

Sieben Jahre



Rulebook

GAME PRESENTATION AND COMPONENTS

Seven Years is set during the Seven Years' War (1756-1763), which pitted the coalition led by Austria and France against the coalition led by the United Kingdom and Prussia. Other European states also took part in the conflict, which spread from the Old Continent to the French and English colonies. Players take the lead of one of the two coalitions and, carefully managing their economic resources, must organize military campaigns, both on land and at sea, conquering the assigned objectives. It is also possible to play alone in scenario mode.

The game materials include: 21x29.7 cm boards (the map's sections must be trimmed); 1.5x6 cm three-dimensional tokens; 2.7x5.4 cm cards; 1.5x3 cm markers; and an A4 rulebook (or A3, folded in the center and stapled).

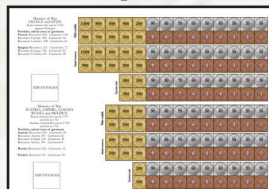
To play the game you will need a six-sided die and possibly three opaque bags or three containers for drawing cards.

TABLES

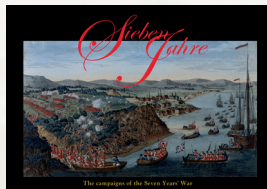
1 map measuring 110x54 cm divided into 12 elements



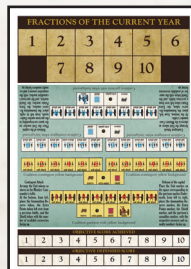
4 Ministry of War boards measuring 29.7x21 cm



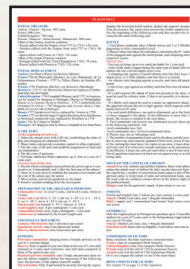
Box cover 27.7 x 19.8 cm



1 Tracking board 21x29.7 cm



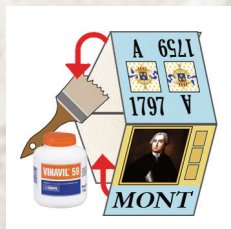
Player Help 21x29.7 cm



The scenarios can be downloaded at:
www.fabra.biz/SiebenJahre/scenari.pdf

THREE-DIMENSIONAL TOKENS

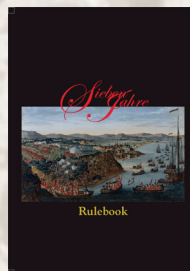
From left: 43 Commander tokens, 1 Supply, 1 Reserve, 1 Detachment



Fold the token along the black lines, glue the bottom side to the top side to obtain an elongated pyramid.



1 set of rules on 16 pages 21x29.7 cm



Example booklet 12 pages 21x29.7

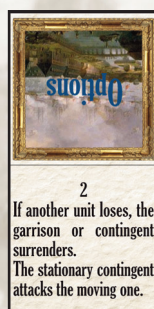
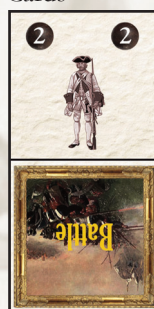
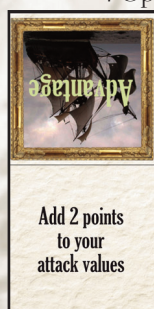


Scenarios to download from the website



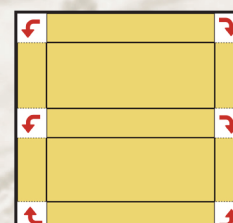
CARDS

From left: 22 Event Cards, 16 Advantage Cards, 28 Battle Cards, 4 Option Cards



Fold the tag or marker inwards along the black line and glue the two sides together.

4 boxes for the tokens 9x4x1.6 cm to be cut out and folded along the black lines glue the flaps with the arrows under the colored ones



MARKERS

From left: 64 Armed Forces markers, 8 Attack Score markers, 36 Provisions tokens, 6 Exhausted Army Provisions markers, 34 Ammunition markers, 24 Raided Province markers, 55 Flag markers, 36 Coin markers, 42 Commander markers, 3 Guerrilla markers, 6 Indian markers, 2 Shield markers, 2 Ammo Reserve markers, 2 Extra Attack Point markers, 1 Garrison marker, 2 Garrison Loss markers.



1. THE MAP

The map on which the game takes place depicts most of the areas where the Seven Years' War (which involved nearly every continent) was fought between 1756 and 1763: Europe, North America, and the Caribbean.



The map, divided into 12 numbered sectors, depicts the states and colonies of the mid-18th century, identified by their background color. Some states, colored gray, were not involved in the war. Countries are divided into regions and provinces, which, in addition to having economic repercussions, serve as spaces for the movement of armies on land. The sea zones, colored blue, are divided into spaces across which naval contingents move; dotted lines connect certain ports for the dispatch of military contingents by sea. On the right side are the income boxes of the European regions and the history track. On the left, at the top is the box with the incomes of the North American colonies, at the bottom those of the Caribbean colonies, between them is the box with the portfolio available to the Ministries of War of the various States.

2. THE LINE-UPS

The protagonists of the conflict are: the Kingdom of Prussia and the United Kingdom on one side, the Kingdom of France and the Habsburg Monarchy (hereafter Austria) on the other. Other states allied to the Franco-Austrian coalition are: the Holy Roman Empire (abbreviated to Empire), the Electorate of Saxony, the Russian Empire from 1757 to 1761, the Kingdom of Sweden from mid-1757 to 1761, and the Kingdom of Spain in 1762.

Allies of the Anglo-Prussian coalition are: the Electorate of Hanover, the Electorate of Brunswick-Wolfenbüttel (abbreviated to Brunswick), the Landgraviate of Hesse-Kassel, the Russian Empire in 1762, and the Kingdom of Portugal. If there are two players, one leads the Anglo-Prussian coalition and the other the Franco-Austrian coalition. You could also play with four players, dividing the states as follows:

- France with Spain in 1762
 - Austria with the Empire, Saxony, Russia from 1757 to 1761, and Sweden from mid-1757 to 1761
 - Prussia with Hanover, Brunswick, Hesse-Kassel, and Russia in 1762, which only provides economic support in the game-United Kingdom with Portugal in 1762.
- You can play alone in Scenario mode.

3. CONDITIONS OF VICTORY

The basic condition is that all states maintain their borders and those of their allies unchanged at the end of 1762.

The player leading the Anglo-Prussian coalition wins if:

- **Prussia** possesses Saxony at the end of 1762
- the **United Kingdom** possesses all of North America at the end of 1762

The player leading the Franco-Austrian coalition wins if:

- **Austria** possesses Silesia at the end of 1762
- **France** possesses all of North America at the end of 1762

Conquering other objectives, specified in Chapter 31, allows for additional bonus points.

If no player manages to conquer all objectives (total victory), the player with the most points wins (partial victory).

If a coalition manages to conquer Berlin or London, or Vienna or Paris, it wins the game.

The United Kingdom and France cannot be attacked across the English Channel, which is only passable by naval contingents.

4. PREPARATION

Two players: Each player is assigned to lead a coalition and can play in either campaign or scenario mode.

One player: Can play in scenario mode (p. 14).

Each player must be given:

- the two coalition War Ministry boards and 6 gold, 6 silver, and 6 bronze coin tokens (chap. 7).
- the commander tokens of the states present on the War Ministry board (chap. 12) and a flag marker for the main state (Austria, France, the United Kingdom, or Prussia).
- a supply marker (chap. 14), an ammunition marker (chap. 17), and the armed forces markers in the color of the chosen coalition, which will be assigned to the commanders (chap. 12).

Shuffle the Event cards (chap. 11), Advantage cards (chap. 19), and Battle cards (chap. 20). It is best to place the groups of cards in bags or containers.

Keep all other markers handy.

Players place coin markers on the designated spaces on the Available Wallet, Annual Resources, and Garrison Costs board, as detailed in chapter 7.

A player rolls a six-sided die to select the story shown on the Story table (at the bottom of the map), which establishes the order of play for the first year and the number of advantages to be assigned (chapter 9).

Players wishing to make their first move of the year take turns placing their state's flag marker on the first space of the Year's Actions space on the map. A turn consists of 10 segments, during which players can perform up to six actions for each major state or its allies (chapter 8).

At the start of the game, players must place their commanders on the board as described in the box in chapter 12; they are free to decide the size of their contingents and add others by placing them within the borders of their states or colonies.

5. GAME TURN

At the beginning of each year:

1. Select the annual event by rolling a six-sided die, establishing the order of play, and assign the indicated advantages.
2. Assign economic resources to the Ministries of War based on the regions they control.
3. Economic aid may be provided to allied states.
4. Pay the costs of garrisons.
5. Decide which commanders to activate and pay their costs.
6. Pay for the units under the commanders' orders.
7. Additional advantages may be purchased.
8. Perform the first action and pay its cost.

