M A R I A

Introduction Game Reference

Setup

Choose faction for each player and give corresponding army sheet. Allied powers may not attack each other.
  1) France (red), Bavaria (orange) - cooperating powers. Allied with #2
  2) Prussia (blue), Saxony (green) - cooperating powers. Allied with #1
  3) Austria (white)

Put turn marker on space 1 of time track.

Place starting pieces as indicated on board. T=supply train, #=starting general #. Hussars start off board.

Shuffle 4 tactical decks, pick one to start drawing from.

Place victory markers in Silesia (Schlesien) - Prussia on 2 blue cities, Austria on 5 white center cities

Draw initial hand of Tactical Cards per Army Sheet

Assign troops secretly to generals by writing on Army Sheet. Each general must always have 1 - 8 troops. May never have more total troops than starting #.

Sequence of Play

- Austria places its hussars
- Action Stage of France & Bavaria
- Action Stage of Prussia & Saxony
- Action Stage of Austria & Pragmatics
- Advance Turn Marker
- Winter Stage - every 3 turns

Map - All locations are cities, some are minor(square) or major(star) fortress. Left side of board not used.

Stacking - Only 1 piece may ever occupy a city. Exception 2 generals (from same or coop powers) stacked (lowest # on top). May transfer troops between same-power generals in a stack.

Austrian Hussars

- Can place on any unoccupied city on Bohemia map within 4 cities of Austrian General.
- Remove if any piece enters city (via move or retreat)
- If players must trace supply through Hussar, he pays TCs=path length. General out of supply if can't pay.

Action Stage

Tactical Cards Phase - Draw # of TCs according to Army Sheet. Keep cards for each power separate.
- No hand size limit.
- Values 1-10, 4 suits. Reserve card can be 1-8 any suit.
- Discarded by deck. Once all 4 decks are out, shuffle 2 largest discard piles together for new deck.
- Frances draws 2 cards & Bavaria 2 during the first 3 turns, after France may instead draw 3 and Bavaria 1.

Supply Phase - Generals in home (same color) country or within 6 cities of own Supply Train are in supply.
- Cannot trace supply through enemy unit.
- If out of supply, flip face down and lose 1 troop (2 if already face down). In supply, flip face up.
- Face down generals cannot conquer fortresses.

Movement Phase - General=3 cities (4 entirely on main road). Supply Train=2 cities (3 on main road).
- Only one piece ever allowed in a city (except stacking). May not hop through city with another piece.
- General may enter city with enemy Supply Train, and removes it from the board.
- Force March: May move general up to 8 spaces along a main road, but not through enemy controlled fortresses or within 1 city of enemy unit.
- Re-enter Supply Trains: Pay 4 TC pts & place on major fortress in home country (or of minor power). No move.
- Conquering Fortresses: If face up general moves OUT of fortress, conquer if not protected by same/coop power general within 3 cities. If protected, place ? marker. If conquered in enemy country, place marker. If conquered in allied country remove enemy marker. May not conquer ally-controlled fortress.

Combat Phase - All generals adjacent to enemies must attack. Active player decides order.

- Both players reveal # of armies with general(s). Player with negative difference (attacker if 0) may play TC cards matching suit of their general's square. Switches to other player once negative difference switches or equals 0. Keep playing cards until one player stops.
- If card play switches on a 0 and player cannot play card (Reserve card optional), battle ends in tie.
- Loser: Player with negative difference loses that many troops and retreats.
- Retreat: A general that retreated may not attack or be attacked again that phase. Winning player chooses retreat path equal to # of troops lost. Must retreat full distance as far away as possible from winning general. May not enter a city more than once or a city with any other unit. If cannot retreat full distance, remove general and troops.

Retroactive Conquest Phase - If fortress with ? marker is no longer protected (same/coop power general within 3), conquer fortress. Otherwise, remove ? marker.

Winter Stage

- Recruit new troops and re-enter generals.
- Each troop costs 4 TC pts, may be added to any general on board or assigned to re-entered generals.
- Must declare total troops purchased, but not where they were placed.
- Generals may only enter on his power's major fortress (or Munchen for France). Enemy Supply Trains on major fortress with re-entered general are removed.

Game End

Immediately when any player fulfills victory conditions.

France/Bavaria - Control 9 fortresses in Austria

Prussia/Saxony - Control 12 fortresses in Austria and/or Silesia (Schlesien)

Austria - End of turn 9 and no player has won.

AUSTRIA 5 Generals 2 Supply Trains (K1,K6) 5 Tactical Cards
Start: 5 TCs, 24 Troops
min 1, max 8 per general

1. Karl v. Lothrinen	M4											
2. Traun	M1											
3. Khevenhuller start min 6	N1											
4. Batthyany start min 2	N1											
5. Neipperg	L6											

FRANCE 2 Generals 1 Supply Train (G4) 2(3) Tactical Cards
Start: 2 TCs, 16 Troops
min 1, max 8 per general

2. Belle-Isle	G5	8										
3. Broglie	G3	8										

BAVARIA 1 General 1 Supply Train (G4) 2(1) Tactical Cards
Start: 5 TCs, 5 Troops
min 1, max 8 per general

1. Torring	G3	5										

PRUSSIA 3 Generals 1 Supply Train (K10) 3 Tactical Cards
Start: 9 TCs, 16 Troops
min 1, max 8 per general

1. Friedrich der Grobe	L9											
2. Schwerin	L9											
3. Erbprinz Leopold st min 4	K9											

SAXONY 1 General 1 Supply Train (H8) 1 Tactical Card
Start: 3 TCs, 5 Troops
min 1, max 8 per general

1. Rutowski	I8	5										