

3 THE GAME COMPONENTS

Question: Do Austrian generals protect Silesian fortresses in the advanced game - I'm thinking specifically of the ones marked with a white X where the Austrians set up their markers in the basic game.

Answer by Richard Sivél: Yes, Austria protects fortresses in Silesia in the advanced game. Austria marks the 5 fortresses in Silesia in the basic AND in the advanced game. In the advanced game, the 5 markers come out of the pool. So, effectively Austria starts with only 3 markers in the pool.

Question: For the tan sections of the map (marked 'Heiliges Romisches Reich Deutscher Nation'), is this home country for any nation? Or does it not serve as supply for anyone?

Answer by Richard Sivél: All the nations in this area need supply. Note that in Poland (Polska) everybody needs a supply train as well.

5 SEQUENCE OF PLAY

Question: Do we play it right, by having e.g. France receive cards, and then go through all actions, e.g. movement and combat, and only then Prussia receive cards, and go through actions, etc.

Answer: Yes (confirmed by Richard Sivél).

6 STACKS AND TROOPS

Question: What is the purpose of general numbers?

Answer: Technically, by rule, the lowest numbered general is considered to be the commander of the stack. It makes little practical difference if the generals are of the same power, but matters greatly with mixed powers. If there's a mix stack for example Bavaria-France the supreme general will use his TC's but the casualties if he loses the fight will be from the other general. The numbers are also used in set-up to identify which generals start in which cities.

Question: Just to be sure, "In a stack, generals of the same power treat the sum of their troops as common value." (p.3) means that when a mixed stack attacks, only the troops of the leading general are added to obtain the initial score. The troops of the second general are used to take the damages in priority but are not added to the initial score. Is it correct?

Answer by Richard Sivél: In a mixed stack, you use the total troops of both powers. Only the top-power may use its TC's, while the losses are taken from the other power.

7 HUSSARS

Question: From the rules: "A power must pay if it has enough TCs to do so. If a power cannot pay, the generals out of supply with the usual consequences (flipped face down, loss of troops) in addition the power has to show all of its TCs for verification." I don't understand it, if I have to pay 10 points and I have in my hands 8 points I will not pay the 8 points? Because if I pay the 8 points that means that I will not have any more cards in my hands... so for what kind of verification the rule says?

Answer by Richard Sivél: Yes, the rules say: If you don't have enough TC-points to pay the "bill", you do not pay at all, but suffer the consequence for being out of supply. You also have to show your TCs in hand. Now, since you ask the question, I indeed think that it might be better that you pay with all what you have, and will still have to suffer the penalty for being out of supply. (We never had the situation during play test that a power cannot pay; that's why I did not think about this alternative before... Maybe, I will change this detail-rule sometimes, for instance

when a 2nd edition will be made.) Feel free to use the alternative ruling as a house rule in the meantime. It is of minor effect since the situation will not show up very often.

Question: Can the Hussars be replaced on the map for free, as long as the new placement is within 4 cities from an Austrian general?

Answer: During each hussars phase, the Austrian player has a choice: Either leaves each hussar where it is, or places them somewhere new within 4 of an Austrian army on the Bohemian map. Neither choice has any cost (confirmed by Richard Sivél).

Question: Are the hussars removed after each turn? In other words, if I place a hussar legally, and on the Austria phase move my general away, so that he is further than four away, can I choose to leave the hussar or must I move him to make him "legal?"

Answer: The rules say: "If a hussar is still on the board (from a previous turn), Austria may leave him where he is, or may re-place him." So, you can leave the hussar there (confirmed by Richard Sivél).

