic formally join the Pragmatic faction.
   f.  If 1743, Hanoverian and Hessian units may operate freely.
   g.  If 1745, Genoa fully joins the Bourbons.
   h.  If 1745, Saxony joins the Pragmatic faction.
   i.  If 1745, add new cards to the deck and reshuffle.
   j.  Draw Event cards.

**2. Reinforcement Phase (12.0)**

   a.  Britain determines the strength of the Mediterranean and Channel Fleets. Place the appropriate strength markers. If the strength of the Med Fleet is 3 then the strength of the Channel Fleet must be 2 and vice versa. **IMPORTANT**: Until France formally enters the war, the strength of the Med Fleet is always 2.
     **IMPORTANT:  These actions do not require the expenditure of Pragmatic RPs but instead are free actions.**
   b.  Use Resource Points to build and restore corps, or (Bourbon player only) commission the Toulon and/or Brest Fleets.
   c.  Place reinforcements.
   d.  Promote/Transfer Leaders.

**3. Campaign Phase (13.0)**

   a.  Shuffle Action card deck if necessary and deal Action cards.
   b.  Determine first player.
   c.  Conduct Action Rounds.

**4. Appeal to Hungarian Nobles Phase (17.0)**

a. Austria rolls for the Appeal to Hungarian Nobles determination.
b. Adjust Pragmatic RP level and place reinforcements, if required.
c.  Skip this step once the Appeal succeeds.

**5. Winter Quarters Phase (18.0)**

   a.  Withdraw to friendly spaces; reduced strength fortresses recover.
   b.  Remove markers (Insurrectionists and Grenzers, Continued Siege, Fortress Strength, Major Victory, Demoralized and Fleet markers).
   c.  –1 VP each if the Mediterranean and/or Atlantic is Bourbon controlled (10.2). After this adjustment (if any), control of the Med and Atlantic immediately reverts to the Pragmatic player.
   d.  Check for end of game and automatic victory.
   e.  Advance Turn marker.

**IMPORTANT:** The Pragmatic player always goes first in each phase except the Campaign Phase, which is variable (13.2), and the Winter Quarters Phase, which is simultaneous.

# 9.0   EVENT CARD PHASE

## 9.1   GENERAL

Starting on the 1742 turn, both players (Pragmatic player first) draw an Event card and resolve the event. Several Event cards are not in play until the 1745 Event Card phase; they are added to the Event deck at the beginning of that turn (5.2.2).

## 9.2   RESOLVING EVENTS

**9.2.1 Drawing Event Cards.** When an Event card is drawn from the deck, one of the following occurs:

• If the card states, "Hold Until Played" (such text is in red and is above the card description), the player retains it in his hand until he wishes to play it. He may retain it indefinitely.

• All other cards *must* be played and resolved immediately upon being drawn, regardless of which player drew the card, and no matter which player the Event benefits.

**All** Event cards, except for "King Frederick Leaves the War", are permanently removed from the game after their resolution.

*Example*: *"British Fleet Coerces Naples" must be played during the Event Card phase, the instant it is drawn. Though it benefits the Pragmatic player, it must be played even if drawn by the Bourbon player. "Surprise" is a "Hold Until Played" card and is played during the Campaign Phase after the opposing player commits to battle. The card is then removed from the game. Note, however, that there are two "Surprise" cards; one is in the deck at game start, the other enters the game in the 1745 turn.*
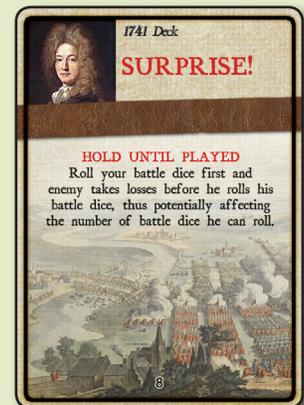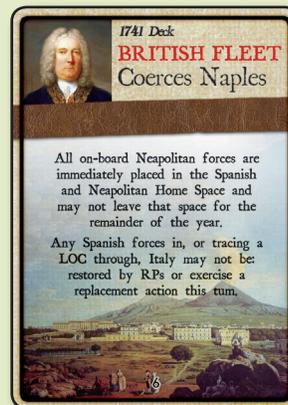


**9.2.2 Unplayable Events.** If an Event card is not playable due to necessary conditions not being met, the card is still removed from the game. The player who drew the unplayable event does not draw another Event card that turn.

**9.2.3 Multi-turn Events.** Four cards ("King Frederick Leaves the War", "The '45" (for two turns only), "Frederick Re-enters the War" and "Capture of Louisburg" — each uniquely marked with a red border, have lasting effects. Each of these cards has a holding box on the map to indicate that the event remains in effect.

**9.2.4 1745 – 1748 Turns.**  During these turns, three Event cards are drawn per turn (see 5.1). Each player draws one card and then on odd years the Bourbons draw a second card and on even years the Pragmatic Alliance draws a second card.

*Example: It is 1746 and the Pragmatic player draws one Event card followed by the Bourbon player. Each player in turn either plays or retains his card depending upon the instructions on the card. The Pragmatic player then draws a second card and either plays or retains his card based upon the card's instructions.*

**The four Multi-turn Event Cards from 9.2.3**
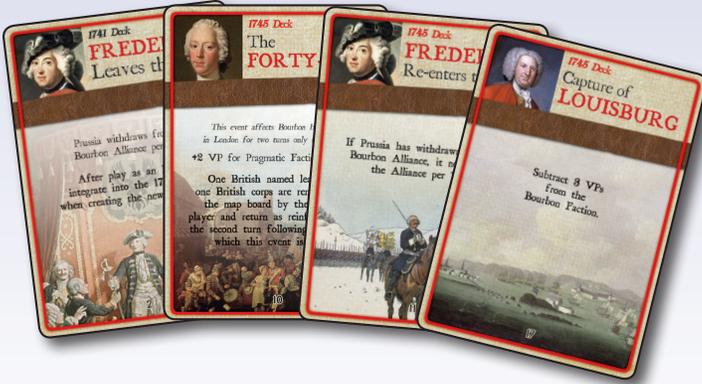


# 10.0 SEA ZONE CONTROL

## 10.1 BOURBON CONTROL OF THE MEDITERRANEAN AND ATLANTIC

In addition to preventing Alliance sea movement or LOCs in the sea zone and granting the Bourbon player sea movement and LOCs in that zone, Bourbon control of the Mediterranean and/or Atlantic has two significant game effects:

1. Pragmatic player loses 1 VP per Bourbon controlled sea zone during the Winter Quarters phase (18.0, C)— move the VP marker 1 spaces towards zero.

2. London is at risk as an automatic victory space if the Bourbons gain control of the Atlantic sea zone (6.2).

**NOTE:** Even though not contiguous on the mapboard, the Atlantic and Mediterranean Sea Zones are considered to be connected. This especially impacts sea movement and sea LOCs.

## 10.2 DETERMINING CONTROL

The Atlantic and Mediterranean Sea Zones begin the game under Pragmatic control. They remain in that state unless the Bourbons successfully contest control of said zone during the course of an Action Phase.

The Bourbon player can take control of the Atlantic and/or Med only during the Campaign Phase, as a result of a naval battle won by the Brest and Toulon Fleets, respectively (13.5.6). The Pragmatic player automatically regains control in the Winter Quarters phase.

**Note, however, that this automatic retaking of control occurs after any −1 VP adjustment.**

Indicate sea zone control by placing a Control marker on the appropriate box on the map. During the game, flip the marker as needed to indicate which side has control.

## 10.3 SPECIAL ATLANTIC SEA ZONE RULES

**10.3.1 The British Western Squadron.** The DRM that represents the Pragmatic Channel Fleet is affected by the formation of the British Western Squadron in 1746. The DRM associated with the strength of the Channel Fleet is increased beginning in 1746. During any sortie of the Bourbon Brest Fleet, apply the following additional DRMs to the standard British combat roll:

- In 1746 add +1DRM to the combat roll

- In 1747 add an additional +1DRM to the combat die roll (a cumulative +2 DRM from 1747 onwards in addition to the DRM affiliated with the strength of the Channel Fleet)

*Historical Note: The Maritime Powers invested heavily in their navies and thus their navies do not require constant replenishment during the Reinforcement Phase like those of the Bourbons. However, their strategic aims could shift based upon political–military factors and this is reflected in the apportionment of their naval strength during the Reinforcement Phase.*

*The DRMs added to the Pragmatic combat roll as a result of the formation of the British Western Squadron reflect both a revised naval strategy and British naval leadership. A closer blockade of Brest severely impacted on France's ability to sortie with that fleet. The 1746 additional DRM represents the appearance of Anson on the scene and the 1747 additional DRM represents Hawke's rise to prominence in the Squadron.*

**10.3.2 Bourbon Seaborne Attacks on London.** Any Bourbon sea move against London has the potential for a successful Bourbon occupation of London thus triggering a potential Bourbon automatic victory. As an exception to the standard rules governing the control of non-fortress spaces (2.3.3), if London is occupied by a Bourbon force at the end of any Action **Round**, that space is immediately converted to Bourbon control. Furthermore, if a Bourbon seaborne force attacks London while "The 'Forty-five Event" is in effect, add 2 battle dice to any Bourbon combat roll.

*Historical Note: The fragility of the House of Hanover's rule over Britain was demonstrated during the Jacobite descent on Scotland and the subsequent uprising known as "The 'Forty-five". After securing most of Scotland, the Jacobite forces moved on London but were thwarted by British reinforcements from the front in Flanders. Had such an invasion been supported by a large–scale commitment of French troops, Britain would be severely hampered at best and probably would have left the war.*
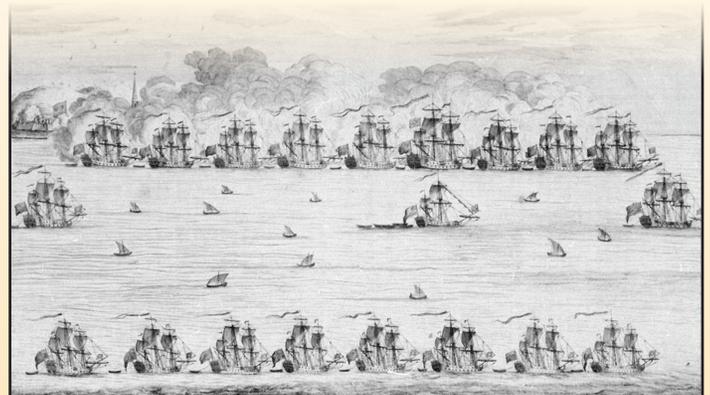
# 11.0 SUPPLY

## 11.1 LINES OF COMMUNICATION (LOC)

**11.1.1 Definition.** A space is defined as having a LOC if it can trace an uninterrupted line of connected, friendly-controlled spaces back to a friendly supply source (11.2).

**11.1.2 Purpose.** LOCs must be checked during the following situations:

- Determining automatic victory (6.2).
- Placing reinforcements and restoring corps (12.0, 13.5.3).
- Conducting sieges (16.0).

**11.1.3 Tracing LOC by Sea.** An LOC may be traced by sea. The path of spaces must include (or start in) a port and then trace through a friendly controlled sea zone(s) to a friendly port. From that second port, the path is traced normally to the capital. If the path includes a land-based component to reach a port, that port must be friendly-controlled and not under siege.

*Play Note: A force besieging an enemy port is supplied if it can trace through a friendly sea zone(s). Also, if the terminating port is the supply source itself, (e.g. Amsterdam) the LOC is still valid if the port is under siege. Note the Pragmatic faction loses the ability of tracing an LOC through a sea zone if the Bourbons win a naval battle in that sea zone.*

**11.1.4 Threatened LOC.** A friendly space under siege still qualifies as a valid path for a LOC; however, it is considered "threatened" and affects siege resolution as per 16.5.3.

**11.1.5 Overstacked Spaces.** Although overstacked spaces are subject to certain penalties (4.1.3), they do not block LOCs.

**11.1.6 Insurrectionists and Grenzers.** As part of the Campaign sequence, the Pragmatic faction may place an "Insurrectionists and Grenzers" marker on any space in Austria (with the exception of the Austrian Netherlands and the Milanese), Silesia and Bavaria as part of an action **round**. The effected space may not be used by the Bourbon player as part of an LOC. This may only occur AFTER a successful "Appeal to Hungarian Nobles" die roll.

## 11.2 SUPPLY SOURCES

**Definition.** A supply source for a side is the capital of a friendly power that is not under enemy control. Note that for placing reinforcements and restoring reduced corps, the space in question must have a LOC to the capital of the corps being placed or restored.

A unit is considered in unlimited supply if it can trace a LOC to its own capital and in limited supply if it can only trace a LOC to a friendly capital.

*Play Note: A friendly capital may be used as a limited supply source for all friendly corps. An enemy-controlled capital may not be used as a supply source by either side.*

# 12.0 REINFORCEMENT PHASE

There are two ways to raise troops during the game: scheduled reinforcements and spending Resource Points to build new corps and/or restore reduced corps.

## 12.1 GENERAL

The Pragmatic faction conducts the following three steps in order, followed by the Bourbon faction:

1. Build and restore corps using Resource Points;
2. Place reinforcements
3. Promote/transfer leaders.

## 12.2 REINFORCEMENTS

**12.2.1 Turn of Arrival.** The game setup information (20.0) lists the turn of arrival for any leaders or corps arriving as scheduled reinforcements for each side.

**12.2.2 Placement of Leaders.** Leaders may be placed in any friendly-controlled space regardless of LOC or distance.

**12.2.3 Placement of Corps.** Corps may only be placed in spaces that meet the following conditions:

- Must be a home space of the corps being placed and have a LOC to its capital; and
- Stacking limits may not be exceeded.

**12.2.4 No Eligible Space.** If no space meets the criteria then the reinforcements must be delayed until a future turn in which the conditions are met.

**12.2.5 British Special Rule.** Each turn the Alliance player can place one British scheduled reinforcement or newly built corps (not both) in Amsterdam if the space is friendly-controlled.

**NOTE**: This rule remains in effect upon Britain's formal entry into the war in 1743.

**12.2.6 Spanish Special Rule.** Gerona functions as a quasi-home space for purposes of placing units from the Force Pool. In addition, the Spanish placement of its reinforcements at Orbetello supercedes the normal requirements of 12.2.3.

## 12.3 RESOURCE POINTS

**12.3.1 General.** Each side uses Resource Points (RPs) to build new corps and restore reduced corps (12.2). Additionally, the Bourbon player may use RPs to commission the Toulon and/or the Brest Fleets (12.3.6). **The Alliance starts with 2 RPs, the Bourbons with 5**; these numbers can change based upon the occurrence of certain events. Markers have been provided to help players keep track of their current RP allotment; these markers are placed on the Game Record Track at the start of the game.