At each turn (fraction) of the year:

1. Decide the actions to be performed as needed, assigning them to the states under your control.
2. Draw an Event token to determine the amount of movement of a military contingent and the cost of the action.
3. Move the commander tokens on the playing field according to the Event tokens.
4. Resolve combats resulting from the movements of military contingents
5. Reserve units are enlisted to replace losses suffered in battle and supplies are sent to the contingents, paying the related costs

6. STATES, REGIONS, PROVINCES

States are identified by their black border lines and background color: France and its colonies are white; Great Britain, the colonies and allied electorates of Hanover, Brunswick, Hesse-Kassel are red; Austria and the Empire are yellow; Prussia is purple; Russia is green; Saxony is dark gray; Sweden is light blue; Spain and its colonies are orange; Portugal is blue; and neutral states are gray.

Each state is divided into regions, distinguished by less pronounced black or white border lines; the regions are subdivi-

ded into provinces, divided by discontinuous border lines and gray names.

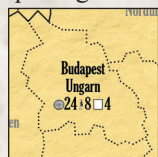
The main province is the capital of the region, and in addition to its name and that of the province, information is provided on the economic income of the entire territory, preceded by a coin; the maintenance costs of the garrison defending it, which coincide with the number of garrison units and the number of ammunition loads at their disposal, preceded by the image of a toy soldier; and the garrison's resistance value, preceded by a shield.

Each region has an economic value expressed in coins. If it is conquered, this value is transferred from the wallet of the original state to that of the conquering state (see chapter 7).



The capital the province hosting it, is the most important because its fall automatically results in the surrender of the entire state. The income value shown is the total value of the entire country (in the image, Paris, capital of the Île-de-France region and the capital of France). As for the capitals of the four parti-

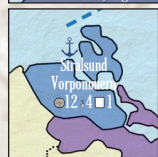
cipating states, the value is purely informative because conquering one of them automatically ends the game.



Important centers some cities, such as Prague, the capital of the Kingdom of Bohemia, or Boston, the main city of North America, have greater strategic and economic importance than other centers (shown here is Budapest, the capital of Hungary).



Ports Provinces hosting one, represented by the symbol of a vessel, allow you to organize the departure of naval convoys, repair damaged vessels, recruit soldiers, transfer ground troops, and procure supplies and ammunition (shown here is Porto).



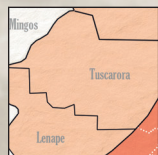
Seaports identified by an anchor, allow naval contingents to stop, replenish supplies and ammunition, but not recruit troops or repair any damage suffered by vessels (shown here is Stralsund).



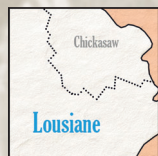
Russia is assumed in the game to be unconquerable, given the enormous distance separating it from other states and the vastness of its territory. However, the regions visible on the map offer economic support that is transferred to the Portfolio of the states with which it allies. (In the image, Latvia in Russia, the starting point of the Russian armies)



North American forts in addition to defending important strategic points, serve as administrative centers for a region whose economic value is specified under the image representing them: a white fort for the French, red for the British (in the image, Fort Duquesne).



Contested provinces are located between the French and British colonies in North America, marked by a pink strip of land. They do not generate any income (in the image, the area between French Ohio and British Pennsylvania).



Unproductive provinces not all North American provinces have an administrative center; those without a capital are indicated by the name of the region and do not generate any economic return (in the image, some provinces in Louisiana).



The Caribbean apart from the largest regions and islands (Florida, Cuba, Haiti, Jamaica, and Puerto Rico), consists of archipelagos of islands. They have a cumulative economic value (in the image, the French, British, and Spanish)

On the sides of the map are four boxes, each containing the names of the regions and their income values, preceded by the flags of their respective countries: the two boxes for European countries are in the bottom right, the box for North America is in the top left, and the Caribbean is in the bottom left.

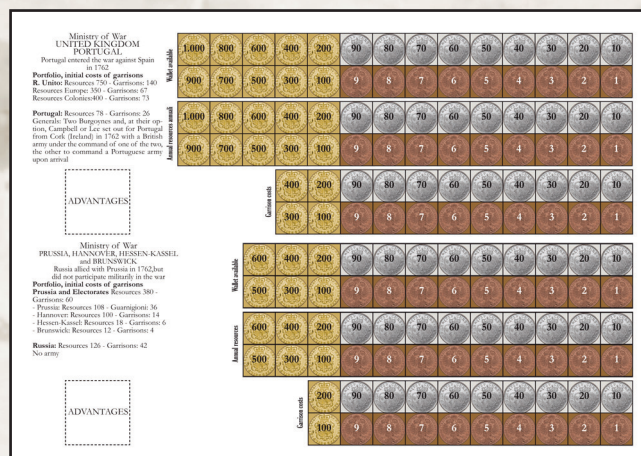


The capitals have a gold background. Some regions have a small colored star in the right corner and a value in the left corner; these are objectives that give a bonus to those who conquer them.

7. MINISTRY OF WAR

Each player monitors military spending and the composition of their contingents through the Ministry of War (below), which is divided into two boards: the first serves to monitor the economic resources allocated to the defense of the coalition, while the second contains the overview of the land and naval armed forces. The economic unit is money.

The first board has two sections, each consisting of three groups of tracks, which track the income and expenditure of the main states and their allies.



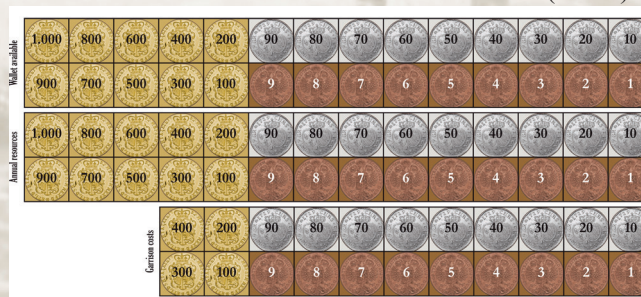
The upper section contains the portfolios of:

France, Spain
United Kingdom, Portugal

The lower section contains the portfolios of:

Austria, Saxony, Russia, Sweden
Prussia, Hanover, Brunswick, Hesse-Kassel, and in 1762, Russia

The tracks for each section are divided into boxes (below).



The upper section tracks the Ministry's income and expenditure. It is divided into three segments, each distinguished by the background color of the coins (gold from 100 and above, silver from 10 to 90, and bronze from 1 to 9).

The first **Wallet available** records income and expenditure, the second, **Annual Resources**, serves as a reminder of the annual resources, and the third, **Garrison Costs**, displays the total annual expenditures for the defense of the regions.

The records must be updated every time a region is conquered or lost, when commander, unit, and garrison costs are paid, and when extraordinary income is received.

To keep track, use the **coin markers** (on the side), with the same symbols used in the wallet tracks, but with a black background.



For example, to make 342 you must place the coin markers on the track spaces as shown in the example below.



Each player must indicate on the first track the starting value of the portfolio available to the coalition states:

France 600 coins (upper track)

Austria - Empire - Saxony 402 coins (lower track)

United Kingdom 750 coins (upper track)

Prussia - Hanover - Hessen-Kassel - Brunswick 380 coins (lower track)

The portfolio is made up of a hypothetical percentage of resources that the state allocates to the Ministry, obtained from the tax payments of the regions under its control. The amount indicated under the region's name on the political map is the share due to the Ministry of War.

Resources are collected at the beginning of the year based on the territories held. If a region is conquered from an opponent, starting the following year its income value is credited to the conqueror. When a new ally joins the coalition (for example, Russia in 1757 in the Franco-Austrian coalition), it brings with it new economic resources:

- **Russia** 126 coins from 1757 to 1761 (Austrian records)

- **Sweden** 90 coins from 1757 to 1761 (Austrian records)

- **Spain** 216 coins in 1762 (French records)

- **Portugal** 78 coins in 1762 (United Kingdom records)

- **Russia** 126 coins in 1762 (Prussian records)

Below the country names are the spaces for placing the Advantages cards, some of which provide for extraordinary income or losses to be credited to the Ministry's portfolio (chapter 19).

The income and expenditures of the core states and their allies in the same portfolio must be kept separate; it is not permitted to use the resources of one of them to cover the needs of the other core state, but a core state with greater resources is permitted to lend money to another core state and its allies.

The second board consists of the tables dedicated to the military contingents that make up the armed forces of the nations present there (below).

The box of the army led by de Broglie, 1st level general, as indicated by the color of the frame of his portrait and the three notches below, the letter E indicates that he can only operate in Europe

Each contingent, whether Army or Navy, has a board consisting of four sectors: the first on the left, with the State flag, is where the token of the Commander assigned to the contingent, which will be discussed in Chapter 12, should be placed; next to it is the ammunition load box (Chapter 17), and to the

right is the supplies box (Chapter 14). The six lower boxes provide information on the contingent's strength (Chapter 12). Above the supplies and ammunition boxes are placed markers indicating the number of loads available. Above the contingent boxes are placed markers indicating the unit type (infantry, cavalry, artillery, navy) and battle experience (trained or veteran).

The adjacent image shows the space of the army commanded by General Ferdinand von Brunswick, which has all its ammunition loads, four loads of supplies, and is composed of four infantry and two cavalry brigades.



