

Game Rules

INDEX

1.0 Introduction and Definitions

2.0 Components

- 2.1 Map.
- 2.2 Charts and Tables.
- 2.3 Leader Playing Pieces.
- 2.4 Armies and Fleets ("Units").
- 2.5 Other Playing Pieces.
- 2.6 Event Cards.
- 2.7 Dice.

3.0 Prepare to Play

4.0 Sequence of Play

- 4.1 Campaign Turns.
- 4.2 Winter Turns.

5.0 Event Cards

- 5.1 Playing Event Cards.
- 5.2 Card Effects.

6.0 Armies and Fleets ("Units")

- 6.1 Random Selection.
- 6.2 Purchasing New Units.
- 6.3 Placing New Units.
- 6.4 Recovery.
- 6.5 Maintenance.

7.0 Resources and Manpower

- 7.1 Control of Land Areas.
- 7.2 Land Area Values.
- 7.3 Collecting in Europe.
- 7.4 Collecting Elsewhere.
- 7.5 Zero.
- 7.6 Recruiting Enemy Subjects.

8.0 Land Movement

- 8.1 Movement Allowance.
- 8.2 Movement Costs.
- 8.3 Enemy Units.

9.0 Land Combat

- 9.1 Eligibility.
- 9.2 Attack Declaration.
- 9.3 Multiple Opponents.
- 9.4 Attack Expenditure.
- 9.5 Retreat Before Battle.
- 9.6 Combat Procedure.
- 9.7 Casualties.
- 9.8 Retreat After Battle.
- 9.9 Subsequent Rounds.

10.0 Naval Movement

- 10.1 Movement Allowance.
- 10.2 Movement Costs.
- 10.3 Fleet Groups.
- 10.4 Interception.
- 10.5 Blockade.
- 10.6 Transport.
- 10.7 Worldwide Naval Movement.
- 10.8 Central America.

11.0 Naval Combat

- 11.1 Multiple Opponents.
- 11.2 Procedure.
- 11.3 Casualties.
- 11.4 Retreat.
- 11.5 Subsequent Rounds.
- 11.6 Fleets in Land Combat.

12.0 Siege

- 12.1 Siege Declaration.
- 12.2 Procedure.
- 12.3 Defensive Fire.
- 12.4 Pyrrhic Victory.
- 12.5 Lifting Sieges.
- 12.6 Capturing Fleets.
- 12.7 Restored Fortifications.

13.0 Leaders

- 13.1 Leadership Rating.
- 13.2 Tactical Inspiration.
- 13.3 Army Movement (Generals).
- 13.4 Sea Dogs (Admirals).
- 13.5 Leader Casualties.
- 13.6 Leader Capture.
- 13.7 Exchange and Ransom.
- 13.8 New Leaders.
- 13.9 Royal Leaders.

14.0 Diplomacy

- 14.1 Wheeling and Dealing.
- 14.2 Free Trade.
- 14.3 Closing Deals.

15.0 Peace

- 15.1 Territorial Transfer.
- 15.2 Force Repatriation.
- 15.3 Duration of Peace.
- 15.4 Conquest of a Major Power Being Played as a Minor.

16.0 Alliances

- 16.1 Major Power Formal Alliances.
- 16.2 Prohibited Alliances.
- 16.3 Backstabbing Allies.
- 16.4 Attack Expenditure.
- 16.5 Joint Casualties.
- 16.6 Allies in Siege.

17.0 Minor Country Allies

- 17.1 Eligible Allies.
- 17.2 Alliance Prohibitions.
- 17.3 Procedure.
- 17.4 Bribery.
- 17.5 Intimidation.
- 17.6 Stealing Allies.
- 17.7 Besieging Neutral Minor Countries.
- 17.8 Backstabbing Minor Country Allies.

18.0 Minor Country Special Rules

- 18.1 New Units.
- 18.2 Maintenance.
- 18.3 Recovery.
- 18.4 Combat and Siege.
- 18.5 Areas Controlled by Minor Countries.
- 18.6 The Papal States.
- 18.7 Conquering a Minor Country.
- 18.8 Liberating a Minor Country.
- 18.9 Deployment Limits.

19.0 Special Units

- 19.1 Mercenaries.
- 19.2 Besieging Mercenary Countries.
- 19.3 Pirates.
- 19.4 Provincials.
- 19.5 Auxiliaries.
- 19.6 Minor Leader.

20.0 Winter Turns

- 20.1 Winter Attrition Phase.
- 20.2 Support Limits.
- 20.3 Victory Phase.

Soldier Kings

The Seven Years War



1.0 Introduction and Definitions

SOLDIER KINGS is a game for two to eight players covering the entire scope of the Seven Years War. Players take the roles of the monarchs of Europe, struggling for global supremacy in the first world-wide conflict.

SOLDIER KINGS is not a difficult game to play, but there is a key concept that differs from many other games: all players who are not your ally are, in effect, your enemy. There is no need to "declare war" before attacking another country.

Each section of the rules is named and numbered. Subsections have a second number like this: 2.2, and subsections of subsections have a third number like this: 2.2.1. When a rule refers to another rule, that rule's number appears parenthetically, like (2.2). This helps you find it for reference.

Whenever the rules say players must divide numbers, round any fractions up to the next whole number. When an event card says that a player gains or loses 1-3 of something, roll one die and divide the result by two, rounding any fraction up (1 remains 1; 3 becomes 2; 5 becomes 3). A gain or loss of 1-6 is the unmodified result of the die roll.

Definitions

Ally: Another player or Minor Country with whom a player has an alliance (16.1, 17.0), plus anything the ally controls. Thus, if Prussia and Britain are allied, all things British are allied to all things Prussian.

Coastal Area: Any land area that includes an anchor symbol. A coastal area adjoins a sea area its land area box or symbols (anchor, fortification, Resource or Manpower) contact. If none contact a sea area, it adjoins the sea area closest to the box and symbols. Thus the "So. England" land area adjoins the "North Atlantic", "North Sea" and "Eastern Atlantic" sea areas. The "Granada" coastal area adjoins only the "Western Mediterranean" sea area while the "Constantinople" coastal area adjoins the "Eastern Mediterranean" and "Black Sea" sea areas. During naval movement fleets may enter the coastal area from and exit the coastal area to any sea area adjoining the coastal area.

Enemy: The units or areas of a player or minor country with whom the player is not allied.

Friendly: Refers to all things controlled by the same country or a country allied with it.

Home Area: Any land area coded with the color of a given country. For example, all red areas are British home areas.

Land Route: A line connecting two land areas to each other on the map. Some land routes are mountain routes (see map) and can affect land combat and retreats. If no land route exists between two land areas, no land movement between them is possible.

Leader: A counter representing a significant leader of the period. The leaders' actual names, often abbreviated, are on the counters. Leaders with an anchor symbol are admirals and

influence naval interception and combat. Leaders without an anchor symbol are generals and influence Army movement and combat.

Major Power: The primary powers controlled by players and their abbreviations (used for identification along with their national flags) are Austria (Au), Britain (Br), France (Fr), Holland (Du), Prussia (Pr), Russia (Ru), Spain (Sp) and Turkey (Tu). Some are treated as Minor Countries (17.0) in games with less than eight players.

Manpower: The human force necessary to wage war. This represents the output of labor (manufactured goods) as well as military recruits; thus, some manpower may be obtained outside Europe.

Minor Country: A number of minor countries are represented in the game. All have units and home areas on the map. The minors (and their abbreviations) are Bavaria (Ba), Crimea (Cr), Denmark (Dk), Iroquois (Iq), Pays d'Haut (Ph), Poland (Po), Portugal (Pr), Sardinia (Sa), Saxony (Sx), Sweden (Sw), Switzerland (Sz) and Venice (Vc). In addition, the following are mercenary and neutral area forces available as described in the rules: Hesse (hRe), India (In), Swabia (hRe), and Württemberg (hRe). Card play can also bring pirates (Pi) and the South Pacific (So) unit into play.

Movement Allowance: The number of movement points (MPs for short) a unit can expend to move each turn.

Neutral: A minor country that has not yet been attacked or formed an alliance with a Major Power. There are no "neutral" Major Powers.

North America: The following British and French areas of The Americas map are defined as "North America": Upper Canada, Lower Canada, Louisiana, New Foundland, New England, New York and Virginia.

Step Loss: When a given unit takes enough hits in a single combat round to equal or exceed the defense strength number, it takes a step loss. Flip it to its reduced-strength side if its full-strength side is showing, or eliminate it if its reduced-strength side is showing. Eliminated units go back in the pool of unused units and can be repurchased later.

Unit: An Army or Fleet piece representing land and naval military forces.

2.0 COMPONENTS

The SOLDIER KINGS map depicts the continents where the Seven Years War took place. There are 305 playing pieces, 64 Event Cards, a turn record track, an initiative track, Resource and Manpower tracks, charts, tables, a scenario book, and this rulebook.

2.1 Map.

The map is divided into land and sea areas. Each is named. Some names are abbreviated. Army, fleet and leader pieces move from area to area like pieces on a chessboard. Armies and Generals move from land area to land area along land routes,

while Fleets and Admirals move from sea area to sea area and into and out of coastal areas.

Each land area typically has three values: a Resource value, a Manpower value, and a Fortification value. A number of land areas do not contain a manpower value.

Sea areas are named all-water portions on each map and have a corresponding box or circle on the Worldwide Naval Movement track. Sea areas do not contain any values and are used to regulate naval movement.

The Worldwide Naval Movement track is used to regulate naval movement between maps. Boxes and circles represent sea areas; those indicated by circles are not represented on any map.

2.2 Charts and Tables.

Turn Record Track: As turns go by, players move the Game Turn marker from box to box on the Turn Record Track.

Initiative Track: Players place their “Initiative” markers on this track to indicate the order in which major powers conduct action phases.

Resource and Manpower Track: Players place their “Money” and “Manpower” markers in the boxes on this table to indicate their current levels of Resources and Manpower, respectively (7.0).

Cost Chart: This lists the Resource and/or Manpower costs for various actions.

Minor Country Alliance and Forces Table: This lists all minor countries that can act as allies (17.0), alliances that are not allowed (16.2), plus some Major Powers which may act as minor country allies in games with fewer than eight players. Alliance die roll modifiers by country are listed on the table.

