| **Sequence of play (7):**<br> **1**. Resolve Artillery Bombardment<br> **2.** Conduct Assaults<br> **3.** Move (incl. Maneuver Attacks)<br> **4.** Declare Artillery Bombardment | **Victory (14):** at day's end, a demoralized army loses. If neither demoralized, Austria must occupy 2 different colored starred locales to win. | **Command Limit (8):**<br>Three groups + groups moving on **major** roads. |
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**Occupying Approaches (8):** You may only occupy an Approach if the opposite locale is enemy occupied – otherwise, you always occupy the reserve. If, on your turn, it is no longer enemy occupied, you **must** move to your reserve (for free) or to the opposite locale (counts against command limit).

**Movement (8):** there are a number of different cases:
  **Starts in reserve, no road move:** 1) without leaving its locale, block an approach to an enemy-occupied
                           locale, or 2) move to reserve of adjacent locale.
  **Starts blocking an approach:** 1) Move to reserve in current locale (does not count against command limit if
                opposite locale vacant of enemy) or 2) move to locale it blocks (if vacant of enemy).
  **Moving by road:** This is the only way to move to a non-adjacent locale. Move up to 3 spaces. Each
           approach can be crossed only once per $1^{st}$, $2^{nd}$, $3^{rd}$ road move, per road.
  **Cavalry:** *Continuation*: if move ends in reserve in different locale, may continue on to block approach if
          opposite locale is enemy occupied. May do this even if moving by road, if staying on road.
  **Entering as reinforcement:** use road movement. Second piece comes on in second road move, etc.

**Maneuver Attacks (9):** Move into enemy-occupied locale (at least 1 Inf must be used into Cav-Obstructing terrain). Can't be blocked if you start in the approach. Can be blocked if enemy moves (out of turn) from that locale's reserve to blocking approach. Successful Attack = enemy must retreat (see below).

**Artillery Bombardment (10):** An artillery piece may not bombard two turns in a row. It must be occupying an approach, and may not have assaulted that turn. **Procedure:** Declare bombardment at end of turn by revealing unit. Next turn, resolve attack: announce target (target priority: blocking units, reserve, other units.). Attack strength = Arty strength –terrain penalty (no terrain penalty if target not in opposite approach). Defender chooses unit to take loss if more than one unit in group. Arty may not move in the turn in which the bombardment is resolved (unless is has to move back to its reserve because enemy vacated opposite locale). Leave artillery face up until the end of your move to show it bombarded.

**Assaults (11):** Moving from one approach to the opposite occupied approach is an assault. An assault counts against command limit. **Procedure: A:** declare leading attacking pieces (1 if narrow, 2 if wide approach). These must be Inf or Cav strength 2+ (Cav cannot lead into or lead-defend Cav-Obstructing Terrain). **B:** Artillery defense is resolved. **C:** declare leading defending pieces. **D:** calculate strength of assault (attacker's leading pieces –defending Arty damage -terrain penalty). **E:** subtract strength of leading defending units from assault strength. If >0, attacker wins; if ≤0, defender wins. **F:** winner loses 1 strength from leading units. Loser loses 1 strength + absolute value of result in (**E**) from leading units. (If leading units eliminated before taking all losses, other units in the group take losses. Ignore losses beyond that.) **G:** Cavalry Pursuit: winner of assault **may** pursue with non-leading Cav in the approach **if** the loser's leading units were not Cav, and neither approach is Cav-Obstructing. 1 Cav may pursue in narrow or 2 in wide approaches. Strength of pursuit = Cav strength –terrain penalty. Pursuing Cav takes 1 loss; enemy takes loss = strength of pursuit. **H:** winner owns the locale. If the attacker wins, defender must **Retreat** – see below. **Important:** no other units in the attacker's army may move into a locale taken by an assault on that turn.

**Retreats (12):** When forced to leave a locale because of Maneuver Attack or Assault, there may be damages. Arty is eliminated. Each group is considered separately. Cav in reserve take no losses. Inf in reserve take one step loss total, no matter how many Inf pieces. Each **group** blocking an approach takes one step loss, either Inf or Cav, owner's choice. Units in an assaulted approach do not take additional retreat loss.

**Demoralization (13): Every** step loss reduces morale by 1. You have effectively lost if you reach zero morale, but you may play it out. A demoralized army may not assault and defends vs assault at -1 per piece.