**IMPORTANT**: Unlike reinforcements that are not placed (12.2.4), unused RPs are not carried over to the next turn.

**12.3.2 Force Pool.** Each side has a Force Pool to hold the corps available to be built. When a corps is eliminated it is placed back in the Force Pool. Some corps begin the game in the Force Pool.

**12.3.3 LOC Requirement.** A corps may only be built or restored if it is in unlimited supply, i.e. it is in a space that can trace a LOC (by land and/or sea) to the corps' own capital.

**12.3.4 Building New Corps.** France may build up to 3 new corps each turn, Britain and Austria 2 new corps each, while all other Powers may build no more than 1 new corps each turn. New corps are selected from the force pool and placed on a Home space on the map at full strength for 2 RPs, or reduced strength for 1 RP.

**12.3.5 Restoring Reduced Corps.** France may restore up to 3 corps each turn, while all other Powers may restore up to 2 corps each turn. A reduced corps may be restored to full strength (i.e. flipped) at the cost of 1 RP. The corps does not have to occupy a home space to be restored.

**12.3.6 Commissioning the Brest and/or Toulon Fleets.** The Bourbon player has the option to spend RPs to prepare the Brest and/or Toulon fleets for action. The Bourbon player may spend 1 RP to commission a fleet as a 1-strength fleet, or 2 RPs to commission it as a 2-strength fleet. The **Toulon Fleet** may not be commissioned unless the Toulon space is Bourbon-controlled and has a LOC to Paris. Place the fleet counter on its appropriate side in the respective Port holding box. No matter which strength level of a fleet gets commissioned, it is removed during the Winter Quarters phase and must be paid for again if it is to be used in a future turn.

---

*Example: Reinforcement Phase*

*It is the Reinforcement Phase of the 1742 Game-Turn. The Pragmatic player first decides the strengths of the Channel and Med Fleets and places the appropriate counter in their respective holding areas. Since France has not formally entered the war, the Pragmatic Med Fleet can only be placed at the 2 Level which means that the Channel Fleet must be placed at the 3 level. He then moves on to building units with his RPs. The Pragmatic faction currently has 4 Replacement Points (RPs) as the Appeal to Hungarian Nobles was successful last turn thus rendering an additional +2RPs beginning this turn. With two of his RPs, he restores one Austrian corps in Tournai and one Austrian corps in Innsbruck. With the remaining 2RPs, he takes one Austrian corps from the Force Pool and places it in Vienna at full strength. The Pragmatic player then examines the Reinforcement Schedule (20.2) to see what he receives this turn. First, he places his new corps. 2 Sardinian corps go to Turin and the third to Nice, while the two*

*Dutch corps are placed at Amsterdam. He now flips the Charles and Lobkowitz counters to their front sides (they are promoted this turn), and he place Charles Emmanuel III at Turin. He finally moves each of his leaders to any Pragmatic-controlled space he wishes.*

*The Bourbon player then proceeds to his portion of the Reinforcement Phase, which is conducted in a similar manner to that of the Pragmatic Player. The major difference is in regards to the Commissioning of the Brest and Toulon Fleets an example of which now follows. The Bourbon player decides to make a major naval effort in the Mediterranean this year. Since France is not currently at war, spending RPs on the Brest Fleet is useless, as they cannot sortie until France is fully at war and its movement restrictions are lifted. The Bourbon player spends 2 of its current RP level of 5 to commission the Toulon Fleet at its highest level of 2 in order to have some chance of defeating the British Med Fleet.*

---

## 12.4 PROMOTE/TRANSFER LEADERS

During this step a player does the following to his leaders, both those on the map and those due to arrive that turn:

1. Flip leaders due to be promoted to their reversed leader side.

2. Move any or all friendly leaders (including leaders on the turn track) to any friendly-controlled space, regardless of path or LOC to the destination space. It is not mandatory to place leaders with home corps, or any corps for that matter. Leaders may exist on their own in a space.

## 12.5 SUMMARY OF RESOURCE POINT LEVELS

**12.5.1 Pragmatic Resource Point Levels:**

| Condition | RP Level |
|---|---|
| At Start | 2RPs |
| Appeal to Hungarian Nobles | +2RPs |
| Death of Charles Albert | +1RP |
| Formal Entry of Britain into War | +2RPs |
| Formal Entry of Dutch into War | +1RP |
| **Maximum Total** | **8RPs** |

**12.5.2 Bourbon Resource Point Levels:**

| Condition | RP Level |
|---|---|
| At Start | 5RPs |
| Death of Charles Albert | -1RP |
| Formal Entry of France into War | +1RP |
| **Maximum Total** | **6RPs** |

## 12.6 SUMMARY OF RESOURCE POINT COSTS

**12.6.1 Build a New Corps:**

| Requirement | RP Cost | Limit | |
|---|---|---|---|
| Friendly home space w/ LOC to home capital | Full – 2  Reduced - 1 | France  Britain and Austria  All others | 3  2  1 |

**12.6.2 Restore a Reduced Corps:**

| Requirement | RP Cost | Limit | |
|---|---|---|---|
| LOC to home capital | 1 | France  All others | 3  2 |

**12.6.3 Commission Bourbon Fleet:**

| Requirement | RP Cost | Result |
|---|---|---|
| **Toulon Fleet:** Toulon friendly controlled | 1 or 2 per fleet | Place commissioned fleet in appropriate box |
| **Brest Fleet:** No requirement | | |

# 13.0  CAMPAIGN PHASE

## 13.1  DEALING ACTION CARDS

At the start of the Campaign Phase, if there are not enough Action cards in the deck to deal cards to both players, the deck is reshuffled. Then each player is dealt 5 Action cards, unless an event adds to the number of Action cards available to a faction. Players then conduct alternating action rounds until neither player has any Action cards left. The player conducting a round is called the "active" player; the other is the "inactive" player.

## 13.2  FIRST ACTION ROUND

**Initiative and Determining First Player.** The "Early Spring" event card can cause one player to begin the Campaign Phase with one more Action card than his opponent. Determination of the first player depends on whether or not the players have the same number of Action cards.  Determine Initiative as follows:

- **If both players have the same number of Action cards**, then each player selects one Action card from his hand and places it face down on the table. Both cards are then revealed and the owner of the higher value card goes first. **In case of a tie, the player with the "Initiative" for that turn determines who goes first.** As the Turn track indicates, **the Pragmatic player has the Initiative in turns 1741 to 1744, while the Bourbon has the Initiative from 1745 to game end**. The player going second immediately returns his revealed card to his hand—he is not obligated to play that card during the first action round. The first player, however, must use the revealed card for the initial round.

- **If one player has more Action cards than the other player**, then the player with more Action cards automatically goes first.

## 13.3  SUBSEQUENT ROUNDS

Players alternate playing Action cards and conducting actions until both players are out of cards. A player may not "pass" in a round—he must play a card if he has one, even if no action is taken.

## 13.4  ACTIONS

**13.4.1 Number of Actions.** The value of a played Action card indicates the number of "actions" (1 to 4) the player may take during the round.
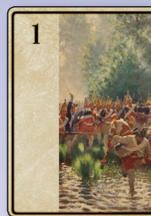
| 8 in Deck | 16 in Deck | 8 in Deck | 1 in Deck |
|---|---|---|---|
|  |  |  |  |

**13.4.2 Performing Actions.** Actions do not need to be predesignated and are performed one at a time in any desired order; however each action must be completed (including battle and retreat) before the next one begins. When all of the actions for a round are finished, play switches to the other player.

**13.4.3 Who Can Participate.** Leaders and corps may **not** participate in more than one action per round. This means a corps that is restored during a replacement action cannot participate in another action that round (e.g., a siege). If necessary, counters can be rotated after an action as a reminder that they are not eligible to participate in another action in the current round.

## 13.5  TYPES OF ACTIONS

The different types of actions are as follows:

**13.5.1 Campaign Action.** A single force containing any number of leaders plus a number of corps no greater than the **combined CR of up to TWO** of the activating leader(s) may activate to do **one** (not both) of the following activities:

- Move by land, spending up to 3 MPs, or
- Conduct a siege (16.5).

> *Example: De Saxe (CR 6), Löwendahl (CR 3), and a minor leader (CR 2) are stacked with 12 Bourbon corps in Antwerp. The Bourbon player initiates a Campaign Action to move the army. Even through the combined CR of the three leaders is 11, only two of the leaders may be used for the Campaign action, so only 9 of the 12 corps may be moved.*

*Play Note: Not all of the leaders and corps in a space are required to activate during a Campaign Action: e.g., one action point could activate some corps in a space to conduct a siege, while a second action point in that same round could restore a reduced corps that does not participate in the siege.*

**13.5.2 Transfer Action.** Two leaders, two corps, or one of each, located in the same or different spaces, may move by land, also to the same or different spaces. Leaders may move 6 MPs while corps may move 4 MPs. Leaders and corps moving as part of a transfer action may never enter an enemy-controlled space (fortified or unfortified) or a space occupied by an enemy corps, unless (in either case) the space already contains at least one unbesieged friendly corps (i.e., transferring forces may never initiating a battle or siege).

**13.5.3 Replacement Action (one per round per player).** A single reduced corps not under siege may be restored to full strength (and rallied if demoralized) if it has a LOC to its home capital and is not in an overstacked space (4.1.3).

**13.5.4 Rally Action (one per round per player).** A leader may remove demoralization status from himself and/or a number of friendly corps in his space equal to half (rounded up) of his CR. This counts as an action for the leader and rallied corps but does not affect any other corps in the space. Leaders may rally non-home corps and (unlike a Replacement Action) may conduct the action even if the space is overstacked. If the space contains multiple leaders, only one may conduct a Rally action in any given round.

> *Example: Frederick (CR 5) and Dessau (CR 4) and their combined army of 8 Bourbon corps have just lost a battle and are demoralized. The Bourbon player announces a Rally action and removes demoralization status from Frederick and 3 corps. The next round, he rallies Dessau and 2 corps.*

> *Example: Toulon Fleet*
>
> *During the Winter Quarters Phase of the 1742 Turn, the Pragmatic player automatically gains control of the Atlantic and Mediterranean (10.2). The Med had fallen under Bourbon control that turn through fleet action. He flips the Bourbon control marker in the Med Control box to the Pragmatic side to indicate the change of control (note that since France is not formally at war, the Atlantic remains under Pragmatic control since it cannot be contested). During the Event Card Phase of the 1743 turn, the Bourbon player rolls for France's formal entry into the war – a 1 is thrown and France is now a full belligerent. During the Reinforcement Phase, the Pragmatic player decides to continue the Channel Fleet at the 3 level and thus the Med Fleet must be deployed at the 2 level.*
>
> *The Bourbon player decides to challenge the control of the Med, so during the same Reinforcement Phase he spends 2 Resource Points to ready a 2-strength Toulon Fleet, following the procedure in 12.3.6. He places the Toulon Fleet marker, flipped to its 2-strength side, in the Toulon Fleet box on the map. He could have spent only 1 RP to ready a 1-strength fleet, but he likes the better die-roll the 2-strength Fleet will provide when he plays a Deploy Fleet action. He decides NOT to ready the Brest Fleet so spends no RPs on that fleet this turn and thus does not deploy that fleet to the Atlantic.*
>
> *In the fifth and final action round of 1743, he plays the Deploy Fleet action—if he did not play it by that point, he would have wasted the RPs, as the Toulon Fleet would be automatically removed in the upcoming Winter Quarters phase (18.0, B). The instant he announces the action, the players resolve it, each rolling a die. The Pragmatic player adds 2 to his roll, since he decided earlier to deploy the Channel Fleet at the 3 level which automatically makes the Med Fleet a 2 level fleet. The Bourbon player adds 2 to his roll as well, because he has built a 2-strength Fleet.*
>
> *Both players roll a 3, for a modified roll (in both cases) of 5. The result is a tie, so they re-roll. Both roll a 2 this time, another tie. The third time, the Pragmatic player rolls a 2, the Bourbon player rolls a 5. The modified rolls are 4 vs. 7 in favor of the Bourbon player, so the Bourbon player wins the naval battle. The Bourbon player flips the Med Control marker to the Bourbon side. In the Winter Quarters phase of this turn (1743), the VP marker is lowered by 1 VP because the Med is Bourbon-controlled (18.0, C). Immediately following the VP adjustment, the Med Control marker is flipped back to the Pragmatic Alliance side. Note that this change back to Pragmatic control happens every turn after the possible −1 VP.*

**13.5.5 Sea Move Action.** A single stack containing any number of leaders and up to two (2) corps may move by sea. See 14.5.

**13.5.6 Deploy Fleet Action (Bourbon only).** This action allows the Bourbon player to attempt to deny control of the Mediterranean and/or the Atlantic to the Pragmatic Alliance for the remainder of the turn. This is done by sending the respective commissioned Fleet to the appropriate sea zone; the Toulon Fleet goes to the Mediterranean Sea Zone and the Brest Fleet goes to the Atlantic Sea Zone. When a fleet is deployed, each player rolls one die. The Pragmatic Alliance player adds 2 or 3 to his die roll, depending upon which strength level was selected during the Reinforcement Phase. The Bourbon player adds the Toulon and/or Brest Fleet's current strength to his die roll. The higher roll wins (re-roll ties) and has control of the appropriate sea zone. Regardless of outcome the deployed fleet is removed from the map for the remainder of the turn. The Brest Fleet only cannot be deployed until France formally enters the war. Otherwise, the Bourbon player may decide to deploy both, one or none of his fleets at various strength levels, depending upon his strategy for that turn.

**13.5.7 Utilization of Insurrectionists and Grenzers (Pragmatic only).** Once per Campaign Phase the Pragmatic player may elect to place an "Insurrectionists and Grenzers" marker on any unoccupied space in Silesia, Bavaria and Austria. This may only be exercised AFTER a successful Appeal to Hungarian Nobles. The counter is removed in the Winter Quarters Phase. The Bourbon player cannot use the space so marked to trace an LOC. (See 11.1.6 and 17.0)

> *Example: Three Actions*
>
> *The Pragmatic player plays a 3-Actions card. He has his main army, under Cumberland, besieging Lille. Lille is garrisoned by a full strength corps, so its Fortress Strength is 4 (2 for the corps and 2 for the printed Fortress Value). Cumberland and Waldeck command 8 corps, three of which are reduced. The Pragmatic player spends one Action to roll for the siege at Lille. He assigns only 4 of Cumberland's corps to the siege (he needs to use only 4 to match the Fortress Strength). After the roll, for his second action, he conducts a Replacement Action to restore one of the unused corps in Cumberland's army to full strength.*
>
> *For his third action, he leaves this army and sees that he has three corps plus a minor leader in Amsterdam. He activates the minor leader and two of the corps for a Sea Move Action (two is the maximum for this). He sails this stack to Orbetello and rolls on the Sea Move table. (Note: the Atlantic and Mediterranean Sea Zones are considered to be connected for movement purposes) The Pragmatic player could have used one of his actions to rally von Browne instead, who is sitting Demoralized (having lost a battle at Modena) in Parma. Had he done so, he would have removed the Demoralized marker from von Browne and 2 corps (i.e., half his Command Rating). But he doesn't expect another battle from the Bourbon leader in Modena, so he decided to use his actions otherwise.*

# 14.0 MOVEMENT

## 14.1 LAND MOVEMENT

**14.1.1 General.** Land movement allows forces to move between adjacent spaces, with each connection costing 1 MP to move across — except for the tan or blue faction-only connections, which cost 2 MPs. Forces may move by land during a Transfer or Campaign Action, but only a Campaign Action allows a move into enemy-controlled or enemy-occupied spaces.