The Minor Country Forces portion of the table indicates the starting units each Minor Country has when it joins an alliance, plus how many units may recover each turn and be built in each Spring turn.

Automatic Victory Table: Lists the victory point score each Major Power needs to achieve an Automatic Victory (20.3).

2.3 Leader Playing Pieces.

Leaders are color-coded by owning country. Each leader piece includes his name and Leadership Rating (13.1).

2.4 Armies and Fleets (“Units”).

Army and fleet pieces are known collectively as units. They are color-coded by owning country. For example, pieces with a red band across them are British. Armies have pictures of soldiers, while fleets have pictures of ships. Both also have two numbers: Attack strength, followed by defense strength. Higher numbers are stronger. The front side of a unit shows it at full strength, the back at reduced strength. In combat, always use the numbers on the side that is showing.

2.5 Other Playing Pieces.

Initiative, Money and Manpower Markers: Place these on the appropriate tracks to indicate the order in which players take action phases and the number of Resources and Manpower currently available.

Number Markers: Use these to show the current strength of fortifications under siege (12.2).

Control Markers: Use these to indicate changes in the control of land areas.

Event Markers: Use these to indicate the effects and status of some event cards.

2.6 Event Cards.

Players use event cards to cause political, natural and military events, bring on new Leaders and form Minor Country alliances.

2.7 Dice.

SOLDIER KINGS uses six-sided dice, four of which are provided.

3.0 PREPARE TO PLAY

First, select a scenario. Players can choose which countries to play, or select countries randomly by placing the Initiative markers in a cup and drawing them out. Each player plays the country he or she draws.

Use all the event cards in the “World at War” scenario. In other scenarios, do not use the event cards with the Globe symbol. Shuffle the event cards, deal five to each player, and place the rest in a pile.

Place the Game Turn marker in the box on the turn track representing the first turn of the scenario. Place the Money and Manpower markers in the starting boxes specified in the scenario instructions for each country. Each player selects units and leaders as noted for the scenario for the Major Power(s) he or she controls. Unless specified, all selections are random by unit type. Set aside the other pieces for later use. Play may now begin.

4.0 SEQUENCE OF PLAY

Every turn in SOLDIER KINGS represents one season. Each turn is divided into a series of phases, and each phase must be completed before the next phase begins.

4.1 Campaign Turns.

Spring, Summer and Fall turns are Campaign Turns. In each campaign turn, all players perform the following phases in this order:

Purchase Phase: Players take new units in the current turn box on the Turn Record Track and place them on the board (6.3). In Spring Turns, also check the Minor Country Forces table and bring on any Minor Country units listed if available. Then purchase new units (6.2), which are placed in future turn boxes, and recover (6.4) reduced-strength units on the

board. Players reduce their Resource and Manpower totals by the amount expended.

Initiative Phase: Each player rolls two dice for initiative. Unless the leader Frederick has been killed, the Prussian player adds or subtracts two from his or her result (Prussian player's choice) prior to any rolls. Roll again in case of ties. The player with the highest modified dice roll places his or her Initiative marker in the first box on the Initiative track. The second-highest player puts his or hers in the second box, and so on for the rest of the players.

Action Phases: Each player conducts an Action Phase in the order their initiative markers appear on the initiative track. All of a player's units and leaders (including Minor Country Ally units and leaders) may move and attack during his or her action phase unless prevented by lack of Resources (9.4). The player's Major Power formal allies (16.1) may also move and attack with their units. The order in which players conduct an action phase is:

- Naval Movement
- Naval Combat
- Land Movement
- Land Combat
- Siege

Complete each step before beginning the next. No player may move or attack outside his or her own action phase unless he or she has a formal alliance with the player conducting the action phase. The only exception to this is that any player may roll to intercept moving enemy fleets at any time (10.4).

Peace Phase: A major power may surrender (15.0) to one or more enemy major powers.

4.2 Winter Turns.

In a winter turn, players perform the following phases in this order:

Winter Attrition Phase: Inflict step losses on unsupported armies (20.1).

Maintenance Phase: Each player expends Resources and Manpower to maintain units on the map (including auxiliary units (19.5) on loan from other Major Powers). Any units not paid for take step losses. Players also pay to rehire mercenary units (eliminate unpaid mercenaries per 19.1).

Victory Phase: Each player calculates his or her victory points (20.31). Declare the winner in the one-year scenarios (20.32), or check for Automatic Victory in the "World at War" scenario (20.33).

Resource and Manpower Phase: Each player collects Resources and Manpower from land areas he or she controls (7.3, 7.4). Adjust the markers on the Resource and Manpower tracks to reflect the new totals.

Event Card Phase: All players discard all event cards. Shuffle all the cards and deal each player five cards.

Diplomacy Phase: Players take up to 10 minutes to negotiate deals (14.0). When all negotiations are done, announce any formal alliances or peace terms made, and complete all exchanges (14.1).

5.0 EVENT CARDS

Each player is dealt five event cards each winter turn. The number of event cards a player is dealt is reduced by one if the player was formally allied to another major power at any time during the current year.

Players may trade or barter cards during the Diplomacy Phase, and may collect as many cards in their hands as they can. Players decide when to play cards over the course of the year. Most go in the discard pile when played, while others are removed from the game. Cards may be held until the Event Card Phase and discarded if desired.

5.1 Playing Event Cards.

A player can play any number of event cards whenever he or she wishes, during any phase of any turn, up to the total number of cards in his or her hand, in any order desired. However, some cards state they are playable only at certain times (such as in battle). A player can play cards on himself or any other player, meaning cards can affect any player in the game unless they state otherwise.

5.2 Card Effects.

Event cards take effect in the order they are played and at the time they are played. Card effects are not retroactive — if you want your event card to stop or alter the action of another player, play it before or during the execution of the action. A player may not wait until the end of another player's action phase, and then use an event card to alter some part of what he or she has already done unless the card specifically allows this.

A number of event cards have corresponding event markers used to indicate the land area, minor country or unit affected by the play of an event card. When the card is played, place the marker and when the card's effects end, remove it.

Example: A "Minor Country Alliance" card is played by the British player in an attempt to ally with Portugal. The British player also plays the "Royal Betrothal" card. The attempt is successful. The "Royal Brothel" event marker is placed in the Portugal land area. In this case it is only removed by the play of the "Royal Death" event card on Portugal.

6.0 ARMIES AND FLEETS ("UNITS")

Unless scenario instructions say otherwise, each player starts the game with only his or her own Major Power's units. He or she may gain control of other units later through diplomacy or card play.

6.1 Random Selection.

The scenario instructions state how many units and what leaders with which each player begins the game. Players select

units randomly, placing them in an **opaque container** and drawing them out without looking until **they have all the** listed units. Some scenarios allow players to **start with specific** units.

6.2 Purchasing New Units.

Players may purchase new units in the Purchase Phase. See the Cost Chart. When a player makes a purchase, adjust the Resource and Manpower tracks to reflect this. For example, when a player with 12 Resources and 8 Manpower purchases an army, move the corresponding Money marker to the 10 box and Manpower marker to the 4 box.

Select units randomly as in 6.1. Place new armies on the Turn Record Track two Campaign Turns after the current turn. Place new fleets four Campaign Turns after the current turn. For example, if an Army and a Fleet are purchased in Spring, 1757, place the Army in the Fall 1757 box and the Fleet in the Summer 1758 box. Units are available at the beginning of that turn.

6.3 Placing New Units.

In the Purchase Phase, each player places his or her units due to arrive this turn in any home nation area under friendly control. Major Power units (except British and Spanish Provincial armies (19.4)) may only be placed in areas on the Europe map with Manpower values. Fleets may only be placed in coastal areas. If player controls none of the appropriate areas, the new units are placed in the next turn's box instead.

6.4 Recovery.

During the Purchase Phase, players may spend Resources and Manpower to restore reduced-strength armies and fleets to their full-strength side. See the Cost Chart.

6.5 Maintenance.

During the Maintenance Phase, each player spends Resources and Manpower to maintain his or her units on the map, including auxiliary units (19.5) on loan from Major Power allies. See the Cost Chart. If a player fails to pay for all units (due to poverty or stinginess), he or she designates the units not paid for and each of them takes a step loss.

7.0 RESOURCES AND MANPOWER

The struggle for wealth and the power to protect it is the driving force of **SOLDIER KINGS**. Players gain Resources and Manpower through control of land areas.

7.1 Control of Land Areas.

A Major Power controls each of its own home areas at the start of play unless scenario instructions state otherwise. This only changes when another country places a control marker on an area through siege (12.0), diplomacy (14.1) or surrender (15.1). Control of areas can change hands any number of times.

7.2 Land Area Values.

Each land area has a Resource value and many have a Manpower value. For example, the Leeward Islands has 7 coins and no

soldiers, meaning control of that area is worth 7 Resources and zero Manpower. During the Resource and Manpower Phase, players collect the Resources and Manpower of each area they control.

7.3 Collecting in Europe.

For a player to receive Resources and Manpower from a land area in Europe, he or she must control the area, and there must be no enemy units in it.

7.4 Collecting Elsewhere.

For a player to receive Resources and Manpower from a land area outside of Europe:

- 1) He or she must control the area.
- 2) No enemy armies may be in it unless friendly armies are also present.
- 3) The area may not be blockaded (10.5) by enemy fleets.
- 4) If the area is a coastal area, there must be a friendly or allied fleet in the adjacent sea area or a coastal area adjoining the sea area. Blockading or blockaded fleets do not fulfill this requirement.
- 5) If the area is not a coastal area, the player must trace a land route to a coastal area that player also controls that meets requirements 1 through 4 above. All areas along this route must meet requirements 1 through 3 above.

Example: If the French player controls Upper Canada, he can only collect from it if no enemy units are alone in it, if he also controls Lower Canada and there are no enemy units alone in it or enemy fleets blockading it, and an unblockaded French or French-Allied fleet that is not on blockade duty itself is in the Western Atlantic sea area or any coastal area adjoining it.

7.5 Zero.

The Enlightenment did not recognize deficit spending. A player's Resource and Manpower totals may not drop below zero. Players with zero Resources or Manpower may not purchase, recover or maintain units, or spend or lose Resources or Manpower until they obtain more.