8 TACTICAL CARDS PHASE

Question: The rulebook mentions a subsidy between France and Bavaria in section 8 Tactical Cards: "*NOTE: In the first 3 turns, France draws 4 TCs per turn and Bavaria 2 TCs due to a subsidy. Starting in turn 4, the subsidy is optional. In any turn that France chooses not to give Bavaria the subsidy, France draws 5 TCs and Bavaria 1 TC.*"

Then again in section 14 The Introductory Game: "*The income of France, however, is reduced by 2 TCs. (France receives only 2 TCs on turns when it makes a subsidy payment to Bavaria, and 3 TCs when it doesn't a subsidy payment).*"

And again in section 20 Subsidy Contracts: "*EXCEPTION: The initial subsidy contract between Bavaria and France cannot be cancelled.*"

The three examples above are worded as if they are referring to a rule that France and Bavaria have a Subsidy Contract. Where is the rule that actually states this? The reason I ask that question is because the first 2 examples above are in the Introductory Rules section of the book and are not highlighted, yet the Subsidy section of the rulebook is in the Advanced Rules section of the rulebook. Are subsidies used for the Introductory rules or aren't they? Is only the unbreakable Subsidy Contract between France and Bavaria allowed in the Intro game or can any major power provide other powers with Subsidies in the Intro game? If Subsidies are allowed in the Intro game, why is the Subsidy section in the advanced rules section of the rulebook?

Answer by Richard Sivél: The rule that states the initial subsidy contract between France and Bavaria is the table in section 8 including the "Note: In the first 3 turns..." In the introductory game, the only allowed subsidy contract is the one mentioned in section 8, that is the initial obligatory Franco-Bavarian one, and beginning with turn 4, the optional Franco-Bavarian one.

Question: Is it true, that you get a start hand, and then immediately (for France at least) receive more cards in the first turn? And what do the 16+6 cards mean for Prussia.

Answer: Initial hands, then politics in the advanced game, then hussars, then give France more cards. 16+6 relates to the minimum of six armies than must be given to the off board Prussian general. In essence, the total Prussian armies facing Austria are 16 at the beginning of the game (confirmed by Richard Sivél).

Question: Tactical cards and decks shuffle: At the start of the game I use one of the 4 decks to draw TCs. When the first deck runs out of cards I use the second deck, then the 3rd and the 4th. Now, the rules say: "If the fourth set is used up, always use the two sets which have accumulated most, whenever you need new TCs for the draw deck. Shuffle them carefully together." Do I need to shuffle together the 2 decks with most cards and use this new big deck until it runs out of cards?

Answer: Yes, as it is written on the rules (confirmed by Richard Sivél).

9 SUPPLY PHASE

Question: If a hostile general is already out of supply, for example 8 spaces away from a supply train, does a Hussar cost your Opponent 8 TC points or is there no consequence?

Answer by Richard Sivél: The penalty/cost exists when your general is in supply and the hussars blocks the supply line. In your example the general remains facedown and loses 2 troops.

Question: Both French generals on the Bohemian map were cut off from the supply train by the hussars, the one being six steps away and the other three. Can France pay for both with a 9 card or does it have to pay with separate cards for each? We assumed the later (with France having to pay extra for lack of exact change) because the rules say "each general" pays, but we'd like to know for sure what's intended.

Answer by Richard Sivél: You pay the total costs with as many cards as you want. So, in your example, you can pay with a 9-card the costs of 9.

Question: Bavaria not home country for France? I would think they need supply in Bavaria, and Austria can place Hussars in Bavaria, too.

Answer: Bavaria is not home country for France, but a French supply train starts in Bavaria. You are right about hussars.

Answer by Richard Sivél: The above answer is correct. Note, that a French supply train may re-enter in München, too. (Same is true for a Prussian supply train in Dresden, as long as Saxony is Prussian allied. Once Saxony is Austrian allied, an Austrian supply train may re-enter in Dresden.)

Question: A question regarding supply. If a stack is out of supply, does each general suffer the army loss or just one of them? Does it make any difference if it's a mixed stack? As we played, each general suffer the loss, quite dangerous if they are already flipped as they lose a total of 4 armies.

Answer: Each general, so yes, 4 armies lost for a stack. In a mixed stack, supply is checked independently. It's possible to have a Franco-Bavarian stack that's within range of the Bavarian train (or in Bavarian territory), but not within range of a French train, so the French army starves but the Bavarian one does not (confirmed by Richard Sivél).

10 MOVEMENT PHASE

10.1 Movement

Question: When one can do a forced march. I understand the limits on where you can go, and on conquering fortresses. But the rules don't seem to say when they happen.