**14.1.2 Leader Requirement to Move Corps.** Except when moving as part of a transfer or sea action or when retreating, corps can only move or intercept when commanded and accompanied by a leader.

**14.1.3 (VERY IMPORTANT) Picking Up and Dropping Off.** Leaders and corps may not be picked up during an action, but may be dropped off at any time during an action.

*Play Note: Sometimes, a force denoted by an Army marker will start a round in a space with corps that have not been assigned to that Army. On activating the Army, the player may add the unassigned corps to the Army before moving it. This is allowable because Army markers are simply conveniences.*

## 14.2 ENEMY-CONTROLLED SPACES

**14.2.1 (VERY IMPORTANT)** A force may not enter an enemy-controlled space (fortified or unfortified) **unless it is leaving a friendly-controlled space.** Spaces marked with a "Insurrectionists and Grenzers" marker are not considered friendly-controlled unless also occupied by a friendly unit.

**14.2.2** A force must stop moving when entering an enemy-controlled fortified space (losing all remaining MPs), even if the enemy space is under siege by friendly forces. A force that moves into an enemy-controlled unfortified space does not lose its remaining MPs, but per 14.2.1 may not move to an adjacent enemy-controlled space until the unfortified space has been converted to friendly control (14.4). If a battle occurs in that space, see 14.3.2.

*Play Note: These restrictions stress the importance of securing lines of communication threatened by enemy-controlled areas.*

## 14.3 ENEMY-OCCUPIED SPACES

**14.3.1 Inactive Player Reaction.** Each time a force enters an enemy-occupied space, it must pause while the inactive player reacts. There are three possible reactions by the inactive player, and they take place in the following order:

- Intercept with a force in an adjacent space (14.6);
- Avoid battle (14.7); or
- Do nothing (i.e. accept battle) (15.0).

**14.3.2 Continuing Movement After Battle (or Avoid Battle).** Fighting a battle does not cost MPs and does not necessarily end the action. If the active force has MPs remaining and wins a battle (or if the enemy avoided battle), it may continue moving, convert control of the space (if unfortified) to friendly control, or both, as long as it has the MPs to spend. If the space is an enemy-controlled fortress, the force must end its action and the fortress is

now considered under siege. Note that a force may never conduct a siege (i.e. roll) in the same round in which it conducted any other action (including movement).

**14.3.3 Losing Battle Ends Action.** An active force that loses a battle must retreat. It loses any remaining MPs (15.4).

**14.3.4 Enemy Leaders.** When a force enters a space containing only an enemy leader, the leader has the option to withdraw inside a fortress (14.7.4) or retreat (15.4). If he can do neither, he is considered captured (15.4.5).

## 14.4 CONVERTING UNFORTIFIED SPACES

A force activated during a Campaign Action that has a LOC to a friendly capital may convert an unfortified space it currently occupies to friendly control at the cost of **one** MP. If the space is enemy-occupied after the inactive player's reaction (14.3.1), the active force must defeat the enemy force in battle (causing an enemy retreat), and must have at least 1 MP left, before it may convert the space. An unfortified space marked with a "Insurrectionists and Grenzers" marker may not be converted.

*Example: Pragmatic Alliance Army D, in Grenoble, has 3 MPs. It could move to Toulon and stop, or it could move to Avignon, spend 1 MP to convert it to Pragmatic control, and proceed to Marseilles and stop. Alliance Army C, besieging Lyons, may NOT move to Clermont or Besancon, not even to intercept a Bourbon army moving into one of those spaces.*
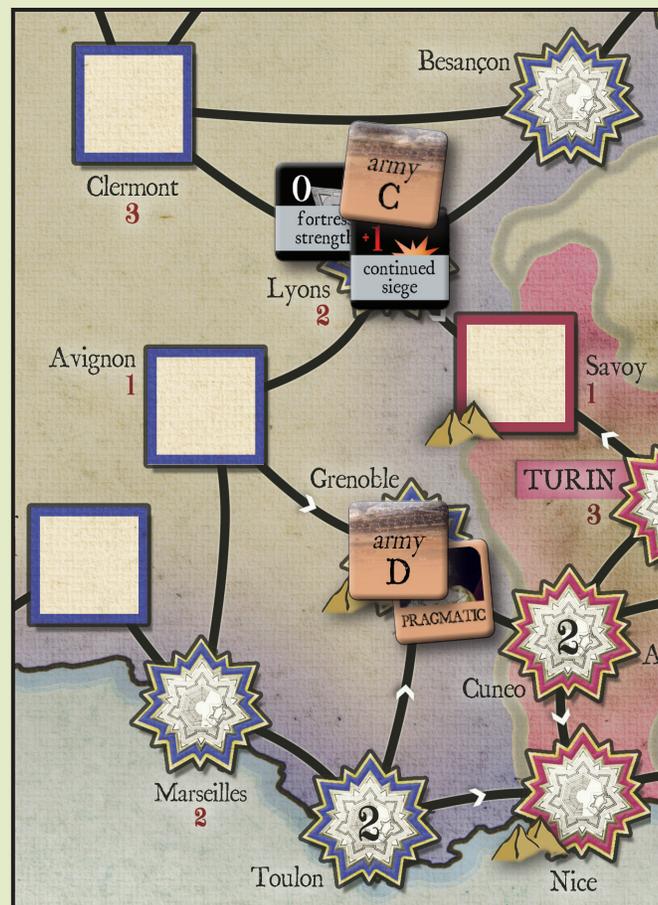
## 14.5 SEA MOVEMENT

**14.5.1 Sea Zone Control.** A side may only conduct a Sea Move action if it controls the sea zone(s) through which the move is made (2.5).

**14.5.2 Sea Movement.** In a Sea Move action, one to two corps and/or any number of leaders may move from a single port to another single port (i.e. the moving units must begin and end the move stacked together in a port). A sea move expends all of the moving units' MPs.

**14.5.3 Leader Requirement.** A sea move into an enemy-controlled port that is not already under siege by friendly forces may only be made by a stack containing at least one leader and one corps.

**14.5.4 Sea Move Procedure.** Unlike land moves, sea moves require a die roll to be successful and may entail some risk if a corps is part of the move. To make a sea move the active player declares which units are making the sea move and the destination port. He then rolls one die and determines the result. On a roll of 1, the player decides whether to cancel the move or apply one hit to one of the moving corps. On a roll of 2–6, the move is completed successfully.

**14.5.5 Enemy-Controlled Ports.** It is not necessary to control a port in order to begin or end a sea move in the port.

**14.5.6 Sea Moves and Interception**. Unlike land moves, sea moves may not be intercepted when arriving at the destination port.

## 14.6 INTERCEPTION

**14.6.1 Who May Intercept.** When an active force moves by land into an enemy-controlled space and the space does not already contain at least one corps friendly to the active side, any inactive unbesieged and undemoralized force in an adjacent space containing at least one leader may attempt to intercept the move. A leader by himself may attempt to intercept into a fortress space for the purpose of immediately withdrawing inside the fortress.

**To clarify**: A force may only intercept an enemy force in a space if 1) the space is controlled by the intercepting side, and 2) there is not already a corps friendly to the moving (i.e. active) side in the space. Only undemoralized units and leaders may participate in the interception attempt.

**14.6.2 Interception Restriction.** No leaders or corps may take part in an interception attempt if they were part of a force which avoided battle or lost a battle during the current Action (not Round). Note that siege and space conversion actions may not themselves be intercepted, although a force may be intercepted after moving into an unfortified space before it has a chance to convert control. Intercepting forces may not overstack (but see 4.1.2)

**14.6.3 Multiple Attempts.** If more than one force is eligible to intercept, the inactive player may attempt with each force separately, until an interception attempt succeeds, at which time no other force may make an interception attempt. If all forces fail to intercept and the moving force then enters another enemy-controlled space in the same round, any eligible forces (including those that just failed to intercept) may again attempt to intercept.

**14.6.4 Intercepting While Besieging.** A force that is besieging an enemy fortress may attempt to intercept an enemy force moving into a qualifying adjacent space. If successful the intercepting force must either abandon the siege or leave at least one corps in the space to maintain the siege.

*Play Note: Per 16.1.1 only one corps is needed to place a space under siege; however more besieging corps may be necessary in order to conduct a siege action.*

**14.6.5 Interception Procedure:**

1. As soon as an enemy force enters a space subject to interception, the inactive player announces the interception attempt.

2. The inactive player designates the force that will attempt to intercept. As with a Campaign Action, it may contain any number of leaders and a number of corps equal to the CR of two of the leaders. The player then rolls one die and adds the best leader's TR (note potential Leader TR penalty — 3.1.1). **If the result is 6 or more the interception is successful.**

**14.6.6 Successful Interception.** If successful, the intercepting force is placed in the space with the moving force and a battle is immediately fought in which the intercepting (inactive) force is the defender. The active force may not avoid battle. All of the inactive force must fight unless it is a friendly-controlled fortress space, without a garrison, in which case one corps (and/or multiple leaders) may withdraw inside the fortress, becoming the garrison, therefore avoiding battle (14.7.4).

*Play Note: By allowing one corps already in the space to withdraw into a fortress before a battle is fought, a player may shield a corps from damage in order to bolster the garrison prior to a likely siege. Pragmatic Alliance Army A is in Antwerp. If it moves into Liege, where a Pragmatic force is already in place, Bourbon Army A (in Namur) cannot intercept. If it moves into Tournai, however, Bourbon Army A can intercept.*

## 14.7 AVOIDING BATTLE

**14.7.1 General**. The inactive player may choose to avoid battle with some or all of his forces when an enemy force enters a space. Avoiding battle results in the inactive force retreating to another space (14.7.3) and/or a single corps withdrawing into a friendly fortress (14.7.4).

**14.7.2 Avoid Battle Procedure:**

- If the inactive force is in a friendly fortified space the avoid battle attempt automatically succeeds.

- If the inactive force is not in a friendly fortified space, the defending player must roll one die and add the TR of one leader present in the space (note potential Leader TR penalty — 3.1.1). Only one die roll may be made per space (i.e. you may not split up the stack to make multiple attempts). **On a 5 or higher, the attempt is successful.**

**14.7.3 Retreating to Another Space.** All leaders plus a number of corps equal to the combined CRs of any two leaders in the space

may avoid battle by retreating to another space—any corps unable to move due to CR limits must remain in the space.

- The space being retreated to must be friendly-controlled and not enemy-occupied (e.g., it cannot be a friendly fortress currently under siege).

- Only one space may be selected (i.e. the retreating force may not retreat to multiple spaces).

- All defending corps do not have to retreat; some may stay behind if desired by the controlling player (this may be necessary to avoid stacking violations).

**14.7.4 Withdrawing Into a Fortress.** If a force is attacked in a friendly-controlled fortress space, then prior to the battle the inactive force may withdraw one corps may and/or any number of leaders into the fortress as a garrison (16.3.1). This withdrawal may take place even if the inactive player intercepted into the space; however only a single corps and/or leader(s), including those having just arrived by interception, may withdraw into the fortress — all other corps must fight. **Note: unlike a retreat to another space, a corps may withdraw into a fortress even if no leader is present.**

# 15.0 BATTLE

Unless an inactive force successfully avoids battle and retreats to another space (14.7) or withdraws inside a fortress (14.7.4), a battle occurs when an active force enters a space containing enemy corps.

## 15.1  DEFINITION: ATTACKER / DEFENDER

**15.1.1** The active player is the attacker; the inactive player is the defender.

**15.1.2 Attacker.** The attacker is an active force containing at least one leader and one corps. The maximum size of the attacking force is based on leader CRs and space stacking limits.

**15.1.3 Defender.** The defender includes ALL inactive corps and leaders in the space, unless any leaders and up to a single corps have withdrawn inside the fortress prior to the battle (as a result of the current Campaign Action or previously), in which case the force inside the fortress does not participate and is immune to any battle results.

## 15.2  BATTLE PROCEDURE

Battles are resolved using the following sequence:

1. Each side totals the number of battle dice to roll:

- One die for each full-strength corps.

- One-half of a die for each reduced-strength corps; round up if odd number of corps (e.g., 3 reduced corps = 2 dice).

- A number of dice equal to the Tactical Rating of **up to two** friendly leaders (note potential Leader TR penalty — 3.1.1). **IMPORTANT: the number of dice provided by Leaders may not exceed the number of dice provided by corps.**

- In each case above, count demoralized leader and corps separately since they are rolled separately (see #2 below).

2. Both sides then simultaneously roll the appropriate number of dice.

- Leaders/corps that are **not** demoralized hit on a roll of 5 or 6.

- Demoralized leaders/corps hit on a 6 only.

> ***Example***: *A Pragmatic Alliance army of 4 full-strength corps and 2 reduced-strength corps, plus 2 full-strength demoralized corps, under the 1-6 leader George II and a 0-2 minor leader, attacks a Bourbon army of 4 full-strength corps and 1 reduced-strength corps under the 1-4 leader Maillebois. The Pragmatic player has a total of 6 battle dice (4 full plus 1 for the 2 reduced corps plus 1TR for George II) that score a hit on a roll of 5 or 6, and 2 battle dice that score a hit on a roll of 6. The Bourbon player has 6 battle dice (4 full plus 1 reduced rounded up plus 1TR for Maillebois), all of which score a hit on a 5 or 6.*

## 15.3  BATTLE OUTCOME

**15.3.1 Taking Hits.** Each hit reduces a full-strength enemy corps or eliminates a reduced-strength corps and are applied in the following descending order of priority for each side:

A. No corps may be eliminated until all corps are at reduced strength.

B. The first full strength corps to take a hit must come from the power with the most corps present in the battle (owning player's choice if tied).

C. The first reduced strength corps to be eliminated must come from the power with the most corps present in the battle (owning player's choice if tied).

**VERY IMPORTANT**: Regardless of the number of hits rolled, a force can take no more hits than the number of corps it has in the battle (excluding hits taken in retreat — 15.4).