7.6 Recruiting Enemy Subjects.

Players collecting manpower from a land area that was originally a home area of another major power (even if being played as a minor) receive one less manpower than the area's value.

8.0 LAND MOVEMENT

Armies and leaders move by following land routes. To move directly from one land area to another, a land route must connect the two areas. As an army moves, it expends movement points from its movement allowance. Armies move individually or in groups. Moving armies may join or split off from groups whenever desired as long as they do not exceed their movement allowance (8.1). Each army or group must finish its movement for the turn before another may start moving.

8.1 Movement Allowance.

Armies without generals have a movement allowance of one movement point. A general's presence can increase this (13.3). Armies may not exceed their movement allowance in a single Action Phase. Retreats (9.5, 9.8) do not count against an army's movement allowance.

8.2 Movement Costs.

It costs 1/2 movement point to enter a friendly or allied-controlled area, and one movement point to enter a neutral or enemy-controlled area. Thus, an army without a general may move into two friendly or allied-controlled land areas, or into one neutral or enemy-controlled land area, in one action phase.

8.3 Enemy Units.

Armies must stop moving upon entering an area occupied by enemy armies. They may not move again until a subsequent turn, except to retreat from a battle. Fleets are not stopped by enemy armies in coastal areas.

9.0 LAND COMBAT

All combat in land areas involving armies is resolved using the land combat rules. Note that in some circumstances (11.6) fleets may participate in land combat.

9.1 Eligibility.

Only units occupying the same land area may fight each other. An attacking player must attack ALL enemy units in the land area where the combat occurs. Not all of the attacking player's units in the area are required to participate (a player could, for example, move two armies into an enemy-occupied area but only attack with one or with neither of them).

9.2 Attack Declaration.

After a player has completed all land movement, he or she announces in what areas (if any) combat will occur. If launching multiple attacks, he or she declares the order in which they will be resolved and pays the Resource cost for them (9.4). Resolve each battle before starting the next. Defending armies must all participate, though the defending player may hold leaders out of combat.

9.3 Multiple Opponents.

If a player's units attack units belonging to more than one enemy power that are not allied to one another, the player must designate which he or she is attacking. If he or she designates more than one, the attacking player splits the attacking units into separate forces attacking each enemy power, but pays for the land combat only once.

Example: Two French armies enter Hannover, occupied by one British and one Prussian army. Britain and Prussia are not allied with one another. The French player may attack either the British or the Prussian army with both French armies, attack each with one French army, attack one of them with one French army, or attack no one.

9.4 Attack Expenditure.

A player must spend Resources to attack enemy armies. There are three different attack strengths: Probe, Assault and Invasion. A Probe executes one round of combat, an Assault executes two rounds, and an Invasion executes an unlimited number of rounds until the attacker chooses to stop or all units of one side are eliminated or have retreated from the area. The attacker must choose the type of attack and pay for it before combat can begin (see the Cost Chart). Note that the cost is for the entire attack in the area, not per army attacking.

9.5 Retreat Before Battle.

After the attacker spends the Resources for the attack, the defender may (if desired) retreat to adjacent areas with some or all of his or her units unless they are restricted from retreating (see below). The defender may also retreat by sea if a fleet is present in the same area; place the fleet and the retreating army in the adjacent sea zone (transport limits (10.6) still apply). Units that retreat before battle avoid combat; those that do not must fight. In all cases the Resources for the attack are expended.

Units may not retreat:

- Into enemy-controlled land areas.
- Via mountain routes.
- Via land routes which enemy armies used to enter the battle area this action phase.
- By sea from a coastal area blockaded by enemy fleets.
- By sea if the retreating unit is an army and there is no friendly or allied fleet to transport it in the combat (it must retreat as well in this case) or in an adjoining sea area,
- Into land areas occupied by enemy armies IF the number of enemy armies there is greater than the number of retreating armies.

Note that the above allows the retreat of armies into neutral minor country areas.

9.6 Combat Procedure.

After any retreats, land combat continues if opposing armies remain in the area. Land combat is fought in rounds. Both players "fire" on each other (by rolling dice) simultaneously each round. During each combat round, each player rolls a number of dice equal to:

- The sum of the attack strengths of all friendly and allied units in the battle, plus
- The leadership ratings of all friendly and allied leaders (Admirals may only participate if friendly fleets are participating (11.6) in the battle), plus
- (Defender only) The fortification value of the area, if (and only if) the defender controls the area.

For every result of 6, one hit is obtained on the enemy units. If any attacking units entered the land area via a mountain route add one to all of the defender's die rolls.

9.7 Casualties.

Players take damage simultaneously each round. Each player allocates hits among his or her units. Any army that takes a number of hits equal to or greater than its defense strength takes a step loss. A player must apply enough hits to one army to cause a step loss before applying hits to another, and each of a player's armies in a battle must take one step loss before any can take two. Players must allocate hits to inflict the maximum number of step losses possible, with as few hits as possible unallocated. Unallocated hits do not carry over to the next round. Check for leader casualties if applicable (13.5). Players may take more step losses than required by the number of hits suffered.

Example: The Russian player takes 5 hits, and his three armies have defense strengths of 3, 2 and 1. Three hits must go to the 3 defense strength unit and two to the 2 strength unit. Any other combination would leave a hit unallocated.

9.8 Retreat After Battle.

At the end of each Combat Round, any units that were reduced to half-strength this round must retreat. Units retreat under the same rules as retreat before battle (9.5). Units forced to retreat that are unable to do so are eliminated. After all forced retreats and eliminations, first the defender and then the attacker may voluntarily retreat with any other units (subject to the same restrictions).

9.9 Subsequent Rounds.

After all retreats and eliminations, if both sides still have units in the battle area players fight another round of combat if it was paid for. Follow the steps above again. Continue until all rounds paid for are completed or all units of one or both sides are eliminated or have retreated.

10.0 NAVAL MOVEMENT

Fleets (and any armies and leaders they are transporting) move from sea area to adjacent sea area or adjacent coastal area. As a fleet moves, it expends movement points from its movement allowance. Fleets may move individually or stacked in groups. Each fleet or group must finish its movement for the turn before another can start moving.

10.1 Movement Allowance.

Fleets have a movement allowance of three movement points. Unlike generals directing armies, an admiral conveys no movement benefit.

10.2 Movement Costs.

It costs one movement point to enter a sea area or coastal area or to blockade a coastal area. There is no cost to move from a coastal area to the adjoining sea area. Fleets may move up to their full movement allowance each turn unless intercepted by enemy fleets (10.4).

Land Combat Example

Frederick II and three Prussian armies occupy Berlin. Henry and two Prussian armies occupy Silesia. Prussia controls both areas plus Magdeburg. It is the Austrian player's action phase, and Austria and Russia have a formal alliance. Poland is Russia's minor country ally.

Austria moves four armies into Silesia from Wien. Russia then opts to move two Polish armies and three Russian armies into Berlin from Warsawa, and one Russian army into Silesia from Polesia.

Austria and Russia declare land attacks in Silesia and Berlin. The Austrian declares that the Silesia battle will take place first, followed by the Berlin battle.

In Silesia, Austria and Russia agree to launch an Assault, and pay two Resources each. All of Prussia's retreat routes are blocked because enemy armies came into Silesia from Wien and Polesia this phase, Warsawa is enemy-controlled, the route to Bohemia is a mountain route, and Berlin contains more enemy armies than Henry has armies which could retreat there. So, he must fight. The Russo-Austrian armies have a total attack strength of fourteen, so together the Austrian and Russian players roll fourteen dice the first round. Prussia's armies have a total attack strength of 6, he has a leadership rating of 2, and Silesia has a fortification value of 4, so the Prussian player rolls $6+2+4=12$ dice.

Austria and Russia score two hits and Prussia scores three. Prussia has an army with a defense strength of 2, so it takes a step loss, and is eliminated because it cannot retreat. Austria must suffer the first casualty, and allocates two hits to an army with a defense strength of 2, which retreats to Wien. Russia must take the third hit, which is enough to make the one Russian army take a step loss and retreat to Polesia. The Prussian player rolls to see if Henry is killed, but rolls a 5, adding one for the step loss to yield a 6, so he survives.

The Prussians still can't retreat, so they fight the second round of combat their enemies paid to conduct. The other Prussian army is destroyed, and the Austrian rolls a modified 12 which kills Henry. Had he not been killed he would have been captured. The remaining Austrian armies can besiege Silesia in the Siege Step.

The Russo-Polish force now fights the second battle in Berlin. The Russian pays for two rounds of combat. Frederick could retreat to Magdeburg to avoid battle, but decides to fight. Both sides roll and take damage, with the Russian player having the option of assigning hits to any mix of Polish or Russian armies. Any full-strength Prussian units that take step losses may retreat to Magdeburg. If Prussian units remain in Berlin after two rounds of combat, the Russian player may not besiege Berlin in the upcoming Siege Step.

Example: A fleet starting in the Eastern Atlantic could spend one movement point to enter any sea or coastal area adjacent to the Eastern Atlantic. If it enters a coastal area, it must move back to the Eastern Atlantic next. If it instead enters the Western Mediterranean, it may spend its second movement point to enter the Eastern Mediterranean or any coastal area bordering the Western Mediterranean and spend its third movement point to enter the North Atlantic.

10.3 Fleet Groups.

Fleets moving together from one area to another in the same action phase are a group. Fleets moving into the area from different areas or in different Action Phases are different groups. Fleets can split off from groups during movement to move into different areas. Only fleets that start an action phase in the same area may combine into a group. If enemy fleets intercept a group, they must attack all the fleets in the group at once.

10.4 Interception.

10.41 Moving Fleets.

When a player's fleets enter a sea area containing enemy fleets, the player may attempt to intercept the enemy fleets. These interception attempts take place after all naval movement is complete.

10.42 Non-Moving Fleets.

During another player's naval movement, a player's fleets may attempt to intercept enemy fleets which enter the area they occupy or move to blockade a coastal area in the sea area. Enemy fleets may not be intercepted while exiting a sea area.

10.43 Limits.

Each fleet or group may make only one interception attempt per action phase. Make one roll for a group — individual fleets inside a group may not intercept separately. A fleet at sea or in a coastal area may make any number of interception attempts against different enemy fleets during another player's action phase, but may only attempt to intercept each moving fleet or group once in a given area or when moving to blockade a coastal area. Note that a British fleet in the Southern England coastal area can attempt to intercept enemy fleets in all three adjoining sea areas (and could theoretically attempt to intercept the same enemy fleet three times, once as it entered each area).