If the contingent is ready for a military expedition, it must load supplies, ammunition, and supply organization markers. However, if desired, they can be loaded even if it remains in its own country, so as to be ready in case of need.

For more information on the allocation of supplies and ammunition and on supply lines, please refer to the specific chapters (14 and following).

8. LE AZIONI

A military campaign has costs that must be considered when deciding to arm and launch an army or naval squadron: unit costs, which are paid for at the beginning of the year; supply costs—i.e., provisions and ammunition—which must be paid for before an expedition; and action costs, which represent unforeseen events that may arise during the movement of large numbers of men and equipment, which must be paid before moving the contingent.

The complete game lasts 7 years of play, each year divided into 10 turns or fractions that do not coincide with a precise time period but could last from a few days to a few weeks. During a fraction, players can carry out one or more actions. To keep track of the fractions, use the track printed on the track board, on which the flag markers of your country are placed (under the track with the French flag).

FRACTIONS OF THE CURRENT YEAR					
1	2		4	5	6
	7	8	9	10	

An action is defined as the movement of an army, a naval squadron, reinforcement units, or a supply convoy, or the repair of damage to naval squadrons, or a raid to capture enemy convoys. Players can perform a maximum of four actions for each fraction of a year, or six actions divided into two phases: in the first phase, a maximum of three actions can be performed. Once all players have completed the first phase, starting with the first player, the remaining three actions can be performed. Once these actions have been completed, the fraction ends. If a player completes fewer actions during the first phase, they cannot recover them in the second phase.

Movements of money are not actions.

As previously mentioned, each action has a cost determined by the Event card, as will be explained in Chapter 11.

On their turn, players must declare that they intend to perform a new action, which State is involved, pay the cost, move the State's flag marker onto the Fractions track for the current year, and perform the action. You cannot refuse to perform an action after viewing the Event card. You can move contingents of states under your control (for convenience, the term

"board" is used to indicate the group of nations present on the same board), but you are prohibited from moving the same contingent twice during the same fraction.

It is not mandatory to use all fractions of the year; when a player decides to stop, he must communicate this to the other players. If attacked after declaring his intention to stop, he may defend himself or leave the region or sea space he occupied by taking an Event card and paying its cost, but he may not replace any losses suffered or replenish supplies and/or ammunition.

When all players pass, the year ends and a new event must be selected (chapter 9), repeating the procedure described in this chapter.

9. TABLE OF EVENTS

The events table is located on the map at the bottom left. It is divided into seven groups of options, each group referring to a year, from 1756 on the left to 1762 on the far right.

The events have four functions:

1. They serve as a game calendar
2. They provide purely educational information on the main historical events that occurred during the year
3. They establish the order of play for the rest of the year
4. They assign free Advantages to one or more States

On the left is a brief explanation of how the table works, followed by the sequence of the States (represented by their flags), preceded by a number between 1 and 6 for the draw. Next to the flags, a number between 1 and 3 may be displayed, indicating how many Advantages are assigned to the State (chapter 19).

At the beginning of each year, a player draws one of the events using a six-sided die, determining the order of play for the entire year based on the sequence in which the flags are placed.

The Advantages assigned to the State or States indicated by the event are drawn at random and given to the player or players concerned. On their turn, each player may carry out their actions, following the procedures described in the previous chapter, assigning them to different contingents on their board.

10. MOVING ON THE MAP

To represent an army or naval squadron on the political board, use the commander tokens described in Chapter 12.

The token is placed at the start of the game on a province of the country or its colonies, or in a sea area with a port, represented by a vessel, or a port of call, represented by an anchor. An army cannot be placed outside the borders of its country or its colonies at the start of the game.



Right: The initial position of Frederick II's army within Prussian borders. Left: That of de La Galissonniere's naval squadron in the port of Toulon, France.

An army moves from one province to the next, and a naval squadron moves from one sea square to the next, a number of spaces determined in both cases by the Event cards. Armies and supplies can move up to five spaces at a time, and reinforcements and naval squadrons can move up to six spaces at a time.

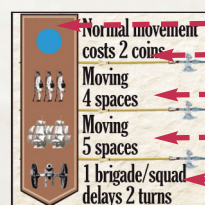
11. EVENTS CARDS

The movement of an army or naval squadron was subject to many unforeseen events that could slow down its progress, or even prevent it entirely. To represent this state of uncertainty, Event cards are used in the game.



Each is composed of 4 sections:

- the first is preceded by a colored dot indicating the effects on movement and the cost of the action.
- the second specifies the extent of the army's movement and supplies.
- the third specifies the extent of the movement of naval squadrons, reserves sent to reinforce understaffed armies, and land detachments on missions.
- the fourth is dedicated to the event's influence on battles.

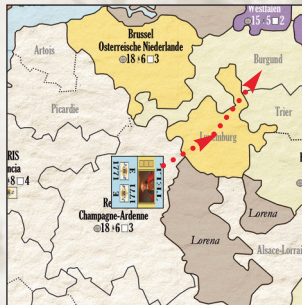


- Symbol event and impact on the movement
- Cost of action
- Movement of armies and supplies
- Movement of naval squadrons, reserves, detachment
- Consequences of the event in battle

Symbols of events and their impact on the movement

- Rapid Movement**
Armies 5 spaces - Ships 6 spaces
- Normal Movement**
Armies 4 spaces - Ships 5 spaces
- Slow Movement**
Armies 3 spaces - Ships 4 spaces
- Difficult Movement**
Armies 2 spaces - Ships 3 spaces
- Very slow movement**
Armies 1 space - Ships 2 spaces
- Impossible to move**
Armies and ships at a standstill

Movement can be rapid (up to 5 movement points for armies and supplies, up to 6 MP for army reserves and naval squadrons) or extremely slow, to the point of stopping altogether. Before drawing a card, you must specify which unit the action refers to, and the cost is deducted from the country's board.



The movement of Le Tellier's army after picking up an Event card indicating a very slow movement and, therefore, a movement of only 2 provinces

For example, if the player leading Austria wants to move a Russian army, he draws an Event card at random, pays the action fee specified in the first section, and moves the token.

Event cards may indicate the loss of ammunition or possible delays of one or more units.

The Event card's contents are mandatory and cannot be modified in any way.

After use, the card must be returned to the deck, which must be shuffled after each use or returned to its bag or container, if one of these options is chosen.

12. THE ARMED FORCES

Each state has an army; France and the United Kingdom also have a navy. Both are represented by the commander's token (the general for land forces, the admiral for naval forces).



The token of Generals von Daun and von Königsegg. Below: the side with the areas in which they operated and the dates of death, arranged so that those referring to the commander are facing up.

The token has three sides: two of them depict two different commanders, and the third shows the area in which they operated and the date of death, arranged so that the commander's figures are at the top.

Here are the elements of the commander's token:

- the background color specifies the coalition to which they belong, the color of the stripes indicates the country they fight for, their portrait, the acronym of their name, and on the third

side the area in which they operated, their flag, and the dates of death.

- the letter E specifies that the general operates in Europe (except the Iberian Peninsula), the A indicates that they operate in the Americas, the P indicates Portugal, the C indicates the Caribbean, and the M indicates that they are an admiral of the Navy. If a general can operate in multiple areas, their acronyms are listed; for example, EP means they can operate in both Europe and Portugal.

- the color of the frame and the colored notches next to the portrait specify their command value (CV): gold is 1st level, silver is 2nd level, bronze is 3rd level, and are of great importance during battles because they allow the general to recover 1 to 3 units lost during the battle, as indicated by the number of notches next to their portrait (chapter 20).

The cost of a commander depends on his CV: for a 1st level commander you must pay 9 coins every year, for a 2nd level commander 6 coins, for a 3rd level commander 3 coins.

General von Hessen-Kassel's silver frame indicates he has a command rating of level 2.
The double silver notch indicates he can recover up to two units in battle.
HESS is the acronym for the General's name.

The bronze-colored frame indicates that French General de Lery has a command rating of level 3.
The bronze mark indicates that he can only recover one unit in battle.

LA gold frame indicates Hawke is a level 1 commander.
A triple gold bar indicates he can recover up to three units in battle.

The third side of the token of Prussian generals von Lewahl and de La Motte-Fouqué has printed from above:
 - the area in which they operated
 - the flag of the state for which they fought
 - their date of death

Some commanders die during the conflict (for example, de Montcalm in 1759). They can be used until the end of the year in which they die, and then replaced with other commanders of your choice starting from the beginning of the following year (the example booklet contains a list of commanders, their acronyms, the areas in which they can operate, their dates of birth and death, and the number of victories and defeats they have suffered).

The commander is assigned a contingent (an army, if land, or a naval squadron, if sea). This is identified by one or more markers that may represent one or two soldiers, if an army, or a vessel, if a naval squadron. The combat strength (CS) of a commander is expressed by its unit type and the training level of its troops or crews.