**15.3.2 Leader Casualties.** After a battle has been resolved, both players roll two dice (adding the results together, with no modifications) for each of their own **named leaders that contributed battle dice to that battle**. Minor leaders are never subject to leader casualty rolls, nor are named leaders who were held out of the battle.

| Roll | Result |
|------|--------|
| 12 | ELIMINATED—The leader counter is flipped to its replacement side for the remainder of the game. |
| 11* | CAPTURED—The owning player (not the capturing player) immediately chooses one of: (a) eliminating the leader (permanently flipping the counter over) or (b) giving the opposing player a number of VPs equal to the leader's TR and placing the leader on the Turn Track to re-enter as a reinforcement on the following turn. For named leaders with a TR of 0, the cost is 1 VP. |
| *\* Only the **losing** side is affected by a result of 11.* | |

***Play Note:*** *The leader's printed TR is always used for the purposes of this rule; 3.1.1 and 3.1.2 do not apply here.*

***Play Note****: ELIMINATED means killed outright, held but not ransomed, or disgraced and removed from the war permanently.*

*CAPTURED means, essentially, holding the leader while the sides negotiate his fate. Giving up VPs simulates the political and/or real capital expended to return the defeated general to command in such cases.*

**IMPORTANT: See 3.1.2 (second bullet) for leader casualty procedures, where the reverse side is an unpromoted named leader.**

**15.3.3 Winner/Loser.** If only one side has corps remaining in the space after battle losses have been removed, that side is the winner. If neither side has corps remaining, the defender retains control of the space. Otherwise, the side which rolls (not inflicts) the most hits wins the battle. If tied, the defender wins.

> *Example: A Bourbon force with 5 full and 3 reduced corps under the 3-TR leader de Saxe and a minor leader (5 + 1.5 rounded to 2 +3TR = 10) fights an Pragmatic Alliance force with 2 full corps and the 1-TR leader Cumberland (2 + 1TR = 3 dice total—recall that leader dice cannot exceed corps dice). The Bourbons roll 5 hits while the Alliance rolls 2 hits. The Bourbon force takes 2 hits by flipping 2 full corps to reduced strength. The Pragmatic force only has 2 corps so only takes 2 hits, flipping both corps to reduced strength. Although the Bourbon force applied the same number of hits (2) as the Pragmatic force (2), the Bourbon force still wins the battle because it rolled more hits than the Pragmatic force (5 vs. 2). Note that per 15.5.1, this will NOT qualify as a Major Victory because the Alliance force did not actually take 5 hits. The players now roll 2 dice for each leader. The Bourbon player rolls a 7 for de Saxe and he is fine. The Pragmatic player rolls an 11 for Cumberland so he must decide whether to eliminate him (and flip him to the Ligonier side) or give up 1 VP in order to keep him in the game. Note that had Cumberland already been flipped to the Ligonier side, the Pragmatic player decides whether Ligonier will be completely eliminated from the game with no minor leader replacement or instead placed on the Turn Track after a loss of 1VP.*

**15.3.4 Demoralization.** If the losing side took at least one hit, all leaders and corps in the defeated force are demoralized. There is no further effect on previously demoralized leaders or corps. To indicate demoralization, place a "Demoralized" marker on the Army or on the stack of corps and leaders on the map, and another in the Army holding box for that army (if relevant). As leaders and corps rally (13.5.4), use Demoralized markers as needed to indicate which corps are demoralized and which are not. Demoralized leaders and corps in battle hit on a 6, not a 5 or 6 like other leaders/corps. Demoralization may be removed as part of a Replacement (13.5.3) or Rally action (13.5.4); otherwise, Demoralization markers are automatically removed during the Winter Quarters Phase (18.0., B).

## 15.4 RETREAT

**15.4.1 General.** All corps and leaders of the losing side must retreat, and all to the same space.

**15.4.2 Attacker Retreats.**

A. RETREAT BY SEA: If the battle occurred in a port space and the adjacent sea zone is friendly controlled, up to two (2) corps and any number of leaders may retreat by sea to any other friendly port in the same sea zone that is not enemy-occupied

Such a retreat requires a regular Sea Move die roll (14.5.4); however on a result of 1 the owning player *must* apply the hit to a retreating corps (this hit does not contribute towards a defender Major Victory).

B. FRIENDLY ADJACENT SPACE: Any corps or leaders not retreating by sea must retreat to an adjacent friendly-controlled space that is not enemy-occupied, even if this causes an overstack.

**The attacking force is *not* required to retreat to the space from which it entered the battle, but it cannot retreat to a space from which all or part of the defending force intercepted the attacker.**

An attacking force may not drop off a garrison when leaving a friendly fortress space, including the space it just attacked.

**15.4.3 Defender Retreats.**

A. WITHDRAW INTO FORTRESS: Unless a corps previously avoided battle by withdrawing into the fortress, one corps and any number of leaders may retreat into a friendly fortress as a garrison (16.3.1) while the rest of the force retreats from the space. Leaders may always withdraw into a friendly fortress following a battle.

B. RETREAT BY SEA: If the battle occurred in a port space and the adjacent sea zone is friendly controlled, up to two (2) corps and any number of leaders may retreat by sea to any other friendly port in the same sea zone that is not enemy-occupied Such a retreat requires a regular Sea Move die roll (14.5.4); however on a result of 1 the owning player *must* apply the hit to a retreating corps. This hit does not contribute towards an attacker Major Victory.

C. FRIENDLY ADJACENT SPACE: Any corps or leaders not retreating by sea or withdrawing into a fortress must retreat to an adjacent friendly-controlled space that is not enemy occupied, even if this causes an overstack.

D. THROUGH ENEMY SPACE: If no other option exists, the defending force may retreat through **one** enemy-occupied and/or enemy-controlled space to reach a friendly-controlled space that is not enemy-occupied, even if this causes an overstack. If more than one space qualifies the retreating player may choose the destination space but must shorten the distance to the nearest friendly supply source. Corps retreating through enemy-controlled fortress spaces and/or enemy occupied spaces are fired on by the enemy as they pass through:

- Normal battle dice from corps and leaders are rolled, plus one die per Fortress Strength; all dice have a +1 DRM.
- Hits are assigned as per battle, and these hits are added to the hits from that battle in determining an attacker Major Victory.
- Retreating leaders do *not* undergo a second leader casualty check.

**15.4.4 Overstacking.** It is legal to overstack as a result of a retreat (land or sea); however there are certain penalties (4.1).

**15.4.5 Unable to retreat.** Corps unable to retreat are eliminated and placed in the force pool, with all hits counting for Major Victory purposes. Named leaders unable to retreat are captured as per battle (15.3.2) and must be eliminated unless the owning

player gives up VPs equal to the named leader's TR. Minor leaders are placed on the Turn track to return as a reinforcement the following turn.

## 15.5  MAJOR VICTORY

**15.5.1** A Major Victory is awarded to the winner of a battle whenever the losing side:

- Suffered at least 5 actual hits in a battle (including retreat losses — 15.4.3D, 15.4.5), or
- Removed at least 2 corps from the map.

**Play Note:** *The first case is based on how many hits were actually suffered, not how many were rolled (i.e. if the losing side only had 4 corps present and per 15.3.1 could only take 4 hits max, then even if 5 hits were rolled it would not count as a Major Victory). The second case could happen with as few as 2 hits if the losing side had only two reduced corps in the battle and/or in the retreat through an enemy space.*

**15.5.2 Placement.** The winner places a Major Victory marker in the battle space. Only one Major Victory marker can be in a space at one time, and the most recent victory takes precedence (i.e. remove older markers).

**15.5.3 Effect of Major Victory.** Friendly Major Victory markers provide a +2 die roll modifier to siege rolls against enemy fortresses in or adjacent to the space containing the marker. A Major Victory also adds 1 VP if the Pragmatic Alliance player won the battle, or subtracts 1 VP if the Bourbon player won (6.1.1).

**IMPORTANT**: The opposing side's Major Victory markers have no effect on friendly siege rolls. Furthermore, Major Victory marker effects are NOT cumulative (e.g. two nearby markers do NOT give you a +4 siege die roll modifier).

**15.5.4 Removal of Major Victory Markers.** All Major Victory markers are removed during the Winter Quarters Phase.

## 15.6  SOLDIER KINGS

**15.6.1** If a battle involves the presence of a Royal or **Soldier King** (indicated by a crown on the leader's counter), VPs are awarded or subtracted as a result of the victory or defeat of the force comprising the Royal. The Royal need only be present in the battle space for this rule to be in effect.

**15.6.2** VPs are awarded as follows:

- If the victorious force contains a Royal, add 1 VP if the Pragmatic Alliance player won the battle, or subtract 1 VP if the Bourbon player won (6.1.1).
- If the defeated force contains a Royal, add 1 VP if the Pragmatic Alliance player won the battle, or subtract 1 VP if the Bourbon player won (6.1.1).
- If the victorious force and the defeated force each contained a Royal, both situations above are put into effect, i.e. the victorious faction gains 1VP and the defeated force loses 1VP.

**Example**: *A battle takes place in Sohr between a force led by Frederick and a force led by Charles, both Royal. Frederick is defeated. In addition to any other VPs scored, the Bourbons add 1VP to the current VP score (a negative situation for them) and the Pragmatic Alliance adds another 1VP to the current VP score (a positive situation for them), for a net gain of 2VPs in the Pragmatic favor. So if the current VP level were at 10, after the battle it would be 12.*

**Historical Note:** *At this point of time in the development of the Western way of war, the concept of the sovereign as a "warrior or soldier king" was very much in vogue. He was often expected to (or desired to) prove his metal by leading a victorious army in battle. This could be a two-edged sword in that along with victory could come defeat, either of which could add or subtract from the martial reputation of the Soldier King. For example, George II was the last British sovereign to lead an army in combat at the Battle of Dettingen in 1743, where he triumphed. While Louis XV, George II, Charles Emmanuel and Frederick are obviously sovereigns and thus clearly fall into this category, Don Philip of Spain, the Dutch Prince of Orange and Charles of Lorraine (brother-in-law of Marie Therese) are included in this category as they clearly represented the interests of the Royal House of the nation they served. As for Charles Albert of Bavaria, for a brief time he was Emperor of the Holy Roman Empire.*

# 16.0 SIEGE

## 16.1  GENERAL

**16.1.1** When a force containing at least one corps ends an action in an enemy fortified space, the fortress (and its garrison, if any — 16.3) is considered to be under siege. Place the garrison under the besieging force to indicate the fortress is under siege—no marker is needed. Note only one corps needs to be present for the fortress to be considered "under siege" regardless of the Fortress Defense Value (16.4).

**16.1.2** Unlike battles, which are resolved in a single action, a siege may require multiple actions to complete. If a siege has not been successfully completed by the end of a turn, the siege has failed and the besieging force must withdraw from the space.

**IMPORTANT**: Only one siege roll may be made against a fortress per round (16.5.4).

## 16.2  FORTRESS STRENGTH (FS)

**16.2.1 Fortress Strength.** All fortresses have an inherent Fortress Strength (FS). Fortresses with an FS of 2 have the number printed on the fortress symbol on the map; all other fortresses have an FS of 1. The FS is an abstract representation of the fortress's defensive capabilities.

**16.2.2 Reducing and Replenishing Fortress Strength.** Fortress strength can only be reduced or eliminated by siege (16.5.6). When a fortress is taken by siege, its strength is immediately replenished to its full printed value, regardless of the LOC situation. A fortress with reduced strength regains all its strength if the siege is lifted (16.6). In both cases, signify the return to full

strength by removing any FS markers associated with that space from the map.

**NOTE:** Genoa has an initial FS of 1, which is increased to an FS of 2 by Event Card action.

## 16.3 GARRISONS

**16.3.1 Garrison Creation.** As part of an Avoid Battle attempt or retreat the inactive player may announce that one corps and any number of leaders are withdrawing into the fortress as a "garrison". If the action ends with the active (enemy) force still in the space the garrison corps is placed under the enemy force to indicate it is inside the fortress.

**16.3.2 Garrison Strength (GS):** Each garrison step provides a Garrison Strength (GS) of 1 —therefore, the GS is 2 for a full corps and 1 for a reduced corps. During a siege, this number is added to the FS (16.2) of the fortress to produce the Fortress Defense Value (FDV). See 16.4. Demoralization does not affect GS.

**16.3.3 Garrisons No Longer Under Siege.** If a besieging force withdraws from a space containing a garrison, any Continued Siege marker is removed and the garrison can operate normally.

**16.3.4 Garrisons and Stacking.** Once created, a garrison does not count against a space's stacking limit. Thus, a force at the maximum stacking limit may move into a friendly besieged fortress space containing a garrison in order to break the siege. In this case, the relieving force is not considered overstacked. However, if the relief effort succeeds (i.e., the besieging force withdraws to avoid battle, or is defeated in battle and retreats), the garrison is immediately incorporated into the relieving force which may cause an overstack situation (4.1).

**16.3.5 No Sorties.** As long as a siege is in place, a garrison cannot conduct any action nor attack the besieging force, even if a relieving force attacks the besieging force.

**16.3.6 Leaders inside Fortresses**. Any number of leaders may withdraw inside a friendly fortress even if no garrison corps is present. Leaders may provide a defensive siege modifier (16.5.3). All leaders inside a captured fortress are themselves captured (16.5.9).

## 16.4 FORTRESS DEFENSE VALUE (FDV)

The Fortress Defense Value (FDV) of a fortress space is the sum of its current **Fortress Strength** (16.2) and **Garrison Strength** (14.7.4, 16.3.2) values. A fortress without a garrison has an FDV equal to its current FS. Therefore the FDV of a besieged fortress will always be 1–4.

*Examples: A 2-FS fortress with a full (i.e., 2-GS) garrison corps has an FDV of 4. Similarly, a 1-FS fortress with a reduced (i.e., 1-GS) garrison corps has an FDV of 2. An ungarrisoned 2-FS fortress has an FDV of 2.*

## 16.5 RESOLVING SIEGES

**16.5.1 Siege Requirements.** To conduct a siege, the active player must use a Campaign Action to activate **at least one leader and a number of corps equal to the FDV of the fortress.** Not all the leaders and corps in the space need be activated, only enough to ensure sufficient corps to conduct the siege.

*Play Note: This means that if the FDV is 3 or 4, a leader may not be able to activate enough corps to conduct the siege action by himself (because of a low Command Rating), even if enough friendly corps are present in the space.*

**16.5.2 Resolving Sieges.** The besieging player rolls one die and compares the result to the Siege Table. The result will indicate the number of FDV (defender) losses and besieger losses.

**16.5.3 Siege Die Roll Modifiers.** The following die-roll modifiers (DRMs) apply to siege rolls:

- Besieger has no LOC — If the besieging force does not have a LOC it suffers a –2 DRM.
- Besieger has threatened LOC only — If the besieging force can only trace a LOC through a threatened space (11.1.4) it suffers a –1 DRM.
- Besieging a port that has a Sea LOC — If the space can trace a sea LOC (i.e. the sea zone is controlled by the defending player) the besieger suffers a –1 DRM.