10.44 Procedure.

To attempt interception, the owning player rolls two dice. Add the total number of fleets being intercepted plus the leadership ratings of any friendly or allied admirals with the intercepting fleets to the result. Subtract the leadership ratings of any admirals with the fleets being intercepted.

10.45 Effects.

If the result plus all modifiers is 10 or more, the interception succeeds. The intercepting and intercepted units must stop, remain in the area, and fight at least one round of Naval Combat (11.0). Fleets may not retreat before battle. At the conclusion of naval combat, any moving units which did not

retreat may continue moving. If the attempt fails, moving fleets may continue if they have movement points remaining.

10.46 Gibraltar and Constantinople.

Fleets in Gibraltar may automatically intercept enemy fleets moving either way between the Eastern Atlantic and the Western Mediterranean. Fleets in Constantinople may do the same to enemy fleets moving either way between the Eastern Mediterranean and the Black Sea. Resulting naval combat takes place in the coastal area, so if the area is friendly or allied to one of the players in the battle that player may add the area's fortification value to his or her naval combat strength (11.2). In this case only, retreating fleets may not return to Gibraltar or Constantinople.

10.5 Blockade.

A fleet or group in a sea area may blockade any adjacent coastal area. Place the fleet on the boundary between the coastal and sea area. Declaring a blockade costs one movement point. Blockading units automatically intercept any enemy units that attempt to enter or exit the blockaded coastal area by way of the sea area where the blockade is located. Any resulting naval combat is considered to take place in the sea area (neither player can add fortification values to their combat strength).

10.51 Breaking a Blockade.

To enter or exit a blockaded coastal area, moving fleets must attack any enemy blockading fleets in naval combat and either eliminate them or force them to retreat.

10.52 Failed Attempt.

If the attacking fleets retreat or are eliminated, or if they otherwise fail to eject or eliminate the blockaders, they cease moving and may not enter or exit the coastal area. Place them in the coastal area they attempted to exit or in the sea area from which they attempted to enter the coastal area. The blockading fleets remain in place.

10.53 Successful Attempt.

If the blockading fleets are forced to retreat, they may not retreat into the blockaded coastal area but must go to another sea or coastal area adjacent to the sea area they occupied while on blockade. If the blockading fleets are eliminated or forced to retreat, attacking fleets which exited the coastal area may continue moving.

Example: A British fleet group in the Eastern Atlantic blockades Gascony. Britain places the group on the boundary between Gascony and the Eastern Atlantic. The blockaders automatically intercept any enemy units attempting to move between Gascony and the Eastern Atlantic. Such units cannot enter or exit Gascony unless they eliminate the blockading fleets or force them all to retreat. If the blockading fleets retreat, they may not retreat to Gascony, but may go to any sea or friendly coastal area adjoining the Eastern Atlantic and not blockaded by enemy fleets.

10.6 Transport.

Each fleet may transport one army and any number of leaders. It costs no movement points to pick up or drop off an army or leader, but it does cost one movement point to enter a coastal area. Units loaded on fleets that are eliminated or take step losses suffer the same fate as the fleets. A reduced-strength fleet may only transport a reduced-strength army.

10.61 Amphibious Operations.

Fleets may enter coastal areas controlled or occupied by enemy units to pick up or drop off friendly or allied armies. They may add their attack strengths to those armies in land combat there (11.6). If fleets enter a coastal area occupied by enemy fleets, they must eliminate or eject those fleets from the area in naval combat before they can pick up or drop off armies in the area.

10.62 Land/Sea Movement.

In a single action phase, armies may not move by land first and then be transported, but they may be transported first, disembark, and then move by land. An army may only be transported once in a single turn.

10.7 Worldwide Naval Movement.

Fleets and any units or leaders being transported by them may move on the Worldwide Naval Movement track. The owning player places them on the track in the appropriate box during movement. The fleet may enter adjacent (joined by a line) boxes and circles. Entering a movement box or circle costs one movement point. Fleets and groups moving on the track may be intercepted by enemy fleets and groups, but not in the circular areas (those with no corresponding sea areas on the map).

10.8 Central America.

Note that Belize, Guatemala and New Granada are adjacent only to the Caribbean Sea. There is no Panama Canal.

11.0 NAVAL COMBAT

Naval combat occurs as a result of an attempt to break a blockade (10.5), a successful interception (10.4), if fleets enter a coastal area containing enemy fleets, or if opposing fleets occupy the same coastal area (this last occurs during the action phase of any of the players involved; in this case, all fleets in the area must participate).

11.1 Multiple Opponents.

If a fleet or group enters a coastal area occupied by two or more enemy fleets or groups, the moving fleet player designates in what order he or she will attack them. After the first battle is resolved, any moving fleets that did not retreat must conduct combat with the enemy fleets designated to be attacked next and so forth.

A fleet or group that intercepts an enemy group must fight all of the fleets in the enemy group; it may not attack only some of them or split the battle into smaller battles.

11.2 Procedure.

Players conduct naval combat in rounds. Combat continues until all fleets of one side have been eliminated or forced to retreat (11.4). Each player rolls one die and adds the leadership rating of any one admiral stacked with his or her fleets. The player with the greater result wins the Wind Gauge. The player with the Wind Gauge fires (rolls dice) first in the first combat round. In subsequent combat rounds, or the first if the wind gauge result is a tie, combat is resolved simultaneously. During each combat round, each player rolls a number of dice equal to:

- The total combat strengths of all friendly and allied fleets in the battle, plus
- The leadership ratings of any friendly and allied Admirals in the battle, plus
- If the battle is in a coastal area that is friendly or allied to the player, the fortification value of the area (due to shore batteries and light coastal forces).

For every result of 6, one hit is obtained on the enemy units.

11.3 Casualties.

Players take damage simultaneously each round except for the first. Each player allocates hits among his or her units. Any fleet that takes a number of hits equal to or greater than its defense strength takes a step loss. A player must apply enough hits to one fleet to cause a step loss before applying hits to another, and each of a player's fleets in a battle must take one step loss before any can take two. Players must allocate hits to inflict the maximum number of step losses possible, with as few hits as possible unallocated. Unallocated hits do not carry over to the next round. Check for leader casualties if applicable (13.5). Players may take more step losses than required by the number of hits suffered.

Example: The French player takes 5 hits, and his three fleets have defense strengths of 3, 2 and 1. Three hits must go to the 3 defense strength fleet and two to the 2 strength fleet. Any other combination would leave a hit unallocated.

11.4 Retreat.

At the end of each round, any fleets that suffered step losses must retreat to adjacent sea areas, or to adjacent friendly or allied coastal areas that are not blockaded by enemy fleets.

11.41 Restrictions.

Retreating fleets that were intercepted when moving into the area where the battle took place must retreat back to the area from which they came. Fleets that started the action phase in the battle area may retreat wherever the owning player wishes (except enemy-controlled or enemy-blockaded coastal areas). Fleets retreating from an unblockaded coastal area must retreat to the adjacent sea area.

11.42 Immunity.

Retreating fleets are not subject to interception by enemy fleets.

Naval Combat Example

France moves a group from the Eastern Mediterranean into the Western Mediterranean. The group contains three French fleets and an Austrian fleet transporting an Austrian army. Admiral Hawke and a British group of two fleets are also in the Western Mediterranean, and decide to intercept.

Britain rolls two dice and gets a 7. There are four enemy fleets and Hawke has a leadership rating of 2, so his roll plus bonuses is $7+4+2=13$. The Franco-Austrian group has no leader. The result of 13 therefore stands, so the British intercept the enemy group (13 is greater than 10). The Franco-Austrian group must stop moving and fight.

The British and French player each roll one die to determine who holds the Wind Gauge. The British player rolls a 2, adding 2 for Hawke's leadership. The French player rolls a 3. The British will fire first in the first combat round.

The British player rolls a number of dice equal to his fleets' total attack strengths plus the leadership ratings of any admirals with them. The British player therefore rolls $6+2=8$ dice. The British player rolls three sixes. The French player has more units present than the Austrians, and so takes casualties first. The French player applies one hit to a French fleet with a defense strength of 1, making it take a step loss. The Austrian fleet (defense strength 1) must then take the next hit, and it plus the army it's transporting take one step loss each (the army's loss satisfies none of the required losses). The French player then takes the last hit and applies it to another of his fleets with a defense strength of 1. All three fleets that took step losses must now retreat back to the Eastern Mediterranean.

The French player now rolls 3 dice, obtaining one six. Britain must apply the one hit to his only fleet with a defense strength of 1. It takes a step loss, flips to its reduced-strength side, and must retreat. It may go to any adjacent area because it started the action phase in the Western Mediterranean, so it goes to Gibraltar. The French player rolls two dice for a 9 and adds the number of British step losses (1) to it to determine if Hawke is killed. The result of 10 kills the brave Hawke. The Hawke leader counter is removed from play and may not return.

The one remaining French fleet opts to retreat with its fellows rather than face the British alone. The combat is over.

11.43 Voluntary Retreat.

After all forced retreats, first the intercepted and then the intercepting player may voluntarily retreat with any fleets.

11.44 Retreat Before Battle.

Unlike land combat, fleets may not attempt to retreat before battle. They must fight at least one round before any may retreat.

11.5 Subsequent Rounds.

If both sides still have fleets in the battle after eliminations and retreats, players fight another round. They continue fighting until all fleets of one side have been eliminated or forced to retreat.

11.6 Fleets in Land Combat.

Fleets may fight in land combat in coastal areas only. For a fleet to participate in land combat, there must be at least one friendly or allied army in the coastal area, and the army must fight in the land combat. Fleets may transport armies to coastal areas, disembark them, and then support them in land combat. However, they must clear the area of enemy fleets before they can disembark the transported armies (10.61).

Fleets in the same area where a land combat occurs are not required to participate. Armies may not attack fleets unless those fleets are participating in land combat. If a player uses fleets in land combat, hits are allocated under the same procedure as land combat (treat the fleets like any other unit involved in the battle).

12.0 SIEGE

Players conquer (take control of) land areas by eliminating the fortifications there through siege. A player may not besiege a friendly-controlled area, and may not besiege an allied-controlled area without breaking the alliance (16.3). If armies of another, non-allied major power are present in the land area, it may not be besieged.

