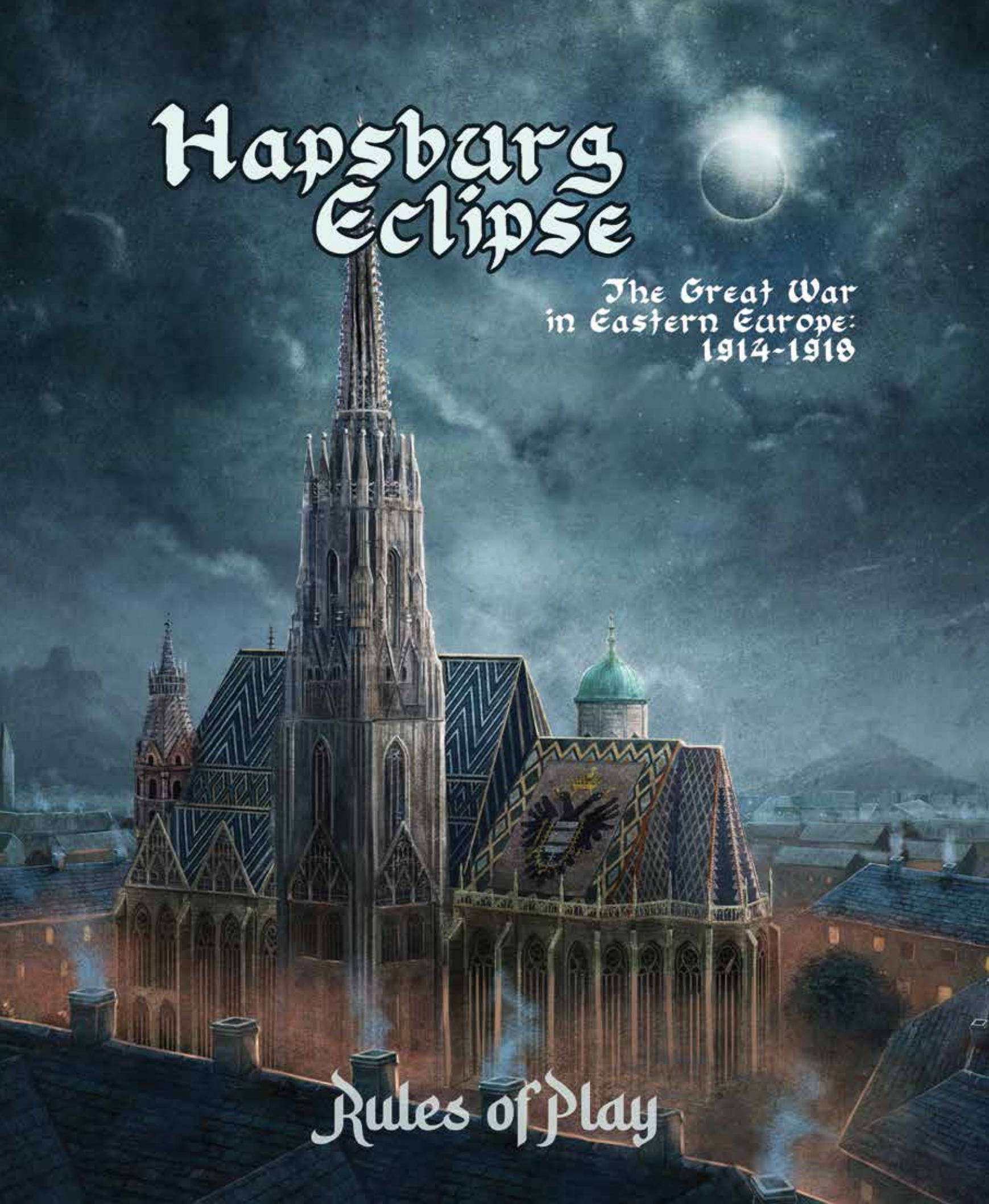


# Hapsburg Eclipse

The Great War  
in Eastern Europe:  
1914-1918

Rules of Play



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*This game is dedicated to the late Professor Joachim Remak, an inspiration and personal connection shared with the designer to the events referenced in this game.*

## Introduction

*The Austro-Hungarian Empire was a medieval relic that emerged as the result of many dynastic marriages made by the Hapsburg family over the years. This created a patchwork multi-national state that included Italians, Poles, Czechs, Hungarians, Germans, and many others. The Empire held together through the rise of nationalism in the 19th Century, but only through conservatism, accommodation, and eventually by building a strong alliance with Imperial Germany.*

*But the Achilles heel of Austria-Hungary was its restive nationalities. After barely surviving a revolt in 1848-49, the Hapsburgs were forced to consent to a “dual monarchy” in which the Hungarians shared in the rights of leadership. The granting of sovereignty to the Hungarians may have pacified the Hungarians, but it made other nationalities within the Empire restive. By 1914, the Empire was increasingly threatened by the growth of Pan-Slavism, supported by their Russian neighbor.*

*On 28th June, 1914, in the city of Sarajevo, the brazen assassination of the heir to the throne, Archduke Franz Ferdinand, set Austria-Hungary on the path to war. Backed by the “blank check” of the German Empire under Kaiser Wilhelm II, Austria-Hungary sent an ultimatum to Serbia (whom they blamed for the assassination) which was designed to be unacceptable. When the Serbians accepted all but one of the ultimatum’s demands, the Austro-Hungarian Empire declared war. This triggered a cascading set of alliances that dragged the entire continent into the struggle.*

*The war started poorly for the Austro-Hungarians, with major Russian advances in the east and no progress made against the Serbians. As the war dragged on and the Austro-Hungarians bounced from one crisis to another, the Germans took more and more control of the Empire’s affairs as the price for their aid. Italy soon joined the Allied powers and threatened Austria-Hungary even more.*

*As the leader of the Empire, you must survive the onslaught of the “Russian Steamroller” and conquer the Serbs in the south. Your mission will be complicated by the perseverance of those enemies as well as new fronts that open in Romania, the Balkans, and the Italian border. Meanwhile, your Empire’s restive minorities will threaten to revolt against Hapsburg Rule.*

*Can you keep the Austro-Hungarian Empire alive despite the struggles of the Great War and achieve victory where your historical counterparts failed?*

**Hapsburg Eclipse** is a stand-alone game in the States of Siege series. It seeks to recreate World War I in Eastern Europe, with the player in control of the Austro-Hungarian Empire. Using the Empire’s limited resources, you must respond to a series of historical events, both favorable and unfavorable, and hold off invaders on multiple fronts.

To win, you must survive until the end of the war, while defeat can take many different forms from military disaster to the (historical) collapse of the nation’s will to keep fighting.

## The Combined Game

*Hapsburg Eclipse has a companion game titled *Ottoman Sunset*, depicting the struggles of Turkey, Austro-Hungary’s ally in the Central Powers. If you have both games, you can play a Combined Game, either as a two-player cooperative game or a larger two-front solitaire game. See 12.0 The Combined Game on page 28 for the rules you will need to combine both games.*

# Game Equipment



1 Game Board (Map)



50 Event Cards



4 Setup Cards



2 Dice



66 Tokens



1 Rulebook

# The Map

The game board depicts Eastern Europe and the Balkans as they were during the war. The capital of Vienna is at the center of five paths, called "Fronts," that radiate outward: **Italian, Polish, Carpathian, Romanian, and Balkan**. Various insets and boxes are also present to help you organize components and track important gameplay conditions.

In the South of the board you will find the **Berlin-Baghdad Railway**, which is only used for the Combined Game (see Expanding the War).

# Event Cards

These cards guide you through the game. Each card has a **headline** and **historical notes** that describe the situation facing the Empire, based on historical events, as well as a **card number**, **Event**, enemy **Advances**, **Loyalty** checks, and **Hapsburg Actions**. Some cards also have **special effects** or occurrences that you must take into account during play.

The Event cards are divided into three **Epochs**, named metaphorically for times of the day but representing several months or years of history. Each is indicated by the color of the box behind the headline: **blue** indicates the **Morning** (or early war); **yellow** represents **Mid-Day** (or the expanded war circa 1915); and **gray** for **Dusk** (or total war circa 1916).

The **Iron Cross Icon**  is only used to indicate special rules in the Combined Game (see Expanding the War).

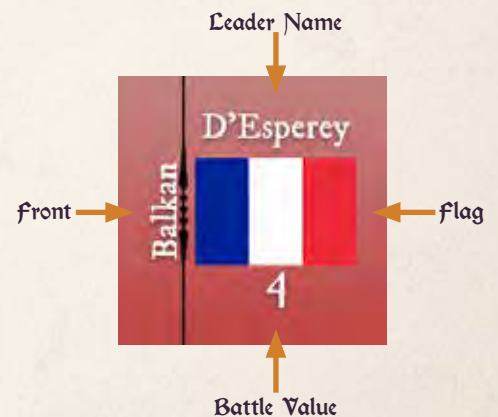


# Counters

There are two main types of counters in the game: **Fronts** and **Information markers**.

**Fronts** represent the military forces arrayed against the Austro-Hungarian Empire in an abstract way. Some are coalitions of Allied nations while others represent homogenous forces operating against the Empire. Each Front counter shows: the Leader Name, Flag, Battle Value, and Front.

**Information markers** are used to indicate the status of various aspects of the war, such as the presence of fortifications, victory or defeat in battle, and the current willingness of the people to continue fighting. These markers can affect other game activities or situations.



# Sequence of Play

The game is played over a series of **turns**. Each turn, complete these **seven phases** in this order:

1. **Event Phase** (see 1.0, page 8): Reveal the top card in the draw deck and place it, face up, on the discard pile. That card becomes the new **Current Event card** that you must resolve that turn. Carry out the Event effect at the top of the Current Event card (other than the Kaiserschlacht—see 5.0, page 16).
2. **Front Advancement Phase** (see 2.0, page 10): Move all of the **active Fronts** as shown on the Current Event card. If any of them advance into Vienna (0), you **immediately** lose the game (see 8.1, page 18).
3. **Loyalty Adjustment Phase** (see 3.0, page 12): If the Current Event card lists one or more Nationalities, conduct one **Loyalty Test** for each Nationality listed (see 3.2, page 12). If, after the Loyalty Tests, **all three** Nationalities are in Revolt, you **immediately** lose the game (see 8.1, page 18).
4. **Action Phase** (see 4.0, page 13): The Current Event card shows the number of **Actions** you may take that turn. Actions can be used to launch **Offensives** (see 4.1, page 14), allocate **Resources** to **Off-Map Theaters** (see 4.2, page 15), repair the **Przemyśl Fortress** (see 4.3, page 15), or attempt to influence **National Loyalties** (see 4.4, page 15). In some cases, Actions may also be spent to trigger the **Great Retreat** on the Polish Front (see 4.5, page 16).

You may also spend previously allocated Resources for **German Staff Operations** (see 4.6, page 16).

5. **Kaiserschlacht Phase** (Only after the Kaiserschlacht Event occurs—see 5.0, page 16): Conduct a Kaiserschlacht Off-Map Battle (see 5.1, page 17).
6. **Fortress Reduction Phase** (see 6.0, page 17): Assess the Carpathian Front advancement in relation to the Przemyśl Fortress, and reduce the fortress strength if necessary.
7. **National Will Phase** (see 7.0, page 17): Determine the **Austro-Hungarian National Will** and place the marker on the corresponding space of the **Austro-Hungarian National Will Track**. If National Will drops below -5, you **immediately** lose the game (see 8.1, page 18).

Once you have completed all seven phases, start the next turn with the Event Phase.

A complete game continues until either **all** cards have been revealed and resolved or the Austro-Hungarian Empire surrenders (see 8.0, page 18).

## Die Roll Modifiers (DRMs)

Certain cards or conditions may apply a **Die Roll Modifier** (abbreviated “DRM”) to a die roll. Most DRMs from an Event last only until the end of that turn, while DRMs from conditions on the board (such as War Weariness) remain in effect as long as that condition persists.

DRMs are **cumulative**. You must apply all DRMs that affect the current die roll. Then, use the final **modified** result of the die roll.

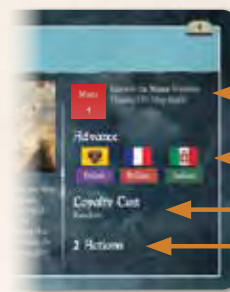
*Example: During a battle, you have a +2 DRM and a -1 DRM that both apply. The net effect is to add +1 to the die roll.*

A modified die roll can end up being less than 1 or more than 6. These results cause failure or success as any natural die result would.

**Special Rule of Battles:** Regardless of any DRMs that may apply, when conducting an **Offensive** (see 4.1, page 14) or **Off-Map Battle** (see 1.4, page 8), an **unmodified** (“natural”) roll of **1** **always** results in failure, while an unmodified roll of **6** **always** results in success.

*In battle, the unexpected is always possible! So even with modifiers, these die rolls are never certain or impossible.*

Remember that DRMs are applied **only** as indicated by the effect. So, a DRM that applies to Offensives does not affect Off-Map Battle die rolls, and vice versa.