*Play Note: Besieging a fortress that was also a port often proved very difficult to assault without naval superiority since it could be easily resupplied by sea.*

- Leader inside fortress — If there is at least one leader *with a TR of 1 or more* inside a fortress, a –1 siege DRM is applied. No matter how many leaders are in the fortress, the maximum DRM for this purpose is –1.
- Continued Siege — Unless the first siege roll results in the capture of the fortress, a "Continued Siege +1" marker is placed on top of the besieging force to indicate that the next siege roll will receive a +1 DRM. If the second siege roll does not result in the capture of the fortress, the marker is flipped over to its "Continued Siege +2" side to indicate that all future siege rolls will receive a +2 DRM. Continued Siege markers are removed immediately when a siege ends.
- Leader with TR of 2 or 3 activated for Siege — If a force activated for a siege includes at least one leader with a TR of +2 or +3, and the besieging force has activated with at least one of that leader's home corps, the besieging player gets a +1 DRM.
- Major Victory Marker — Major Victory markers provide a +2 DRM to siege rolls against enemy fortresses in or adjacent to the space containing the marker. Only one Major Victory can modify a given siege roll. Enemy Major Victory markers have no effect on friendly siege rolls.

**16.5.4 One Siege Per Round.** A fortress may only be subjected to one siege die roll *per round*. This means the besieging player may not use separate activations to make multiple siege rolls in the same round even if there are enough leaders and corps in the besieging force to do so.

**16.5.5 Attacker Losses.** The Siege Table indicates the number of hits, which must be taken among **activated** corps with the same priority as battle hits (15.3.1). Non-activated corps are not affected.

**16.5.6 Defender Losses.** The fortress takes strength losses first, until it is reduced to zero (use markers as needed). Then the garrison corps (if any) takes hits: a hit against a full-strength corps reduces it to a reduced corps, while a hit against a reduced corps instead causes the fortress to fall and the corps to be given Honors of War. **A garrison corps is never eliminated as a result of a siege roll (see Honors of War — 16.5.8).**

**16.5.7 Capturing Fortresses.** When the FDV has been reduced to zero, the fortress is taken, the VP marker is adjusted in favor of the besieging player (6.1.1), and the garrison corps (if any) is granted Honors of War. Use control markers as needed to indicate changes in control. The FS is immediately replenished to full value (16.2.2); remove FS markers and Continued Siege markers from the space.

**16.5.8 Honors of War.** If a fortress has a garrison, then the fortress is taken when the siege die roll results in a hit that would normally eliminate the garrison. However, the garrison corps is not actually eliminated—instead, it is immediately placed by the defender at reduced strength in the nearest friendly unbesieged space within stacking limits (regardless of LOC or path; owning player chooses if more than one space eligible). Sometimes, however, a siege will begin with a reduced-strength corps as the garrison. In such cases, reducing the Fortress Strength to zero does not by itself capture the fortress; instead, a hit must be inflicted on the garrison, which will then be granted honors of war and retreat instead of taking a step loss.

> *Example*: *A 2-strength fortress with a full garrison corps (FDV 4) takes 3 hits during a siege roll. The fortress strength is reduced to 0 and the garrison corps is flipped to its reduced strength side. The FDV is now 1 and the siege continues. In the next round the siege roll results in 1 hit—the fortress falls, but the corps is not eliminated; instead, it retreats to the nearest eligible friendly space (honors of war).*

**Play Note:** *If the fortress is a port adjacent to a friendly sea zone, the garrison may be transferred by sea to an eligible port space within the sea zone at the owning player's discretion.*

**Design Note:** *The vast majority of sieges were resolved by the defender being offered honorable terms of surrender, allowing them to evacuate in exchange for capitulation of the fortress.*

---

*Siege Example: 16.0*

It is the beginning of 1746 turn, and the Pragmatic Alliance has captured Strasbourg. The Bourbon player wants desperately to recapture it, because Strasbourg is a gateway to the French interior. On Action Round 2 of the turn, he activates Maillebois and 4 corps (one reduced) and moves from Metz to Strasbourg, offering battle to Betthyany, who has with him a Pragmatic minor leader and 3 Austrian corps. Outgunned by 6 battle dice to 4, the Alliance player avoids battle, with the minor leader taking 2 corps to Landau while Betthyany and 1 corps hunker down inside Strasbourg. Maillebois must stop, and Strasbourg is under siege.

On Action Round 3, the Bourbon player uses a Campaign Action to activate Maillebois and 3 corps for the siege. The Fortress Defense Value is 3 (1 for Strasbourg's FS plus 2 for the full-strength garrison corps), so 3 corps is all Maillebois needs (after the siege roll, he plans to use a Replacement Action to flip the reduced corps to full strength). On the siege, he rolls a 5; the roll is modified by –1 because a leader with a TR of 1 or greater is inside the fortress. The modified roll is thus 4, with a 1/1 result. One of Maillebois' corps loses a step, and Strasbourg's Fortress Strength is reduced to 0. A "Continued Siege +1" marker is placed beside Strasbourg (+1 side up) as is a "Fortress Strength 0" marker. The Fortress Defense Value is now 2 (FS of 0 plus GS of 2).

On Action Round 4, the Bourbon player activates Maillebois and rolls for siege once more. The roll is 5, modified by +1 (Continued Siege), and –1 for Betthyany, and the modified roll of 5 results in another 1/1. Maillebois takes another step loss, the garrison corps is flipped to its reduced side, and the "Continued Siege +1" marker is flipped to "Continued Siege +2". The FDV now stands at 1.

On Action Round 5, the Bourbon player prays for a good roll; he needs to inflict 1 loss on the defense for the fortress to fall. He rolls a 6, modified +2 (Continued Siege), and –1 (Betthyany). The modified roll is 7, a 1/3 result, and Strasbourg falls. The reduced Austrian corps is retreated to Landau (given honors of war) and the Alliance control marker flipped to the Bourbon side, while the Continued Siege and Fortress Strength markers are removed. The VP marker is moved 1 space towards zero. The Pragmatic player decides that he needs Betthyany in the game, so surrenders a Victory Point and places the counter on the 1747 space on the Turn Track. The VP marker is moved another space towards zero. Had the Bourbon player rolled a 2 on the final siege roll, which would have meant a modified roll of 3 and a siege result of 0/0, he would not have inflicted enough losses to capture the fortress. With no Action rounds remaining, the siege would have been lifted and all markers removed. He would have to wait until 1747 to try again.
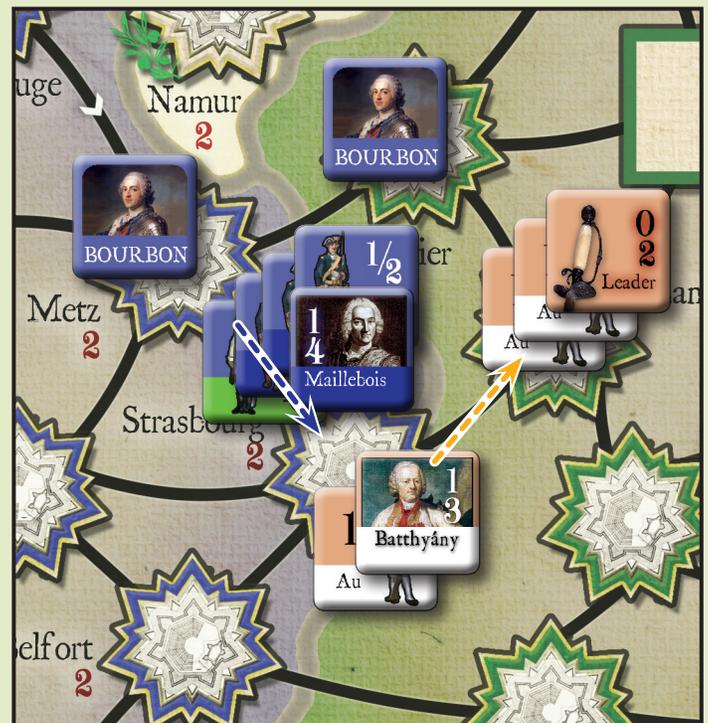
**16.5.9 Leaders in Captured Fortresses.** Named leaders in captured fortresses are captured as per battle (15.3.2) and are immediately eliminated unless the owning player gives up VPs equal to the named leader's TR; move the VP marker in the direction that benefits the non-owning player. Captured minor leaders, and named leaders for whom the VP cost has been paid, are placed on the turn track to return as a reinforcement the following turn.

## 16.6  LIFTING A SIEGE

A siege remains in effect as long as there is at least one besieging corps in the space. If the besieging force leaves the space for any reason (i.e. retreats after battle or as required during Winter Quarters) the siege is lifted. Any Continued Siege and Fortress Strength markers are immediately removed. If the besieging force retreats out of a space as a result of an active army attacking that force, it is possible for the active player to be overstacked (depending on whether or not an active corps is inside the fortress). See 4.1.2.

# 17.0  HUNGARIAN APPEAL PHASE

*Pressed on all sides by her enemies and with only lukewarm support from her friends, Maria Therese made a dramatic appearance before the nobles in Hungary. As Queen of Hungary, she requested their support in defending her realm against the cloud of enemies that surrounded her. Her appeal greatly appealed to the chivalry of her Hungarian subjects and they overwhelmingly rendered her support.  While imperfectly applied, this support rendered her the troops and treasure to prosecute the war.  Without it, it is doubtful if Austria could have survived until her erstwhile allies came to her support.*

## 17.1  APPEAL PROCESS AND EFFECTS

During the Appeal to Hungarian Nobles Phase of the 1741 Turn, the Pragmatic player rolls one die to determine if the appeal is successful.  On a die roll of 1 – 4, the appeal is successful.  If the initial appeal is unsuccessful, the appeal automatically goes into effect during the Appeal Phase of the following (1742) turn.  A successful Appeal to the Hungarian Nobility puts the following events into play:

- Increased RPs
- Immediate reinforcements
- Additional Austrian Supply Source
- Enables the use of "Insurrectionists and Grenzers" as a Pragmatic action

## 17.2  RPS AND REINFORCEMENTS

Upon a successful Appeal, Two Austrian corps are immediately placed in the Pragmatic Force Pool. In addition, beginning with the turn following a successful appeal, the Pragmatic Alliance receives an additional 2RPs per turn for the remainder of the game.  Finally, on the turn following a successful Appeal, the Austrians receive two corps during the next Reinforcement Phase.

## 17.3  ADDITIONAL AUSTRIAN SUPPLY SOURCE

The Austrian Home Space (East) is now an additional supply source for Austrian forces only.  If the Bourbon player controls Vienna, this space can serve as an Austrian supply source independent of Vienna. However, it is not a second Austrian capital and Bourbon control of Vienna during the Winter Quarters Phase still constitutes an automatic victory for the Bourbon player.

## 17.4  INSURRECTIONISTS AND GRENZERS

**17.4.1** An "Insurrectionists and Grenzers" action is now possible as a Pragmatic action during the Campaign Phase. The Pragmatic player may select this action only once per Campaign Phase. The marker may be placed in on any space in Austria (with the exception of the Austrian Netherlands and the Milanese), Silesia and Bavaria, not occupied by a Bourbon unit. Once placed, the marker remains on the mapboard until the Winter Quarters Phase, when it is removed

**17.4.2** The placement of said marker on a space has the following effects:

- It may not be used as part of  a Bourbon LOC
- It is treated as an enemy-controlled space for the Bourbons, but there is no loss or gain of VPs
- Bourbon Campaign movement into the space requires an extra MP
- If a battle takes place in the space, the Pragmatic player receives one additional battle die

*Historical Note: The War of the Austrian Succession was the harbinger and advent of the use of light troops to harass, impede and otherwise adversely impact the military operations of an opposing force.  Not as well organized or effective as they would become during the Seven Years War, their use as an adjunct to Austrian conventional forces proved of great value in this struggle.  Insurrectionists were similar to what eventually would be called guerillas, whereby Grenzers were the para-military forces established by the Austrians to secure their border areas with the Ottomans.  The inclusion of these forces as part of the overall Appeal rules set, represents the fact that these types of activities coincided with the mobilization of Hungarian resources in support of Maria Therese. The activities of these irregular forces were restricted to a narrowly defined geographical area.*

# 18.0  WINTER QUARTERS PHASE

During the Winter Quarters phase the players **simultaneously** perform the following steps.

### A. WITHDRAW TO FRIENDLY SPACES

All forces in enemy-controlled spaces must retreat. Retreats are conducted per 15.4 and may result in overstacking. Corps that cannot retreat are eliminated and returned to the force pool, while leaders are put on the Turn Track as a reinforcement for next turn.

*Play Note Regarding Timing of Withdrawals: A force may not withdraw into a friendly-controlled fortress space being vacated by the enemy unless there is no other eligible destination. However, if it is the only destination, the moves are considered simultaneous, and the move is allowed.*

## B. REMOVE MARKERS

Remove all of the following marker types from the map: Major Victory, Continued Siege, Reduced Fortress Strength, Insurrectionists and Grenzers, Demoralized, Bourbon Brest and Toulon Fleet markers and Pragmatic Channel and Med Fleet markers.

## C. −1 VP (EACH) IF THE MED AND/OR ATLANTIC ARE BOURBON-CONTROLLED

If the Mediterranean and/or Atlantic Sea Zones are Bourbon-controlled the Alliance loses 1 VP each (6.1.1). Move the VP marker 1 space towards zero on the Game Record track for each sea zone controlled. After this determination, control of the sea zone(s) reverts to the Pragmatic Alliance — flip the control marker(s) to the Alliance side.

## D. 1748 – VARIABLE END OF GAME

*Historical Note for 18.0D: By 1748 the war had dragged on for a long time and had decidedly turned against the Pragmatic Alliance, especially in the Austrian Netherlands. However, Russia had been enticed into the conflict on the Pragmatic side and a large Russian army was slowly marching across Northern Germany to aid the Pragmatic forces in the Netherlands. The Bourbons felt impelled by this game-changer to cease military operations and seriously negotiate for an end to the conflict. After the fall of Maastricht to de Saxe in early May, active operations ceased and peace negotiations came to fruition on October 18th, 1748 with the Treaty of Aix-la-Chapelle. The peace terms can be summarized as follows:*

- *All conquests were restored to both sides*
- *Parma, Piacenza and Guastella in Italy ceded to the Spanish Prince Don Philip*
- *Silesia was secured for Prussia*
- *Pragmatic Sanction recognized by all parties*
- *Electoral Hanover and the crown of Britain were both retained by the House of Hanover*

If the Game Turn is 1748, the length of the Campaign Phase of the game turn may vary based upon a die roll by the Bourbon player at the beginning of their action round. Each Bourbon action round, the Bourbons roll one die and if it is equal to or less than the round number, the Campaign Phase ends at the end of that combined round (both sides get to play an action card). Play then proceeds to E below.