12.1 Siege Declaration.

During the siege step of his or her action phase, a player may declare sieges of any areas containing his or her armies and no enemy armies. Fleets by themselves cannot conduct a siege, but fleets in coastal areas can combine their attack strengths with friendly or allied besieging armies.

12.2 Procedure.

The player consults the Cost Chart and pays Resources for the number of siege rounds desired. Each siege round, he or she rolls a number of dice equal to:

- The total combat strength of all friendly and allied armies and fleets participating in the siege, plus
- The leadership rating of any friendly or allied leaders stacked with those units.

For each result of 6, one hit is obtained. If the total number of hits obtained in all siege rounds equals or exceeds the area's fortification value, the besieger gains control of the area and places a control marker there. Fortification hits remain in effect so long as enemy armies are present in the land area (thus, a siege may last more than one turn if besieging armies remain in the area). Use a numerical counter to designate an area's current fortification value.

12.3 Defensive Fire.

Each siege round, the player controlling the land area under

siege rolls a number of dice equal to the current fortification value of the area under siege. If the area is neutral, any player may roll the dice. For each result of 6, one hit is obtained on the besieging units. Add one to the result if any units entered the area via a mountain route. Apply step losses and required retreats as in Land Combat (9.7, 9.8). Unallocated hits on besieging units do not carry over to the next siege round.

12.4 Pyrrhic Victory.

If besieging units inflict enough hits to take control of an area, but all of the besieging units vacate the area due to defensive fire, the area does not change hands (and its fortification value would be restored, 12.7).

12.5 Lifting Sieges.

If armies not allied with besieging armies enter an area under siege, the besieging player may not make any more siege attempts until all such armies leave. The numerical marker remains unless all the besieging armies leave or are eliminated (through combat or through failure to pay maintenance (6.5)). If all besieging armies leave the area, the area's fortification value is restored and the numerical marker removed.

12.6 Capturing Fleets.

If fleets occupy a coastal area that falls to enemy control, they immediately retreat to the adjacent sea area. However, if the area is blockaded by enemy fleets, eliminate the retreating fleets and put them back in the pool of unused units. If this happens, the player who took control of the area may spend one Resource for each eliminated fleet and place a randomly-drawn unused fleet of his or her own in the same area. The eliminated fleets return to the owning player's pool of unused units (and may enter play again as new units).

12.7 Restored Fortifications.

An area's fortification value is immediately restored if it changes hands, or if the siege is lifted (12.5).

13.0 LEADERS

A leader may assist all friendly units of the same type (generals direct armies; admirals direct navies) in the same area, subject to the limits of his leadership rating (see below). Place the leader counter on top of the armies or fleets he is directing.

13.1 Leadership Rating.

Each leader has a rating of 1, 2, or 3. A general may direct a number of armies equal to his Leadership Rating plus one. For example, a general with a rating of 1 could direct 2 armies. An admiral may direct any number of fleets.

13.2 Tactical Inspiration.

In combat, a Leader's rating is added to the number of dice rolled by friendly or allied units he is directing. Multiple leaders in the same combat all add their ratings together. A leader by himself has no combat strength. Generals may only add their

ratings to armies in the same land area. Admirals may only add their ratings to fleets in the same area.

Example: Three British fleets stacked together have a total attack strength of 8. If Admiral Hawke is stacked with them, then the total number of dice they roll in combat is $8 + 2 = 10$ dice.

13.3 Army Movement (Generals).

All generals except Frederick have a movement allowance of 2. Frederick's movement allowance is 3. All armies directed by a general have the same movement allowance he does, thus armies directed by Frederick have a movement allowance of 3. A general and the armies he directed must begin and end their movement in the same area to receive this bonus.

13.4 Sea Dogs (Admirals).

Each admiral adds his leadership rating to the interception dice roll when a friendly or allied fleet or group he directs attempts to intercept enemy fleets. For example, Hawke adds +2 to all interception die rolls made by fleets or groups of fleets he directs. Each admiral also adds his leadership rating to the die roll when determining the Wind Gauge (11.2).

13.5 Leader Casualties.

At the conclusion of each combat round, each player rolls two dice for each leader present and adds the number of step losses suffered by that leader's side. If the total is 12 or more, the leader is killed in action and removed from play. Only one leader from each side can be killed in a single round (stop rolling for other leaders once one dies).

13.6 Leader Capture.

If all units on one side combat are eliminated in a battle, any leaders with them are captured by the enemy player. Allies who capture a leader together must decide who takes possession.

13.7 Exchange and Ransom.

During the Diplomacy Phase (14.1), players may exchange captured leaders or ransom them for any consideration agreed upon. These re-enter play as new leaders (see below).

13.8 New Leaders.

New leaders enter the game through play of "New Leader" cards. The player upon whom the card is played randomly draws one unused leader and places him in any land area in Europe the player controls (except for Wolfe and Montcalm, who must be placed in North America, and Clive, who must be placed in India). If all of a player's leaders are on the board already, the card does not apply. If unable to appear this turn, the new leader is placed on the turn record track for next turn and appears as a new unit (6.3).

13.9 Royal Leaders.

Frederick II (Prussian), Henry (Prussian), Orange (Dutch), Ferdinand (British) and Charles (Austrian) may never leave the Europe map.

14.0 DIPLOMACY

Players may talk to each other at any time during play, and may try to convince each other to do things. However, it is only during the diplomacy phase that players may make formal alliances (16.1) and exchange Resources, Manpower, units, cards, or land areas. Promises to do so can be made any time, but can only be conducted during the diplomacy phase. Discussions between players outside the diplomacy phase should be short and not slow play. Limit each Diplomacy Phase to 10 minutes.

14.1 Wheeling and Dealing.

During the Diplomacy Phase, players can negotiate deals in public or in private. Only formal allies are permitted to exchange things except through surrender (15.0). Some examples include:

- Swapping control of land areas, or buying them in exchange for Resources, Manpower, Event cards.
- Paying other players to perform promised actions.
- Lending other players the use of units (19.5).
- Buying or trading cards.
- Ransoming or trading captured leaders.
- Making formal alliances.
- Negotiating peace terms.

14.2 Free Trade.

There are two restrictions on what can be traded, sold, given, or promised. The maximum Manpower a major power may transfer to other major powers in a Diplomacy Phase is two. Not two per major power, two total to all other major powers. A player may only transfer something to a Formal Ally.

14.3 Closing Deals.

All trades and purchases worked out during the Diplomacy Phase must be carried out as agreed. At the end of the phase, players who made deals involving Resources, Manpower, units, cards, leaders or land areas make the exchanges simultaneously. If a player can't fulfill the terms of a deal, it is void. Players may not make such exchanges outside the Diplomacy Phase unless scenario instructions state otherwise. If players agree to carry out future actions that are to take place after the Diplomacy Phase is over, they are not bound to honor those agreements.

15.0 PEACE

During the Peace Phase, a major power may declare that it is surrendering to another major power. The other player must accept the surrender.

15.1 Territorial Transfer.

The player accepting a surrender selects one European map area or three areas on any other map currently controlled by the surrendering major power. These are transferred to the

control of the victorious major power. If a player surrenders to more than one enemy at the same time, each receives territory from the defeated power. Note that this is in addition to any areas conquered by siege (12.0), which remain under the control of the conquering power.

15.2 Force Repatriation.

Following surrender, units of the victorious major power(s) must exit the surrendering power's remaining areas as quickly as possible.

15.3 Duration of Peace.

Following surrender, the surrendering player rolls one die. The result is the number of turns (campaign and winter) during which the victorious major power(s) may not attack units of the surrendering major power and its minor allies or enter areas belonging to the surrendering major power and its minor allies.

15.4 Conquest of a Major Power Being Played as a Minor.

If enemy powers control all European map home areas of a major power being played as a minor country, the country is considered conquered and may produce no new units or recover units in play. Major powers played as minor countries may not surrender.

16.0 ALLIANCES

16.1 Major Power Formal Alliances.

During diplomacy, major powers may make formal alliances. Formal allies may:

- Use their fleets to transport each others' armies.
- Move and fight with some or all of their units in each others' action phases. For example, if France and Austria are allied, they may move any of their units (including minor country ally units) in either the French or the Austrian action phase. Each unit is still restricted to moving and attacking only once per turn.
- Combine their attack strengths in combat, although each major power must pay for combat costs for their own armies, unless loaned to another player as auxiliaries (19.5).
- Loan units to each other as auxiliaries (19.5).
- Exchange Event Cards, Resources, Manpower, or control of territory during diplomacy.

16.2 Prohibited Alliances.

Due to the political and economic rivalries that started this war, players may not make formal alliances in any of the following combinations:

Prussia and Austria
England and France
England and Spain
Austria and Turkey
Russia and Turkey
Holland and Spain

In addition, a power may not ally with a power which is in turn allied to a prohibited ally. For example, if France allies with Turkey, Austria or Russia could not ally with France.

16.3 Backstabbing Allies.

Formal allies may not attack one another's units or areas. However, players may withdraw from Formal Alliances at any time, without warning, and attack or besiege their former allies immediately if desired. All minor countries allied to the major power's side with the major power whose alliance die roll brought them in play.

Once a formal alliance is broken, the powers involved may not ally with one another again and are subject to the Prohibited Alliance restrictions (16.2). These take effect immediately, which may require that more alliances be broken. For example, if Austria, France and Russia are all allied to one another and France breaks the alliance with Austria, the Russian player would have to choose to break one of the alliances.

16.4 Attack Expenditure.

If two or more Major Power allies attack together in the same combat, they must agree on what level of attack they'll launch. Each must pay the full cost of the level of attack launched. If they cannot agree, the least expensive level of attack is conducted.

16.5 Joint Casualties.

If units of two or more allied Major Powers fighting together in a battle suffer hits, the player with more units present takes hits first, and allocates enough hits to any one of his or her units to cause it to take a step loss. If more hits remain to be taken, the ally with the second-most units present takes hits using the same procedure, and so on with until all hits have been applied. If two allies have the same number of units present, the enemy player selects who suffers the first casualty. Begin the process over again if more hits remain after the ally with the fewest number of units present takes a step loss. All hits must be satisfied, even if a unit with a defensive value greater than the number of hits remaining is reduced to satisfy the loss. If a player's forces in battle consist only of friendly and Minor Country Ally units, the player may allocate hits among the units any way he or she wishes, subject to 9.7 and 11.3 restrictions.

