

MARIA

Turn

Politics
Hussars
Action Stage France + Bavaria
Action Stage Prussia +(Saxony)
Action Stage Austria +(Saxony) Pragmatic Army

Every 3 Turns **Winter**

Action Stage

Draw TCs
Check Supply
Movement
Combat
Retro Conquest
Victory Check

Victory

Power	Pool	A Power's Pool of Victory Markers is EMPTY At end of either: Politics, Imperial Election, OR ANY Action Stage
France	11	
Prussia	13	
Austria	8	
Pragmatic Army	8	

Winter Scoring

After 12 turns player with lowest total of winter score wins
Maria Theresa > Friedrich > Louis XV

Politics

Deal 2 Political Cards; (IF Imperial Election card is dealt then deal 3)			
Trump suit selected by: Player who most recently won a Combat OR First revealed non-Reserve from deck	Major Powers MAY Place one TC each face down Flip all cards return just played non-trump suit TCs to hand (Conserved remain)	Powers sum points of TCs for played and conserved cards and in descending order Total points of TCs (Reserve=16) Ties: Austria > Pragmatic > France > Prussia	Select a Political Card and DISCARD OR EXECUTE part or all of a card with power's crest CONSERVE the TCs and leave Power's card(s) on the Political board
All Powers that did NOT Conserve or Select RETURN ALL cards from Political Display to hand			

Tactical Cards

4 Decks, 4 Suits, Values 2-10, 2 Reserves (Value 1-8 Combat, 16 Political)

Power	[Starting]	# of Cards	Power	[Starting]	# of Cards
France	[2]	4 (5)	Bavaria	[5]	2 (1)
Prussia	[9]	3	Saxony	[3]	1
Pragmatic Army	[3]	3	Austria	[5]	5

Hussars

Austria Places 2 Hussars on any empty city on the Bohemia Map, each within 4 cities of any Austrian General

Hussars do NOT block Movement or Retreat

NO Exchanging/Giving Cards from Hand
NO Hand Size Limit

France has Subsidy Contract to Bavaria for First 3 Turns

Minor Powers do NOT receive any TCs if Major Fortress Enemy Controlled

Check Supply

Each General must be in Home Country OR trace a path of less than 6 cities to a Supply Train for their Power (matching color). This path may NOT pass through neutral territory OR Any Enemy General or Supply Train

IF Supply can only be traced through Hussar(s) DISCARD 1 point of TCs for each city away from Supply Train	IF Out of Supply: Flip General AND LOSE 1 Troop LOSE 2 Troops if already Flipped	IF General's troops reaches 0 REMOVE the General from the board AND REMOVE 1 Victory Marker from Battle Box
IF enough points of TC cannot be discarded; do NOT discard; General is Out of Supply		If Prussia, Austria MAY MOVE Saxony 1 to the right on Political Track

Movement

	General	Supply Train	CANNOT move Through ANY Other Friendly Pieces
Base Movement	3	2	CANNOT move onto Enemy General
ALL on Main Roads	4	3	
ALL on Main Road, No Conquering, Not onto Enemy Fortresses, Not onto city with adjacent Enemy Pieces	8	X	General can move on to Enemy Supply Train. Remove Enemy Supply Train, General may continue movement If General moves on another friendly General, Pieces Stack, No further movement for either Piece

Re Enter Supply Train: 4 points of TCs Place Supply Train in Controlled Major Fortress in Home Country OR of Co-operating *Minor* Power

Conquering

<ol style="list-style-type: none"> 1. FACE UP General 2. Move OUT of Enemy Controlled Fortress 3. NO Enemy/Co-operating Enemy General of Power with current Control within 3 cities <p>IF 3 is NOT met mark with ?; Check Retroactive Conquest after Combat (see below)</p>	Remove Enemy Victory Marker to Enemy Pool	<p>IF Enemy Home Territory, <i>Minor</i> Power Territory or Silesia, Place Major Power Victory Marker</p> <p>IF Trier, Mainz, Koln, Mannheim FLIP Marker; adjust Elector Markers on track</p>
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Combat