1. Event Effect

2. Front Advancement

3. Loyalty Test

4. Actions

# Setting Up the Game

1. Place the **Polish Front** on the 5 space of the Polish Track with the **Plehve** side showing (Battle Value 3).
2. Place the **Carpathian Front** on the 6 space of the Carpathian Track with the **Brusilov** side showing (Battle Value 4).
3. Set aside the other Front counters for now. These will enter play later.
4. Place the **Przemyśl Fortress** on the Przemyśl space (space 4) of the Carpathian Track with the 3/3 side showing. Set the other Przemyśl Fortress marker nearby.
5. Place the **National Will** marker on the 0 space of the **Austro-Hungarian National Will Track**.

**Sequence of Play**

- Event Phase
- Front Advancement Phase
- Loyalty Adjustment Phase
- Action Phase
  - Launch Offensive (1)
  - Allocate Resources (2)
  - Repair Przemyśl (2 or 1 German Staff)
  - Influence National Loyalty (3)
  - Trigger Great Retreat (see 4.5)
- Kaiserschlacht Phase (Inactive)
- Fortress Reduction Phase
- National Will Phase

**Conducting Offensives**

- Roll 1 die, +/- DRMs
- Result < Battle Value = no change
- Result > Battle Value = Front Retreats 1 space (cannot be pushed off map)

**Influencing National Loyalties**

- Roll 1 die
- Result > Rating = move 1 space right
- Result < Rating = no change

**The Great Retreat**

- War Status = Expanded or higher
- Spend 2 Actions or 1 Allocated Resource
- Move 1 Off-Map Battle marker from Victories to Defeats.
- Move Off-Map Battle markers from Victories to Stalemates for each space the Polish Front is in front of 5.
- Remove the Polish Front.
- Place Great Retreat marker in Brent-Litovak (6).

**Austro-Hungarian National Will Track** 5

On Update: Total = Victories - Defeats - Revolts - Enemy

DEFEAT	-5	-4	-3	-2	-1	National Will	1	2	3	4	5+
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**Other Tracks:**

- Polish Track:** 1 Cracow, 2 Tarnobrzeg
- Carpathian Track:** 1 Przemyśl, 2 Gorlice
- Italian Front:** 5 Trentino, 4 Trieste, 3 Udine
- Other:** 1 Battle of Lodz, 1 Czecho Revolt, 1 Great Revolt, 1 Belgrade

**BERLIN-BAGHDAD RAILWAY**  
Open if Bulgarian Entry active AND Hapsburgs control Skopje

8

8

**Battle of Dogger Bank**

Roll 1 die

Advance

Loyalty Cost

2 Actions

**Flanders Maneuver**

Retreat

Loyalty Cost

2 Actions

**Second Army Out of Position**

Advance

Loyalty Cost

2 Actions

- Place the **Czech, Croat, and Hungarian Loyalty** markers on the **Loyal** space (furthest to the right) in the matching rows of the **National Loyalties Track**.
- Put the **Battle, National Revolt, Resource/German Staff, German Aid, Mackensen, Radio Intercept**, and the rest of the information markers nearby in a convenient location.
- Place the **War Status** marker on the **Mobilization** space. Divide the **Event** cards by Epoch (**Morning**, **Mid-Day**, and **Dusk**). Shuffle the **Morning** cards and create a face-down **draw deck**. Leave the other two decks to the side for now; They may enter play later.

**War Status**

Mobilization	Expanded War	Total War	Great War
War Status	Add Mid-Day Cards		Add Dusk Cards
Great Retreat Allowed!			

**National Loyalties Track**

Revolt* or less	Czechs	Czechs
Revolt* or less	Croats	Croats
Revolt* or more	Hungarians	Hungarians

**OFF-MAP THEATERS**

Western Theater	Naval Theater	Eastern Theater

**VICTORIES**

**DEFEATS**

**STALEMATES**

**WAR WEARINESS**

**AVAILABLE ADVANTAGES**



# [1.0] The Event Phase

Each turn, as part of the Event Phase, you reveal a new Current Event card. This card will guide you through the action for the rest of the turn. First, carry out the Event as described in the Event section at the top of the card (if applicable). Most Events are self-explanatory, but here are some details about the more common Events:

## [1.1] New Epoch

*The Epochs reflect the gradual expansion of the war in both scope and intensity and help construct the historical structure of the game by reserving Events that occurred later in the war for a later stage of the game.*

During the game, at crucial junctures of the Great War, an Event card will instruct you to Advance the War Status. Move the War Status marker onto the next space, and when applicable, add the indicated cards (set aside during setup) to the deck and shuffle them together with whatever remains of the draw deck to form a new (larger) deck. Please note, the Mid-Day cards #17 and #22 each advance the War Status by one step, but the Dusk cards are not added until both cards have been drawn and the War Status moves to Great War.

*Example: When the “Treaty of London” Event (#15) is revealed, the War Status marker is advanced to the second space. You must then take all of the cards still in the draw deck, add them to all of the Mid-Day cards (yellow), and shuffle them together to create a new draw deck.*



## [1.2] Activating a front

*When the war erupted in 1914, Austria-Hungary's only real threat lay in the enormous army of the Russian Empire, which threatened it along two fronts. As the war expanded, however, new foes emerged and additional nations were dragged into the fighting. In the game, these new Fronts open when an Event activates them.*

If an Event indicates that a new Front is activated, you must place the matching Front counter on the space listed in the Event. As long as that counter remains in play, that Front is “active” and you must move it each time its symbol appears on the Current Event card (see 2.0, page 10).

*Example: The “Romania Joins Allies” Event (#22) has just been revealed, so the Romanian campaign begins. You must activate the Romanian Front by placing the Romanian Front counter with the Prezan side up on the 3 space of the Romanian Track.*

## [1.3] Removing fronts

*During the war, both the Central Powers and their opponents struggled to keep fighting. Some of the smaller powers were forced to drop out when their resources were strained beyond their ability to maintain forces in the field. This is reflected in the game by Events that remove Fronts from play.*

Some Events will cause a Front to leave play if certain conditions are met. When this occurs, simply remove that Front counter from the map. It is possible for a Front that is removed in this way to return to the game at a later point, due to a different Event.

*Example: When the “Focsani Armistice” (Event #40) comes up, if the Romanian Front is in the 5 space of the Romanian Track at the end of the turn, that nation is forced to seek terms with Austria-Hungary and their Front counter is removed from play.*

## [1.4] Off-Map Battles

*Although the action in Eastern Europe was all Austria-Hungary could handle, it was only one part of the greater conflict that raged across Europe. The successes and failures of the Central Powers in the other theaters had tremendous influence on Hapsburg efforts, impacting the nation's morale and its ability to request assistance from its German partners. This is reflected in the game through the Off-Map Battle Events and the National Will rules.*

Many Events will call for the resolution of an important battle in another Theater. There are three Off-Map Theaters: the Western Theater, the Eastern Theater, and the Naval Theater. There are also a number of Miscellaneous battles that are not counted as part of any Theater. All Off-Map Battles are handled in the same way.

To resolve an Off-Map Battle, locate the matching Off-Map Battle marker. Then roll 1 die and modify the result as follows:

- +1 for **each** Resource marker in the matching Theater Box (up to a maximum of +2). These markers **are not** removed from play when used in this way.
- -1 if **War Weariness** is in effect (Event #45).

*These modifiers are cumulative, but remember for battles that a 1 always fails and a 6 always succeeds.*



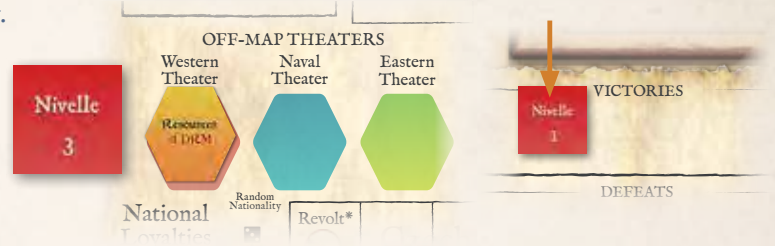
Compare the **modified** result to the **Battle Value** on the marker for that Off-Map Battle:

- If the total is **less than** the Battle Value, the result is a **Defeat**. Place the Battle marker in the **Defeats Box**.
- If the total is **exactly equal to** the Battle Value, the result is a **Stalemate**. Place the Battle marker in the **Stalemates Box**.
- If the total is **greater than** the Battle Value, the result is a **Victory**. Place the Battle Marker in the **Victories Box**.

Once placed, the Battle marker remains in its box for the rest of the game unless a later action or Event affects it.

*Example: The Current Event is “Nivelle Offensive” (#30), which means that you must conduct this Western Theater Off-Map Battle. Fortunately, you sagaciously committed 1 Resource marker to the Western Theater Box earlier in the game and War Weariness is not in effect.*

*You roll the die and get a 1, which thanks to the net +1 DRM (from the Resource marker) gives a modified result of 4, higher than the Battle Value of 3 on the matching marker. Victory! You place the Nivelle Offensive marker in the Victories Box.*



## Miscellaneous Battles

Miscellaneous Battles are indicated by parchment-colored markers. Battles of this type are never modified by any Resources, but the DRM for War Weariness is applied normally.

*Historically, one of Austria-Hungary’s principal war aims, particularly early in the conflict, was the subdual of Serbia. In the game, these battles have been abstracted as “Miscellaneous” Off-Map Battles to distinguish them from the Fronts, even though they are “on-map.”*



## Fighting in the Trentino

One of the Miscellaneous Battles represents the on-going campaign in the Trentino (Event #26). Fighting in this Alpine region was centered around Udine (space 3 of the Italian Track). When this Off-Map Battle is resolved, unlike other Miscellaneous Battles, it is modified, but only by the location of the Italian Front at that time:

- A +1 DRM is applied for each space behind Udine that the Italian Front is located; or
- A -1 DRM is applied for each space ahead of Udine that the Italian Front is located.

*(In other words, if the Italian Front is farther away you get a bonus, and if it is closer to Vienna you get a penalty.)*

*Example: If the Italian Front is in space 2 (Gorizia) when you resolve the Trentino Off-Map Battle, you suffer a -1 DRM. If it is in space 5 (Piave) instead, you get a +2 DRM.*



## [1.5] Austro-Hungarian Advantages

Some Events give you an advantage that you can use a limited number of times during the game. These include things like direct aid from Germany or the brilliant leadership of General August von Mackensen. They are represented in the game by a set of markers that you may spend to use that advantage. Once all of the markers have been spent, you cannot use that advantage again.

When an Event of this type is revealed, take the appropriate markers and place them on the board in the “Available Advantages” box. As you spend them, remove them from the game.

*Example: The “German Aid” Event (#35) has just been revealed. You gain 3 German Aid markers that you can spend during this or any later turn to get a +2 DRM on your Offensives against an enemy Front.*



## [1.6] Battle Value Adjustments

*During the war, every nation involved was constantly looking for any way to gain an advantage over their enemies, by changing tactics or commanders, by introducing new technologies, or by the brute expedient of pouring more men into the fray...*

A number of Events instruct you to add or subtract from the Battle Value of a Front. If you reveal one of these Events, and the listed Front is currently active, you must either flip the Front marker to its other side or replace it with the other marker for that Front as necessary to adjust the Battle Value as directed. The name of the Leader does not have any game effect. If there is not an appropriate value token available for that Front, do not change the value (most Fronts cannot go above 4 or below 2).

*Example: When the “Greece Enters the War” Event (#44) is revealed, if Sarrail is in command at this time (Battle Value 2), flip his token over to the new Battle Value of 3 (thematically, Guillaumat would be taking command).*



## [2.0] The front Advancement Phase

During this phase, you must move all **Fronts** shown on the Current Event card. Generally, Fronts **Advance** one space closer to Vienna, to the next consecutively **lower-numbered** space along their respective tracks. Occasionally, Fronts will **Retreat** one space (away from Vienna, thus reducing their threat).

*Example: If the “Drive into Galicia” Event (#02) is revealed, you must move the Carpathian Front, the Polish Front, and the Romanian Front each forward 1 space. If the Romanian Front has not yet been activated when the “Drive into Galicia” Event appears, only the Carpathian and Polish Fronts move forward.*



### The Fall of Vienna

Vienna is the **last** space of every Front's track. If any Front moves into this space, the game ends immediately in a Hapsburg defeat (see 8.1, page 18).

### [2.1] Inactive Fronts

If a Front has not yet been added to the map, it does not move if it appears on the Current Event card. It simply remains off the map, ignoring any Advance (or Retreat) affecting it.

### [2.2] Retreat Limits

No Front can ever Retreat beyond the highest-numbered space on its track.

### [2.3] Blocking Advancement

The Isonzo River Line and the Bulgarian Trench Line represent natural and man-made obstacles in the way of the advancing Allied Fronts. If a Front attempts to **Advance** into a space marked with one of these obstacles, you must make an **Attrition Roll** to determine if the Allies can successfully advance. **Retreats never trigger an Attrition Roll.**

#### Attrition Rolls

To make an Attrition Roll, roll 1 die. Do not modify the result (unless there is Croat revolt, see 3.3, page 13):

- If the result is **less than** the Battle Value of the Front, it Advances normally.
- If the result is **equal to or greater than** the Battle Value of the Front, it does **not** Advance.