*Design Note: This mechanism simulates the uncertainty involved in the arrival of the Russian army and its affect on subsequent military operations. Players cannot be sure how many Action Rounds they will have during this final game turn so must shape their end game strategies accordingly.*

## E. CHECK FOR END OF GAME AND AUTOMATIC VICTORY

Determine if the game ends due to last turn or Automatic Victory:

1. **Automatic Victory:** The game ends immediately if the conditions are met (6.2).
2. **Last Turn:** If this is the last turn of the scenario the game ends and victory is determined.

## F. ADVANCE TURN MARKER

If the game has not ended, move the Turn Marker to the next year on the Turn Track and proceed to the next turn.

# 19.0 OPTIONAL RULE

At the beginning of each turn, starting on the turn after France has formally entered the war, the Bourbon player makes a die roll and temporarily removes a leader. The removed leader is placed one turn later on the turn track and will return during the Reinforcement Phase. The leader is chosen according to the following chart:

| Die Roll | Leader Removed |
|---|---|
| 1 | Belle-Isle |
| 2 | Maillebois |
| 3 | Coigny |
| 4 | Broglie |
| 5 | Noailles |
| 6 | No leader removed |

*Five of the Bourbon leaders portrayed in the game (see chart above) were called away from commanding troops for extended periods of time in order to complete diplomatic missions on behalf of the French Crown. This optional rule allows for the simulation of this fact.*

*Suggested by Dave Moseley (playtester).*

# 20.0  CAMPAIGN GAME

There is only one scenario for *A Pragmatic War.* Place Game-tracking markers as follows:

- Starting VPs at 17
- Bourbon RPs at 5
- Pragmatic RPs at 2

## 20.1   STARTING LOCATIONS

### 20.1.1  Bourbon Powers Set-up

| Location | Unit or Marker |
| --- | --- |
| Glogau | 2 Prussian, *minor leader (Dessau)* |
| Breslau | 1 Prussian |
| Neisse | 3 Prussian, *Schwerin* |
| Berlin | 2.5 Prussian, *minor leader (Frederick II)* |
| Strasbourg | 4 French, *minor leader (Broglie), minor leader (de Saxe)* |
| Paris | 1 French |
| Metz | 4 French, *Maillebois* |
| Gerona | 1.5 Spanish, *Don Philip* |
| Spanish and Neapolitan Home Space | 1 Neapolitan |
| Tuscany | Bourbon Control Marker |
| Munich | 2 Bavarian, *Charles Albert* |
| Force Pool | 1 Bavarian; 8 French; 1 Spanish; .5 Neapolitan; 5 Prussian |

### 20.1.2 Pragmatic Alliance Set-up

| Location | Unit or Marker |
| --- | --- |
| Neisse | Pragmatic Control Marker |
| Glogau | Pragmatic Control Marker |
| Olmütz | 3 Austrian, *minor leader (Lobkowitz), minor leader (Charles)* |
| Milan | 2.5 Austrian, *Traun* |
| Vienna | 1 Austrian, *Khevenhüller* |
| Prague | .5 Austrian |
| Innsbruck | .5 Austrian |
| Ostend | .5 Austrian |
| Tournai | .5 Austrian, *minor leader* |
| Namur | .5 Austrian |
| Austrian Home Space (South) | 1 Austrian |
| Austrian Home Space (East) | 1 Austrian |
| Hanover | 1.5 Hanoverian, *minor leader* |
| Cassel | .5 Hessian |
| London | 1.5 British, *George II* |
| Amsterdam | 2 Dutch, *minor leader (Waldeck)* |
| Force Pool | 2 British, 2 Dutch; 2.5 Sardinian; 2.5 Austrian |

## 20.2   SCHEDULED REINFORCEMENTS

### 20.2.1 Bourbon Powers Reinforcements

| Turn | Appearing During Reinforcement Phase |
| --- | --- |
| 1742 | 2.5 Spanish, *Montemar* at Orbetello; 2 French, *Belle–Isle* at Strasbourg; promote *Broglie* and *Frederick II*; .5 Modenese at Modena |
| 1743 | Replace *Montemar* with *de Gages*; 3 French, *Noailles* at Metz; 3 French, *Conti* at Toulon |
| 1744 | *Coigny* at Strasbourg; promote *de Saxe* |
| 1745 | 1 Genoese; promote *Dessauer* |
| 1746 | Promote *Löwendahl* |
| When France formally enters war | 9 French, *Louis XV* at Maubauge; *minor leader (Löwendahl)* |

### 20.2.2 Pragmatic Alliance Reinforcements

| Turn | Appearing During Reinforcement Phase |
| --- | --- |
| 1742 | 3 Sardinian, *Charles Emmanuel III*; 2 Dutch at Amsterdam; promote *Charles* and *Lobkowitz* |
| 1743 | 1.5 British, .5 Dutch, 1.5 Hanoverian |
| 1744 | Replace *George II* with *Wade*; *Khevenhüller* with *Betthyany* |
| 1745 | *Cumberland*; 3 Saxon, *Rutkowski* |
| 1746 | *von Browne*, promote Waldeck |
| 1747 | Orange |
| 1748 | 1 British, 1 Dutch |
| When Successful Hungarian Appeal made | Add 2 Austrian to Force Pool and 2 Austrian as reinforcements on following turn (see 17.2); Insurrectionists and Grenzers now available (see 17.4) |

# 21.0 EXTENDED EXAMPLE OF PLAY

This example of play depicts the opening turn and a half to demonstrate many of the mechanics of the game. We recommend that players set up the game as in 20.0 to follow along. This example of play is not intended to portray a preferred initial game strategy but is offered to demonstrate as many concrete examples of game mechanics as possible.

## 1741 - TURN 1

At the beginning of the 1741 turn, the Event Card Phase is skipped. During the Reinforcement Phase, the Pragmatic player sets the Med Fleet strength to 2 and the Channel Fleet strength to 3. This will be the case until France formally enters the war.

### REINFORCEMENT PHASE

The Pragmatic player performs the three steps of the Reinforcement Phase in order. He has 2 RPs to spend and spends one to restore the Austrian half-corps to full strength in Innsbruck. With the other, he builds a reduced-strength Austrian corps and places it in Vienna. In 1741, there are no reinforcements for either player, so he skips to the "promote/transfer leaders" step. He opts to transfer a minor leader from Olmütz to Innsbruck in hopes of deterring the threat posed by Charles Albert. He then switches the second minor leader in Olmütz with Khevenhüller in Vienna.

The Bourbon player now performs the three steps of the reinforcement phase. He starts with 5 RPs. He begins by restoring the Prussian half-corps in Berlin. He would like to build a corps in Neisse, but cannot because it is neither a home space nor in unlimited supply. He builds one full strength corps for 2 RPs and places it in Magdeburg. For his 2 remaining RPs, the Bourbon player builds a Bavarian corps and places it with Charles Albert in Munich.

Both players draw 5 Action Cards. The Bourbon player draws 1, 2, 3, 1, 3 and the Pragmatic player draws 3, 1, 2, 2, 1.

Both players select a card to place on the board to determine who will begin the campaign phase. Both players choose a 1 Action Card. As the Pragmatic player starts the game with the initiative, he will go first. The Bourbon takes the card back into his hand, while the Pragmatic player must use this card for his first round.

## 1741 - ROUND 1

The Pragmatic player chooses to perform a Transfer Action. He moves a corps from the Austrian Home Space (south) to Innsbruck for 4 MPs (2mps from the Home Space to Graz, then 1 MP each for the two remaining spaces) and another corps from the Austrian Home Space (East) to Olmütz for 2 MPs.

The Bourbon player starts with a 1 card to conduct a Campaign Action. He wants to resolve the siege in Glogau first to avoid the limited supply penalty for the siege in Neisse. The FS of Glogau is 1. He activates the minor leader and 1 corps. He rolls a 5, resulting in a hit for both attacker and defender. This is enough to reduce the FS to 0 and reduces the Prussian corps. Glogau is switched to Bourbon control and, as it is a 1 strength fortress, the Bourbon player moves the VP counter from 17 to 16.

## 1741 - ROUND 2

The Pragmatic player chooses a 2 Action Card. For his first action, he plays a Campaign Action to move the minor leader and a full and a reduced corps from Vienna to Prague for 3 MPs. For the second action, another Campaign Action will this time see Khevenhüller and his four corps attempt to break the siege at Neisse. The force moves for 1 MP.

Schwerin would rather not do battle and tries to avoid it. He rolls a 4. He has a TR of 1, so the +1 DRM gives him the 5 he needs to be successful. He has a CR of 3, so he retreats with his 3 corps to Breslau. Khevenhüller still has 2 MPs. He could pursue Schwerin and attack him in Breslau but does not like his odds. He ends his round, losing the remaining MPs.

The Bourbon plays a 3 Action Card. He starts with a Campaign Action and moves the units in Glogau to Dresden for 2 MPs. Remember that Saxony, while not having any units on the map, starts the game friendly to the Bourbon faction. For his second action, the Bourbon player activates the minor leader in Berlin for a Campaign Action. He moves to Hanover with 2 corps, expending 2 MPs. As his CR is two, he cannot take the third unit with him and while he could drop units off, he may not pick up the corps in Magdeburg. The Pragmatic player decides to stand his ground.



The Pragmatic player gets two battle dice (1 for full corps, 0.5 rounded up for the half-corps). The Bourbon player gets three battle dice (2 for the 2 full corps and 1 for the TR of 1 of the minor leader. The Pragmatic player rolls a 5 and a 2. The Bourbon player rolls 4, 3 and 6. Both sides suffer a hit. The HA full corps must be flipped before the half-corps is eliminated. One of the Pr corps gets flipped to its reduced side. Since the space is not vacated and both sides scored an equal number of hits, the defender is the winner. The Prussian force retreats to Magdeburg. Since they took at least one hit, they are marked with a "Demoralization" counter.

The Bourbon has 1 action left and performs a Replacement Action. He restores the half-corps in Dresden to full strength. While it would have been nice to use this Replacement Action for the recently defeated army in Magdeburg, a unit cannot perform more than one action per round.

## 1741 - ROUND 3

The Pragmatic player plays a 1 Action Card. He performs a Replacement Action in Hanover, to flip one of the corps He back to full strength.

The Bourbon player uses a 2 Action Card. He begins by playing a Rally Action in Magdeburg. He removes the "Demoralization" status from the minor leader and the full corps as he can only rally a number of corps equal to half his CR. For his second action, he uses a Campaign Action to activate Charles Albert in Munich. The royal army moves south to attack Innsbruck.

The Pragmatic player weighs his options and decides to avoid battle. As this is a friendly fortified space, the success is automatic. One corps retreats into the fortress as a garrison, while the minor leader and the remaining corps move to Salzburg. Charles Albert and his army still have MPs to spend, but since this is an enemy-controlled fortress space, the action ends here and Innsbruck is under siege.

## 1741 - ROUND 4

The Pragmatic player uses a 2 card. He sees an opening he cannot resist and decides to perform a Campaign Action to move his units from Salzburg to Munich. Charles Albert is not very happy with this turn of events and wishes to intercept. Charles Albert has a TR of 0, which means he needs to roll a 5 or higher to succeed. He rolls a 1, cursing fate and blaming everyone but himself for his misfortunes. Seizing on the opportunity, the Pragmatic player activates Traun and his corps in Milan for a Campaign Action. He uses his 3 MPs to move the army through Piacenza and Trent to Innsbruck.



The Bourbons cannot avoid battle, as there is no adjacent friendly-controlled space.
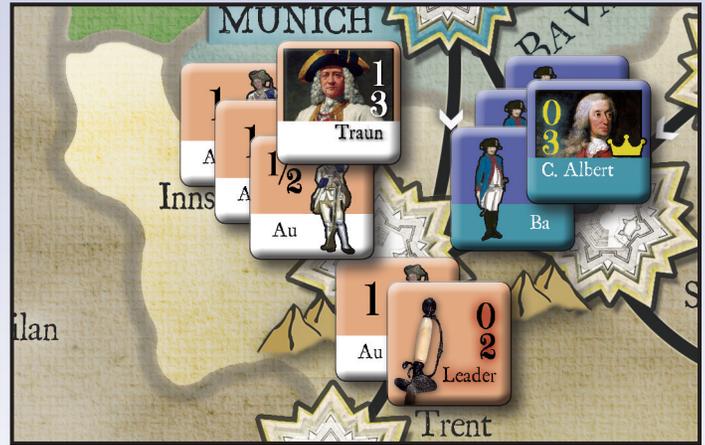


The Pragmatic player gets 4 battle dice (2 for full corps, 0.5 for half-corps – rounded up and another for Traun's TR of 1. Charles Albert's army will get 3 battle dice for his 3 corps. The garrison does not contribute any dice to the Pragmatic army. The Pragmatic player rolls 3, 3, 4 and 5. Their opponent rolls 1, 2 and 6. The outcome is one hit for each side, leaving Charles Albert victorious and relieved. Traun's force is marked with a Demoralized counter and retreats to Trent. As Charles Albert is a royal, the Bourbons are awarded with a VP for this victory, the counter is moved to 15 on the VP track. Both players roll for leader casualty, but both are safe.



The Bourbons have put themselves in a tricky position. If they continue the siege, they will be at a disadvantage due to the threatened LOC. If Munich falls, then things get even worse. They play a 1 Action Card and activate Charles Albert and his force for a Campaign Action. The force moves to Munich. The Pragmatics roll to avoid battle but rolls a 3, so they do not succeed. Charles Albert's army gets 3 battle dice against the minor leader's single die. Both sides roll and the result is 5, 5, 6 vs 4. The Austrian army only has 1 corps, so it suffers 1 actual hit, reducing the corps. The force retreats back to Innsbruck, is marked with a Demoralized counter and the Bourbons move the VP track to 14. The Bourbon player rolls for leader casualty and succeeds.

## 1741 - ROUND 5

The Pragmatic player plays his remaining 3 Action Card. With a Rally Action in Trent, he removes the Demoralized counter from Traun and two of the corps (CR of 3 divided by 2, rounded up). The other reduced corps is still demoralized. The second action is a Replacement in the same space. As the remaining reduced corps was not a part of the previous action, it can be restored to full strength. A Replacement Action also rallies the unit, so he removes the Demoralized counter. Finally, the Pragmatic Alliance transfers two reduced corps from Prague to Neisse.

The Bourbon plays his remaining 3 Action Card. He activates Charles Albert's army in Munich and moves against Innsbruck.