Unless otherwise specified in a scenario, army units are generally called brigades. A trained infantry brigade is represented by a blue musketeer with a CS of 1 point and costs 2 coins; a veteran (on the obverse) by a red grenadier, CS of 2 points, costs 3 coins; a trained cavalry brigade is represented by a blue dragoon, CS of 2 points, costs 3 coins; a veteran (on the obverse) by a red cuirassier, CS of 3 points, costs 4 coins; a trained artillery brigade by a gunner with a blue cannon, CS of 3 points, costs 4 coins; a veteran (on the obverse) by a gunner with a red officer and cannon, CS of 4 points, costs 5 coins.

The units of naval squadrons, however, are called squads and are distinguished only by the training level of their crews: blue ships with a CS of 3 points are trained and cost 5 coins; veteran ships are red ships with a CS of 4 points and cost 6 coins.

Costs must be paid at the beginning of the year for all contingents on the game board. Contingents may consist of fewer than six units, but never more.

To indicate the commander assigned to a contingent, use the

Commander token, which features the Commander's image on the side of the token and the image of the paired Commander on the reverse. This token is placed on the flag space on the Ministry of War board. In the contingent spaces, place the unit markers over the number of soldiers or ships corresponding to the number of units they comprise. However, while in the naval squadron spaces, it is sufficient to place a single vessel marker, turned to the side showing the crew's experience level, for land contingents, players can create mixed armies by placing the markers of the chosen weapons over the corresponding number of soldiers.

On the right this is the army of Prussian General August Wilhelm von Brunswick-Bevern, composed of three veteran infantry brigades, two trained cavalry, and one veteran artillery brigade; the total CS value of the contingent is 20 points.

Units of the same type (for example, infantry) must have the same experience level, but units of different types (for example, veteran infantry and trained artillery) may have different levels. The limit for using different weapons is set by the number of available markers.

Each coalition has a fixed maximum number of units, indicated by their background color.

Units lost in combat can be replenished by sending reserves—always at the established cost—which must have the same experience level.

It is not permitted to send units of a different level than those composing the contingent, but it is possible to change the weapon type.

The costs of recruiting new units must be paid before they are sent. Naval training reserves can only be loaded by docking in a friendly port.

If a player decides to replace a commander with another, they must follow these procedures:

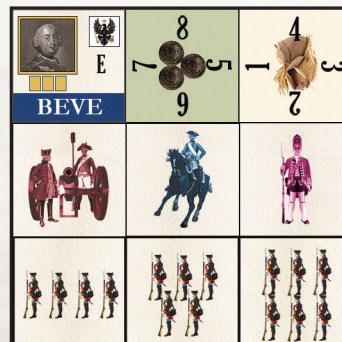
- If the new commander is in the same state as the one being replaced, simply announce it and proceed with the exchange of markers and tokens.
- If the commander is in the same state as the one being replaced, simply announce the change and proceed immediately with the exchange.
- If the commander is in a different state on the same contingent, they must announce the replacement, wait a fraction of a year, and proceed with the exchange.
- If the commander is on a different continent, they must announce the replacement, wait two fractions of a year, and proceed with the exchange.
- If they decide to replace the commander at the beginning of a new year, they can announce their intention and proceed directly with the commander change.

13. MILITARY CAMPAIGNS

Planning a military campaign involves assigning command, determining the strength of the contingent, the size of the ammunition supplies, reinforcements, and often unavoidable unforeseen events. To the costs of armies and commanders described in the previous chapter, we must add the costs of supply loads, ammunition loads, unforeseen events represented by Event cards, and, when available supplies are exhausted and combat units are eliminated, the dispatch of supplies and reserves.

14. SUPPLIES AND RESERVES

A very important aspect of a military expedition is organizing supplies and ammunition and sending any reinforcements. Each contingent carries a convoy of supplies and ammunition, i.e., the baggage train. Each load costs 1 coin.



INITIAL COMMANDERS POSITIONING

1756

Austria von Browne: Brünn - von Daun: Wien

France de Montcalm: Quebec - de Léry: Montreal - Adm. de La Galissonniere: Toulon

United Kingdom Campbell (until 1757): Boston - Murray: Philadelphia - Adm. Hawke: Liverpool - Adm. Byng: Minorca

Prussia Frederik II: Berlin - von Schwerin: Sternberg

1757

France De Soubise: Picardie - Le Tellier: Paris

United Kingdom Cumberland (until 1757): Dover

Russia Apraksin (until 1757): Latvija

United Kingdom Wolfe: Boston - Adm. Boscawen: Liverpool

Hannover F. von Brunswick: Hannover, replaces Cumberland after the first battle

Prussia von Lehwalt: Ostpreussen

Sweden a Swedish army commanded by Ungern-Sternberg leaves Karlskrona and lands at Stralsund at the end of the sixth

part of the year, but remains stationary until the end of 1757, it will begin to operate the following year with Hamilton

1759

Russia General Saltykov replaces Apraksin

Sweden Lantinghausen reolaces Hamilton

1762

France de Beauvau-Craon: La Rochelle

United Kingdom Burgoyne: Cork, along with a commander chosen from Campbell or Lee, plus an army; upon arrival in Portugal, one of the two generals commands the Portuguese army.

Keppel and Adm. Pocock: Port Arthur. (NB: In reality, the British expeditionary force that besieged Havana was composed of contingents from different areas that later reunited, but for ease of gameplay, it is assumed that it departed from Jamaica.)

Spain de Carajal: Madrid

Players can add additional commanders and contingents from the start, in addition to those indicated, whose positions must be respected. Each new contingent must always be within the borders of its own country, starting from a regional capital. France and the United Kingdom can place new armies in the North American colonies, placing them in Quebec and Boston, respectively. Naval squadrons must always start from the following positions:

France: La Rochelle, Toulon, **United Kingdom:** Liverpool, Dover, Cork

NUMERO MASSIMO DI ARMATE

PER STATO E AREA

Francia Germania: 3 - Spagna>Portogallo: 1 (armata della Germania) America: 3 - Marina: 3

Spagna Spagna>Portogallo: 1

Austria Impero: 3

Russia Russia>Prussia: 1

Svezia: Pomerania: 1

Regno Unito Germania: 1 - Portogallo: 1 (1 generale dalla Germania e 1 dall'America) - America: 3 - Marina: 4

Portogallo Portogallo: 1 (comandata da un generale britannico)

Prussia Prussia>Sassonia: 5

Hannover e Hessen-Kassel Germania: 3

COMANDANTI SCOMPARSI

DURANTE IL CONFLITTO

1756 Am. de La Galissonniere (FR), Am. Byng (GB)

1757 Gn von Browne (AU), Gn. von Schwerin (PR)

1758 Gn. Keith (PR), Gn. Apraksin (RU)

1759 Gn. de Montcalm (FR), Gn. de Lignery (F), Gn. Wolfe (GB), Gn. Ysenburg-Budringen (HK)

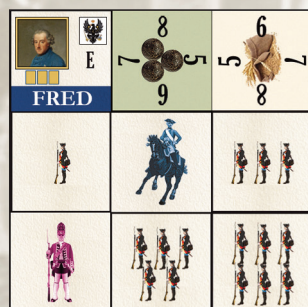
1760 Am. Thurot (FR)

1761 Am. Boscawen (GB)

A sea or land contingent consumes one load of supplies per fraction, regardless of its combat strength. Before a military expedition, players decide the number of supplies and ammunition loads that must accompany the contingent, up to a maximum of 8 of each type. To keep track of the consumed loads, use the supply and ammunition markers, which are placed in the designated spaces on the control board next to the commander's portrait. The markers are numbered on each side from 1 to 4 on one side and from 5 to 8 on the other. The marker should be rotated so that the number of loads still available is always facing up.

As for armies, when the aggregate supply runs out, they must be replenished. Players have two ways to do this:

1. They purchase them and send the necessary supply loads from their own territory or a friendly country.
2. They raid an enemy country's province.



Frederick II's army sets out with 6 loads of supplies and 8 loads of ammunition, after two fractions it has consumed two loads of supplies (right)



A regional capital allows players to purchase a number of supply and/or ammunition loads equal to the number of garrison units (minimum 4, maximum 8). Other provinces allow players to purchase 3 supply loads and no ammunition loads. In the first case, the loads must be paid for before being sent, which, again, is regulated by the Event markers; their use costs one action. To determine the extent of the movement, check the section dedicated to army movements; therefore, the convoy moves from a minimum of 1 to a maximum of 5 spaces.

Regarding ammunition loads to be replenished, the only way to replenish them is to have them arrive from a province in their own territory, from that of an allied country, or from a conquered region. If a region is taken by starvation, the army cannot resupply for a fraction of a year; if a region has been subjected to a scorched earth campaign, it cannot resupply until the following year.



To represent the movement of a convoy carrying food and/or ammunition on the map, a Supply marker with the background colors of the two coalitions on two of the three sides is used (the Franco-Imperial Coalition on the left).

If an army needs to replenish brigades lost in battle, it can only bring reinforcements from a capital of its own state or a conquered one, at the rate of one brigade for every two garrison units, rounded down, per year.



Reinforcements are represented by the Reserve token with the background colors of the two coalitions (the Anglo-Prussian Coalition on the left). This token is moved around the map until it reaches the army to which the reinforcements are destined.