#### The Isonzo River Line

*The meandering and flood-prone Isonzo River proved a daunting geographic obstacle to the Italian army's attempts to push into Austro-Hungarian territory.*

The Isonzo River Line is marked on the map as a series of wavy blue lines below the Gorizia space (space 2) of the Italian Front Track. This permanent feature is never removed from play. Any time the Italian Front attempts to Advance from Udine (space 3) into Gorizia, you must make an Attrition Roll.

*Example: The Italian Front occupies Udine when “Putnik Reclaims Belgrade” (Event #11) is revealed, which calls for the Italian Front to Advance. You roll an unmodified die resulting in a 2. Since this is equal to the current Battle Value of the Italian Front, their efforts to cross the Isonzo River have been thwarted and the counter remains in Udine.*



## The Bulgarian Trench Line

*After the arrival of the Armée d'Orient and its subsequent retreat to the port of Salonika, the Bulgarians created substantial trench lines and fortifications to discourage a breakout from the salient. These lines proved their worth in May 1917 when General Sarrail tried and failed to breach the Bulgarian lines. It was not until September 1918 that the entrapped Allied forces were finally able to break out from the port and pierce the Bulgarian lines, leading to Bulgaria's capitulation.*

If the Bulgarian Trench Line (from Event #17) is in play when the Balkan Front attempts to advance *from* Salonika (space 5) *into* Veles, you must make an Attrition Roll. The trench line does not affect an advance *from* Veles into Skopje.

Remove the Balkan Trench Line from play if:

- The Balkan Front Advances beyond Veles *and* remains there at the end of the turn; *or*
- When Event #48 (“D’Esperey Breaks Out”) is revealed *and* the Balkan Front does not end the turn in Salonika.

## Radio Intercepts

When the “Russian Cipher Cracked” Event (#06) is revealed, you receive **3 Radio Intercepts** markers. You may spend these markers during Front Advancement to **cancel** the Advance of enemy Fronts.



You can only use Radio Intercepts to cancel an Advance by the Romanian, Italian, Polish, or Carpathian Fronts. You **cannot** use them against the Balkan Front. Each Radio Intercept you use affects only **one** Front, and each marker can only be used once before it is discarded. You may use as many Radio Intercepts each turn as you wish, but no more than one per Front per turn.

When canceling an advance across the Isonzo River Line, you must use a Radio Intercept **before** any Attrition Roll is made by the Advancing Front.

## [2.4] Przemyśl fortress

*Located on the River San, the fortress town of Przemyśl was the site of the longest siege of the war. The town was first beset by Russian forces on September 16, 1914 and, except for a brief respite following an Austro-Hungarian counter-offensive, it remained under siege for 133 days. On March 22, 1915, the fortress' commander, Hermann Kusmanek von Burneustädten, surrendered with 117,000 soldiers, including nine generals and 2500 other officers. This loss was a devastating blow to Austro-Hungarian morale, but the expected Russian exploitation of their success never materialized.*

The Przemyśl Fortress protects this critical double Strategic Site from falling quickly into Russian hands. If the Carpathian Front moves into or past this space, the National Will is not affected as long as the Fortress remains in play (see 2.5, page 11).


In addition, as long as the Fortress is in play, you receive a **+1 DRM** during any Offensive you launch against the Carpathian Front when it is in space 3 or less (see 4.1, page 14).

**Note:** The presence of the Przemyśl Fortress does **not** prevent a Front from advancing into the Przemyśl space.

If the Carpathian Front has advanced past Przemyśl, the fortress will be damaged during the Fortress Reduction Phase (see 6.0, page 17). If the Carpathian Front is on the Przemyśl space, the Fortress does **not** take damage.



## [2.5] Strategic Sites

The spaces marked with Austro-Hungarian flags  (for example, Debrecen) are called **Strategic Sites**. If a Front marker **controls** a Strategic Site, it counts as a Defeat during the National Will Phase (see 7.0, page 17).

A Front controls the space it occupies along with **all** higher-numbered spaces behind it on the same track (with the exception of Przemyśl, if the fortress is still intact). All other spaces are **Hapsburg controlled**.

Two Strategic Sites (Budapest and Przemyśl) show **two** flags each. These double Strategic Sites count as **two Defeats** each during the National Will Phase if they are enemy controlled.

**Example:** *The Carpathian Front occupies Budapest, so it controls all three Strategic Sites on that track (since the Przemyśl Fortress has been destroyed). You must count this as 5 Defeats, one for each flag shown in those spaces. If Przemyśl was not destroyed, there would only be 3 Defeats.*

## Budapest

The Budapest space is part of both the Carpathian and Romanian Tracks, and either or both Fronts can occupy and control this space. Budapest is a double Strategic Site, so it counts as two Defeats if one or more enemies control it (but it does not count as four Defeats if both Fronts control that space).



## Offensives Through Budapest

Budapest was a crucial logistical point for the Austro-Hungarian army. If this space is occupied by one Front, you **cannot** launch any Offensives against the **other** Front if it is behind Budapest.

*Example: The Carpathian Front occupies Budapest and the Romanian Front is in Bucharest (space 3). You cannot launch an Offensive against the Romanian Front unless you first force the Carpathian Front to Retreat.*

## Bucharest

Bucharest is a Strategic Site, but it is also the **starting space** for the Romanian Front when it enters the war. If you fail to push the Romanian Front back during the turn that it enters play, the National Will is affected as normal. Note that Bucharest does not affect the National Will *before* Romania enters the war.

## Przemyśl

Although the Przemyśl space is a double Strategic Site, it does not count as two Defeats unless both the Fortress is destroyed **and** the Carpathian Army controls it (see 2.4, page 11).

# [3.0] The Loyalty Adjustment Phase

*More than any other nation in the war, Austria-Hungary represented a diverse and multi-ethnic population. Some of these minority groups saw the war as an opportunity to push for greater autonomy or even independence. It is not possible for a game of this nature to fully represent the myriad nationalities of the polyglot Austro-Hungarian Empire. For simplicity's sake, the many groups are lumped into three prominent ethnic groups.*

In addition to the demands of the war, you must contend with three major nationalities that are causing unrest within the Empire: the Czechs, the Croats, and the Hungarians. Each has its own marker on the National Loyalties Track.

Each row of the track has four spaces. The markers begin the game in the space furthest to the right, marked "Loyal." If a marker moves into the leftmost space, that Nationality is **in Revolt** (see below). A Loyalty marker can never move above Loyal or below Revolt.

## [3.1] National Identity Rating

Each Loyalty marker has a National Identity Rating ranging from 4 (for the adamantly revolutionary Czechs) to 2 (for the Hungarians, who were more closely wed to the Austro-Hungarian Dual Monarchy).

### Loyalty Test Die Roll

To make a Loyalty Test, roll 1 **unmodified** die and compare the result to that marker's National Identity Rating:

- If the result is **less than or equal to** the National Identity Rating, the Loyalty is reduced: move the marker one space to the left (towards "Revolt").
- If the result is **greater than** the National Identity Rating, the Loyalty is not affected.

There are no DRMs for these rolls, and you cannot improve Loyalty during this phase. However, you may attempt to improve Loyalty during the Action Phase (see 4.4, page 15).



*Example: The "Battle of Lodz" Event (#08) is forcing the Croats to make a Loyalty Test. Their National Identity Rating is 3. There is never a modifier on the Test roll, so if you roll a 1, 2, or 3, their marker stays in place. If you roll a 4, 5, or 6, their marker moves 1 space to the left.*

If a Loyalty Test causes the marker on the National Loyalties Track to go into the leftmost space, that Nationality is in revolt, as described below.

## [3.2] Loyalty Tests

Most Event cards require you to make one or more **Loyalty Tests**, as indicated below the Advances on the card. The Event card lists which Nationalities require Loyalty Tests. If the card says "None," you make no tests that turn. If the card lists more than one Nationality, you must make a **separate** Loyalty Test for **each** Nationality listed. If the card says "x2," you must make two Loyalty Tests involving that Nationality. If the card says "All," you must make one Loyalty Test for each Nationality.

If the card says “Random,” roll 1 die to determine which Nationality to test:

- or = Czech
- or = Croat
- = Hungarian

Some Events will apply a DRM to this random Nationality die roll. This DRM is **not** applied to the subsequent Loyalty Test die roll, it only has a chance to affect which Nationality revolts.

*Example: The “Battle of Lodz” (Event #08) triggers a random Loyalty Test with a -1 DRM. If you roll a , you would have to test the loyalty of the Croats instead of the Hungarians. When you conduct the Loyalty Test die roll, the -1 DRM is not applied.*



## Revolting Developments

If the Nationality you are required to test is **already in Revolt** (see 3.3, page 13), then the next Nationality **below** it on the National Loyalties Track that is not in Revolt is tested instead (cycling back to the top if necessary).

*Example: The Current Event is “Flight Over Vienna” (#47), which calls for a Hungarian Loyalty Test. However, the Hungarians are already in Revolt, so the Czechs must be tested instead. If the Czechs were also in Revolt, then you would have to test the Croats.*

Random Nationality	Revolt*	Czech Loyalty	Croats	Loyal
or less			Czechs	Loyal
			Croats	Loyal
or more			Hungarians	Loyal

\*If all three national loyalties are in Revolt at the same time the game immediately ends in Crushing Defeat.

## [3.3] Effects of Revolt

When a nationality is in Revolt, it has two effects:

### Political Upheaval

Each Nationality that is in a state of Revolt during the National Will Phase (see 7.0, page 17) counts as one **Defeat**.

If **all three** Nationalities are in Revolt **at the same time** (at any point during the turn), the game ends immediately in a Crushing Defeat due to the internal collapse of the Empire.

### Military Complications

A Nationality in Revolt makes the military efforts of the Empire more difficult, particularly in the region that Nationality dominates. Apply the following penalties:

- **Czech Revolt:** You have a **-1 DRM** on **all** Offensives launched against the Polish and Carpathian Fronts (see 4.1, page 14).
- **Croat Revolt:** You have a **-1 DRM** on **all** Offensives launched against the Balkan and Italian Fronts. In addition, there is a **-1 DRM** on all Italian and Balkan Attrition Rolls (see 2.3, page 10).
- **Hungarian Revolt:** You have a **-1 DRM** on all Offensives launched against the Romanian and Carpathian Fronts.

These DRMs are cumulative with all other DRMs and each other. For example, if both the Czechs and the Hungarians are in Revolt, you would have a **-2 DRM** during Offensives against the Carpathian Front.

Place the appropriate Revolt markers on the map as a reminder of these effects.



All effects of a Revolt end immediately when that Revolt ends, i.e., when that Nationality’s Loyalty marker moves out of the Revolt space on the National Loyalties Track, due to improving Loyalty during the Action Phase (see 4.4, page 15).

## [4.0] The Action Phase

The Current Event card shows the number of **Actions** you may take that turn. You may spend these Actions to:

1. Launch **Offensives** against enemy Fronts
2. Allocate **Resources** to other theaters
3. Repair the **Prezmysl Fortress** (if possible)
4. Attempt to improve **National Loyalty**
5. Trigger the **Great Retreat** (if possible)

After you use all of the Actions granted by the Current Event card, you may gain additional Actions by spending **German Staff Operations** (see 4.6, page 16).

Actions are spent one at a time. You can see the result of each Action before deciding how to spend your next Action. Actions cannot be saved from turn to turn. Any Actions left unspent at the end of the turn are lost.

## Other Effects and Occurrences

Some Events have additional instructions. Often, this will apply a DRM to some player actions that turn, while other Events will restrict your actions for the turn. You must apply all of these special effects as instructed by the Current Event card.

*Example: The “German 9th Army” Event (#10) gives you a +2 DRM to every Offensive you conduct against the Polish or Carpathian Fronts that turn (but not any other Fronts).*



2 Actions  
+2 DRM to all Offensives vs the Polish and Carpathian Fronts this turn.

## [4.1] Conducting Offensives

Offensives are used to try to force a Front to Retreat (i.e., move away from Vienna). It costs **one Action** to launch an Offensive.

To conduct an Offensive, designate which Front you are attacking and roll 1 die, applying any appropriate DRMs:

- If the result is **less than or equal to** the target Front’s Battle Value, the Offensive is **unsuccessful**. The Front does not move.
- If the result is **greater than** the target Front’s Battle Value, the Offensive is **successful**. The Front must Retreat into the next higher-numbered space on its track.  
**Important:** A Front can never be “pushed off the map” in this manner. If it is already in its highest-numbered space, it simply remains there.

*Example: You decide to conduct an Offensive against the Romanian Front in Bucharest while Prezan is in charge (Battle Value 2). Because of the Current Event card, you have a +1 DRM this turn. You roll the die, getting a 3, which is modified to a result of 4. This is higher than Prezan’s Battle Value, so the Romanian Front is pushed back to Dobruja.*

## Przemyśl Fortress

If you conduct an Offensive against the Carpathian Front when it is closer to Vienna than Przemyśl **and** the Fortress is still in play, you receive a +1 DRM (see 2.4, page 11).