The Pragmatic player chooses not to avoid battle this time. The Bourbons get 3 battle dice and roll 2, 3, and 5. The Pragmatic get 1 die that hits on a 6 only, because of the demoralized reduced corps and 1 die that hits on a 5 or 6. He rolls 4 and 3. The full strength Au corps is reduced, the force retreats to Salzburg, is marked with a Demoralized counter and the Bourbons are awarded another VP for the presence of the Royal, which brings them to 13. Charles Albert survives another leader casualty roll. Innsbruck is under siege.

Next, the Bourbon player uses a Replacement Action to rally and restore the reduced corps in Magdeburg. As all units will have to return home for the winter quarters phase, there is not much point in the Bourbon army attacking Prague this late in the turn. The Bourbon player decides to activate the minor leader and 2 corps in Magdeburg for a Campaign Action. They move to Hanover for 1 MP. The Hanoverians hold their ground. They will have 2 battle dice vs 3 for the Prussian force.
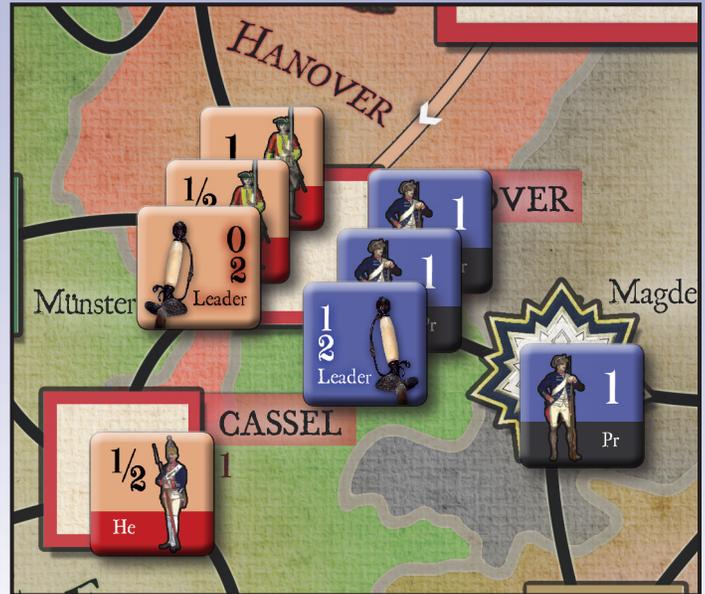


The Pragmatic player rolls a 1 and a 5, for 1 hit. The Bourbon player rolls 3, 5 and 6 for two hits. This will reduce one Ha corps and send the other to the Force Pool. The demoralized Ha army retreats to Bremen. The Bourbon force spends a second MP to convert the Hanover space to Bourbon control, gaining 3 VPs in the process. The VP marker is moved to 10. The Bourbon army has 1 remaining MP and decides to continue and move to Cassel. The HE half-corps provides 1 battle die vs 3 dice for the Prussian force. The rolls are a 5 vs 2, 2 and 4. The Prussians full corps suffers a reduction and the army retreats to Hanover and is marked with a Demoralized counter.

## HUNGARIAN APPEAL PHASE

The campaign phase is over and it is time for Marie Therese to appeal to the Hungarian nobles. The Pragmatic player rolls a 3 and is successful. The player immediately places 2 Au corps in his force pool and increases his RPs by 2. He will also gain two Au Corps during the next reinforcement phase.

## WINTER QUARTERS PHASE

Winter is coming and Charles Albert returns to Munich. All other units are in friendly controlled spaces. Demoralized markers are removed. Victory conditions are checked and as there is no automatic victory, the turn marker is moved to 1742.

## 1742 - TURN 2

### EVENT CARD PHASE

It is 1742 and Modena and Sardinia automatically enter the war. Both players draw an event card. The Bourbon player draws "British Fleet Coerces Naples" and places the card near the board to remind the players of the effect for this turn. The Pragmatic player draws "Surprise" and keeps the card in his hand for later use.

### REINFORCEMENT PHASE

The Pragmatic player places the Med and Channel fleets as before.

The Pragmatic player goes first and conducts the three steps of the reinforcement phase. He has 4 RPs to spend this turn. He

restores a reduced Au corps in Trent (1), restores another reduced Ha corps in Bremen and builds a full strength Au corps in Prague form his force pool.

He then places his reinforcements as indicated in the chart. He places the two corps he received for the successful appeal in Prague. This turn, Charles and Lobkowitz are promoted. Finally, the Pragmatic player transfers Charles and Traun to Neisse, Khevenhüller to Prague and Lobkowitz to Trent.

The Bourbon player has 5 RPs. He spends 2 RPs to commission a 2-strength Toulon fleet. He spends 2 RPs to restore the two reduced Pr corps in Hanover and the remaining RP to restore the reduced Ba corps in Munich. He places his reinforcements, promotes the leaders indicated for the turn and moves Frederick to Breslau.

### CAMPAIGN PHASE

Both sides draw Action Cards. The Bourbon player draws 2, 3, 1, 1, 2 and the Pragmatic player draws 2, 4, 2, 2, 1. Both players would like to go first. The Bourbon secretly chooses his 3 card, while the Pragmatic player, who wants to come out swinging this turn, opts for the 4 card and will be going first.

### 1742 - ROUND 1

The Pragmatic player has to use the 4 card. He will play a Restore Action in Salzburg to bring a reduced corps to full strength. For the second action, he activates the army in Neisse and moves to Breslau for 1 MP. The army is comprised of 4 full corps, 2 reduced corps and 3 leaders (Traun and Charles). The Bourbons do not want to avoid battle. The Pragmatic player plays his "surprise" card, which will let him roll his battle dice first. What looked like an even fight is now turning into his favor.



The Pragmatic player has 7 battle dice (5 from the corps and 2 from the TR of the leaders). He rolls 2, 2, 3, 4, 5, 5 and 6 scoring 3 hits. The Bourbon applies his losses and now has 6 battle dice. He rolls 1, 1, 3, 3, 5 and 6 scoring 2 hits. The Pragmatic alliance

is victorious. As there were two Soldier Kings involved, the Pragmatic gains a VP while the Bourbons also lose a VP, which moves the VP marker from 10 to 12. The Bourbons retreat to Glogau and are marked with a Demoralized counter. To make matters worse, when rolling for each named leader in the battle, the Bourbon player rolled 11 for Schwerin causing him to be captured. The Bourbon player does not want to lose the leader for the remainder of the game, so decides to pay the penalty. The VP marker is moved to 13 and Schwerin is placed on the turn track to return in the next turn. The Pragmatic player uses a second MP to revert control of Breslau back to the Pragmatic side. He will stop his movement there.

For his third action, the Pragmatic player activates Khevenhüller in Prague to move to Dresden for 1 MP. The minor leader and 1 corps avoid battle and retreat to Leipzig while the remaining corps stays as garrison. Dresden is under siege and Khevenhüller's army must stop its movement there.

Next, he will activate the force in Trent and move the units to Innsbruck for 1 MP.

The Bourbon player plays a 2 Action Card. He begins with a Transfer Action to send the Pr corps in Magdeburg to Glogau and one of the corps in Hanover to Leipzig. For his second action he plays a Deploy Fleet Action. He does not want to waste the 2 RPs he used to commission the Toulon fleet and figures now is as good a time as any. The Bourbon player rolls a 4 and adds the strength of the fleet which is 2. The Pragmatic player rolls a 3 and adds 2 to the result. The Bourbon player wins the naval battle and places a control marker in the Mediterranean control box. During the next Winter Quarters Phase, the Bourbon player will gain 1 VP.

### 1742 - ROUND 2

For his second card, the Pragmatic player plays a 2 Action Card. He activates Khevenhüller in Dresden for a Campaign Action to perform the siege. The base FS is 1 which is increased to 3 by the presence of the garrison (+1 for each step). The leader is activated with 3 corps and the player rolls a 6, which results in two hits for the defender and 1 hit for the besieger. The garrison is eliminated and one Au corps is reduced. A Continued Siege +1 marker is placed on the fortress.

The second action is another Campaign Action, this time activating the army in Breslau. The Pragmatic player wants to push his initiative and moves to attack Glogau for 1MP. The Bourbon player would rather avoid battle. The attempt is automatic, as this is a friendly fortified space and he moves his force to Küstrin, leaving an un-demoralized full Pr Corps behind as a garrison. Glogau is now under siege and the game continues…

# 22.0 DESIGNER NOTES

## ORIGINS OF THE DESIGN

I have always had an interest in The War of the Austrian Succession and that interest was re-ignited with the advent of Don Herndon's excellent *No Peace Without Spain!* Once I got into Don's system, I quickly recognized the potential for that system to be ported into this later conflict. Initially I approached Don with the idea of jointly doing a design on the Austrian conflict. Don had too many other commitments to be able to do more than give me his blessing and offer to look at the finished rules with his unique lens. He also provided me sometime even more valuable – permission to port his system to my design. With this in hand, I began research and design in earnest.

## DEPARTURES FROM THE NPWS! DESIGN

A player familiar with both simulations will notice that a key element of *NPWS!* is missing from *APW* – specifically the use of "lines". This is deliberate. Lines as used and planned for during the War of the Spanish Succession were not really a commonplace operational choice during this later conflict. While the use of fieldworks on the battlefield itself were sometimes employed (at Fontenoy for example), extensive fortified lines as seen in Flanders and along the Rhine in the early 1700s were not replicated to any great extent in the 1740s. Accordingly, rather than develop a more limited use of lines in *APW*, I made the decision to just drop them and to rely on a limited use of fieldworks on a specific battlefield.

*NPWS!* has a very limited set of named leaders in its counter set. It is finely balanced between the two alliances, with tactical ratings in rough parity. I decided to add more named leaders, primarily because I could not see a way to limit that number to 6 for each alliance as there were so many important generals in the war. However, to avoid a degree of overkill in the ability of each alliance to command large number of troops, I took the precaution of adjusting the Command Ratings of most of the named leaders, downward. In addition, minor leaders had their Command Rating decreased from 3 to 2. Thus a named leader can still command (move) more corps than a minor leader but generally not as many as in *NPWS!*. You will also observe that there are many more "promotions" than in *NPWS!*. Generals of both alliances were replaced or advanced much more often than during the Spanish war, so it was necessary to reflect this in *APW*.

## ADDITIONS TO THE NPWS! DESIGN

*NPWS!* has only one naval theater of operations, i.e. the Mediterranean. This is perfectly accurate in that this was the only naval theater that the French had any possibility of contesting during the war. Historically, they under-resourced this effort after the early years of the Spanish war. However in this later Austrian war, the French (and Spanish to a lesser extent) had the capability of contesting both the Med and the Channel. In fact at one point in the war (1744 – 45), they did make a concerted effort to control the Channel and potentially invade England. However, they let this opportunity slip by and as a result, from 1746 onwards, the British gained the upper hand, primarily through better operational deployment and eventually greater naval tactical expertise. In addition, the British resourced their naval effort first

and their land effort was a sorry second. These points are reflected in a number of areas:

- Automatic resourcing of the Channel and Med Fleets
- The automatic 1746 and 1747 British DRMs in the Atlantic
- Bourbon cost in RPs for resourcing either (or both) their Brest and Toulon Fleets

The concept of "Soldier Kings" was designed to reflect the actual appearance of royal personages as active generals in this Austrian war. Whereas in the Spanish war monarchs were content to direct overall strategy and stay out of the operational realm, in this war they definitely had an active role (see the *Historical Notes* in the rules portion for more detail). Royals can be a help but are often liabilities.

Hungary had an importance in the Austrian war that far outweighed its true martial situation. In fact Maria Therese's bold and successful appeal to the Hungarian magnates could perhaps be viewed as the crucial requirement for Austria' ability to continue to prosecute the war. Originally I had covered this situation via event card play but had decided against it for a couple of reasons. Firstly since it was crucial, allowing it to appear late in the game (or never) could seriously derail the simulation. Secondly within the confines of a 55-card deck, I had to make some hard choices about what events to include or exclude from the deck. Coupled together, my design thinking shifted to having the event happen but the timing could be subject to some variance.

As mentioned in the *Historical Notes*, the Austrian war was the beginning of a trend towards the addition of a new element to warfare in the Dynastic Age – specifically irregular warfare. To portray this but in a minor rather than a major way, I developed the concept of "Insurrectionists and Grenzers". Players will find that while this option for the Pragmatic player will no doubt allow a certain expansion of actionable options, it will have a relatively low level of influence on active operations due to its infrequency and its geographical constraints. The exception of course will be if its potential threat is ignored by the Bourbon player when developing their operational plans and their implementation – long, unprotected lines of communications are vulnerable to this type of action.

*APW* event cards have more of a tactical application than those within *NPWS!*. 7 of the 20 event cards (approximately 35%) have tactical applications, a larger percentage than in *NPWS!* where 3 of 23 event cards are tactical in nature (approximately 13%). This was a deliberate design construct. I wanted to provide the player with more of an opportunity to influence a battle itself. This was especially true during this era where the training level of soldiers differed and had a significant effect on battles and where certain tactical innovations came to prevalence during the Austrian war. Related to this design approach is the fact that the event deck is also more operationally oriented than the strategically oriented *NPWS!* event deck.

## TWO GIANTS AND A CAST OF OTHERS

The evaluation of a general in regards to his operational and tactical ability is often more an art than a science and as such can be challenged on a number of fronts. *APW* is no exception. However, I doubt if anyone can dispute that fact that there were two giants among the many generals who fought in the War of the Austrian Succession – Maurice de Saxe and Frederick II (the Great). The former was at the height of his powers and the latter was just beginning his rise to prominence. From 1745 until the war's end in 1748, Maurice conducted an almost flawless campaign in the Low Countries, which in essence conquered the Austrian Netherlands (now mostly Belgium) for France. The Treaty of Aix-la-Chapelle returned this province to Austria largely in exchange for the return of Louisbourg to France. It makes one wonder what the subsequent history of France (and Europe) might have been like if France had absorbed this region as it had earlier with Alsace and Lorraine. Maurice died only two years after the war, after writing a military treatise that was the harbinger of many of the operational concepts fully developed during the Revolutionary and Napoleonic Wars.

Frederick started the war as a novice general, who lost his nerve at his first pitched battle. In 1741 at the battle of Mollwitz, he fled the battlefield thinking he was defeated but his well-trained Prussian infantry held steady and won the battle for him. However, he quickly learned from that experience and became a rising star in an otherwise dim firmament. By war's end, he had become second only to Maurice in battlefield expertise, in the process adapting the classical concept of the oblique formation to a present day application at the battle of Sohr in 1745. One can see his advent as a Great Captain during this Austrian war.