To indicate the number of reserves still available after sending units, place the reverse side of the Flag marker - the side with the three numbers surrounding the state's flag - over the region's

flag in the regions box, oriented so that the number of units still available is facing up (for allies of one of the four main states, the flag of the leading nation should be used). For example, a Prussian army loses a brigade sent from Magdeburg, which has a garrison of 5 units. Therefore, the maximum number of reserves it can send is 2 (2.5 rounded down). After sending, the flag marker should be oriented so that the number 1 (i.e., the number of units still available for the rest of the year) is at the top. Once the reserves are exhausted, leave the marker on the blank side. At the beginning of the new year, the marker should be removed to indicate that the capital is ready to send reserves again.

Again, draw an Event card and check the section on ships. If the army requires both supplies and reserves, only one token can be used, keeping the other in the starting province as a reminder; in this case, proceed at the speed of the supply convoy. Once it reaches the army, the token(s) are eliminated. The movement is completed in a single action. If the movement points provided by the first Event card are insufficient, one or more cards must be drawn until the army is reached. At each stage, the convoy stops momentarily and resumes its journey after drawing a new Event card. **This staged movement must be started and completed in the same action.**



If a convoy is forced to stop because one card is insufficient to complete the journey in a single movement, it may be attacked by an enemy detachment represented by the Detachment token (on the left).

To do so, the pawn must start from the province where its commander is located, reach the province where the convoy is currently stationary, and return to the starting province in a single move. To perform the movement, draw an Event card and look at the naval squadrons section. If there are not enough spaces to reach the convoy, the raid fails, but it costs one action, which is deducted from the player's available action for the next turn.

Naval contingents are resupplied by docking at a friendly port or seaport if supplies or ammunition are needed. To replenish units lost in battle, they must dock at a port in their own country or colony.

15. RAIDS

Another way to obtain supplies is to raid enemy territory. As we've written, a province without a capital yields three loads of supplies. To raid one, the army must stop there to requisition all the supplies. A raided province does not yield further supplies until the following year.



To highlight this type of action, place a Raid marker (see adjacent) on the flag space next to the capital's name printed on the region chart. This marker must be removed at the beginning of the following year.

However, it is not possible to raid the province of the regional capital because it is garrisoned by its own.

	Bohmen Mähren 18/6/3		Meckleburg 12/4/2
	Slowakei Ukraine 12/4/2		Uderrhein 15/5/2
	Ungarn 18/6/3		Obersachsen 12/4/2

It is possible to carry out a scorched earth operation in a region to prevent an enemy army from both resupplying and raiding; this type of action must be taken when the enemy contingent enters the region. To carry it out, an army from your own state must be present in

the region and decide to abandon it to the enemy, destroying all resources. On the flag space next to the capital's name printed on the political board's region chart, display the back of the Raid token, with the side labeled "Scorched Earth" facing up (as shown in the example on the left).

A region that has lost all its resources generates no income for a year, so one year's income is subtracted from the Ministry's portfolio. After one year, the Scorched Earth token is removed; food supplies are available starting from the beginning of the year following the action.

The regional capital maintains a reserve of food supplies for the garrison equal to the number of units present in the capital.

Example: In 1759, Saltykov's Russian army invaded the province of Königsberg in the Ostpreussen region, defended by von Lehwalt's Prussian army. After losing a battle against the Russians, Lehwalt decided to scorch the earth and abandon the region. A year's income, equal to 18 coins, must be deducted from the Prussian wallet. The Scorched Earth marker will be removed at the beginning of 1761. Provinces will be able to supply armies with food starting in 1760.

If a friendly army supplies, the resources remain intact because they were acquired without violence.

16. EXHAUSTED ARMY

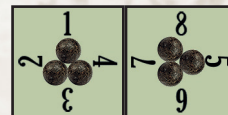


A contingent that has lost all its supplies must place the Exhausted Army token, with the image of a prostrate soldier and values from -1 to -4 on its four sides, on the supply space in the army space (on the left is General Apraksin's army space with the Exhausted Army token pointing to -1).

A starving army fights with less vigor: in combat, 1 point must be subtracted from the attack values for each fraction of a year without supplies, up to a maximum of 4 penalty points. The back of the token shows 4 supply loads that can be used to garrison capitals with 4 units.

The token is removed when the army manages to resupply itself.

17. THE AMMUNITION



Another important cost is ammunition, which represents the attacks units can conduct in battle. Each unit conducts one attack per battle, represented by a load of ammunition, symbolized by the Ammunition token (on the left), with numbers between 1 and 4 on one side and between 4 and 8 on the other. This must be placed in the space next to the commander's image. Each load represents an attack, as we will see in Chapter 20, and costs 1 coin.

A sea or land contingent can carry one load of ammunition per unit, plus two in reserve, for a maximum total of eight loads.

A contingent without ammunition cannot fight. Remember that to obtain ammunition, armies must have it delivered from a friendly province; a naval squadron must dock at a friendly port or dock.

18. THE GARRISONS

The provincial capital's information also provides details on the defense values of the garrison's units and its combat strength. Regions can be defended by garrisons of 4, 5, 6, or 8 combat units.



The garrison has a supply reserve equal to the number of its units, which can be supplied to friendly armies stationed there, allowing it to survive a siege for a number of actions equal to its supply loads.

For example, Munich (left), the capital of Bavaria, has a garrison of six combat units and can therefore supply up

to six supply loads to a friendly army and withstand a siege for six turns; the province of Salzburg, also in Bavarian territory, as it does not have a capital, can supply up to three supply loads.

A region cannot be conquered unless its capital is conquered through a siege: starting the following year, the entire region's revenues are collected by whoever conquered the stronghold.



To mark the conquest, place a flag from your country on the region box on the political board (next to the English flag on the French flag at Fort Duquesne). If a lost region is recon-

quered, simply remove the enemy flag.

You can attempt to conquer a region through a military assault or you can decide to garrison the region's province, waiting for the garrison to exhaust its supplies and surrender due to starvation.



To represent the reserve, use supply markers, which are placed on the flag in the region space on the region box of the political board. Rotate them so that the number indicating the remain-

ing supply is at the top, as shown in the image on the left, which shows the supply of the garrison defending Ostpreussen, besieged by a Russian army.

Garrisons consume one load per turn.

19. THE ADVANTAGES



Advantage markers provide support for players' strategies, both military and economic. They can be distributed in two ways: free of charge, if required by a story, or for a fee. We've already discussed how to use these aids in the chapter on events, but advantages can also be purchased. Requests must be made at the beginning of the year, before beginning actions. A maximum of four can be purchased per year, and each costs 5 coins.

Requests for advantages must be made following the current year's play order. They can also be distributed to non-core allies. After use, the marker must be disposed of.

An advantage can be favorable to the user or unfavorable to an enemy designated by the user.

Most advantages are used in battle; others provide economic or logistical benefits or can be used to defend garrisons.

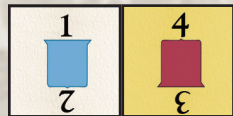
20. THE BATTLE

When a commander reaches a province or sea area where an enemy is located, he challenges them to battle.



The 28 Battle cards are used to regulate the battle. Inside, a soldier of one of the weapons is depicted, representing the unit engaged in the battle phase and the ammunition used.

At the top, cannonballs or crossed sabers are printed with a number between 1 and 3 in the middle, representing the greater or lesser ability to inflict damage on the opponent, respectively, through ranged fire or melee weapons. A contingent carries a load of ammunition (representing the maximum number of attacks it can conduct in battle) per unit, plus up to two reserves which are not mandatory. If an army runs out of ammunition, it cannot fight and is forced to flee to avoid the battle.

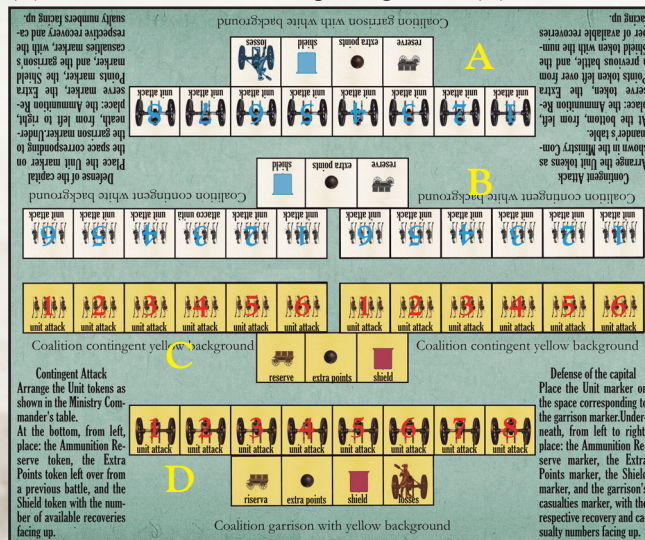


Before the battle, each player must randomly take four Battle cards and a Shield token (left) with the background color of their coalition. When the cards run out, if the player decides

to continue the battle, they must randomly take another four cards. The Shield tokens have the numbers 1 and 2 printed on

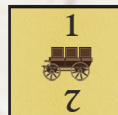
one side and 3 and 4 on the other, with the background in the coalition color.