## Budapest

This space is shared by both the Carpathian Track and the Romanian Track, and therefore can be occupied by both Front markers. If you direct an Offensive against Budapest when it is occupied by both Front markers, you must specify **which single Front** is the target of the Offensive. The results are applied **only** to that Front. While a Front occupies Budapest, no other Front located behind Budapest may be attacked (see 2.5, page 11).



## Multiple Effort

You may direct multiple Offensives to the same Front during the same turn, limited only by the number of Actions you have available. Failure or success on an attempt does not affect or limit later attempts against the same Front. There is no limit to the number of spaces a Front can be forced to Retreat, aside from the length of its track.

## Italian Rivers

*The rugged, mountainous terrain contested by the Italians and the Austro-Hungarians was further segmented by a number of rivers, great and small. Often, crossing a river would require that an army seize the high ground around it, while seizing the high ground required crossing the river. As a result, both armies found their efforts frustrated by unfriendly geography.*

The Isonzo and Piave Rivers present major barriers to Austro-Hungarian Offensive efforts. You must spend **two Actions** (or two German Staff Operations or a combination of the two) to conduct an Offensive against the Italian Front if it is in Udine (space 3) or Piave (space 5). Both locations show an icon as a reminder.



## German Aid

*As the war expanded, it became clear that Austria-Hungary would be unable to sustain its efforts. Over time, the Empire’s execution of the war became more and more dependent on the transfer of supplies and other aid from Germany.*



When the “German Aid” Event (#35) is revealed, you receive **three German Aid** markers. You may use these markers during any future **Offensives** (not Off-Map Battles). Each German Aid marker you spend grants you a +2 DRM to **all** of your Offensives against **a single Front** for an entire turn. You may never use more than **one** German Aid marker per turn (even the German forces cannot be stretched that much).

**Remember:** A roll of a “natural” 1 on an Offensive is always a failure, regardless of the DRM (see page 5).

## General August von Mackensen

General Mackensen was a pioneer in the use of artillery in warfare, particularly in the combination of short concentrated bursts of artillery fire followed rapidly by an advance using other forces. On multiple occasions, Mackensen took direct command of combined German and Austrian forces to push the Russians and Romanians back, becoming one of the most famous and effective generals on the Eastern Front.

When the “Mackensen Takes Command” Event (#16) is revealed, you receive **five Mackensen** markers. You may use these markers during any future **Offensives** (but not for any other die rolls). Each time you spend a Mackensen marker, you get to roll the die **twice**, instead of once, and **choose** which result to use. You can use a maximum of one Mackensen marker per Offensive. You cannot use Mackensen markers on **more than one Front** in the same turn (as General Mackensen can only be in one place at a time), but you can use one marker on each Offensive on the same Front in one turn (as long as you have the actions and markers to do so).



You may combine the benefits of a Mackensen marker and a German Aid marker for the same Offensive. You must decide to spend the marker before rolling.

## [4.2] Allocating Resources to Other Theaters

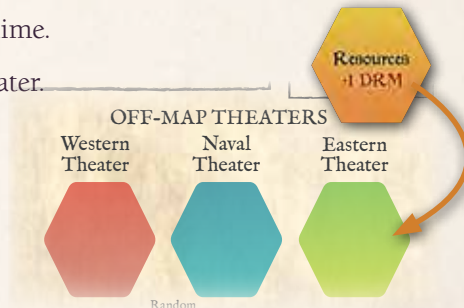
There are three **Off-Map Theater** boxes on the map: Western, Eastern, and Naval. You may spend Actions to add Resource markers to any or all of these Theaters. You must spend **two Actions** to place **one Resource** marker from the supply in any Theater box. There are two limitations:

- You have a limited number of Resource markers available. You may not allocate Resources if you have no markers left.
- Each Theater may have a maximum of two Resources assigned to it at any given time.

Once a Resource marker is placed in a Theater box, you **may not** move it to another Theater.

Resources allocated to a Theater provide a DRM to all Off-Map Battles you fight in that Theater as long as the marker remains there (see 1.4, page 8).

*Example: Satisfied with the state of the war, you spend 2 Actions to add a Resource marker to the Eastern Theater Box. As long as that marker remains there, you will get a +1 DRM to every Off-Map Battle you fight in the Eastern Theater.*



## German Staff Operations

You may “spend” Resource markers from any Off-Map Theater to purchase additional Actions through German Staff Operations (see 4.6, page 16). These markers are **permanently** removed from play, and cannot be reused later as Resources.

## [4.3] Repairing the Przemyśl Fortifications

If the strength of the Przemyśl Fortress has been reduced to 2 or less **and** the Carpathian Front does not currently occupy Przemyśl or any space on its track closer to Vienna, you may spend **two Actions OR one German Staff Operation** to increase the strength of the Fortress **by one**. There is no limit to the number of times you may perform this action in a single turn, but you may never increase the strength above 3. You may repair the fortress even if it has been **destroyed**, which places the Fortress back at a strength of one.



## [4.4] Influencing National Loyalties

During the Action Phase, you may spend one Action to attempt to improve the Loyalty of the minority Nationalities within Austria-Hungary. To do so, choose which Nationality you would like to improve and roll one die:

- If the result is **greater than or equal** to its National Identity Rating, its Loyalty improves; move the marker one space to the right.
- If the result is **less than** the National Identity Rating, your efforts have no effect and the marker does not move.

You may perform this Action multiple times. You **cannot** improve a Nationality’s Loyalty above the Loyal space on its track.

If you raise a Loyalty out of its Revolt space, that Revolt ends immediately (though it could go back into Revolt later—see 3.3, page 13).

*Example: Needing to push the Russians back on the Carpathian Front, you decide to try to end the Revolt of the Czechs to avoid the DRM penalty there. You spend an Action to influence the Czechs and roll 1 die, getting a 4. That matches the National Identity Rating on that marker: success! You move the marker 1 space to the right, so it is no longer in the Revolt space, and remove the Czech Revolt marker from the map. Now you can launch an Offensive against the Russians without suffering the Revolt penalty.*

## [4.5] The Great Retreat

Despite the enormous size of the “Russian Steamroller,” internal weakness within the Russian Empire limited its ability to conduct multiple offensives across a broad front. After successful German offensives and the fall of Warsaw on August 5, 1915, the Russian high command (or Stavka) made the momentous decision to withdraw from Poland and establish a new defensive line in the Russian heartland. Known as “The Great Retreat,” this strategy probably saved the Russian Army from collapse, but it also ended any significant offensive threat to Austria-Hungary from the north and Russia forfeited control of all its Polish territory.

Once the “Treaty of London” Event (#15) has occurred, you have an additional option during the Action Phase: Trigger the Great Retreat. This action will **permanently** remove the Polish Front from the game. The **War Status** track shows when you may take this action.



You must spend **2 Actions** OR **1 Allocated Resource marker** from one of the Off-Map Theater boxes to trigger the Great Retreat. **In addition**, you must move **1 Off-Map Battle** marker from the Victories Box to the Defeats Box **and** move an additional number of Off-Map Battle markers from the Victories Box to the Stalemates Box equal to the number of spaces that the Polish Front is in front of **Brest-Litovsk** (space 5). If you do not have enough Victories to pay this cost, you **cannot** trigger the Great Retreat. After paying these costs, remove the Polish Front from the game and place the **Russian Retreat** marker in Brest-Litovsk (space 5).

*Example: The Polish Front is in Tarnow (space 2) when you trigger the Great Retreat. You spend the required 2 Actions, and move one Battle marker from the Victories Box to the Defeats Box. Because the Front is 3 spaces in front of Brest-Litovsk, you move 3 additional Battle markers from the Victories Box to the Stalemates Box. You then remove the Polish Front from play and mark space 5 of that track with the Russian Retreat marker.*



## The Great Retreat and the Russia Provisional Government

After the Great Retreat, the Polish Front **never** re-enters play, even if the Bolshevik Revolution (Event #36) occurs before the Provisional Government Takes Charge (Event #27).

## [4.6] German Staff Operations

While the Austro-Hungarian military had direct command of their own forces, the Empire’s war effort was heavily supported—and influenced by—the German General Staff, which provided leadership, military personnel, and war materials. In the game, this influence is represented by the German Staff Operations.

If you have any Resource markers in any Off-Map Theater, you may **permanently** remove them from the board to gain additional Actions. These are called **German Staff Operations**. Each Resource marker you remove from play in this way grants you **one additional Action** to use that turn.

**Remember:** You may always see the results of each Action before choosing another, so you can decide whether or not to spend a Resource marker for a German Staff Operation after the results of the previous Action have been determined.

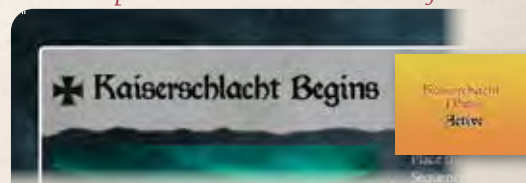
The number of Resource markers currently allocated to Off-Map Theaters determines the maximum number of German Staff Operations you may use. **You may not spend Resource markers that have not yet been allocated.**

**Important:** German Staff Operations used to launch Offensives are still subject to any restrictions and modifiers on the Current Event card!

## [5.0] The Kaiserschlacht Phase

The “Kaiser’s Battle” was a momentous operation during which Germany threw their last reserves into a final, continuous push towards Paris in an effort to break the fighting will of the French and British armies before fresh American troops would alter the balance of power. This continuing offensive is represented in the game by the Kaiserschlacht markers.

This phase of the turn is skipped until “Kaiserschlacht Begins” (Event #42) is revealed. When this occurs, place the Kaiserschlacht marker in its box on the Sequence of Play as a reminder that you must complete this phase **each turn** until the end of the game or until the Kaiserschlacht ends.





## [5.1] Kaiserschlacht Battles

Once the Kaiserschlacht has commenced, you must conduct a special Off-Map Battle (see 1.4, page 8) in the Western Theater every turn during the Kaiserschlacht Phase (in addition to any other Battles triggered by Events that turn).

All applicable DRMs (such as Resource markers committed to the Western Theater and War Weariness) are used as normal when fighting these Battles.

The Kaiserschlacht Battles have their own markers numbered 1 to 6. Place these markers near the game board in order. As long as any of these markers remain off the board, you must fight one per turn, in order, starting with marker 1 first, then 2 on the next turn, and so on. After resolving the Battle, place the marker in the appropriate Victories, Stalemates, or Defeats box.

After you have finished fighting all six Kaiserschlacht Battles, if the Kaiserschlacht has not ended (see 5.2), then starting on the following turn you must **re-fight** one of them each turn. At the beginning of the Kaiserschlacht Phase, roll the die to determine randomly which Kaiserschlacht Battle you must re-fight that turn. Move the marker to its new outcome box, if necessary, after re-fighting it.

*Example: Over the past six turns, you have fought all of the Kaiserschlacht Battles, so now you have to re-fight one of them chosen randomly. You roll the die and get a 4, which indicates the marker with the French flag and a Battle Value of 4, which currently sits in the Victories Box. War Weariness is in effect (-1 DRM) and you have no Resources committed to the Western Theater. Your roll to re-fight the battle is a 5, which is reduced to 4 by the DRM. This is a Stalemate, so you must move the marker from the Victories Box to the Stalemate Box.*



## [5.2] Ending the Kaiserschlacht

The Kaiserschlacht can end in two ways: either when the game ends **or** when **every** Kaiserschlacht Battle marker is in the **same** Victories or Defeats Box (i.e., when they are all Victories or all Defeats; all Stalemates does not end the Kaiserschlacht). At this point, the great campaign has permanently ended—one way or the other.

## [6.0] Fortress Reduction Phase

*In September 1914, Russian forces surrounded Przemyśl, placing the fortress under siege and cutting off supplies and reinforcements. Though the defenders held out heroically, eventually their ability to fight was destroyed and they were forced to surrender.*

### Destruction of the Fortress

If the Carpathian Front is in **space 3 or less** (i.e., in Budapest, Debrecen, or Ungvár) at the beginning of this phase, you must reduce the value of the Fortress one level. **Do not** reduce the Fortress if the Carpathian Front is in the Przemyśl space itself.

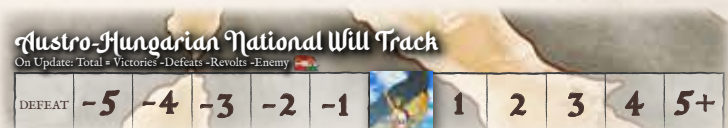
The level of the Fortress is represented by two markers. At the beginning of the game, the marker showing “3/3” is placed on the Przemyśl space. The first time it is reduced, flip that marker to the “2/3” side. Then, replace it with the “1/3” marker the next time it is reduced and, ultimately, flip that to the “Destroyed” side when the last step is lost.