APW includes a number of lesser lights, some competent (like Browne) and others mediocre (like Lobkowitz). The Austrians were blessed with a number of second-rank generals who in comparison with their opponents were largely competent. France had its share of incompetents but also a number of those capable, second-rank generals. Spain surprisingly, had largely competent generals but they were largely overshadowed by a royal third-rater. Britain's generals were fairly solid as were Frederick's subordinates.

This is perhaps a good place to discuss two generals, whose ratings may surprise the casual military student – Cumberland and Charles. Both have a Tactical Rating of "1" which may appear rather generous. Therefore a word of explanation may be in order. Cumberland won only one victory in his military career – Culloden in 1746 against the Jacobite Highland army. He then went on to be defeated (again) by de Saxe at Lauffeld in 1747. Later he was made Commander-in-Chief of the Hanoverian army at the beginning of the Seven Years War, where he was defeated and signed an ignominious convention that took the Hanoverians temporarily out of the war. So why is he a "1"? At his stage of his career he was very young and showed tremendous potential, largely perceived as perhaps a second Marlborough. In the lead-up to Culloden, he took prudent action to properly train his infantry to stand against the Highland charge and to a large extent restored the morale of the Royal army. Let's now look at Charles. While never performing well in the East in direct battle, he performed better along the Rhine – perhaps better at pre-battle maneuvering

than actual battle orchestration. Therefore I was generous in his regard AND by giving him a "1" AND a Command Rating of "5" it is much more likely that the Pragmatic player will actively use Charles rather than relegating him to paying court in Vienna! One final comment in regards to both Cumberland and Charles – each of them fought against a military giant of their age (in Charles' case, both de Saxe and Frederick) and would probably have faired better against lesser Bourbon generals had fate allowed it.

## STRATEGY CONSIDERATIONS

It is always difficult to provide players with any basic guidance in regards to strategy in a simulation. Over time, initial hints are often negated by continuous play of the simulation by a larger body of gamers. Nevertheless, it will perhaps be useful to do so in regards to guiding novice players as they first encounter *APW*. Therefore, I am providing such, fully cognizant that these imperfect thoughts may be totally negated as we go down the experience pike.

### The Bourbons

The Bourbons have two windows of opportunity in regards to victory, if exploited effectively when they present themselves. The first is to stretch and hopefully break the Austrians in the first few turns of the game when they are at their most vulnerable. Aggressive operations should be conducted by the French and Bavarians in the Western portions of the Austrian Empire, hopefully leading to a potential opportunity to take Vienna and win the game early. To assist in this effort, the Spanish-led army should occupy the Austrians in Italy with two goals in mind – firstly to prevent the transfer of Austrian forces to the Danube and secondly to obtain as many VPs as possible while Austria is weak in this theater. The Prussians should be employed as effectively as possible before Frederick leaves the war – concentrating on causing Austrian casualties and securing Silesia.

The second window occurs when both France and the Maritime Powers (Britain and Holland) actively come into the war. London is now a potential automatic victory city, with all that that implies. Switching over to a naval strategy may prove valuable in both naval theaters. Britain may be on the throws of a dilemma in that to avoid a possible landing in England, she may have to under-resource the Med, thus opening that area for potential naval control VPs. Add in the play of *The Forty-five* and a real possibility of automatic victory presents itself. The expanded naval war is something that does sap Bourbon RPs but it can also reap great rewards. In playtesting, London was actually conquered by the French and an automatic victory thereby obtained.

### The Pragmatic Alliance

The Pragmatics have a very tough row to hoe in the first few turns of the game. The key here is just raw survival! The two main ingredients for survival are the preservation of an effective force in the Danube Valley and the protection of Vienna. If this can be achieved, time will be on the side of the Pragmatic Alliance. The RP situation of the alliance is the mirror image of that of the Bourbons. At the start, the Alliance has few RPs however as the war progresses, its RP count will go up as the Hungarians come into play and Charles Albert dies, reaching rough parity with the Bourbons at 5RPs each. After the entrance of Britain and

Holland as active belligerents, the Alliance will actually outpace the Bourbons in RPs. From that point on, the Alliance is in a position to rollback the Bourbons if that process has not already started.

The real wild card is Frederick. Probability-wise, he will leave the war and that opens up a number of options for the Alliance. His departure coupled with the addition to the Alliance of other new members such as the Sardinians, the Saxons and the Maritime Powers will provide a unique window for redressing the balance. The Alliance should make provision for his reentry into the war, which will most likely occur, the exact time of which is very much in doubt. A large force in Bohemia under a capable general will help mitigate some of the pain of his return. If he leaves the war again, no further contingency planning is required and forces can be shifted to Italy and the West.

With the revival of Hapsburg prospects comes a realization by the Bourbons that there may no longer be any easy pickings in the Empire. In that event, look for a French offensive into the Netherlands. If unanticipated, the French can make great gains in this arena, especially with de Saxe in command. The close proximity of Dutch, British and Hanoverian forces to this theater of operations will help to stem the tide to some degree. The Bourbons may also look to Italy for some quick gains, especially with a reinforced Spanish effort. Sardinia as a partner will also help even the playing field, since Italy is a long way from the Austrian home spaces. It is doubtful whether an Alliance offensive into France from this theater is feasible, so perhaps securing Italy is the best that can be hoped for.

## MUSIC TO PLAY APW BY

As I have mentioned before in other forums, I like to wargame with appropriate background music. Appropriate to me means something representative of the period covered. For *A Pragmatic War* this is a combination of martial music and period classical and soundtrack compositions. There are numerous recordings available of French, British and German military music, although many of them are from periods following that of *APW*. Dutch and Spanish martial music is harder to come by and is definitely from later periods. If a kind reader is aware of any musical recordings of this nature, feel free to enlighten me at firerjb@earthlink.net.

Handel is perhaps the best classical composer of the age to provide an evocative feel for the period. His *Water Music* and *Music for the Royal Fireworks* provide one with a consciousness of the early Georgian Period in Britain. Vivaldi is also a period composer and his *The Four Seasons* can be thought of as "campaign seasons" in that they reflect the weather common to each season. Other period composers that may be of interest to the gamer are Rameau and to some extent Bach (whose *Brandenburg Concertos* were not really played or listened to until well after their presentation to the Great Elector). There are other composers who can be cited and I would encourage some exploration in regards to this matter. In regards to soundtracks, the music for *Barry Lyndon* while set in the Seven Year's War period, remains for me appropriate "mood music". Scottish bagpipe music also provides a great atmosphere, considering *The '45* and the use of Scottish exiles in the French and other continental armies.

## SELECT BIBLIOGRAPHY

Browning, Reed <u>The War of the Austrian Succession</u> St Martin's Press: New York 1993

Depuy, R. Ernest and Trevor N. <u>The Encyclopedia of Military History: From 3500 B.C. to the Present</u> Harper & Row: New York 1970

Duffy, Christopher <u>The Army of Maria Theresa : The Armed Forces of Imperial Austria, 1740-1780</u> New York : Hippocrene Books 1977

Duffy, Christopher <u>Military Experience in the Age of Reason</u> Routledge and Kegan Paul: London 1987

McNally, Michael <u>Fontenoy 1745 Cumberland's Bloody Defeat</u>, Osprey Publishing: Oxford 2017

Prebble, John <u>Culloden</u>, Penguin: London 1996

Sheehan, Vincent <u>Day of Battle</u>, Literary Guild of America: New York 1938 (While a fictional account of the battle, primarily from the French viewpoint, it is a great source for atmosphere and historical background on the cast of characters involved in the battle. It includes quite a bit of material on de Saxe, Cumberland, the Wild Geese and the Scots Jacobite regiments.)

White, John M. <u>Marshal of France; The Life And Times of Maurice, Comte de Saxe, 1696-1750</u>, Hamish Hamilton: London 1962

## CONCLUSION

I hope you find *APW* a worthy successor to Don Herndon's classic *No Peace Without Spain!* I will be available primarily on CONSIM World in the *APW* folder to answer any rules or design questions and otherwise support this simulation. To a lesser extent, I will monitor comments and questions on Board Game Geek in the *APW* folder. Good campaigning!

I have delved into using this system again to simulate the Jacobite War in Ireland following the Glorious Revolution, tentatively entitled "The Boyne Water". Some preliminary work has already begun in that direction. However where I would really like this system to go would be for Don Herndon to design a simulation on The Seven Years War. If we as a body of *NPWS!* aficionados could band together and lobby in this direction, perhaps we can convince Don to begin this great endeavor.

# 23.0 EVENT CARD EXPLANATIONS

| Number | Title | Explanation |
|---|---|---|
| 1 | Well-trained Infantry | Both the Prussians and the British had extremely well-trained and handled infantry which often saved an otherwise disastrous battlefield situation. At Mollwitz in 1741 and Dettingen in 1743, the Prussian and British infantry respectively, saved the day. |
| 2 | Frederick Leaves the War | Frederick the Great of Prussia was an opportunist from the very beginning of his reign. When he accomplished his objectives or if the war was turning against him, he did not hesitate to cut and run. He did so in 1742 and again in 1745, securing Silesia as a Prussian province in the process. |
| 3 | Cavalry Charge | Cavalry remained a decisive arm if properly utilized and led. At Campo Santo in 1743 and Dettingen that same year, Spanish and French cavalry respectively, came very close to winning the day. |
| 4 | Fortress Resupplied | Early during the investment of a fortress, it was possible to run through a convoy of badly needed supplies, thus prolonging the siege. |
| 5, 22 | Early Spring | A quick mobilization following Winter Quarters could often lead to decisive results such as the Austrian victory over the Bavarians at Amberg in 1745. |
| 6 | British Fleet Coerces Naples | In 1742, the British Mediterranean Fleet bombarded Naples, thus causing Spain's Neapolitan allies to withdraw their forces from northern Italy to Naples, to parry a potential British incursion there. |
| 7, 21 | Forced March | A tactic sometimes used to get a jump on your enemy. Its use was rare due to the dependence of period armies on magazines and slow moving supply convoys to cover an advance. |
| 8 | Surprise | Frederick's Prussian army surprised a similar-sized Austrian/Saxon army at Hohenfriedberg in 1745 and obtained a Major Victory. |
| 9, 19 | Bad Weather | Always a severe limitation on operations. |
| 10 | The Forty-Five | Known colloquially as "The '45", the deposed House of Stuart raised a rebellion against Hanoverian rule in Britain. On August 3 1745, (Bonnie) Prince Charles Stuart the Young Stuart Pretender to the British throne landed in the Hebrides and in August and September rallied the disaffected Highland Clans. Soon, a Highland army of 2,000 marched on Edinburgh under the command of Lord George Murray; Edinburgh town and eventually the castle fell to Charles. After a surprising victory at Prestonpans, the Highland army invaded England and came within striking distance of London. Without the expected support of French troops and coupled with a cool reception by the English citzenry, the army was forced to retreat to Scotland, defeating a British army enroute near Stirling in early 1746. At Culloden on April 8, 1746 Cumberland defeated the rebel army, thus ending the rebellion and any chance of restoring the Stuart monarchy. |

| 11 | Frederick Reenters the War | Thinking he could further expand Prussian power and influence, Frederick reentered the war in 1745. While further stretching Austria's resources, his gamble was somewhat misguided and he was lucky to leave the war again with his claims to Silesia intact. |
|----|----|----|
| 12 | Genoese Insurrection | After formally entering the war on the side of the Bourbons, Genoa was occupied by the Austrians in 1746 following Browne's successful campaign in northern Italy. However, she surprised the Austrians with a popular insurrection against her occupiers, which drove the Austrians out of the city. Despite great hardship, Genoa successfully resisted the resulting Pragmatic siege. |
| 13 | King's Illness | Louis XV took the field in 1744 along with de Saxe with the intention of subduing the Austrian Netherlands. He and his army were diverted to Lorraine to counter an Austrian invasion of Alsace and Lorraine. He subsequently became gravely ill and withdrew permanently from the war. This illness stopped French operations temporarily, but in the long run, it furthered French military successes by placing de Saxe in undisputed control of the French Army of Flanders. |
| 14 | Wild Geese | The "Wild Geese" were Irish expatriates who fought Hanoverian England by taking service with Britain's enemies. Descendents of Irish rebels who went to France following the negotiated capitulation of Limerick in the preceding century, there were a number of Irish regiments serving with the French army in Flanders. They were instrumental in de Saxe's victory at Fontenoy in 1745. |
| 15 | Oblique Formation | In 1745 at the battle of Sohr against the Austrians and Saxons, Frederick originated a modern version of Epiminondas' oblique formation, which brought him a major victory at Sohr. The tactic involved his smaller army refusing a flank and thus massing the remainder of his army against the weak point of the allied army. |
| 16 | Fieldworks | At this point in the evolution of warfare, the use of entrenched lines had gone out of practice. However, temporary field entrenchments were used on occasion to bolster an army's defensive posture during battle. The French use of fieldworks at Fontenoy in 1745 and the Sardinian and Austrian use at Assietta in 1747 both produced major victories for their faction. |
| 17 | Capture of Louisburg | A major French fortress on Cape Breton Island, Louisburg was captured in 1745 by a combined force of British-American colonists and a Royal Navy squadron. A great setback for the French, she was restored to France but only after ceding all her conquests in the Austrian Netherlands. |
| 18 | Royal Interference | Always a hazard in the Age of Soldier-Kings. |
| 20 | Talented Subordinate | There were many talented junior officers during the War of the Austrian Succession who in later wars proved themselves worthy commanders in there own right. They are not represented in this simulation because while they proved excellent in one particular action, they either did not repeat their performance in later campaigns, died early or were too low in seniority to be given further opportunities. This card recognizes those unsung heroes. |

# A PRAGMATIC WAR

## The WAR of the AUSTRIAN SUCCESSION
### 1741-1748

No PEACE without SPAIN

This page is a full game map containing the TURN Track, ARMY boxes A B C D, terrain/connection legend, Game Record Track, and the map of France, The Empire, Austria, Prussia, Silesia, and the Mediterranean with numerous space markers.

### TURN Track

| HUNGARIAN APPEAL | | DEATH OF CHARLES ALBERT* FRENCH ENTER WAR* | | | | | |
|---|---|---|---|---|---|---|---|
| 1741 | 1742 | 1743 | 1744 | 1745 | 1746 | 1747 | 1748 |

Naples & Modena join the Bourbon Faction. Piedmont-Sardinia joins the Pragmatic Faction.

Britain, Dutch Republic, Hanover, and Hesse, fully join the Pragmatic Faction.

Genoa joins the Bourbon Faction. Saxony joins the Pragmatic Faction.

Variable Ending: 1 see 18.0 D

ARMY A
ARMY B
ARMY C
ARMY D

AUSTRIA

AUSTRIA Home Space EAST

AUSTRIA Home Space SOUTH

PRUSSIA Home Space

HANOVER Home Space

SPAIN & NAPLES Home Space

NEUTRAL Imperial States

Game Record Track

© 2019 Compass Games