The battle is fought on the board set up for scenarios and armed clashes. (below) The combat area has several tracks, from the top: those for the garrisons of the Anglo-Prussian coalition (A), in the centre those that allow one or two contingents of the Anglo-Prussian coalition to deploy (B), in the lower part in the centre those of the contingents of the Franco-Imperial coalition (C) and that of the Franco-Imperial garrison (D).



The board is used to track the attacks conducted by each unit using attack score markers, identical to those for brigades and naval squads, but squared (the veteran artillery marker is on the left).

The marker is placed on the space indicating the number of attacks available for each type of weapon in the contingent and is moved to the left as the attacks run out. If the brigades of a weapon have exhausted their available attacks and you have other Battle markers that would allow you to activate that unit type, you can use one of the available reserve attacks (only one per weapon type). The board can accommodate up to two armies.



Behind the attack track are (from left to right): the reserve attack box where the appropriate marker represented by a wagon (on the left) with the number of attacks available is placed (the marker must be oriented so that the number of loads avail-

able is facing upwards, up to two for a single contingent, up to 4 in the case of large armies), the box of points left over from a previous attack on which the marker with one or two cannonballs is placed (on the right), the box on which the shield marker is placed for the recovery of eliminated units.

The battle is divided into several phases during which players choose a Battle card by adding the points printed at the top to the CS of the unit or units leading the attack. If the total points achieved by one of the contenders exceeds that of the opponent, he eliminates only the enemy unit(s) involved in the battle, even if the total exceeds their number. However, if the difference exceeds 2 points, those exceeding this limit are added to the result of the next phase (devastating attack), and the points must be indicated using the appropriate marker. The maximum difference is 2 points. For example, if one player scores 2 points, the other 5, the latter can add 1 point to the result of the next phase.

The phases of combat are decided not only by the difference in points between the combatants' cards, but also by the type of assault and weapons used:

- An infantry or cavalry unit that attacks a trained infantry brigade that is firing with melee weapons loses 1 point, or 2 points if the infantry brigade is veteran.
- An infantry unit that engages a cavalry brigade in melee loses all its attack points.

- An artillery brigade resets all the attack points of brigades of other forces.
- If a player is forced to use a card that requires the use of units that are not present in the army, the attack must always be assigned to infantry units.
- If a card cannot be assigned to infantry units because there are none left, the opponent decides which unit he wishes to fight against and counts the sum of its points against the opponent's CS only.
- The player may request the replacement of up to two cards per battle, paying 1 coin each.



The Franco-Imperial coalition's attack track is designed to accommodate the actions of two armies: in the example, on the left is a contingent made up of 4 trained infantry brigades and 2 veteran cavalry, and on the right is an army composed of 5 veteran infantry brigades and one trained artillery brigade. Attack score markers are used to indicate the type of weapon. Behind the attack line, from the left, are the reserve ammunition marker with 4 attacks available between the two armies (2 per army), the extra points marker available after conducting an attack with a difference of more than 2 points (currently empty), and the Shield marker. The value 3 at the top indicates that the large army is led by a 1st-level general.

The number of remaining attacks is indicated on the battle board. If any units are lost, the contingent marker in the commander's board must be moved by the number of losses.

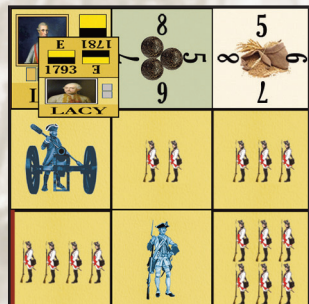
At the end of each phase, commanders can recover one unit using the Shield marker, which must be flipped to show the number of remaining recoveries. When the number of recoveries is exhausted, the marker is discarded.

Level 1 commanders can recover up to three units, level 2 commanders up to two, and level 3 commanders only one. Only one unit can be recovered per combat phase.

For battles involving naval squadrons, the procedure is different: only cards with cannonballs are considered for damage purposes; cards with sabers do not inflict damage, but reduce or cancel the damage inflicted by cannonballs. Cards usable by cavalry must be removed before the battle or discarded and replaced with others as they are drawn.

21. GREAT ARMIES

It is possible to combine up to two armies to form a formidable force in terms of number of units and ammunition.



The combined forces must be located in the same province. The player decides which of the two generals will be named commander-in-chief; his token remains present on the game board, while the other's token is placed on the image of the one on the field. A large army loses 1 movement point for each action, with a minimum of 1 point; therefore, even if the

Extremely Slow Movement Event is drawn, the army still moves 1 point.

Provisions consumed must be deducted from both contingents at the rate of one load per army per turn.

In battle, a number of units equal to the level of the commander-in-chief can be recovered. The player must declare from each battle who will be deducted from ammunition loads and who will be responsible for any losses.

It is permitted to combine armies from different states.

Reserve ammunition must be added together and allocated up to a maximum of two loads per army.

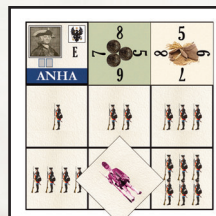
However, it is not possible to combine two naval squadrons, but a naval contingent can transport an army following the same procedure. The naval squadron can load and drop off an army at any port on the map. In this case, the army general's token must be placed over the portrait of the admiral

commanding the naval squadron.

In the event of a naval engagement, the army's units are not added to those of the naval contingent, but if a squad is lost, a transported brigade is also eliminated.

It is also possible to conduct amphibious attacks consisting of land and sea units, for example, if you decide to attack a regional capital with a port or seaport, such as Havana in Cuba.

22. DELAYS



Among the possible consequences of the Event cards used before a battle, one or two units may be delayed in reaching their contingent after a certain number of phases. To represent this situation on the commander's board, place the unit's marker diagonally across the number of units present (in the example above, the oblique marker

indicates that von Anhalt-Dessau's army, composed of six brigades, is one brigade behind, so the marker should be placed on the space with five brigades). The ammunition of the delayed units must be temporarily removed from the commander's board and reinserted when the units reach their contingent.

23. SIEGES

In the event of an assault on a regional capital, the same procedure applies as for naval battles.

The garrison is composed of the number of units specified in the capital's description after the cannon image and has at its disposal a number of ammunition loads equal to the number of units it comprises, plus two in reserve. Its CS is 1 point per unit. The capital is conquered if the garrison is eliminated, if its ammunition runs out, or if one of the conditions described in the following chapter 24 occurs.

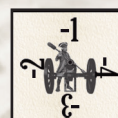
To keep track of attacks, use the garrison track on the battle board (below).



All attacks are conducted with ranged fire; cavalry brigades cannot engage in combat.



Place the Garrison marker (on the left), the Extra Points marker, a Shield marker, orienting it according to the capital's defense value, which can range from 1 to 4 points (as specified under the region name), and the Garrison Loss marker (on the right), orienting it so that the number of surviving units is facing up.



If a capital is captured, place a flag marker of the conquering state on the flag space next to the region name in the Regions box printed on the Political board.

Once a capital is captured, the garrison must be restored to full effectiveness at the cost of one action, 1 coin per unit and 1 coin per lost ammunition load. A capital without a garrison or with a reduced number of units and/or ammunition is conquered by placing an army in the region's area.

24. OPTION CARDS



3
If it loses two more units, the garrison or contingent surrenders.
A detachment attacks the enemy on the move.

When a contingent or garrison suffers a loss, regardless of whether it can be recovered by the commander or the defense of the capital, one of the four

Option cards must be drawn at random.

The card can be used in five different ways:

1. To select one of the options when playing in scenario mode (p. 13)
2. To determine how many turns it takes for a fleeing contingent to regroup (chapter 26)
3. To check the strength of the besieged garrison
4. To check the morale of the besieging or engaged contingent
5. To check whether a contingent crossing a space bordering an enemy occupied space can continue its march or must engage the enemy.

Depending on the options, the following effects can occur:

- the garrison surrenders immediately, or the contingent lifts the siege or abandons the battlefield
- if another unit is lost, the garrison surrenders, or the contingent lifts the siege or abandons the battlefield
- if two more units are lost, the garrison surrenders, the contingent lifts the siege, or abandons the battlefield
- the garrison continues its defense to the bitter end, the contingent continues its attack to the bitter end

Regarding contingents passing through areas adjacent to those occupied by enemy forces, considering that the map scale can mean that apparently close spaces may in reality represent a few kilometers or a considerable distance interspersed with natural obstacles of various types, the following possibilities may occur:

- the army continues its march
- the moving army attacks the stationary one
- the stationary army attacks the moving one
- a detachment of the stationary army attacks the stationary one moving, blocking it for an action.

The detachment is represented by the token of the same name, which enters the moving army's area. This type of operation represents the incursion of cavalry or light units that attack an enemy's vanguard or rearguard, creating disruption and delaying its march. Each player takes a Battle card, each of which is taken into account only by its score, not the type of attack, and adds the CS points of their respective units. The attacking player chooses the unit he intends to engage.