If the Fortress is destroyed, the Przemyśl space is controlled by the Carpathian Front if that Front occupies the Przemyśl space or any space farther along the track (see 2.5, page 11). If the Fortress is controlled by the Carpathian Front, it counts as two Strategic Sites for purposes of National Will (see 7.0, page 17).

If the Fortress has been reduced or destroyed, you may rebuild it if it is not currently controlled by the Carpathian Front (see 4.3, page 15).

## [7.0] The National Will Phase



*The ability of a nation to wage war ultimately rests on the will of its people to continue the struggle. Historically, the long war sapped the strength of every combatant nation, but the Central Powers were the first to lose the will to fight.*

During this phase, you must calculate the current **Austro-Hungarian National Will** and adjust the **National Will** marker to reflect this value.

First, count up the number of markers in the Victories Box. Then, **subtract** the number of markers in the Defeats Box, the number of Nationalities that are in Revolt, and the number of Strategic Sites controlled by all of the Allied Fronts (see 2.5, page 11) at this time. Ignore any markers in the Stalemates Box. The final result is the current Austro-Hungarian National Will; place the marker on the matching space of the Austro-Hungarian National Will Track.

The National Will can never go above 5. If the total is higher, place the marker in the 5+ space.

If the National Will ever goes **below -5**, the people of the Austro-Hungarian Empire refuse to keep fighting and the game **immediately** ends in defeat (see 8.1, page 18).

**Note:** Players of *Ottoman Sunset* may notice that instead of losing at -4, you lose at -6 in this game. Historically, the Austro-Hungarian Empire was more stable than the Ottoman Empire and withstood crippling blows in the early war.

*Example: There are 4 Battle markers in the Defeats Box and 1 marker in the Victories Box. The Croats are in Revolt and the Polish Front is in Tarnow, a Strategic Site. Altogether, the National Will is now at -5 (-4 for Defeats, +1 for Victories, -1 for Revolts, -1 for Strategic Sites controlled by the enemy). This is just barely enough for the war to go on...*

## [8.0] Victory and Defeat

You can achieve Victory only by surviving the play of **every** card in the game.

Defeat can occur at **any** time. There are three ways to lose the game instantly:

1. If all three Nationalities are in **Revolt** at the same time (see 3.3, page 13)
2. If any Front Advances into **Vienna** (see 2.0, page 10)
3. If the **Austro-Hungarian National Will** collapses to below -5 (see 7.0, page 17)

To compare how well you have led the Dual Monarchy compared to your historical counterparts, you can determine your Level of Victory or Defeat by following the steps outlined below.

### [8.1] Instant Defeat

**Ethnic Collapse:** If all three Nationalities (Czechs, Croats, and Hungarians) are ever in Revolt at the same time, the game ends in a **Crushing Defeat**.

**Capture of Vienna:** If any Front Advances into Vienna (effectively reaching the 0 space on its track), the Austro-Hungarians drop out of the war and seek terms. Determine the Level of Defeat by counting the number of still-unrevealed Event cards (including any not yet added to the deck) and subtracting the current Austro-Hungarian National Will (remember that **subtracting** a negative number *adds* it instead, following the normal rules of math). Compare your final result to the table below:

Unrevealed Event Cards (Modified)	Level of Defeat
3 or less	Pyrrhic Victory
4 to 10	Strategic Stalemate
11 to 25	Marginal Defeat
26 to 35	Strategic Defeat
36+	Crushing Defeat

*Example: The Italian Front moves into Vienna, triggering an Instant Defeat. There are 25 cards still in the deck, and the National Will marker is in the -2 space giving you a total of 27, which is a Strategic Defeat. Better luck next time!*

**Collapse of the National Will:** If the Austro-Hungarian National Will drops below -5, the game ends in a **Crushing Defeat**.

*Note that this was the historical fate of the Hapsburg Empire, although it was perilously close to ethnic collapse as well.*

### [8.2] Winning the Game

There is only one way to win the game, and that is by surviving **all** of the Event cards without losing. Once you have **completely** resolved the last card, determine your **Level of Victory** by adding up your **Victory Points**:

1. Add up the numbers in all of the spaces occupied by the **Allied Fronts**. Score each on-map Front separately. You score **0 points** for the Polish and Carpathian Fronts being inactive: *we have already factored this in.*  
*Example: At the end of the game, the Balkan Front is in Nis (#2). This is worth 2 Victory Points.*
2. Recalculate and **add** the final value of the **Austro-Hungarian National Will**. For this purpose **only**, the National Will can exceed +5. Subtract the value if it is *negative*.

3. Add **+1 Victory Point** for **each space away from Revolt** that each National Loyalty marker is at.  
*Example: The Hungarian marker is in the Loyal space, which is worth 3 Victory Points.*

Compare the final total to the table below:

Victory Points	Level of Victory
8 or less	Tactical Victory
9 to 17	Marginal Victory
18 to 22	Operational Victory
23 to 30	Strategic Victory
31+	International Victory

### [8.3] Hypothetical Outcomes

To give more of a sense of what a game result could equate to in the real world, the designer has included his speculations of what each Level of Victory or Defeat would mean to world history:

#### International Victory

*Austria-Hungary emerges as a strong, unified, and enlarged Empire, on equal parity with its ally, Imperial Germany. It annexes most of Serbia, Montenegro, Albania, and portions of Russia to become a renewed Great Power.*

#### Strategic Victory

*Austria-Hungary survives the war weakened, but augmented in territory. Ultimately, Emperor Karl must transform the Empire into a constitutional democracy, where a Parliament represents each nationality but foreign policy control remains in Hapsburg hands. Imperial Germany helps maintain control over Austria-Hungary's enlarged domain.*

#### Operational Victory

*The Austro-Hungarian Empire survives, but as little more than a vassal of Imperial Germany. Constant nationalist revolts buffet the weakened nation. Fifty years later, Germany annexes the nation, removing the Hapsburgs from power.*

#### Marginal Victory

*The Austro-Hungarian nation survives, but without territorial gains from the war. A decade later, Austria succumbs to a brutal civil war pitting nationalities against each other, which ends with Austria-Hungary ceding important territories and the creation of a pan-Germanic coalition with Imperial Germany.*

#### Tactical Victory

*With the defeat of Imperial Germany, Austria is able to cut a deal with the victorious allies to retain possession of the pre-war Empire within reduced boundaries. Despite the efforts of Emperor Karl to reach accommodation with various nationalities and democratic forces, within a decade the country is reduced to little more than a union of Austria and Hungary.*

#### Pyrrhic Victory

*The Austro-Hungarian Empire is converted into a Trans-Danubian Federation, where the Hapsburg family plays a symbolic role only. The Federation would be instrumental in the early defeat of Adolf Hitler when it joins with France and Britain to repel a German invasion of Poland in 1935.*

#### Strategic Stalemate

*Attempting to hold the Empire together, the Monarchy grants the Slavs equal status with the Austrians and Hungarians, expanding the government into a Triple Monarchy. This agreement causes the Hungarians to revolt, and during the brief civil war, the fringes of the Empire declare their independence. However, a core Empire revolving around Austria, Hungary, Czechoslovakia, and Slovenia remains. Later, Hitler invades and integrates it into his Reich. During the Cold War, this nation splits into communist and federal halves.*

#### Marginal Defeat

*Wiggling out of the German alliance, Austria-Hungary secretly negotiates a "separate peace" with the Entente in the final days of the war. The surviving rump state is merely a union of Austria and Hungary, its other territories are ceded to the new states of Yugoslavia and Czechoslovakia as well as Italy. Eventually, Romania allies with Nazi Germany to partition what remains of this struggling nation.*

## Strategic Defeat

*The Versailles meeting tries to craft an Imperial Federation to keep the various nationalities of Austria-Hungary together. Eventually, this scheme fails when the Soviet Union invades the remnants of the Empire. The Hapsburgs remain in power, but only govern a small Austrian state that is a bulwark during the Cold War. The Balkans and Central Europe become Soviet satellites, at least until World War II pits the Capitalist Powers against them.*


## Crushing Defeat (Historical Result)

*With various declarations of independence, including that of Hungary, the Hapsburg Emperor abdicates on behalf of himself and his family. The Empire is broken up into various new nations, which become vulnerable to foreign intervention and authoritarianism in the years to come. Austria itself is forbidden to join with post-war Germany, although it is ultimately annexed when Adolf Hitler engineers its conquest.*


## [9.0] Extended Example of Play

Austro-Hungarian Emperor “Dan” is doing his best to hold his nation together and lead it safely through the Great War. The good news is that (despite the Italian betrayal) the forces of Germany and Austria-Hungary have kept the Russian bear at bay, and while the Czechs are a bit unruly, the loyal Croats and Hungarians seem happy with Dan’s benevolent rule, so the war appears to be going well. We pick up the action a few turns into the game, not long after the conflict has entered its Mid-Day stage...

### Turn 11

**Event Phase:** Dan reveals the next card, hoping for a successful Off-Map Battle so he can bid *Auf Wiedersehen* to the pesky Polish Front currently in Tarnow. Much to his delight, he draws “Von Lettow-Vorbeck” (#18), a fairly easy Battle! Since this is a Miscellaneous Battle and War Weariness is not in effect, there are no DRMs. Dan rolls a , which is just enough to win (Rule 1.4)! He takes the Von Lettow-Vorbeck marker and proudly adds it to the Victories box.

**Front Advancement Phase:** Next, the card calls for an Advance by the Carpathian Front to Ungvár, but Dan decides to spend one of his three Radio Intercepts markers to prevent the move (and the subsequent fall of Przemyśl). Furthermore, because the Balkan Front is not yet in the game, that Front does not Advance.

**Loyalty Adjustment Phase:** Dan must roll a die for the Czech Loyalty Test called for by the card and gets a , more than enough to keep the Czechs from Revolting (Rule 3.2).


**Action Phase:** Dan opts to use the card’s two Actions to trigger the Great Retreat (Rule 4.5) and remove the Polish Front from play. He takes the freshly won Von Lettow-Vorbeck marker and places it in the Defeats box, then moves Tannenburg, Drina, and Mons from the Victories box to the Stalemates box. After adjusting these Battle markers, he removes the Polish Front and places the Russian Retreat marker on Brest-Litovsk.

**Kaiserschlacht Phase:** This phase is skipped because that card has not yet been drawn (nor could it be at this stage of the game—Rule 5.0).


**Fortress Reduction Phase:** Since the Carpathian Front is in Przemyśl, the Fortress is not reduced and the two Strategic Sites are still under Dan’s control (Rules 6.0 and 2.5).

**National Will Phase:** The National Will is reduced to -2 since, after the Great Retreat, there are now two Defeats and no Victories remaining to offset them, but fortunately, no Strategic Sites are in Allied hands (Rule 7.0). “Hmm...” Dan mutters reassuringly to himself, “It’s fine, it’ll all be fine.”

### Turn 12

**Event Phase:** Dan draws another card and smiles: he knew everything would work out, and lo and behold, it’s “Nivelle Offensive” (#30), another easy Off-Map Battle. Dan rolls a die and gets a , which is modified to a 5 thanks to the Resource marker in the Western Theater—another Central Powers victory! Beaming, he takes the Nivelle marker and places it in the Victories box.

**Front Advancement Phase:** Dan debates whether to use another Radio Intercepts marker to stop the Carpathian Advance on the card and ultimately gives in, discarding the second (of three) Radio Intercepts markers.

**Loyalty Adjustment Phase:** He now rolls to see if the Hungarians stay loyal: they do with a roll of .


**Action Phase:** Dan employs both of the card’s two Actions to place a Resource marker in the Naval Off-Map Theater box (Rule 4.2).

**Kaiserschlacht Phase:** N/A


**Fortress Reduction Phase:** No change.


**National Will Phase:** The National Will increases to -1 thanks to the latest victory. “What could possibly go wrong?”

## Turn 13

**Event Phase:** Confident, Dan draws the next card and laughs quietly, as he drew “Battle of Dogger Bank” (#12). His well-timed investment in the Naval Theater is already paying off! However, his smile quickly turns to a frown when he rolls a , which even after modifying it to a 3 is a defeat. He reluctantly places the marker in the Defeats box.

**Front Advancement Phase:** Since neither of the Fronts named on the card are on the map, no Fronts Advance this turn.

**Loyalty Adjustment Phase:** He rolls to see if the Czechs revolt, wincing as he rolls a . The Czechs are now in Revolt so he places the Czech Revolt marker on the map (*Rule 3.3*).

**Action Phase:** “I’ve got to make this count,” Dan asserts as he spends his sole Action for the turn on an attempt to increase Czech loyalty. He rolls a , crushing his optimism as that result is nowhere near enough to bring the Czechs out of Revolt.

**Kaiserschlacht Phase:** N/A



**Fortress Reduction Phase:** No change.




**National Will Phase:** Recalculating the National Will, Dan is concerned to learn that it is now at -3 (-2 for Battles and another -1 for the Czech Revolt). He is just three points away from a Collapse of National Will (*Rule 8.1*). Shaking his head, Dan whispers, “Keep it together, Dan. You can still win this; you just need to keep it together.”