16.6 Allies in Siege.

If allied powers combine their attack strengths in a successful siege (12.0), only one may place a control marker there. They must negotiate who takes control. If they cannot agree, the enemy player (the player who lost control) chooses who takes over.

17.0 MINOR COUNTRY ALLIES

The SOLDIER KINGS map contains several minor countries with armies and fleets of their own. A minor country's units join the game if a player makes an alliance with it. This can happen either through play of the "Minor Country Alliance"

card, or as a result of a minor country being besieged by another major power or its allies.

17.1 Eligible Allies.

All minor countries with armies are listed on the Minor Country Allies table. Turkey, Spain, Holland, Russia and Austria appear on this table because some or all of them may be treated as Minor Country Allies in games with fewer than eight players. In addition, Switzerland, Hesse, Württemberg, Swabia and Indian areas can produce mercenary armies (19.1).

17.2 Alliance Prohibitions.

The player upon whom a "Minor Country Alliance" card is played selects any country on the Minor Country Alliance Table that is not being played as a Major Power. Major Powers prohibited from allying with the minor country (indicated as "No") and Major Powers allied to such powers may not attempt alliance. Those allied to Major Powers with a "#" symbol may attempt alliance; for example, a Major Power allied to Russia could attempt to ally with the Iroquois but not with Crimea.

17.3 Procedure.

The player attempting to forge an alliance rolls two dice and adds any modifiers from the table, card play and from Bribery (17.4) or Intimidation (17.5). If the result plus all modifiers is 10 or greater, the minor country becomes the player's ally. The player immediately places the new ally's units in the minor's home areas, as directed by the Minor Country Forces Table, and moves and fights with the minor country's units in his or her own Action Phases. Note that a player who conquered a minor country can bring it into play as an ally through play of a Minor Alliance card. It is important to note which major power successfully allied with a minor for future reference.

Example: Great Britain plays a Minor Country Alliance card on himself, and attempts an alliance with Sardinia. Britain gets a -1 penalty on any attempt with Sardinia, so he spends 5 Resources (netting a +4 modifier as the last two net only a +1 bonus), and his ally Prussia spends two more to support him. He also has a fleet transporting an army in the Western Mediterranean, and that adds 2 for intimidation. France has an army in Provence, and its ally Spain has a fleet in the Western Mediterranean, giving the British a -2 intimidation penalty, and the French and Spanish together spend three Resources to bribe the Sardinians. The net dice roll modifier is therefore $(-1) + 4 + 2 + 2 - 2 - 3 = +2$. Britain rolls a 9, and the net bonus of +2 gives him 11. Thus he successfully allies with Sardinia.

17.4 Bribery.

Before rolling dice in an alliance attempt, but after any cards have been played, a player may spend up to 9 Resources to modify the die roll. Add one to the dice roll for every Resource spent up to 3 and for every two Resources spent after 3 and up to 9.

Other players controlling major powers **not prohibited** from allying with the minor may also bribe **the minor country** to join the player attempting the alliance. Add one to the die roll for every Resource up to 3 spent by other players in favor of the alliance and for every two Resources they spend after 3 and up to 9.

17.41 Counter-Bribery.

Players controlling other major powers not prohibited from allying with the minor and who don't want the alliance to occur may also bribe the minor country. Subtract one from the dice roll for every Resource up to 3 spent by other players in favor of the alliance and for every two Resources they spend after 3 and up to 9.

17.42 Procedure.

Players write down their bribes, if any, secretly and reveal them simultaneously. Every player who committed Resources to bribery must expend them regardless of the result (you may not renege on a bribe).

17.5 Intimidation.

If a Major Power and its minor country allies have units in a land or sea area adjacent to one or more of a minor country's home areas on the Europe map (only), add one to the alliance dice roll for each such army or fleet or subtract one if trying to prevent another player from successfully allying.

17.6 Stealing Allies.

Any player may play a Minor Country Alliance card to attempt to steal a minor country ally away from its current major power ally. Use the procedure above, but in addition to all other modifiers subtract 2 from the dice roll. The intimidation modifier is also applied for major power and allied units of the current ally (except those of the minor being courted) that are in any minor country home land area. If the dice roll is successful, the minor country breaks its alliance with the previous Major Power and becomes allied with the new Major Power. The minor country keeps all its units currently in play and the new Major Power ally may utilize them normally in his or her Action Phase if they have not already been activated this turn. Note that the minor units may be in the same area as the initial major power and can be attacked.

17.7 Besieging Neutral Minor Countries.

If any land area belonging to a country on the Minor Country Allies table comes under siege, and if that Minor Country is not currently allied with a Major Power, it will immediately seek an alliance with a Major Power (except the one besieging it and those with which alliance is prohibited). Use the procedure above, including all modifiers. In the unlikely event that no major power player wishes to ally with the minor country, all eligible players must roll for the alliance. The player with the highest modified dice roll allies with the invaded minor country.

All players roll again in the event of a tie. The winning player immediately places the new ally's units in the minor's home areas, as directed by the Minor Country Forces Table.

17.71 Resisting Invaders.

If the new ally placed any of the minor country's armies in the siege area, the siege stops. The besieging armies may attack the minor country armies. If they eliminate the minor country units or force them to retreat, they may resume the siege in the same action phase.

17.72 Loyal Vassals.

The player allying with the minor may not besiege or attack the minor country's units for the rest of this turn. He or she may backstab the minor country on future turns (17.8).

17.8 Backstabbing Minor Country Allies.

Major Powers may break alliances with their minor country allies on any turn after the turn in which they formed the alliance. Once they break the alliance, they may attack the minor country's units and/or besiege its land areas immediately. Follow rule 17.7 to determine the minor country's new Major Power ally.

18.0 MINOR COUNTRY SPECIAL RULES

Minor country ally units and leaders act in almost all ways like the units and leaders of its major power ally. No Resources or Manpower are collected from minor country allies.

18.1 New Units.

A number of unused minor country units equal to the "Recovery/New Unit Number" appear as new units each spring turn as noted on the Minor Country Alliance and Forces Table. Players do not expend Resources and Manpower (there is no need to keep track of this).

18.2 Maintenance.

Minor countries automatically maintain their own units. Players do not expend Resources and Manpower (there is no need to keep track of this).

18.3 Recovery.

Recover reduced-strength minor country units equal to the "Recovery/New Unit Number" on the Minor Country Alliance and Forces Table each Purchase Phase. Players do not expend Resources and Manpower (there is no need to keep track of this).

18.4 Combat and Siege.

Players do not expend Resources and Manpower for attacks or sieges conducted solely by minor country units. Minor country units attacking by themselves do so at Assault strength, meaning they always fight two rounds of combat, and always siege for two rounds. If minor country units attack while stacked with their Major Power ally's units, the Major Power

pays normally for any level of attack.

18.5 Areas Controlled by Minor Countries.

No player receives Resources, Manpower or victory points from areas controlled by a minor country. Note areas controlled by a minor country (they have no control markers).

18.6 The Papal States.

The Papal States represent the religious center of the Catholic Church. France, Spain and Austria pay two Resources when besieging the area. If the Papal States are controlled by another major power or its allies, France, Spain or Austria gains double the Resources and victory points should they gain control of the area.

18.7 Conquering a Minor Country.

If all the home areas of a Minor Country (all those on the Europe map for those Major Powers being played as minors) become controlled by enemy powers, the Major Power ally of that minor country may continue to use the Minor Country armies and fleets, but once reduced or eliminated they may not recover and do not reappear.

18.8 Liberating a Minor Country.

If a minor country has been conquered, a major power that conquered none of the minor country's home areas from it may declare it a Minor Ally if it takes one of the minor country's home areas from another Major Power or minor country. If more than one major power is eligible to do so, the first player to declare his or her intention may restore the minor country. Players are not required to restore minor countries, and may keep them as conquests (thus obtaining their Resources and Manpower).

Example: The Austrian player conquers Saxony. The Austrian player may not liberate Saxony, but if the Prussian player obtained Saxony later (through surrender, conquest, or purchase) he or she could do so.

18.9 Deployment Limits.

Except for mercenaries (19.1), minor country units may not leave the map on which they originate. For example, the South Pacific unit must stay on the Spice Islands map, while the Venetian fleet may not sail to America.

19.0 SPECIAL UNITS

19.1 Mercenaries.

When the "Swiss Mercenaries," "Holy Roman Empire Mercenaries" or "Sepoys" card is played, the player on whom the card was played may pay the Resource cost and immediately place the hired armies on the map if they are available in the pool of unused units (armies already in play may not be hired). Hired armies act just like Minor Country Ally armies, except that they must be rehired each Maintenance Phase (the original cost paid, though the card need not be played again) or be removed and they may leave the map on which they

originated. If eliminated, the card must be played again for them to be rehired. If one or more Swiss mercenaries are in play and the major power that hired them besieges their home area, they may not attack Swiss areas, but are otherwise unaffected. All other mercenaries are under no such restrictions. Players may wish to use control markers to keep track of which Major Power controls a particular mercenary army.

19.2 Besieging Mercenary Countries.

If Switzerland, Hesse, Swabia, Württemberg, or any area in India that isn't a home area for a European major power is besieged while neutral, any available armies of those countries will appear per rule 17.7 to fight the invaders (those already in play as mercenaries will honor their obligations and remain under control of the Major Power who hired them). In this case, the armies act as Minor Country Allies and don't have to be hired or rehired. One army appears per area besieged, except in Switzerland, where two armies appear. Each area from which mercenaries originate is treated separately.

19.3 Pirates.

Pirates are received through card play. Although a minor ally of the major power that the card is played on, the pirate unit(s) may not combine with other major power fleets, move from one map to another or transport any armies. A reduced pirate fleet may not recover.

19.4 Provincials.

Britain and Spain each have three provincial armies. These have banners across the bottom of the counter.

19.41 Recruitment.

The British player may purchase one Provincial army and place it in Virginia, New York or New England. Once the "Pitt Takes Power" card has been played, the British player may purchase all three. Spanish provincials may only be purchased through the play of the "Spanish Provincial Army" card. They may be placed in any Spanish home area on the Americas map.