If the attacker wins, the attacked unit is eliminated; if it wins, a unit from the army that sent the detachment is eliminated. On the next action, the army may continue its march.

The defeated commander cannot recover the lost unit. Example: an Imperial drilled infantry army passes into the province next to one occupied by a Prussian army. The Imperial player draws the Options card, which requires the stationary army (the Prussian one) to send a detachment; this detachment chooses a veteran cavalry brigade. Players each draw a Melee Battle card, both with a value of 1: the result is 1+1 for the Imperial army, 1+3 for the Prussian army, which eliminates the opposing brigade. At the next fraction, the Imperial army may continue its march.

25. ADVANTAGES IN BATTLE



Add 2 points
to your
attack values

Some Advantages can be used in battle to increase your attack or defense points, or to subtract attack and defense points from your opponent. In this case, the Advantage must be played immediately after displaying the Battle and Attack cards. As in all other cases, the Advantage card must be discarded after use.

26. END OF THE BATTLE

If a contingent loses a battle, decides to retreat, or fails to prevail over the enemy or the garrison it attacked, it must draw an Event card and move the number of spaces indicated on it, leaving at least 3 movement points from the space where the battle took place. If the movement is insufficient, the contingent loses

a unit of the opponent's choice and must immediately draw a new card. To determine how many turns it takes for it to regroup, it must draw an Option card and check the number printed on the top (1 to 4 turns) from the moment it reaches a safe position. If it is attacked before regrouping, it is completely eliminated.

A clearly inferior contingent attacked by a much stronger enemy can attempt to abandon the area by drawing an Event card, even if it is not its turn, paying the related cost. This disengagement action is deducted from those available to it on the next available turn.

27. NATIVE NORTH AMERICANS

In the so-called French and Indian War, which pitted the British and French against each other for the conquest of North America, Native Americans from various tribes were employed.



To simulate this type of support, the game uses Indian markers to conduct raids that can weaken enemy armies by causing them to lose units or supplies and/or ammunition. Indian attacks require an action by taking an Event card, from which only the action cost is taken.

Players moving the French and English armies can purchase up to three markers per year of the war for 3 coins each. They can use them in two ways: attacking the contingent or raiding some of the supplies.

In the event of an attack, each player takes an Battle card and compares the result: if the Indians' attack score is higher, they eliminate an opposing brigade, regardless of the difference in points. The Indians add 2 points to their attack score. In the event of a raid, the player must use the side of the marker and eliminate one supply and one ammunition load from the opponent.

Both the attack and the raid must be carried out during the opponent's turn and are deducted from the action pool of the player using the Indians for the next turn.

In both cases, the attacked army must stop for one action, slowing its march, and must draw a new Event card to continue. The Indian marker is eliminated after use.

Cavalry units must not be used in battles fought in North America.

28. FANTASTIC WAR

In 1762, the United Kingdom declared war on Spain, which responded by invading Portugal, an ally of the British.

The Franco-Imperial coalition player must send an army led by de Beauvau-Craon to land at A Coruña and send an army led by de Carvajal from Madrid to Asturias to invade Portugal.

The British must send an army led by Generals Burgoyne and Campbell or Lee from Cork, Ireland, to dock at Porto, Portugal. There, one of the two British generals must lead the British army, while the other must lead the Portuguese army.

Players are free to choose the experience level of their respective troops.

The Portuguese assigned Count Wilhelm zu Schaumburg-Lippe to oversee the nation's defense. The Count selected the soldiers of the Portuguese army and coordinated the actions of the guerrillas who repeatedly attacked the Franco-Spanish troops, often resulting in scorched earth actions.

To organize the guerrillas, the player moving the Anglo-Portuguese units can hire the Count represented by the Schaumburg-Lippe token (left) for 10 coins with three Guerrilla markers or, alternatively, can purchase



one to three Guerrilla markers (right) for 3 coins per action. A maximum of three actions can be performed in 1762; the player must decide at the beginning of the year how many Guerrilla markers to purchase and whether or not to use Schaumburg-Lippe, paying the



costs.

Whoever moves the Anglo-Portuguese units must place one of the purchased Guerrilla markers in the province of Portugal occupied by the opposing army and follow the same procedures as for Indian raids described in the previous chapter.

If you wish to use the Schaumburg-Lippe token, place it on top of the Guerrilla marker. The presence of the Count adds one additional point to the guerrilla attack.

Alternatively, you can use the side of the Guerrilla marker labeled "Scorched Earth" to prevent the enemy from raiding the area.

Before deploying the guerrillas, draw an Event card and pay the applicable action cost without following the other instructions on it.

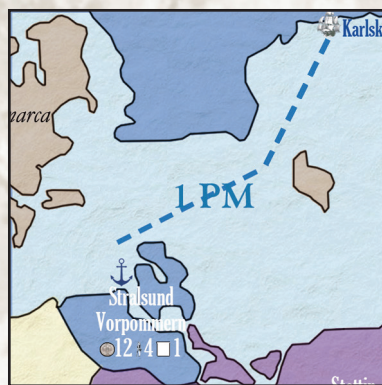
The guerrilla action can be performed at any time during the opponent's action and must be preceded by any actions the Anglo-Portuguese player will take on his turn.

After use, the Guerrilla marker is disposed of, while if the player decides to use the Schaumburg-Lippe token, it is returned for further use until the Count's three Guerrilla markers are exhausted.

29. AMPHIBIOUS ATTACKS AND ARMY LANDINGS

It is possible to attack a capital with a port or seaport with either naval or land forces. To land an army, the naval squadron must attack the capital in such a way that the garrison defending the capital is halved or the available ammunition loads are halved. For example, Haiti must lose three units or reduce its ammunition loads to three loads.

The map features blue dotted lines connecting some ports



and/or seaports. In these cases, transport can occur without the aid of naval squadrons; the general's token can simply be moved, even if the player does not have a war fleet. They are:

- a convoy from Karlshk to Stralsund to transport Swedish troops from the homeland to Western Pomerania
- a convoy from Dover to Hamburg to transport

British troops from England to Hanover

- a convoy from La Rochelle to A Coruña to transport French troops from the homeland to Spain
- a convoy from Cork to Porto to transport British troops from Ireland to Portugal (in this case, one army and two generals can be moved).

The dotted line indicates the distance in movement points. Before the journey, an Event card must be drawn to check whether the naval convoy can be moved in a single action. The disembarked army must rest for one turn before it can move.

30. NAVAL SQUADRON LOSSES

Naval squadrons that have lost units in battle can be repaired and replenished in a friendly port at a cost of 1 or 2 coins - depending on the experience level of their troops - for each squad.

31. UNSUSTAINABLE COSTS

A military contingent has costs that must be met from its establishment at the beginning of each year. If you are unable to sustain them, you can reduce the number of units in one or more contingents or eliminate some entirely; the commander remains available for any further assignments.

32. END OF THE GAME

Once players have completed all actions for the year 1762, the game ends. To determine who won, consider the objec-

tives outlined in the Victory Conditions in Chapter 3.



In the region box printed on the political board, objectives are marked with a star and a bonus point under the region name; both the stars and the bonus points are colored differen-

tly depending on the state or group of states that must conquer them: United Kingdom red, France blue, Prussia black, Austria green.

To conquer North America, the United Kingdom must capture the seven French forts with the red star, the capital Montreal, and, finally, Quebec; France must capture the six English forts with the blue star, New York, Philadelphia, and, finally, Boston. If either nation achieves its objective, the defeated enemy's generals and armies must leave America, and generals operating only in America must be dismissed.

If no one reaches the goal or two or more players do, the income values of the conquered regions plus any bonuses acquired are counted; the player with the highest total wins. Here are all the objectives and their bonuses available:

Austria

Primary objective: Silesia must be conquered by the end of 1762: 100 points

Secondary objectives: Russia must possess Ostpreussen by the end of 1761: 20 points - Sweden must possess Pommern by the end of 1761: 20 points

France

Primary objective: Conquer North America by 1762: 100 points

Secondary objectives: Conquer Minorca by 1756: 20 points - Conquer the Caribbean by 1762: 40 points - Conquer Hanover by 1762: 20 points - The Franco-Spanish armies must conquer Portugal in 1762: 20 points

United Kingdom

Primary objective: Conquer North America by 1762: 100 points

Secondary objectives: Conquer Belle Île by 1761: 20 points - Must conquer the Caribbean by 1762: 40 points

Prussia

Primary objective: Must possess Saxony by the end of 1762: 100 points

Secondary objectives: Must conquer Bohemian-Mahren by 1762: 20 points - Hanover must never be conquered by the French: 20 points

SCENARIO MODE

I. ELEMENTS

Additional elements for playing alone or with a player in Scenario mode include:

- Scenarios for the following campaigns in Eastern Europe, Germany, the Iberian Peninsula, North America, and the Caribbean can be downloaded from www.fabra.biz/SiebenJahre
- Track board with the Tracks for the Fractions of the Year, the Objective Score Captured, the Objective Score Defended (below), and the Battlefield and Siege Tracks

OBJECTIVE SCORE ACHIEVED									
1	2	3	4	5	6	7	8	9	10
OBJECTIVE DEFENDED SCORE									
1	2	3	4	5	6	7	8	9	10

II. SCENARIO TABLES

The tables, in addition to the objectives the player must achieve, provide instructions for activating the simulated player, abbreviated BOT (these instructions also apply if there are two players; in this case, the term BOT should be replaced with "second player"). Each table contains the starting elements for the contingents of both coalitions that the BOT can represent, so that the player can play with either coalition. The table is divided into four Scenario boxes, each referring

to an episode of the conflict.