## Turn 14

**Event Phase:** Dan cautiously reveals the next card and exclaims, “Oh, come on!” as he reads the headline: “Brusilov Offensive” (#21).

**Front Advancement Phase:** Despite his frustration, Dan realizes that he might be able to use this to his advantage, and discards his last Radio Intercepts marker to limit the Carpathian Advance to one space.

**Loyalty Adjustment Phase:** Since the Czechs are in Revolt, Dan must roll for the Croats instead, to see if they will make a disgruntled move. Fortunately, they do not move on a roll of  (*Rule 3.2*). Since this card has two Loyalty Tests, he must also roll to see if the Hungarians stay loyal, and is pleased when they do that on a roll of .

**Action Phase:** He decides to use his Actions this turn to attempt to kick Brusilov back to Przemyśl. Saying “It’s time for a s-MACK-down,” he places one of his Mackensen markers on the Carpathian Front (*Rule 4.1*). Dan rolls two , each of which is more than the  required to push the Carpathian Front back to Przemyśl (even with the Czechs in Revolt). Beaming, Dan uses his final Action to attempt to influence the Czechs, jumping for joy when he rolls a : just enough to pull them out of Revolt and restore order (*Rule 4.4*).



**Kaiserschlacht Phase:** N/A




**Fortress Reduction Phase:** No change.




**National Will Phase:** Since the Carpathian Front is currently in Przemyśl, Dan takes the Russia Tires marker and places it in the Victories box, thus bringing his National Will back to -1. “This turn has been just perfect,” he declares. “I’m back on the road to victory!”

## Turn 15

**Event Phase:** But the road to victory is seldom smooth and Dan’s jubilation quickly diminishes when he sees that the next card is “Death of Franz Josef” (#25). There’s no Event on the card.

**Front Advancement Phase:** Dan goes straight to the Front Advancement Phase and checks to see if the Italians cross the Isonzo River. They will only advance into Gorizia on an Attrition Roll of , but Dan rolls a , keeping them in Udine (*Rule 2.3*). Then, Dan moves the Carpathian Front to Ungvár.

**Loyalty Adjustment Phase:** Finally, Dan moves on to the Loyalty Adjustment Phase, where he must test the loyalty of *all* three subject Nationalities. Dan starts by checking the Czechs, wincing when he rolls a  and the Czechs go back into Revolt. Dan then rolls for the Croats, frowning when it comes up , putting the Croats one space from Revolt. “Come on, Hungary! Please don’t hate me!” Dan’s plea answered, he rolls for Hungarian loyalty and gets a , keeping them at Loyal.

**Action Phase:** Dan uses his first Action to try increasing Czech loyalty and is pleased when he rolls a , bringing them out of Revolt. “Now it’s your turn, Brusilov,” Dan says, targeting the Carpathian Front with his final Action. However, Dan is disappointed when he rolls a , an auto-defeat even with the +1 DRM for the Carpathian Front being ahead of Przemyśl while the Fortress has not fallen (*Rule 2.4*). Dan decides that keeping Przemyśl intact is just too important, so he removes the Resource marker from the Eastern Front, spending it for a German Staff Operation to launch an Offensive against the Carpathian Front (*Rule 4.6*). Dan is relieved when he rolls a  this time, modified to a 6, which is enough to push the Carpathian Front back to Przemyśl and prevent the Fortress from falling.

**Kaiserschlacht Phase:** N/A

**Fortress Reduction Phase:** No change.

**National Will Phase:** At the end of the turn, there has been no change to National Will.

## Turn 16

**Event Phase:** Dan draws the next card and is disappointed to see that “Bulgaria Joins the War” (#17). He places the Balkan Front on the 5 space of the Balkan Track and the Bulgarian Entry marker on the map.

**Front Advancement Phase:** Then Dan checks to see if the Italians Advance, which they do not with an Attrition Roll of ❷.

**Loyalty Adjustment Phase:** Dan rolls a ❷, keeping the Croats out of Revolt. “Good, good...”

**Action Phase:** Dan struggles with the choice facing him: should he build the Bulgarian Trench Line, or use the two Actions on the card to push back the Carpathian Front? Ultimately, Dan decides that the Trench Line is a higher priority, and reluctantly forfeits his two Actions, placing the Bulgarian Trench Line marker in Veles (Rule 2.3).

**Kaiserschlacht Phase:** N/A

**Fortress Reduction Phase:** No change

**National Will Phase:** No changes are made to National Will.

Now well into the Mid War, Dan's position seems strong albeit precarious. The fate of the Empire is in Dan's hands, and the war is far from over...

# Hapsburg Eclipse

## Expanding the War

### Gameplay Variants and the Combined Game

## Acknowledgements from the Designer

While I used many historical resources in the design of this game, Brad and Brian Stock's *Pursuit of Glory* from GMT, Joe Miranda's *Twilight of the Ottomans* from *Strategy & Tactics* magazine, and Keith Poulter and Roger Nord's *Lawrence of Arabia* games must be singled out, along with the books *Gallipoli: The End of the Myth* by Robin Prior, *Crowns in the Gutter* by Ted Raicer, and *Gallipoli* by Alan Moorehead. A special acknowledgement should go to late Professor Joachim Remak, who was a great inspiration to me in terms of this time period and the history involved.

-Darin A. Leviloff

## The History Behind Hapsburg Eclipse

### The Polyglot Anachronism

The Austro-Hapsburg Empire emerged out of the French Revolutionary and Napoleonic Wars (1789-1815) as a greatly weakened power. Built on medieval dynastic relationships and run as a personal fiefdom for the Hapsburg family, the Austrian Empire consisted of interconnected territories and an assemblage of numerous nationalities. The competing ideologies of nationalism and democratic constitutionalism posed an extreme threat to the regime. For a time, the Austrians were able to keep these movements down through Metternich's “Holy Alliance” of monarchical states, committed to the suppression of dissent. By 1848, however, the writing was on the wall. Austria needed to adapt or die.

In 1848, a number of revolts broke out throughout the empire. Italian nationalists sought freedom from Hapsburg rule, while Croats, Poles, and even Viennese students challenged the status quo. Most dauntingly, the Hungarians sought to create their own state from the carcass of the Hapsburg fiefdom. In this maelstrom, the Emperor Ferdinand V resigned, turning over the keys to the young Franz Joseph. Miraculously, the Empire was restored, but the keys to its destruction remained.

Mid-Nineteenth Century Austria faced three inter-related problems and it could not re-emerge as a power player in Europe until they were all resolved. The major challenge was that the solution for each problem, in turn, created new problems which planted the seeds for future conflict and would, in turn, ultimately lead to the destruction of the Austrian Empire.

The first problem was that Austria was an imperial overlord over major portions of the Italian peninsula. The Italian peoples sought independence. A series of wars, spearheaded by the Italian state of Piedmont with foreign intervention in support, forced Austria to cede most of its Italian provinces. It kept only a small portion of Italian irredenta in the Trentino (Alps) and on the Istrian peninsula.

The nascent state of Italy would not accept the unresolved border. This would ultimately help the Western Allies persuade Italy to enter the war on their side, despite the contours of prior Italian diplomacy.

The second issue was how to deal with German nationalism. As the heartland of Austria was populated by Germanic peoples, the Austrian Empire traditionally had a strong say in German affairs. As early Nineteenth Century Germany was divided into a large number of small principalities and statelets, the biggest influence in the region was wielded by the largest German states—Austria and Prussia. While the German people longed for unification, unification seemed to go against Austrian interests. In the 1848 revolutions, Germany tried to unify under the aegis of the authoritarian Prussian state, excluding Austria. In the end, Prussia could not accept as legitimate a crown that was handed to it through revolution. The advisor to the Prussian Kaiser, Otto von Bismarck, knew that unification would need to be achieved through “Blud und Eisen” (Blood and Iron). He went about engineering a series of wars to accelerate unification. One of these wars was the Austro-Prussian War that ended in Austria’s defeat. Austria was forced to accept a future outside of Germany. However, the creation of the powerful new state of Germany in central Europe weakened Austria’s independent position. Austria soon found itself drawn into a firm alliance with Germany that would bind the two together. That bond would drag each other into their individual conflicts.

The third issue was what to do with the Hungarian population that wanted a say in Imperial policy. In 1867, a solution was found to that problem as well. In the wake of Austria’s defeat by Germany, a compromise proposal called the “Ausgleich” was reached, whereby the Hungarians would be given equal authority in the nation, a parliament of their own, and Franz Josef would become their King as well as their Emperor. This satisfied the Hungarians, but it created, in turn, additional problems. The Hungarians became very invested as the ruling class in their portion of the Empire, forcing “Magyarization” (Hungarian culture) upon the minorities they ruled. These repressed nationalities would yearn either for independence or a greater say in the Empire’s affairs. The regime would give in to neither.

## Thunder at Twilight

Despite all the problems of the Hapsburg realm, Emperor Franz Josef managed to keep the throne and his nation intact throughout the Nineteenth and early Twentieth Centuries. Increasingly, the Austrian nation came into conflict with the newly independent Slavic states of the Balkans, who in turn were protected by the vast Slavic Empire of Tsarist Russia. In 1878, as part of the Treaty of Berlin, Austria-Hungary was given administration of the formerly Turkish province of Bosnia-Herzegovina. They would rule that province for thirty years before annexing the region outright. The annexation created a major diplomatic kerfuffle with Russia and left Russia seeking revenge: the Izvolsky-Aehrenthal or Bosnia Affair of 1908.

Meanwhile, the issue of the succession to the Hapsburg throne did not go smoothly. In 1889, Franz Josef’s son was found dead in a murder-suicide pact with his mistress at Mayerling. That unfortunate event left Franz Josef’s nephew, Franz Ferdinand, as the heir apparent. On a June 1914 tour of the contested region of Bosnia, Franz Ferdinand and his wife Sophie were gunned down by a Serbian nationalist assassin. That event sent a series of shockwaves through Europe that led to a cascade of declarations of war. Whether ready for war or not, Austria-Hungary had inadvertently triggered the First World War.

The initial strategic outlook was not good. Austria-Hungary had committed itself to an offensive operation against its southern neighbor in Serbia. But Serbia was supported by Austria-Hungary’s eastern neighbor, the Russian Empire, who was sure to attack as soon as it could get its army mobilized. Austrian plans envisioned a war against Serbia alone or a war against Russia and Serbia simultaneously. They chose to mobilize under the former plan, leaving their border with Russia somewhat exposed. Finding this insufficient, after first deploying their Second Army in the South, the armed forces scrambled to redeploy them northeast in the province of Galicia. When the Russian offensive struck, however, the Second Army was completely out of position and in transit (Event #1). As a result, the Russians crashed into Galicia in a lightning campaign (Event #2). The Second Army was therefore useless on both fronts. After significant defeats, the Germans dispatched their Ninth Army to shore up Austria’s defenses (Event #9).

Despite the desperate fighting with Russia, Austria-Hungary still attempted to subdue Serbia. At the battle of Cer, flanking Austrian forces were defeated by a stalwart Serbian defense (Event #3). By November 1914, however, the capital of Belgrade was captured in the Drina Campaign (Event #7). But the Serbs were not defeated. During that winter, Field Marshall Putnik managed to rout the Austrians in a counter-offensive and marched back into the capital (Event #11).

The war was not only fought on the Austrian front. The British Expeditionary Force was repelled by the Germans at the Battle of Mons (Event #4), however the Western Front soon settled into static trench warfare. It would take four long years and thousands upon thousands of deaths for that stagnant front to be breached. Meanwhile, the German Army had more success against the Russians, defeating them soundly in the Battle of Tannenberg at the end of August 1914 (Event #5) and the follow-up battle of the Masurian Lakes in September. The Germans went on to intercept Russian communications (Event #6) and, from there, captured the Polish city of Lodz before the end of the year (Event #8). At sea, the British Navy seemed to have their way with German ships as evidenced by the Battle of the Falkland Islands in December of 1914 (Event #9) and the Battle of Dogger Bank (Event #12).

## Empire at Bay

With the constant suffering of the Austro-Hungarian forces, ties that bound the nationalities within the Empire began to fray. Tomas Masaryk, the future first President of Czechoslovakia, formed the Czechoslovak Legion that fought with the Allies against the Central Powers (and later the Bolshevik Regime in Russia, by happenstance) (Event #13). But most distressing to the Empire was the signing of the Treaty of London, which brought the Italians into the fray as an Allied power (Event #15). The Hapsburg regime saw this as an abject betrayal because Italy was originally a member of the Triple Alliance alongside themselves and Germany. In any event, the Italian offensives bogged down quickly along the Isonzo River line and in the mountainous Alps region.

The Gallipoli Campaign against Austria's ally in Turkey had little direct impact on the Austrians (Event #14). However, its abject failure helped persuade Bulgaria to enter the war on the side of the Central Powers (Event #17). With the help of this new ally, Austria's offensive regained momentum and Serbia found itself outflanked and was quickly conquered and occupied. This should have been a boon to Austria-Hungary, but the retreating Serbian army found brief refuge on the island of Corfu. It was later returned to battle in the new Allied enclave of Salonika in Northern Greece. Bulgaria was primarily forced to restrain the Allied forces based there, and any breakthrough on the Balkan front would seriously jeopardize Austrian interests. This foreshadowed the pain to follow.