Answer by Richard Sivél: Force march is indeed an additional type of movement. Basically, you can move up to 8 cities on a main road, but the length of the force march is blocked by enemy fortresses and enemy "zones of control" (although this term is not defined in the rules, I use it here -- maybe it will help you understand).

Question: Out of Supply General: For some reason when I first read the rules I assumed an out of supply general could not move, when in fact the only thing an OOS general cannot do is conquer a fortress. I can find no other ill effects (apart from troop loss) is this correct? The example under bullet 5 of rule 9 may have mislead me but I would assume (not having played yet) that the first move of one of those OOS generals would be to squash the enemy supply train and remove it from the map. Not a good use of a supply train in this case to block supply?

Answer: In addition to the inability to conquer, the face-down general loses 1 troop on the first turn, 2 troops thereafter if he is still face down.

Answer by Richard Sivél: The above answer is correct. And, yes, in the example of the rulebook, the general would be flipped face-down, and then he can eliminate the blocking enemy supply train. Note, however, that he will stay face-down until the start of his next action stage (i.e. until his next supply check). The example was chosen to emphasize that supply trains can block supply paths.

10.2 Re-entering Supply trains

Question: May an Austrian supply train re-enter on a Dutch major fortress? The rules specify that Arenberg may re-enter there, but we could not find in the rules that an Austrian supply train is allowed to re-enter there. We believe this means that the answer is "No, a train may not re-enter there", but we want to be sure.

Answer by Richard Sivél: You may re-enter your supply train in the fortress of a co-operating MINOR ally. Therefore the Austrians cannot use Dutch fortresses for re-entering a supply train!! -- Note that this was very much intended: Once you lose the supply train on the Flanders map it is almost impossible to bring one back. Note, however, that Arenberg is supplied by the Pragmatic supply train, and in the Netherlands. I see now that maybe it would have been a good idea to add a small "Note: The Austrians may not enter their supply train in the Netherlands." in the rule-booklet, although the rules itself are defined exact. And yes, of course, Austria must take care of this supply train in order not to lose its independent offensive capabilities. That was intended.

Question: We did find two questions I could not find answered in the rules, though I may have missed it. It is stated that if the Prussian/Pragmatic player and Austrian player cannot agree what order to move pieces in Flanders, the moves are alternated there, with the Pragmatic Army moving first. Is the Austrian player obligated to make moves on the Bohemia map before this alternating starts, or can he await the outcome of the alternating moves in Flanders prior to moving in Bohemia?

Answer by Richard Sivél: The Austrian player can wait with his moves on the Bohemia map. But he cannot use moves on the Bohemia map for the process of alternating moves.

11 COMBAT PHASE

Question: Playing multiple TCs in combat: I'm thinking the following is a legal play but please confirm. It's my turn, I'm down 5. I play 2-2-10. I'm under no obligation to answer with only one card so long as I haven't reached zero, correct?

Answer: That is correct. As long as you're down, you can play cards (confirmed by Richard Sivél).

Question: About the order of the attacks in Flanders? Do the same rules apply as during movement if the Pragmatic and Austrian players cannot agree on the order of attacks if multiple are to be made, i.e., Pragmatic Army makes the first attack, Austrian second, and so on until alternating is no longer possible?

Answer by Richard Sivél: Note the "Special cases" in Section 11 (combat-phase): "Austria makes its attacks before the Pragmatic Army makes it. That is: ALL ATTACKS of Austria are made before the Pragmatic Army's attacks.

Question: Can a player oblige an enemy general to retreat to enemy territory? For example, Can an Austrian general defeated in Luxemburg, be pushed to retreat 6 cities up to St. Dizier in order to leave the general without supply?

Answer: Absolutely! And what fun it is to do exactly that (confirmed by Richard Sivél)!

Question: During a combat is it possible to play more than one card per time or it is mandatory to play just one card per time? I will try to explain better my question: France has 2-3-5-7-7-10 and 6 troops; Austria has 7-7-10 and 4 troops. Austria starts with a -2 and plays 7 (so +5): France is allowed to play 2 (so reaching -3) and then 10 (for a total of +7) or it is necessary (having the cards) to play one card that let the player able to have positive score one shot?