19.42 Limitations.

Provincial units may not appear on or be transported to the Europe, India or Spice Islands maps. Otherwise, provincials are treated as regular armies.

19.5 Auxiliaries.

During this period, major powers would loan troops to one another as "auxiliaries." These could enter combat with engaging their sovereign in a war. Likewise, during the Diplomacy Phase players may "lend" units to one another.

These auxiliaries may only be loaned to a formal ally (16.1) and are treated as the receiving ally's unit (thus, they may attack Formal Allies of the loaning power and may leave the Europe map). The ally pays maintenance and recovery for the unit and the unit's participation in combat and siege is not paid separately by the loaning major power. Auxiliaries immediately

revert to the control of the loaning major power if the alliance between the lending and receiving powers is broken.

19.6 Minor Leader.

Angelo Emo, Grand Admiral of Venice, is placed with the Venetian fleet when it enters play. He may assist other fleets in a group with the Venetian fleet, but may not be placed with a fleet or group not containing the Venetian fleet. If the Venetian fleet is eliminated, he is removed from play (even if the Venetian fleet is reconstructed later).

20.0 WINTER TURNS

In winter, armies encamped and campaigning did not take place. Units may not move or conduct combat, except through play of the Winter Campaign card.

20.1 Winter Attrition Phase.

On winter turns, armies suffer starvation, disease and desertion if too many of them occupy the same area. During the Winter Attrition Phase, check each land area to see if it contains more armies than it can support. In all areas containing more enemy armies than they can support, ALL enemy armies there take one step loss each. In all areas containing more friendly and/or allied armies than they can support, the player(s) owning those armies select which armies will be supported and which will not. Only the unsupported friendly and allied armies take step losses. Fleets, and armies loaded on fleets, are not subject to attrition and are not counted against the total number of armies in an area.

20.2 Support Limits.

An area can support:

- A number of enemy armies equal to its Resource value, plus
- A number of friendly and allied armies equal to double its Resource value. A home area controlled by the originally-owning power can support three times its Resource value in friendly and allied armies.

20.3 Victory Phase.

Players win SOLDIER KINGS by conquering Resource-rich lands, while defending their own home areas.

20.31 Victory Points. In the Victory Phase, each player receives a number of victory points equal to the Resource values of all areas where he or she has control markers (subtract the Resource values of any home areas under enemy control).

Example: In the Victory Phase, Prussia has control markers in Saxony (worth 3 Resources), Bohemia (3 Resources), and Warsawa (1 Resource). Its gross victory point total is therefore $3+3+1=7$. However, Swedes have taken Mecklenburg (2 Resources) and Austria has a conquered Silesia (4 Resources). Thus, Prussia reduces its gross victory point total by $2+4=6$. Prussia's net victory point total is $7 - 6 = 1$ Victory Point.

20.32 One-Year Scenarios.

In the one-year "Frederick" scenarios, the player who scores the highest net victory point total wins.

20.33 "World at War" Scenario.

In the Victory Phase, check the Automatic Victory Table. Any major power whose net victory point total equals or exceeds its automatic victory score immediately wins the game. If more than one Major Power exceeds its Automatic Victory score, the power whose score exceeds its automatic victory score by the most wins. Players who tie for first place all win. If no player achieves automatic victory, the game continues. If no player scores an automatic victory, the player whose score is closest to his or her automatic victory score wins. Players tying for the score closest to automatic victory all win.

20.34 Collective Victory.

In two- and three-player games, ALL of the Major Powers a player controls must score enough points for an automatic victory to win an automatic victory.



Professional Staff

General Manager: Mike Bennighof

Plant Manager: John F. Morris

Production Manager: Peggy Gordon

Sales Manager: Marcelo Figueroa

Marketing Manager: Elizabeth Fulda

CREDITS

Game Design: Rob Markham

Development: Doug McNair and Brian Knipple

Box, Map and Playing Pieces: Brien J. Miller

Layout and Black-and-White Graphics: Peggy Gordon

Playtesting: Bruce Anderson, Lee Banks, Steve Bullock, Paula Fleming, Ralph Gero, Carl Hotchkiss, Alex Kachevsky, Perrin Klumpp, Eric Maxey, John Morris, Brian Mulvihill, Doug Murphy, Matt Murphy, Roger Pavelle, Charlie Reigel, Steve Rugar, Mark Seaman, Warren Sogard, Randy Ubben, Charles Vasey, Ron Wuerth

Game Scenarios

"FREDERICK THE GREAT" ONE-YEAR SCENARIOS

These two-player games present a year-by-year chronicle of the European campaigns of Frederick the Great. Each is playable in two hours or less. They are great learning scenarios for beginners, but also offer experienced players fast-paced duels.

ONE-YEAR SCENARIO SPECIAL RULES

In all the one-year scenarios, the following special rules apply:

- Use the Europe map only.
- Do not use the event cards with the GLOBE symbol.
- All Major Powers listed in the "Warring Powers" section of each scenario are treated as major powers. Those not listed are treated as neutral Minor Countries unless otherwise stated.
- The player playing Austria and its allies sets up all his or her units first. The player playing Prussia and its allies sets up second.
- Units set up in any of their home country's home areas unless otherwise noted in the Starting Forces section.
- Minor countries that start the game or during play become allied with Major Powers do not receive extra units in the Spring turn.
- On the Winter turn, perform only the Winter Attrition, Maintenance and Victory Phases.

In the Victory Phase, add together the victory point totals of all the major powers played by each player. The player with the highest total wins.

ONE-YEAR SCENARIO INSTRUCTIONS

SCENARIO #1: 1756

For eight years, Austrian Empress Maria Theresa had thirsted for vengeance against Prussia's Frederick II, an enemy she deemed "the Satan of Germany." But Prussia's alliance with powerful France made an attack seem suicidal.

When her chancellor, Wenzel von Kaunitz, convinced the French to switch sides all Europe seemed ready for a war to destroy Prussian power forever. Unless the Prussians struck first...

Warring Powers: One player plays Prussia and the other plays Austria. Saxony starts the game as Austria's minor country ally.

Timeframe: The game starts on Turn 1 and ends on Turn 4.

Starting Forces:

Austria: Browne, one 4-3 army, four other armies.

Prussia: Frederick II, Schwerin, one 4-3 army, five other armies.

Saxony: Two armies.

Starting Resources and Manpower:

Austria: 17 Resources, 17 Manpower

Prussia: 14 Resources, 12 Manpower

SCENARIO #2: 1757

Devil or not, Frederick the Great had conquered Saxony. In the war's first large field battle, Austria's best general, the Irish "Wild Goose" Ulysses von Browne, was killed in action. Charles of Lorraine, loyal but uninspired brother-in-law to the empress, proved no match for Frederick's genius. But a French surprise attack seized the British naval base at Minorca, embarrassing Prussia's island ally.

Warring Powers: One player plays Prussia and Britain, and the other plays Austria, France and Russia. Britain has hired one Hessian Holy Roman Empire (hRe) mercenary army.

Timeframe: The game starts on Turn 5 and ends on Turn 8.

Starting Forces:

Austria: Charles, one 4-3 army, seven other armies.

Britain: Cumberland, two armies, three fleets, one hRe army. Place Cumberland, the hRe army, and at least one British

Soldier Kings
The Seven Years War



army in Hannover, and the rest in any **British** home areas.

France: D'Estrees, Galissonniere, one 4-3 army, four other armies and two fleets, in any French home areas plus Minorca.

Prussia: Frederick II, Schwerin, one 4-3 army, eight other armies. Place at least one army in Saxony, and the rest in any Prussian home areas.

Russia: Apraxin, four armies, one fleet.

Starting Resources and Manpower:

Austria: 17 Resource, 17 Manpower

Britain: 26 Resource, 16 Manpower

France: 39 Resource, 19 Manpower

Prussia: 17 Resource, 14 Manpower

Russia: 13 Resource, 28 Manpower

Special Instructions:

- Prussian controls Saxony. France controls Minorca.
- During the Purchase Phase of Turn 5, Britain may give Prussia up to 8 Resources.
- No Russian unit or leader may move until Turn 6 (they may retreat normally if attacked).

SCENARIO #3: 1758

Leopold Daun's smashing victory over Frederick at Kolin yielded the empress no permanent advantage, for her in-law Charles' blundering soon cost her an entire army. The Austrian army would have to rebuild and find new generals if it hoped to keep the hated foe out of Vienna. British blundering cost them an entire army as well, forcing Frederick to come to their rescue and crush the Franco-German army.

Warring Powers: One player plays Prussia and Britain, and the other plays Austria, France and Russia. Sweden starts as Austria's Minor Country Ally.

Timeframe: The game starts on Turn 9 and ends on Turn 12.

Starting Forces:

Austria: Daun, one 4-3 army, eight other armies.

Britain: Ferdinand, Hawke, three armies, four fleets. Place Ferdinand and at least one army in Hannover, Hawke and two fleets in Gibraltar, and the rest in any British home areas except Minorca.

France: St. Germain, Galissonniere, one 4-3 army, two other armies and two fleets in any French home areas plus Minorca and Hannover.

Prussia: Frederick II, Henry, one 4-3 army, eight other armies. Place in Saxony, Bohemia, and any Prussian home areas except East Prussia.

Russia: Fermor, six armies, one fleet in any Russian home areas plus East Prussia.

Sweden: Two armies, one fleet.

Starting Resources and Manpower:

Austria: 14 Resource, 15 Manpower

Britain: 26 Resource, 15 Manpower

France: 29 Resource, 15 Manpower

Prussia: 15 Resource, 14 Manpower

Russia: 15 Resource, 35 Manpower

Special Instructions:

- Prussia controls Saxony. France controls Hannover and Minorca. Russia controls East Prussia.
- Both Prussian and Austrian units may set up in Bohemia.
- Both French and British units may set up in Hannover.
- During the Purchase Phase of Turn 9, Britain may give Prussia up to 10 Resources.

SCENARIO #4: 1759

Daun and the rebuilt Austrian army defeated Frederick yet again, while Russia began to make her power felt in Europe. In what the British would call the Year of Miracles for their victories overseas, Frederick found himself beset by enemies. He fought the Russians to a standstill, but only at the cost of murderous casualties. The brilliant Prince Ferdinand of Brunswick had forced the French out of Hannover. But Prussia had suffered over 100,000 casualties so far, and the convicts and mercenaries who now filled her regiments seemed unlikely to save the kingdom.