By the end of 1915, Austrian strength, bolstered by German assistance, was somewhat reestablished. General Mackensen helped reestablish the Russian front with his brilliant performance in the Gorlice-Tarnow campaign (Event #16).

1916 turned out to be a year of bold swings. Austria-Hungary planned revenge on the Italians, launching their Strafexpedition (the "punitive expedition") in the Southern Alps (Event #20). That attempt was soon abandoned, though, once the Russians came crashing into Austrian Galicia in the ably commanded Brusilov Offensive (Event #21). Initial successes by the Russians lured Romania into the war, premature as it turned out to be (Event #22). After early success with their bold Flamanda Maneuver, the Romanians were repelled by German-backed forces, spreading the Russians ever thinner as they needed to protect their southern border, which was suddenly exposed (Event #23). Meanwhile, the Danube Flotilla successfully protected the interior of the country (Event #24).

At the end of 1916, Franz Joseph, who had ruled Austria-Hungary for 68 years, passed away at the age of 86 (Event #25). He would not see the final result of the First World War as his grandnephew, Karl, became the new emperor. Meanwhile, fighting in the Trentino with Italy became increasingly complicated as a December "White Friday" avalanche killed well over 10,000 soldiers (Event #26).

## Struggle and Survival

1917 would give new hope to Austria-Hungary. The February Revolution in Russia (which actually happened in March, but the Russians used an alternate calendar) removed the Czar and replaced him with the Provisional Government (Event #27). That would have been great news to the Austro-Hungarian Empire if it meant removal of Russia from the war, but the Provisional Government of Russia remained committed to the Western Allies. With the Romanian Army reformed and Russia launching another offensive on the Eastern Front (the so-called "Kerensky Offensive"), Austria-Hungary was given no respite (Events #28 and 31). Furthermore, Austrian naval forces were sealed in the Adriatic by the blockade known as the "Otranto Barrage" (Event #29).

Meanwhile, the war raged on elsewhere. The French launched the Nivelle offensive on the Western Front, which was an abject failure and led to significant mutinies by French troops (Event #30). The British, trying to alleviate the pressure, launched an attack at Passchendaele on July 31, 1917, which was no more successful (Event #33). In the Middle East, the British garrison at Kut-al-Amara surrendered to the Turks after a relief attempt failed at Ctesiphon (Event #19). In faraway Africa, Lettow von Vorbeck harassed colonial forces with his clever outfit of irregulars (Event #18).

Challenges to the Austro-Hungarian Empire only increased. The Serbian government in exile declared the creation of Yugoslavia, predicting the ultimate union of Serbs, Croats, and Slovenes, to be carved out of parts of the Austro-Hungarian Empire (Event #32). Troops and the homefront were starving from the effects of the German blockade and Hungarian food shortages (Event #34). Only increased German aid was able to keep Austria-Hungary afloat and in the war (Event #35). It was increasingly said that Germany was shackled to the "corpse" of Austria-Hungary.

Late 1917 saw a brief respite for the beleaguered Empire. The Bolshevik Revolution in Russia effectively removed Russia from the war (Event #36). Combined German and Austrian forces broke through the Italian Front at Caporetto, forcing the Western Allies to rush forces to the Italian front to prevent the capture of the Northern Italian plain (Event #37). Part of the reason for the success of this operation was an Alpine Corps led by a then-unknown German Lieutenant by the name of Erwin Rommel. He would gain great fame in the next World War (Event #38). With Russia dropping out of the war, the Romanians were forced to seek terms and exit the war as well (Event #40).

## Doomed Dynasty

This success was the calm before the storm. The British marched into Palestine (Event #41); the Italians redoubled their efforts and replaced much of their high command (Event #38); and the Germans' commitment to their allies fell to the wayside as they



attempted a knock-out blow against the Western Allies, known as the Kaiserschlacht (Kaiser's Battle) (Event #42). Abandoned, Emperor Karl secretly sent out peace feelers with the Allies that were promptly discovered and squelched by Germany (Event #43). At this point, it was Austria-Hungary and not Germany that was "shackled to a corpse".

In the final stage of the war, the Germans took greater control of Austrian affairs and, by the summer of 1918, were even dispatching Austro-Hungarian forces to participate in Germany's offensives on the Western Front. In June of 1918, the Greeks formally entered the war (Event #44) as war weariness set in amongst all the Central Powers (Event #45).

The Hapsburg Empire became increasingly desperate in the final days. General Conrad von Hotzendorf, the top commander at the start of the war, was sacked (Event #46). The Italian poet D'Annunzio flew a military flight over Vienna to mock their adversary (Event #47). Then the Bulgarian trench lines were overrun with an Allied breakout from the Salonika enclave (Event #48). When all hope seemed lost, the Hapsburgs tried to rally their nationalities in an effort to keep the nation together. They held a National Parliament, in hopes of garnering U.S. support in a post-war compromise (Event #49). This failed, and the cohesion of the nation failed with it. The Czechs declared their independence on October 18, 1918 (Event #50). With Austro-Hungarian troops stripped to help the German Western Front, a final Italian offensive at Vittoria-Veneto sent the Italians crashing in and the Empire was finished.

On November 4, 1918, a week before Germany would end the conflict, the Austro-Hungarians sought an armistice with the Italians. The empire was splintered and irrevocably broken apart. The Czechs and the Slovaks were given their own nation. Croatia, Slovenia, and Bosnia became part of the ill-fated state of Yugoslavia. The Trentino and the Austrian littoral were also surrendered. Austria and Hungary became their own states, but were shadows of their former selves. Austria was converted into a non-Hapsburg German republic which was denied any right to merge with its northern neighbor of Germany (which would happen anyway in the late 1930's when Hitler ruled Germany). Hungary was forced to surrender Transylvania to Romania and became beset by civil war under Soviet steward Bela Kun. The Empire had been eclipsed.

## [10.0] Optional Rules

You may add any of the following Optional Rules to vary your experience when playing **Hapsburg Eclipse**. Each Optional Rule states whether it offers an **Advantage** (making the game easier), a **Handicap** (making the game harder), or neither, instead being **Neutral** (may make the game harder or easier depending on how it plays out).

### [10.1] The Historical Game (Neutral)

If you wish to encounter the events of the Great War in their historical sequence, you can simply play all of the cards in numerical order, from #01 to #50.

### [10.2] Emergency Aid (Advantage)

During the National Will Phase (see 7.0, page 17), you may spend 1 **Resource marker** and place it in the Victories box to stave off a collapse of the Austro-Hungarian National Will. You may only do so if you would lose the game if you did *not* do so (i.e., if the National Will would drop below -5).

### [10.3] Fair Weather Friends (Neutral)

If the Austro-Hungarian National Will is **below -3**, you suffer a **-1 DRM** to **all** Loyalty Tests.  
If the Austro-Hungarian National Will is **above 3**, you gain a **+1 DRM** to **all** Loyalty Tests.

### [10.4] Przemyśl Must Hold (Handicap)

If the Przemyśl Fortress is destroyed, you must place both Przemyśl Fortress markers in the Defeats box and you cannot rebuild the fortress. Each marker counts as one defeat. Prior to its destruction, you may repair it as normal (see 4.3, page 15).

### [10.5] Spa Conference (Handicap)

**German Aid** markers **cannot** be used after either the "Kaiserschlacht Begins" (Event #42) or "Peace Feelers" (Event #43) Events have been revealed (whichever one occurs first). This rule does not affect the use of German Staff Operations.

### [10.6] Coalition Victory or Defeat (Neutral)

*This optional rule simulates the total success or failure of the final German offensive in the West and is suitable for **Hapsburg Eclipse**, **Ottoman Sunset**, and the **Combined Game**. Speculation on the historical consequences of success or failure is left to your analysis.*

If all of the **Kaiserschlacht** markers are in the Victories box, the game immediately ends in a Coalition Victory.  
If all of the **Kaiserschlacht** markers are in the Defeats box, the game immediately ends in a Coalition Defeat.

## [10.7] Italian Resurgence (Handicap)

*In the waning days of the conflict, Austria-Hungary was put under tremendous pressure by her German ally to contribute to the war-winning Kaiserschlacht offensive or merely to assist in resisting the final Allied push. As a result, the Empire withdrew much of its forces from the Italian front and the German forces that had previously bolstered that front were recalled. In October of 1918, as the German Front in the West was collapsing, Allied forces launched a massive campaign on the Italian front which garnered a war-ending breakthrough—the “Vittorio Veneto” offensive. Despite the Austrians holding a numerical advantage, the push was a tremendous Allied success and the Austrians sought an armistice a few days after it was launched.*

To simulate the Vittorio Veneto operation, check to see if the following conditions are met:

1. The Kaiserschlacht is in effect or has previously been triggered and ended.
2. The Austro-Hungarians have no Resources deployed to the Western Front.



If these conditions are met, treat any Italian advance as a double advance. Place the Vittorio Veneto marker near the Italian Front on the board as a reminder. The Isonzo River Line Attrition Roll still needs to be made for each potential advance from Udine to Gorizia (see 2.3, page 10). Once the Vittorio Veneto operation has begun, apply a **-1 DRM** to each of these Attrition Rolls.

## [10.8] Expanded War Weariness (Handicap)

When War Weariness is in effect, you must also apply a -1 DRM to all Loyalty Tests and all attempts to improve National Loyalty.

## [11.0] Scenarios

While the game is, compared to others in the same category, a short game, you can shorten it further by using one of these scenarios, allowing you to start the war in 1915, 1916, or 1917. Whether you start the game at the beginning of the war or on one of these dates, you can choose to end the game at any other scenario's beginning (marked by how many cards have already been played) or play out the game until the end of the First World War. When you reach either point, see 11.2 to determine whether you have won or lost.

### [11.1] Playing a Scenario

To play a scenario, pick the one you want from the list below. Then, set up the counters as indicated. Note that some placements may seem irrelevant, but they are listed in case certain historical variants are used (Rule 10.4, for instance).

The first thing each scenario requires is to put the National Will in its starting position based on the situation on the board at that time. A separate **Starting National Will** marker is placed with the National Will marker. This marker will never change during the play of the game, and will provide a metric that you can use to compare with the ending National Will.



Next, the scenario will specify which cards have already been played. Place these already-played cards to the side. The scenario will include the parameters for the beginning draw deck and what the next card drawn will be if you are playing the Historical Game variant with the cards in numerical order (see 10.1, page 25).

The Off-Map Battle Victories, Defeats, and Stalemates that have already occurred are also listed. Place these markers in the appropriate holding boxes.

The scenario indicates which Resources are in play and how many have already been used for German Staff Operations, so you will know how many more Resource markers may be purchased and where to initially place Resource markers.

Lastly, there are situation notes covering the initial positions of the various Fronts and other markers. Place the markers and Fronts as indicated.

### 1915 Scenario – Whirlwind

**Starting National Will:** +1

**Cards already played:** 1-16; Morning and Midday Cards joined. Start play at 17 if using the Historical Game variant.

**Victories Box:** Tannenburg, Drina, Lodz, Gallipoli

**Defeats Box:** Cer, Falklands, Dogger Bank

**Stalemates Box:** Mons

**Resources:** West (1), East (2), Naval (0) – No German Staff Operations used

**Other markers:** All Russian Intercepts used; 3 Mackensen markers remain available; Przemysł is destroyed; Lodz Victory in effect.