Answer: When your score is negative, you may play multiple cards until the score is flipped back to your opponent. You can play whichever cards you choose of the correct suit be it a small one or several smaller ones. The step says that if the score is negative, that player plays a card. So if you play a small card, the score is still negative and you can play another card. If the score reaches ZERO, however, the other player MUST play a card if possible (but not required to play a Reserve) (confirmed by Richard Sivél).

12 RETROACTIVE CONQUEST PHASE

Question: I win a battle with an enemy general one space away from a fortress that I had moved through this turn, but only win by two. The enemy general after combat is now three spaces away from the fortress. Does the fortress retroactively change hands as in Friedrich, or do you need to push the enemy general four or more spaces away from the fortress. The rules are ambiguous to me on this point.

Answer by Richard Sivél: If an enemy general is one, two or three spaces away from the fortress, you cannot conquer it (the fortress, not the general). Thus you have to push him away so that he is after the retreat four or more spaces away from the fortress.

13 WINTER

Question: We'll be playing tonight for the first time and I had a quick question about generals who get moved off map. All the troops go off with them I assume? Also - when they come back in the winter - do you still have to buy at least 1 troop strength to get them back (which then is added to their troops they had when they left?)

Answer by Richard Sivél: The generals go into the off map box with all their troops, correct. Note, however, that you CANNOT get back an general in an off map box by recruitment. You can only recruit generals not on the BOARD. An off map general is still on the board. -- The only way to get the general back into play is by changing the political status in Italy/Russia.

Question: Can a player buy or receive armies to go above the starting total? (e.g. can Austria go above 28 armies in total?)

Answer: Yes (But not in Friedrich). Also, max 8 armies per general (confirmed by Richard Sivél).

14 THE INTRODUCTORY GAME

Question: It says in 14 under the first heart that, "The introductory game does not use the Flanders map. Pieces on this map do not move; those pieces and their assigned troops do not participate in the game." As I understand it you assign your troops when the game starts, so for instance, why wouldn't the French player assign 8 troops each to the generals he has on the Bohemia map?

Answer by Richard Sivél: The minimum number of troops must be assigned to the generals on the Flanders map. France can still give his 2 generals on the map Bohemia 16 troops in total, though. (The minimum for the map Flanders is $7+1+1=9$; France has 26 troops in total; $26-9=17$). Note that also Austria has a general on the Flanders map and is affected by this rule.

17 POLITICS

17.4 Determine order of influence

Question: Regards to the rule about determining the order of influence in Politics. When adding up the played TC with the conserved TCs, do you add ALL the conserved TCs (even non-trump) or only conserved TCs of the trump suit?

Answer by Richard Sivél: You add up all TC's on the display: Freshly played trump-TC and conserved TC (no matter whether trump or non-trump).

Question: Say, spades is the trump for a given deal of political cards. There are some cards on the display (clubs, for sake of clarity) left from previous rounds. All four powers play cards but none of them is in suit of the trump - all cards - played this round - are thus removed from the display and put back in players' hands. Question is: are the powers still allowed to perform political actions as there are cards on political display which makes one of sides the winner as it is the total that counts i.e. cards played this round and all the cards conserved from previous rounds? Is 'triumph card played this round' a required prerequisite without which you are not entitled to play political cards?

Answer: If a power has conserved TC on the display from previous rounds, all these cards are counted towards influence, regardless of whether a card is played in the current political round, and whether or not that card is trump (if not trump, the card from the current round only is returned to the power's hand, not any conserved TC which are only taken off the display once 'spent' on a political card). So a power does not have to put a TC on the political display to have influence and participate in politics in a given round, provided that power has conserved TC. But, note that zero cards for a power on the political display means no influence, so it cannot participate even if zero was a 'tie' with other powers. Thus, there must be one or more cards in the power's box on the political display to have a chance to select a political card, but it does not matter whether the card is trump played this round, or conserved TC from previous rounds.

Answer by Richard Sivél: Also note that you HAVE TO RETURN a conserved TC, if both political cards were taken by other powers before you had the choice selecting/conserving.