Each scenario contains the following elements:

- The campaign (e.g., Bohemia)
 - Campaign duration expressed in fractions of a year
 - The dates on which the events took place
 - The facts, i.e., the scenario's presentation
 - Map sectors with the area affected by the scenario
 - The country that plays first
 - The country's wallet with four options. The first is the basic one that must always be used for the BOT, while the other three have progressively lower amounts to make achieving the objective increasingly difficult. The player can select one of the four options using the Option cards or can choose one directly. If two players are playing instead of solo, the players can draw two separate lots.
 - The objective that the first player must conquer and/or defend; Some scenarios offer an optional objective that the player can attempt to conquer or ignore.
 - Garrisons involved in the scenario, for which maintenance costs must be paid.
 - For each commander:
 - Commander's name.
 - Contingent units divided into arms (F infantry, C cavalry, A artillery), trained (Trn), and veteran (Vet).
 - Available supplies (sup) and ammunition (amm).
 - The contingent's starting position and final destination.
- If the commander forms a large army with another general, the indication "with" follows; in this case, the first commander leads the entire contingent.
- If provided for by the scenario, available Indian or guerrilla markers.

The second subsection contains the same information, but refers to the 2nd player's contingents.

The player must decide in advance which army to play with and which to assign to the BOT.

Both sides must adhere to the objective(s) to be conquered and defended, the names of the commanders, their starting positions, the garrisons involved, and (if applicable) the number of Indian and Guerrilla markers available. However, while the BOT must also strictly follow the other instructions, the player is free to decide the quality and quantity of units, the size of the supply train, and the direction of the various contingents.

Generally, the proposed scenarios are inspired by actual campaigns or individual episodes thereof, but additional objectives or scenario hypotheses can be included; in these cases, they are always labeled "optional" or "hypothetical."

To the extent possible, we have attempted to respect the names of commanders, deployments, starting positions, and objectives of the actual campaigns, consistent with the rules of the game. The map layout does not allow for a faithful representation of the movements of the armies that fought in the war, and the need for a balanced battlefield. Some adjustments were necessary, but, essentially, the scenarios closely approximate what actually happened. Some scenarios include the names of commanders not present among the game pieces; in these cases, the name of one of the available commanders has been placed in brackets to replace the one who took part in the events.

Contingent units may refer to formations of varying size and quality, depending on the number of men or the type of ships that took part in the events. For the army: brigade (brg) for contingents of over 3,000 men, regiments (rgm) for contingents of under 3,000 men, battalions (bgn) for contingents of under 1,000 men, companies (cmp) for small contingents of a few hundred men. For the navy: vessels (vsc) for contingents made up of battleships of the line, frigates (frg) for contingents made up of small warships, galleons or galleys (gal) for older warships.

III. OBJECTIVES

The player must complete the objective or objectives assigned by the scenario box within the indicated time period. These objectives may include conquering a capital or defending the

territory from enemy attacks. In some scenarios, both objectives are present: conquering an enemy capital and defending one's own territory.

Conquest: If the player manages to conquer the indicated objective, he scores 1 point for each fraction he retains control of.

Defense: The player scores 1 point for each fraction he maintains control of the opponent's objective region.

The maximum score is 10 points per objective.

If the scenario is forced to end before the end of the indicated time period, all unplayed fractions are credited to the player who holds the scenario objective. Example: The Prussian army must conquer Dresden and defend Breslau, an objective of the Imperial forces. It manages to conquer the former in the third fraction of the year, holds it for two turns, but runs out of economic resources in the fifth fraction of the game and must stop. The Empire fails to recapture Dresden on the sixth turn, so Prussia is also assigned the last fraction.

Both the fraction count and the scores for the objectives to be conquered and defended must be kept on the Scenario mode game board. For greater convenience, players can only use the sections of the map containing the regions involved in the scenario, avoiding having to play the entire map.

If the player manages to conquer at least half the points plus one, he wins the scenario. A campaign can be played divided into various scenarios, adding the results of the individual scenarios: if at least half of the points plus one are conquered, the campaign is won; in all other cases, the player is defeated.

IV. BEGINNING AND END OF THE SCENARIO

Each scenario starts from the first fraction of the game (see chapter 8 of the Rules) and ends at the last scheduled fraction or earlier, if the players can no longer continue due to lack of economic resources.

V. INITIAL PORTFOLIO

Each scenario is allocated a wallet for military expenses, consisting of: commander recruitment, unit recruitment, garrison costs in the areas involved in the campaign, supply costs (provisions and ammunition), reserve recruitment, expedition costs (event cards), guerrilla warfare costs, and Indian costs. Expenses are charged to both the player's wallet and the BOT's wallet. To track expenses, the player must use the Ministry boards of both states involved in the scenario.

VI. FRACTIONS OF THE YEAR

As specified in the rules in Chapter 8, the scenario is divided into several phases, each consisting of four consecutive actions or two phases of three phases each.

Players are free to choose their preferred solution; the BOT, however, always uses the second, which is divided into "movement" (first phase of three actions) and "consolidation" (second phase of three actions).

During the movement phase, the BOT moves the contingents and fights any resulting battles; during the consolidation phase, the BOT resupplies the contingent with supplies and/or ammunition and/or replenishes any units lost in battle or during movement.

The second phase begins when the opposing player has completed the first. If the player prefers to use four consecutive phases and is the first to move, the BOT carries out its two phases consecutively.

The player is free to choose the sequence to follow and the number of actions to perform for each fraction of the year, according to their strategy.

VII. MOVEMENT OF CONTINGENTS

Each contingent, whether sea or land, moves according to the rules established in chapters 10 and 11.

VIII. BATTLES

As per the rules (chapter 20), both players receive four ran-



dom Battle cards.

The player selects one of their Battle cards; the Bot chooses a card at random and compares their overall scores.

At the end of the phase, both players' cards are discarded. After each phase, if any casualties have been suffered, one unit is restored up to the commander's recovery limit. While this option is optional for the player, it is mandatory for the Bots.

The battle ends in the following cases:

- one of the two armies runs out of ammunition
- when indicated on the Options card
- the player decides to withdraw from the battle.

The defeated army must leave the battlefield following the procedures described in chapter 26. In the event of a tie, the attacker must abandon the region.

IX. SIEGES

For sieges, follow the rules described in chapters 20. *The Battle*, 23. *Sieges*, and 24. *Option Cards* of the rulebook.

For sieges, use the boxes printed on the track board.

X. INDIANS AND GUERRILLAS

As specified in the scenario, players can have up to three Indian markers in the North American campaigns, the Schaumburg-Lippe token for the Iberian campaigns, and/or one to three Guerrilla markers. In both cases, the markers are used only in attack mode before a clash involving an army of the state they are fighting for, as a harassment action. Indians always have a combat strength of 2 points per marker, guerrillas 1 point, and 2 points if supported by the Schaumburg-Lippe token.

XI. ADVANTAGES

Advantages are not used in scenario mode.

XII. END OF THE SCENARIO

If neither side can move anymore due to exhaustion of economic resources or if the assigned fractions are exhausted, the campaign ends.

THANKS

I thank my wife, Giusy, for her loving support and the closeness she gives me in all my projects.

I thank Antonio Favaloro, Andrea Magno, Sergio Masini, and Andrea Sbragia, who put this game through its paces and whose helpful advice helped me improve it.



SUMMARY

Pag. 1	Game presentation and components	Pag. 8	17. The ammunition
Pag. 2	1. The map		18. The garrisons
	2. The line-ups	Pag. 9	19. The advantages
	3. Conditions of victory		20. The battle
	4. Preparation	Pag. 10	21. Great armies
	5. Game turn		22. Delays
	6. States, regions, provinces		23. Sieges
Pag. 3	7. Ministry of war		24. Options cards
Pag. 4	8. The actions	Pag. 11	25. Advantages in battle
Pag. 5	9. Table of events		26. End of the battle
	10. Moving on the map		27. Natives North-Americans
	11. Events cards		28. Fantastic War
Pag. 6	12. The armed forces	Pag. 12	29. Amphibious attacks and army landies
	13. Military campaigns		30. Naval squadrons losses
	14. Supplies and reserves		31. Insustainable costs
Pag. 8	15. Raids		32. End of the game
	16. Exhausted army		Scenario mode

Sieben Jahre

Seven Years' War board game - for one or two players

Concept and development by Sergio Fabra (2025) www.fabra.biz - e-mail sergio@fabra.biz