Warring Powers: One player plays Prussia and Britain, and the other plays Austria, France and Russia. Sweden starts as Austria's Minor Country Ally.

Timeframe: The game starts on Turn 13 and ends on Turn 16.

Starting Forces:

Austria: Daun, one 4-3 army, seven other armies.

Britain: Ferdinand, Hawke, three armies, five fleets. Place Ferdinand and at least one army in Hannover, Hawke and three fleets in Gibraltar, and the rest in any British home areas except Minorca.

France: St. Germain, one 4-3 army, six other armies, three fleets in any French home areas plus Hannover and Minorca.

Prussia: Frederick II, Henry, one 4-3 army, eight other armies. Place in Saxony, Bohemia, and any Prussian home areas except East Prussia.

Russia: Fermor, Soltikov, eight armies, one fleet in any Russian home areas plus East Prussia.

Sweden: One army and one fleet.

Starting Resources and Manpower:

Austria: 14 Resource, 15 Manpower

Britain: 32 Resource, 20 Manpower

France: 26 Resource, 15 Manpower

Prussia: 15 Resource, 13 Manpower

Russia: 15 Resource, 40 Manpower

Special Instructions:

- Prussia controls Saxony. France controls Minorca. Russia controls East Prussia.
- Both Prussian and Austrian units may set up in Bohemia.
- During the Purchase Phase of Turn 13, Britain may give Prussia up to 10 Resources.

SCENARIO #5: 1760

British conquests overseas and naval victories in Europe caused 1759 to be known as the Year of Miracles. Frederick felt otherwise: Daun and the Russians had destroyed his army at Kunersdorf. In the new year, it would take brilliant generalship to save the kingdom.

Warring Powers: One player plays Prussia and Britain, and the other plays Austria, France and Russia. Sweden starts as Austria's Minor Country Ally.

Timeframe: The game starts on Turn 17 and ends on Turn 20.

Starting Forces:

Austria: Daun, one 4-3 army, six other armies.

Britain: Ferdinand, Hawke, four armies, six fleets. Place Ferdinand and at least one army in Hannover, Hawke and three fleets in Gibraltar, and the rest in any British home areas except Minorca.

France: St. Germain, one 4-3 army, seven other armies and two fleets in any French home areas and Minorca.

Prussia: Frederick II, Henry, one 4-3 army, eight other armies. Place in Saxony, Bohemia, and any Prussian home areas except East Prussia.

Russia: Fermor, Soltikov, five armies, one fleet in any Russian home areas plus East Prussia.

Sweden: One army and one fleet.

Starting Resources and Manpower:

Austria: 14 Resource, 15 Manpower

Britain: 34 Resource, 20 Manpower

France: 17 Resource, 11 Manpower

Prussia: 15 Resource, 13 Manpower

Russia: 15 Resource, 30 Manpower

Special Instructions:

- Prussia controls Saxony. France controls Minorca. Russia controls East Prussia.
- Both Prussian and Austrian units may set up in Bohemia.
- During the Purchase Phase of Turn 17, Britain may give Prussia up to 10 Resources.

SCENARIO #6: 1761

Things got even worse for Frederick in 1760. Austrian cavalrymen stabled their horses in Berlin's palaces and Croats stole his prized flute. A major victory at Torgau saved Prussia once again, but things looked to get worse as the war dragged on.

Warring Powers: One player plays Prussia and Britain, and the other plays Austria, France and Russia. Sweden starts as Austria's Minor Country Ally.

Timeframe: The game starts on Turn 21 and ends on Turn 24.

Starting Forces:

Austria: Daun, one 4-3 army, eight other armies. Place in Saxony and any Austrian home areas.

Britain: Ferdinand, Hawke, four armies, five fleets. Place Ferdinand and at least one army in Hannover, Hawke and

three in Gibraltar, and the rest in any British home areas except Minorca.

France: St. Germain, one 4-3 army, six other armies and two fleets in any French home areas plus Minorca.

Prussia: Frederick II, Henry, one 4-3 army, seven other armies. Place in Saxony, Bohemia and any Prussian home areas except East Prussia.

Russia: Fermor, Soltikov, four armies and one fleet in any Russian home areas plus East Prussia.

Sweden: One army and one fleet.

Starting Resources and Manpower:

Austria: 14 Resource, 15 Manpower

Britain: 34 Resource, 20 Manpower

France: 15 Resource, 9 Manpower

Prussia: 12 Resource, 10 Manpower

Russia: 15 Resource, 30 Manpower

Special Instructions:

- Austria controls Saxony. France controls Minorca. Russia controls East Prussia.
- Both Prussian and Austrian units may set up in Bohemia.
- During the Purchase Phase of Turn 21, Britain may give Prussia up to 10 Resources.

SCENARIO #7: 1762

Both sides floundered about in exhaustion throughout the 1761 campaign. The key event came when Austrian general Ernst Gideon Laudon captured Frederick's most powerful fortress, Schweidnitz in Silesia. Frederick begged Turkey to attack Austria, telling his brother Henry that if the Ottomans did not intervene only a miracle could save their house. Despondent, Frederick contemplated suicide as Spain joined his enemies. In January, 1762, on the same day the British cabinet considered requesting peace terms, Frederick got his miracle: Empress Elizabeth of Russia died after a monumental drinking bout. The new Tsar Peter III signed a peace treaty that gave back East Prussia, and then sent a Russian army to aid Frederick against the Austrians! Peter's incredulous relatives would assassinate him before the new alliance could bear fruit, but with Russia out of the war, Sweden backed out shortly thereafter. Prussia could concentrate on pushing the Austrians out of Saxony and Silesia.

Warring Powers: One player plays Prussia and Britain, and the other plays Austria, France and Spain. Portugal starts as Britain's Minor Country Ally.

Timeframe: The game starts on Turn 25 and ends on Turn 28.

Starting Forces:

Austria: Daun, one 4-3 army, eight other armies. Place in Saxony, Silesia and any Austrian home areas.

Britain: Ferdinand, Hawke, four armies, six fleets. Place Ferdinand and at least one army in Hannover, Hawke and three fleets in Gibraltar, and the rest in any British home areas.

France: St. Germain, one 4-3 army, five other armies and

two fleets in any French home areas plus **Minorca**.
Prussia: Frederick II, Henry, one 4-3 army and five other armies.
Spain: Alvarez, four armies and two fleets.
Portugal: One army and one fleet.

Starting Resources and Manpower:

Austria: 17 Resource, 15 Manpower
Britain: 45 Resource, 23 Manpower
France: 15 Resource, 9 Manpower
Prussia: 14 Resource, 12 Manpower
Spain: 23 Resource, 21 Manpower

Special Instructions:

- Austria controls Saxony and Silesia. France controls Minorca. Russia controls East Prussia.
- During the Purchase Phase of Turn 25, Britain may give Prussia up to 10 Resources.

CAMPAIGN SCENARIO: "THE WORLD AT WAR"

This scenario covers the entire Seven Years War on a global scale. Two to eight may play. Multiplayer games allow for diplomacy and formal alliances, taking play to a new level.

Scenario Special Rules

- Use the entire worldwide map.
- Use all event cards.
- The scenario comes in eight different versions based on the number of players. All Major Powers listed in the "Warring Powers" section under the version of the game being played are treated as major powers. All major powers not listed there are treated as Minor Country Allies.

To set up, each player rolls a die. The player with the highest result goes first (roll again in the event of a tie). That player places one of his or her units or leaders on the map, then the player to that player's left places one, and so on until all at-start units and leaders are on the map.

Units always set up in any of their home country's home areas unless otherwise noted in the Starting Forces section.

Saxony and any other minor country allies formed during setup do not receive extra units in Turn 1.

After players have finished preparing for play, but before the start of Turn 1, they take a special Diplomacy Phase to work out initial deals and alliances.

Warring Powers: Saxony starts the game as Austria's minor country ally, except in Sub-Version A of the Three Player Game. In Sub-Version A Saxony starts as France's minor country ally. Beyond that, major powers in play depend on the number of players:

Two Player Game:

One player plays Prussia and Britain, and the other plays France and Austria.

Three Player Game:

Sub-Version A: Each player plays one of the following: Britain, France and Spain. Saxony begins as an ally of France.

Sub-Version B: Player #1 plays Britain and Prussia, Player #2 plays France and Spain, and Player #3 plays Austria and Russia.

Four Player Game:

Each player plays one of the following: Britain, France, Prussia and Austria.

Five Player Game:

Same as Four-Player, plus Russia.

Six Player Game:

Same as Five Player, plus Spain.

Seven Player Game:

Same as Six Player, plus Holland.

Eight Player Game:

Same as Seven Player, plus Turkey.

Timeframe: The game starts on Turn 1 and ends on Turn 28, unless a player achieves Automatic Victory before then. Alternatively, for a shorter game, players may choose to play to the end of a predetermined game year (unless Automatic Victory occurs earlier) or randomly determine when the game ends.

Starting Forces: The countries which participate as Major Powers receive the forces listed below at start. Major Powers which participate as Minor Country Allies get the forces listed on the Minor Country Starting Forces Table when brought into the game.

Austria: Browne, one 4-3 army, four other armies. Place in Saxony and any Austrian home areas.

Britain: Cumberland, Hawke, five fleets, one British Provincial army and three other armies.

France: D'Estrees, Galissoniere, one 4-3 army, three other armies, three fleets.

Holland: Orange, two armies, two fleets.

Prussia: Frederick II, Schwerin, one 4-3 army, five other armies.

Russia: Apraxin, four armies, one fleet.

Saxony: Two armies.

Spain: Alvarez, four armies, two fleets.

Turkey: Muhsinzade Pasha, five armies, one fleet

Starting Resources and Manpower:

Austria: 17 Resource, 17 Manpower

Britain: 43 Resource, 21 Manpower

France: 44 Resource, 23 Manpower

Holland: 21 Resource, 11 Manpower

Prussia: 14 Resource, 12 Manpower

Russia: 13 Resource, 28 Manpower

Spain: 37 Resource, 28 Manpower

Turkey: 19 Resource, 29 Manpower