Question: Right to engage in politics: Rules section 17.3 Place TCs on the political display last sentence **(1)** Players can bluff (that is, they place a non-trump TC), or they can engage in politics by placing a trump TC. **(2)** I take that to mean that, either they bluff and are then not eligible to engage in politics, or place trump. If someone bluffs then even if they have conserved TCs from previous turns they are not eligible to engage in politics because the rule states "placing" a trump. Rules section 17.4 Determine order of influence 3rd paragraph Sum up for each major power all its TCs (incl. conserved TCs) laying on the political display. **(3)** Is section 17.4 referring only to those players who placed trump this turn? Does section 17.3 make those players with conserved TCs who did not place a trump this turn not eligible to participate in politics? (Bluff OR engage by placing) Or do conserved TCs from previous turns qualify as "placing" for this turn? Is it as simple as; after bluff cards are removed from the Political Display, any power with cards remaining may engage in politics?

Answer by Richard Sivél: **(1)** The term "engage in politics" is not a technical terminus, but was intended to illustrate the idea of the rule. Unfortunately, this was a bad idea since the wording is irritating... Therefore, read this rule as: Players can bluff (that is, they place a non-trump TC), or they can place a trump TC. **(2)** Players are also allowed to place no TC at all. **(3)** After bluff cards are removed from the Political Display, any power with cards remaining on the display sums up all his cards on the display. Highest sum wins. Conserved TC's do count no matter what suit is trump, and no matter whether the player has placed a TC in this turn or not.

17.5 Select Political Cards

Question 1: When you "play" a political card that has effects two different tracks, do you *have* to perform an action on both tracks, or can you just use one of them? The rules seem to indicate that you have the option of only doing one, but I wanted to double check.

Answer by Richard Sivél 1: From the rulebook: "Some cards allow shifting of markers on two tracks; in such cases, a player can shift the marker on none, one, or both of the tracks." The basic idea is that you may execute a political card completely, partially or not at all. The exception is that if there is a 2-stepper-card (that is 2 arrows in one direction) you cannot make it a 1-stepper. You can play it as a 2-stepper or deny the movement of the marker.

Question 2: Quote: "The basic idea is that you may execute a political card completely, partially or not at all." Hang on... that's not quite how we play. If the political card has an effect beyond moving a marker, I thought it wasn't optional. So, for example, if you select the War of Jenkins' Ear, you must do one of the following:

- (1) Discard it without any effect
- (2) Reduce France's TC income for a turn and move the Italy marker one space in either direction
- (3) Reduce France's TC income for a turn.

It was our understanding of the rules that you are NOT permitted to move the Italy marker without also reducing France's TC. Is that not correct?

Answer by Richard Sivél 2: Ooohhh.... yes, now I see that the rules were not written too precise in this point. They should have been written as:

If the power selecting a Political Card decides to execute it, then:

- * follow the instruction on it; and/OR
 - * shift the marker on the Italy, Russia, and/or Saxony track according to the depicted arrows.
- (The "or" at the end of the first bullet makes it more precise.)

So, to answer your question explicitly: The rules as written indeed do not allow to move the Italy marker without reducing France's TC.

The rules as INTENDED allow for the movement; the reduction of France's TC is optional. (Typically, if France moves the marker to its favor, it will not reduce its TCs.)

[The reason for this bad written rule is that the card "War of Jenkins' ear" was changed after the rules were written. I forgot to adapt the rules accordingly.]

Question: If there is a Prussian general in the off map box and the new result in political display is shift one to the right and the political marker reach a box with the expedition marker what exactly happens? Another one general leaves from the main board? Is this possible to happen?

Answer by Richard Sivél: As long as the marker is in a box with the penalty "expedition corps" exactly 1 general has to be in the off-map box. If there is already 1 general in the box, he simply stays there. In other words, the penalties are not cumulative. As soon as the marker reaches a box without the expedition corps penalty, the general is put on the real map, and is free for any action. The same is true for the other penalties and bonus.

Question: So if trump is spades and the board currently looks like:

Prussia 4D; France 5S; Pragmatic Army 6H; Austria 4C

The Pragmatic Army places a 10 of clubs and nobody else played any spades, the bluff cards are removed and the Pragmatic Army would get the first pick?