Combat occurs IF an Active Player General is adjacent to Enemy General Who has NOT Retreated this combat	Active Player chooses which order combats are resolved <i>Austrian</i> Combat before Pragmatic Army	Compare Troop Strength: Player with less plays card OR Attacker if TIED
Player with less Troops + TC points chooses to play If TIED choice to play card switches to other player, who MUST play non-reserve	Player with less strength who ends combat: Loses Troops equal to difference AND Retreats	Retreat: Winning player moves losing player general number of cities equal to loss, as far away from Enemy General as possible
IF Troops reduced to 0 OR Cannot Retreat full distance Remove General	For Each 3 Troops Lost EITHER/OR If a General is removed Losing player REMOVES Victory Marker(s) from Battle Box Winning player ADDS Victory Marker(s) to their Battle Box (Max 2)	If Prussia met any condition to LOSE a Battle Box Victory Marker <i>Austria</i> MAY MOVE Saxony 1 to the right on Political Track

Retroactive Conquest

IF after Combat a Fortress that met condition 1 and 2 for conquering (see above) no longer has Enemy/Co-operating Enemy General of Power with current Control within 3 cities

Winter

Recruit 1 Troop for 4 points of TCs No making change for points of TCs	Generals not in off map boxes may re-enter at player Controlled Major Fortress in Home Country	Score for number of Victory Markers in pool
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<p>Agreements are BINDING</p>	<p>CANNOT Change Game Rules</p>	<p>CANNOT exchange TCs; subsidies permitted</p>
<p>Prussia Annexes Silesia</p> <p>At End of Prussian Action Stage Prussia Controls ALL fortresses in Silesia Prussia OFFERS <i>Austria</i> ACCEPTS</p> <ol style="list-style-type: none"> 1. Silesia Prussian Home Territory 2. If <i>Saxony</i> is Prussian Ally move to S on Political Board 3. Remove Prussian Victory Markers from <i>Austria</i> Half Rounded UP set aside, rest to Pool 4. <i>Austrian</i> Pieces in Prussia/Poland MOVE to nearest <i>Austrian</i> City 5. Prussia Get Silesia Victory Box 6. Prussia Places 2nd Supply Train on a Prussian Major Fortress (including Breslau) 7. Prussia is NEUTRAL until END of NEXT action stage 8. IF Prussian piece leaves Prussian Home Territory set aside Victory Markers returned to Pool 	<p>France Reduces Military Objectives</p> <p>At END of France Action Stage IF No French Generals in <i>Austria</i> on Bohemia Map THEN France may remove all Victory markers from Bohemia Map and Place: Half Rounded UP aside, rest to Pool</p> <p>IF France or <i>Bavaria</i> conquer ANY fortress on the Bohemia Map Victory Markers Returned to Pool</p>	<p>Powers</p> <p>Major: France, Prussia, Austria, Pragmatic Army</p> <p>Minor: <i>Bavaria, Saxony</i></p> <p>Allies: - France, Bavaria, Prussia, and Saxony - <i>Austria</i> and Pragmatic Army</p> <p>Co-Operating Powers: Powers that share an Action Stage are Co-operating Power</p>
<p>Neutrality</p> <ol style="list-style-type: none"> 1. Neutral Pieces may NOT leave Home Country 2. Neutral Generals do NOT participate in Combat 3. Neutral Territory may NOT be entered by foreign pieces 4. Supply cannot be traced through Neutral Territory 5. <i>Saxony</i> controlled by <i>Austria</i> when Neutral 	<p>Imperial Election</p> <p>At the end of TURN when Election Political Card is Dealt</p> <p>Each Player gets 1 vote for each Elector they control</p> <p>Vote for <i>Austria</i> OR France to receive Victory Marker</p> <p>5+ Votes wins</p>	<p>Stacking</p> <p>A Stack of 2 (no more) may be created by a General moving onto the same space as Co-operating Power General. Movement ENDS for both Generals. Lowest numbered General is placed on top. Tie; choice made at time of formation.</p> <p>In Combat combined troop strength is used, but only TCs for Power on top may be used. Battle Box Victory Markers are won or lost by the power on top</p>
<p><i>Austria</i> and the Pragmatic Army</p> <p>If <i>Austria</i> and The Pragmatic Army players disagree on movement on the Flanders map They alternate movement with their pieces on the Flanders Map. The Pragmatic Army Starts.</p> <p><i>Austrian</i> Combats happen before Pragmatic Army Combats</p> <p><i>Austrian</i> Supply Train may NOT be Re-Entered in Flanders</p>	<p>Arenberg</p> <p>Is in supply in <i>Austrian</i> OR Pragmatic Netherlands Home Country</p> <p>Can trace a supply path to the Pragmatic Army Supply Train</p> <p>May Re-Enter in Winter in Amsterdam OR Groningen</p>	<p>Troops may be moved between generals of the same power in a Stack at any time. A Stack must have 1 troop for each General or a General must be removed</p>