Also, in the case that this is played (spades trump):

Prussia 4S; France 5S; Pragmatic Army 7S; Austria 8S

Austria gets first pick, takes a card. Pragmatic Army picks the second card. Do the remaining powers get to chose to conserve, or do they take the card back, or do they lose the card?

Answer: Once influence is figured, politics goes as follows, starting with the highest influence:

- 1) If a political card is available, the power may choose to pick it or conserve.
 - a) If the power chooses a card, all TC of that power in politics are discarded
 - b) If the cards are not choosable by that power, the power must conserve.
 - c) If a political card is choosable by that power, but the power prefers to conserve, all its TC stay on the political display (added by Richard Sivél).
- 2) If no politics card is available, the power must remove the TC from politics and return them to their hand.

Question: Political Cards: Cards can only be purchased with a trump card and if the card in question has the emblem of the country getting it. Ok. **(1)** If a power chooses not to purchase a card or there are none left his TC is left on the political track until the next purchasing phase. Ok. **(2)** Does the left card now count to the total even if it is no longer in the new trump suite? **(3)** Can the player retrieve the card in the next political phase instead of using it to get a Political Card? **(4)** What is the design reason for a Reserve Card being worth 16 on the political track when it only counts for 1-8 as a TC?

Answer: **(1)** No, if there are no political cards left, ALL tactical cards return to the power's hand. **(2)** Yes. **(3)** Only if there are no political cards left when it's that power's turn, in which case the power MUST take the card back (along with any other they've played). **(4)** Because Reserves are awesome precisely because the highest valued cards aren't always the ones you want in Battle --- whereas on the Political Board, only high values matter.

Answer by Richard Sivél 1: The above answers are correct. For the Reserve-Card being worth 16 points on the Political Display: A reserve card in battle is a 100% safety against a loss of -3. This means that with a reserve card you can deny your opponent a battle victory, i.e. you can deny him a victory point (and conserve your own victory point if you have already a marker in a battle victory box). This makes reserve cards VERY powerful in battle, much more than their pure value of 8 points. And this has to be reflected on the political display as well.

18 IMPERIAL ELECTION

Question: If an elector in Bohemia is captured, does the new controller also control the vote of the elector during the Imperial elections?

Answer: Yes, whenever an Elector fortress is taken, the conquering power changes the elector track to its power or its Major power ally. (This reminder is under the Election process in the Advanced Rules) (confirmed by Richard Sivél).

Question: Hannover is one of the 9 Electoral Fortresses used when determining the result of the Imperial Election in 1742. It's only presence on the board that I can see is as an off-board box in the Pragmatic Army's colors. Is there any way that France can take control of Hannover, or does it exist simply as an Imperial vote for the Pragmatic Army/Austria? (Alternatively, am I missing some other capability of Hannover?)

Answer: Hannover is located between both maps :) and in my games we treat Hannover as a permanent Austrian vote (confirmed by Richard Sivél).

19 POLITICAL CHANGES

19.1 Prussia annexes Silesia

Question: From the rules: Half of the Prussian victory markers in Austria are set aside. Prussia chooses which victory markers will set aside? Or they have both to agree?

Answer: The complete rule: "All Austrian victory markers in Prussia are returned to the Austrian pool. Half (round up) of the Prussian victory markers in Austria are set aside, the rest are returned to the pool." So, you take ALL the VM on Austria... so it's irrelevant which ones to keep and which to set aside. The idea is that you will need only to half the VM to win the game. Example: At the beginning you have to put 13 (don't remember the exact number) VM to win the game. If at some point you have 8 in Austria, you return 4 to your pool and the other 4 you put back on the box. So you will need "only" to put 9 VM on the board instead of 13 to win the game.

Answer by Richard Sivél: The above answer is correct. However, for this part: "*If at some point you have 8 in Austria, you return 4 to your pool and the other 4 you put back on the box. So you will need "only" to put 9 VM on the board instead of 13 to win the game*", note that the set-aside markers are returned to the Pool once Prussia leaves Prussian territory. So technically it is not possible to win with only 9 VM (using the numbers of the example). The low Pool-Number is only useful for a good winter scoring.

Question 1: Prussian Peace: When Prussia makes peace with Austria, half of the Prussian markers in Austria are removed from the pool. But if Prussia leaves Prussian territory, the markers are returned to the pool. Since the only way I see for Prussia to get more victory points without invading is to win major battles, why would Austria invade Prussia and give the opportunity to lose such battles? Am I misunderstanding the rule? In other words, Prussia eventually is allowed to go on the offensive to get more VPs, but is not required to. I'm trying to figure out when Prussia would ever choose not to. It seems to me that Prussia would only stay defensive if Austria invaded. I don't see why Austria would do that, because Austria can fight France instead (although Maria Theresa must leave a covering force in anticipation of Prussia's attack).

Answer 1: it seems that there is at least this possibility: (1) Stay at peace with Austria while hammering France with the Pragmatic. While Austria heads to Flanders to fight France with the Pragmatic, Prussia, at the right moment might burst back upon the scene to a weakened home Austria. Either way, that PLAYER'S chances will be better.

Question 2: I agree that is how peace with Prussia works. What I'm wondering is why any VP markers are set aside, because the moment Prussia attacks, the markers go back in the pool.

Answer 2: It might also induce Prussia to maybe extent the peace a few more rounds to benefit from a more favorable winter scoring.

Answer by Richard Sivél: Answer above got the point: The setting aside of the markers is just for a better winter scoring. Prussia will usually not be able to win by emptying its pool without going on the offense again (Note that this different to France's reduction; France can win on the Flanders map only).

Question 3: Once Prussia leaves its territory that is saying "the peace is off" correct?

Answer 3 by Richard Sivél: Yes, once the neutrality of Prussia is over, Prussia is again at war with Austria.

19.2 France reduces military objectives

Question: In the rules, it states that as soon as there are no French generals in Core-Austria, the reduction takes place. What is the boundary of Core-Austria? It would seem as though there are no French generals in this area at the beginning of the game and so when this reduction would be applied?

Answer: The French may choose to reduce. There is no reason to reduce immediately because no victory markers would be put out of play. The point is that those out of play markers are not in the pool but also unavailable for re-conquest by Austria. And I just checked the rules, which define core Austria as the part of Austria in the Bohemia map (confirmed by Richard Sivél).

Question 1: What benefit is offered to France upon choosing the reduction? Is it better winter scoring or something else?

Answer 1: Winter scoring is one benefit. But, it also can make it easier for France to win. If France reduces, some of the VP markers (from captured fortresses in Core-Austrian) are set out of the pool. Thus, France could conquer fortresses in the Low Countries (or earn victory points some other way) and exhaust its pool without conquering as many fortresses as it has VP markers. Remember, once you are out of VP markers in the pool, you WIN. It doesn't matter if they are on the board or set aside.

Question 2: I still don't see how it helps - the markers were already out of the Pool when you chose to reduce. Is it to "lock in" victories?

Answer 2: The VP markers are out of the pool, until Austria takes them back. Or France must spend resources to defend the conquered fortresses. Plus hussars are forcing France to spend TC cards. Instead, France keeps the markers out of the pool, but doesn't need to defend deep in Austria, and risk getting supply cubes eaten.

Question: (1) Why would France want to do this? Is it to gain advantage during Winter Scoring?

(2) Is this more useful early in the game or later?

(3) This is a onetime event....do people find that it happens in most games?

(4) Saxony - Can Saxony flip-flop between players? It becomes Neutral - Austria controls... then it goes back to Prussia...then becomes ally to Austria... etc.

Answer by Richard Sivél: I can only answer your questions with the designer's thoughts. Maybe player will find that it plays out differently.

(1) The idea is that once France is in a desperate situation of losing all their conquests in Austria anyway, they can take home at least 50% of these conquests. -- Also, France can put Prussia heavily under pressure by reducing their objectives. A useful tool once Prussia is too dominant.

(2) It is useful at the right moment. Whatever this does mean :-)

(3) No answer from me ;-)

(4) Note that there is only one card which allows a Saxon pro-Prussian move on the political display. This card is restricted: Only a Prussian allied Saxony can move its marker. Therefore, it is technically impossible for Saxony to flip-flop.

(During early play test there was a chance for Saxony to flip-flop, but this has repeatedly created confusing situations and endless pages of rules to counter it. Therefore, I dropped that idea.)

19.3 Saxony's defection

Question: Saxony status: After becoming Austrian ally, Saxony becomes immediately enemy of Prussia, France and Bavaria and can invade their countries (being played by Austrian player), isn't it?

Answer: They become enemies but you have to remember that only Austrian pieces may move from the Flanders map to the Bohemia map, and vice versa. So in your example the Saxony general can only move in Bohemia map (confirmed by Richard Sivél).

Question: I assume Saxony's action phase is during the Austrian player's action phase when it becomes an Austrian ally.

Answer by Richard Sivél: Yes, Saxony takes its turn with Austria. It is stated in the rules, section 19.3 (last bullet).

Question: And Saxony becomes played by the Austrian player - does Austria take Saxony's TCs from Prussia? It doesn't say anything in the rules so I would assume they are not discarded?

Answer: Yes. Each country has its own set of cards, regardless of which player controls the country. So when Saxony changes players, the cards go with the country (confirmed by Richard Sivél).

19.4 Neutrality

Question: Once Saxony becomes Neutral or Austria's ally can the track move back and it become neutral again or even Prussia's ally once more?

Answer by Richard Sivél: No, it can't. Winning battles moves Saxony, but only if Austria wins. Also, the one politics card only moves Saxony left if still allied with Prussia. There is only one event which allows for a shift to the left. And this is only allowed, as long as Saxony is Prussian allied.

21 NEGOTIATIONS

Question: As it is not specifically forbidden in the rules, I guess that fortresses may change hands as a result of negotiations. Is that allowed?

Answer by Richard Sivél: No, this is not allowed. Conquest and Control of fortresses is an inherent mechanic of the game. It cannot be altered by negotiations. - All you can do is to make a contract that the owner moves far away, so that the fortress is not protected, and so that you can conquer it easily. But you still have to move through the fortress. (Note that in the rules do not use the term "core mechanic" but "inherent mechanic". So you cannot change any rule or any inherent mechanic by negotiations.)

Question: For example, if Prussia has a card which can move the Russia marker in favor of Prussia, and move Italy against Austria, and the Austrian player gets a card that same turn which moves Russia against Prussia, a logical diplomatic move is for the Prussian player to agree to not put into effect the move of Italy against Austria, if Austria agrees to not use their card to counter the Prussian move of the Russia marker. Of course, Prussia would want to make this offer only after the Austria player has committed to taking the political card, otherwise Austria is likely to conserve TC, rather than take a political card which they will not use.

Answer by Richard Sivél: No, you cannot make an offer of what to do with your card AFTER another player has picked a card. The moment you pick a card you must decide what to do. Of course you can negotiate with Austria in such a way that Austria (which has the next choice) picks a card and discards it. Your offer is to discard the Italy-move of your card.

22 ARENBERG

Question: Rule 22 states Arenberg is always in supply in the Netherlands so I take this as:

1. Obviously in supply in the Home country area of the Austrian Netherlands (Any Austrian General would also be in supply here).
2. Also in supply in the Pragmatic Home country.
3. Out of supply in the green (German?) area lying between the Austrian enclaves on the Flanders map, even though this could, 'geographically', be loosely termed part of the Netherlands.

He is also able to take supply from the Pragmatic supply train.

Answer: Everything you say is correct. Also, Arenberg can be "rebuilt" at a Pragmatic major fortress, but the Austrian supply train cannot. Austria can only build new supply trains on the bohemia map (confirmed by Richard Sivél).

Question: I know Arenberg can use The Pragmatic Armies Supply, but I couldn't find a rule that specifically says a nations Supply is for that specific power alone. Can Bavaria Supply French forces for instance?

Answer: Try section 9, third point. (In the German version, that says a general can only be supplied by a supply train of the same color (i.e., nation). I cannot absolutely guarantee it says the same in the English, but it should.) So, no, the Bavarian train can't supply French generals (confirmed by Richard Sivél).