### Deployments:

Carpathian Front - Brusilov (4) at space 5 (Lemberg)  
Polish Front - Plehve (3) at space 4 (Lublin)  
Italian Front - Cadorna (2) at space 3 (Udine)  
Romanian and Balkan Fronts not yet activated

## 1916 Scenario - Tailspin

Starting National Will: 0

**Cards already played:** 1-21; Morning and Midday Cards joined. Start play at 22 if using the Historical Game variant.

**Victories Box:** Tannenburg, Lodz, Gallipoli, Russia Tires

**Defeats Box:** Cer, Falklands, Dogger Bank, Drina (1 Great Retreat transfer)

**Stalemates Box:** Mons, Von Lettow-Vorbeck, Ctesiphon (2 Great Retreat transfers)

**Resources:** West (2), East (1), Naval (0) - 1 German Staff Operations used: 1 Resource spent for Great Retreat

**Other markers:** All Russian Intercepts used; 3 Mackensen markers remain available.; Przemyśl is rebuilt to level 1; Bulgarian Trench Line is in place; Bulgarian Entry marker is in play; Great Retreat is in effect

**National Loyalties:** Croats 1; Hungarians 3; Czechs 2

### Deployments:

Carpathian Front - Brusilov (4) at space 5 (Lemberg)  
Polish Front - Closed by Great Retreat  
Italian Front - Cadorna (2) at space 3 (Udine)  
Balkan Front - Sarraill (2) at space 5 (Salonika)  
Romanian Front not yet activated

## 1917 Scenario - Last Days of the Hapsburgs

Starting National Will: 0

**Cards already played:** 1-30; All decks merged. Start play at 31 if using the Historical Game variant.

**Victories Box:** Tannenburg, Lodz, Gallipoli, Russia Tires, Nivelles Offensive

**Defeats Box:** Cer, Falklands, Dogger Bank, Trentino, Otranto Barrage, Drina (1 Great Retreat transfer)

**Stalemates Box:** Mons, Danube Flotilla, Von Lettow-Vorbeck, Ctesiphon (2 Great Retreat transfers)

**Resources:** West (2), East (0), Naval (0) - 2 German Staff Operations used: 1 Resource spent for Great Retreat

**Other markers:** All Russian Intercepts used; 1 Mackensen marker remains available.; Przemyśl is rebuilt to level 1; Bulgarian Trench Line is in place; Bulgarian Entry marker is in play; Great Retreat is in effect

**National Loyalties:** Croats 1; Hungarians 2; Czechs 1

### Deployments:

Carpathian Front - Brusilov (Provisional government - value 3) at space 5 (Lemberg)  
Polish Front - Closed by Great Retreat  
Italian Front - Cadorna (2) at space 3 (Udine)  
Balkan Front - Sarraill (2) at space 5 (Salonika)  
Romanian Front - Averescu (4) at space 5 (Jassy)

## [11.2] Winning or Losing a Scenario

All of the standard rules for losing the game remain in effect (*see 8.1, page 18*): If the capital is captured, all three Nationalities revolt, or National Will falls below -5, Austria-Hungary surrenders and defeat is the result. If you play through all remaining cards, then victory is determined in the traditional manner.

To play a shorter scenario, you may choose to end the game at the start of any other scenario. To do so, use the listed number of **cards already played** at the start of the chosen end year's scenario as your new end point (for example, the 1916 Scenario ends once a total of 30 cards have been played). You may wish to set aside that number of cards when beginning the game as a reminder (but this approach may not work if the scenario has decks that have not yet been shuffled in).

To determine victory when ending the game at a scenario's end point, simply compare the National Will to the Starting National Will. If the ending National Will is equal to or lower than the Starting National Will, you have lost the scenario. If the ending National Will is higher than the Starting National Will, then you have won the scenario unless one or more Fronts is in the 1 space of its track (next to the capital). In that case, the result of the game is a draw.

## [12.0] The Combined Game

As mentioned previously, *Hapsburg Eclipse* has a sister game titled *Ottoman Sunset*. If you have both games, you can play the **Combined Game** either as an extended solitaire game or as a two-player cooperative game.

The Combined Game covers World War I across Southern Europe and the Near East. The rules remain largely the same, though a few cards have different effects, identifiable by the Iron Cross in the upper left corner of the card.

In the Combined game, the Austro-Hungarian Empire is referred to as **Hapsburgs** and the Ottoman Empire is referred to as **Ottomans**.



### Setting Up the Game

Place the *Hapsburg Eclipse* game board on top of the *Ottoman Sunset* game board so the Berlin-Baghdad Railway spaces on both boards are connected. Then set up each game on its own board as normal. When playing the combined game, do not use the alternate scenarios.



### Turn Order

The game is played over a series of nation-turns, during which one nation follows all of the normal phases.

The **Hapsburgs** go first, playing two nation-turns: That is, drawing the first *Hapsburg Eclipse* card, resolving it, then drawing a second *Hapsburg Eclipse* card and resolving that. Then, the **Ottomans** take a turn, drawing and resolving an *Ottoman Sunset* card. This is to reflect that the Ottoman Empire joined the war later than the Hapsburg Empire.

After the Ottomans take their first turn, the two nations alternate taking individual nation-turns one at a time. Each nation continues taking turns until they run out of cards or they are removed from the game due to an Instant Defeat.

### Two-Player Games

If you are playing the Combined Game as a two-player cooperative, each player controls all actions and other effects for one of the two nations, and must deal with all of the Fronts, Off-Map Battles, and other effects indicated on the Event cards for their nation. If one player's nation is eliminated by an Instant Defeat, the other player continues their game on their own (see 10.2, page 25).

### Solo Games

If you are playing the Combined Game as an extended solitaire game, you will naturally control both nations. But, you must still keep each nation's assets separate. For example, you cannot spend Hapsburgs Resources to aid the Ottomans, and vice versa (though see "The Berlin-Baghdad Railway," below).

## [12.1] New Rules

When playing the Combined Game, the rules below take precedence over the basic game rules:

### The Berlin-Baghdad Railway

The two nations are connected by the Berlin-Baghdad Railway. You can use this connection to transfer Resources to help each other. You can only use the Railway if you meet these two conditions:



1. Bulgaria **has** entered the war (*Hapsburg Eclipse* Event #17) and **has not** yet left the war (*Hapsburg Eclipse* Event #48).
  2. The Allies do **not** control Skopje (identified by the railroad symbol next to it). If the Allies control this space, you must take it back before you can use the Railway again. The Railway can be opened and closed any number of times in this manner.
- Note:** Bulgarian-related Events in *Ottoman Sunset* have no effect on this rule.

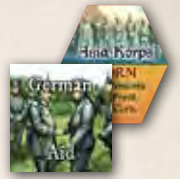
If the Railway is open, place the Berlin-Baghdad Railway marker in the Berlin-Baghdad Railway Box (formed by putting the two game boards together) on its "Open" side to indicate its availability. Flip the marker to its "Closed" side if the Allies take control of Skopje. When Bulgaria leaves the war (*Hapsburg Eclipse* Event #48), remove the token from the game as it will not be possible to re-open the railway.

### Using the Railway

As long as the Railway is open, either nation may use it to send the following kinds of aid to the other nation:

1. Either nation may spend a German Staff Operation to pay for an Action on the other nation's board. This bonus Action affects the other nation's board, but takes place during the **paying** nation's turn. For example, the Ottomans could spend a German Staff Operation during their turn to conduct an Offensive against the Italian Front on the Hapsburgs' map.

2. Either nation can give 1 Action to the other nation by spending 2 Actions of its own. The Action is resolved during the **giving** nation's turn, but the **receiving** nation decides how to spend it.
3. Either nation may send the Asia Korps (*Ottoman*) or German Aid (*Hapsburg*) to the other nation during their turn. The receiving nation may then use that marker normally. Mackensen and Radio Intercepts (*Hapsburg*) and Yildirim (*Ottoman*) **cannot** be transferred.



**In a two-player game**, both players must agree to any transfer of aid using the Berlin-Baghdad Railway.

## Resolving Off-Map Battles

Most Off-Map Battles are resolved normally. However, Off-Map Battles triggered by Event cards marked with an Iron Cross (☩) historically occurred on the **other nation's map**, so they are conducted slightly differently:

- The odds of winning these Battles depends on the position of the matching Front, as indicated on the **Combined Game Card Effect Reference** (see 12.4, page 32), and modified by the War Weariness that applies to that map (if any) and other normal DRMs.
- The nation that drew the Off-Map Battle Event places the Battle marker in the Victories, Stalemates, or Defeats box on their map, as appropriate, after resolving the Battle.
- The following DRMs also apply to Off-Map Battles:
  - If the enemy Front is **in the space** indicated by the Iron Cross card, the Battle is resolved normally with the number listed as the Battle Value in the Combined Game Card Effect Reference (see 12.4, page 32).
  - If the enemy Front is **ahead** of the space indicated by the Iron Cross card (i.e., in a lower-numbered space), conduct the Battle with a **-1** DRM for **each** space ahead of the indicated space that the enemy Front occupies.
  - If the enemy Front is behind the space indicated by the Iron Cross card (i.e., in a higher-numbered space), conduct the Battle with a **+1** DRM for **each** space behind the indicated space that the enemy Front occupies.
  - If the enemy Front is **not currently in play**, there is no Battle: Place the marker in the Stalemates Box.
  - If the other player nation has already been knocked out of the game, the Battle is automatically a loss: Place the marker in the Defeats Box.
- Off-Map Battles only affect the nation that drew the Iron Cross card. The other nation is not affected by the result. No Off-Map Battle, with the exception of the Kaiserschlacht, affects the National Will of the other nation (see below).

*Example: The Hapsburgs draw the "Battle of Ctesiphon" when the Mesopotamia Front is located in space 4 of its track on the Ottoman map. The die roll is 2, modified to 4 since the Front is one space behind the space indicated on the Combined Game Card Effect Reference. Since the modified result is greater than the Battle Value, the marker is placed in the Hapsburgs' Victories Box.*

## Forcing the Narrows

This Event is largely unchanged, with the exception that when the card is drawn, the Hapsburgs may immediately spend up to 2 Resource markers from their Naval Off-Map Theater Box to reduce the British Fortitude by 1 for each Resource marker spent in this way.

## The Gallipoli Campaign

If *Hapsburg Eclipse's* "The Gallipoli Campaign" (Event #14) is drawn when the Gallipoli Front is not active on the *Ottoman Sunset* map, the Off-Map Battle is ignored and the marker is placed in the Stalemates box automatically.

## The Kaiserschlacht

The Kaiserschlacht does not begin until **both** nations have drawn the appropriate Event card. The first nation to draw this card still benefits from the +1 DRM for their turn, even though the Kaiserschlacht itself does not begin at that time, and the Advances and Actions sections of the card are used as normal.

Once it is triggered, conduct the Kaiserschlacht Phase only **once** per two nation-turns. The Ottomans must conduct the even-numbered Battles and the Hapsburgs must conduct the odd-numbered ones. DRMs from Resource markers are **only** applied during Battles conducted by the nation that has those Resources on their map.

Empire	Kaiserschlacht Battle	
Ottomans	None	(Start here if Ottomans draw 2nd Kaiserschlacht card)
Hapsburgs	■	(Start here if Hapsburgs draw 2nd Kaiserschlacht card)
Ottomans	None	
Hapsburgs	None	
Ottomans	■	
Hapsburgs	■	
Ottomans	None	
Hapsburgs	None	
Ottomans	■	
Hapsburgs	■	
Ottomans	None	
Hapsburgs	None	
Ottomans	■	
Hapsburgs	Roll which battle	
Ottomans	None	Continue with rolling in this pattern until all Victories or all Defeats. Other nation may resolve the battle depending on even/odd result.
Hapsburgs	None	
Ottomans	Roll which battle	

*Example: The Ottomans have 2 Resource markers in their Western Theater Box and the Hapsburgs have none. During the first turn of the Kaiserschlacht, the Hapsburgs must face the first Battle marker with a +0 DRM. Then the Ottomans will take a turn without a Kaiserschlacht Phase, followed by a Hapsburgs turn without a Kaiserschlacht Phase. During their second turn after the Kaiserschlacht has begun, the Ottomans will face the second Battle marker with a +2 DRM. Then the Hapsburgs will have to fight the third Battle on their next turn, and so on.*

The Victories, Stalemates, and Defeats that result from the Kaiserschlacht are marked on **both** nations' maps, thus affecting both of their National Wills, regardless of which nation fought the Battle. If a nation's National Will drops into Instant Defeat because of a Kaiserschlacht Battle fought by the other nation, they do not lose until their **next** National Will Phase (and they may be able to avoid defeat by increasing their National Will before that time).

Once the first 6 Kaiserschlacht Battles have been fought, the two nations continue to alternate conducting the Kaiserschlacht Phase, rolling to determine which Battle they must re-fight. If a Battle is rolled that sits on the other nation's map (i.e., if the Ottomans roll an odd-numbered Battle), the other nation immediately re-fights that Battle. You still fight only one Kaiserschlacht Battle per two nation-turns, but remember to adjust the Battle markers on both maps!

*Example: The Kaiserschlacht has been raging through six Battles, so now the nations must roll to see which battles are re-fought, starting with the Hapsburgs. On their turn, they roll a ■, indicating that the Ottomans must re-fight Battle #2 (the Ottomans fight all even-numbered Kaiserschlacht Battles). Even though it is technically the Hapsburg's turn, the Ottomans immediately resolve the Battle. Sadly, they roll a ■, which moves the Battle marker from the Stalemates Box to the Defeats Box on both nations' boards. This will push the Ottomans below -3 on the National Will Track, so they will be knocked out of the war if something good doesn't happen to them on their next turn....*

As usual, the Kaiserschlacht continues until the six Battles are **all** Victories or **all** Defeats. If either nation is eliminated before the Kaiserschlacht is complete, the remaining nation must conduct all Battles as they would in a single-nation game.

## War Weariness

Unlike the Kaiserschlacht, War Weariness goes into full effect whenever that card is drawn, but it only affects the nation that drew it.

## Russian Exit

Whenever a "Provisional Government Takes Charge" or "Bolshevik Revolution" card is drawn on **either** map, immediately apply its effects to **both** maps! This means that the Russians could leave, return, and then leave again during the war (in other words, the effects of one "Bolshevik Revolution" card does not alter the effects of the other cards). When Russian Fronts return, place them on space 5.

## The Balkan and Salonika Fronts

Even though both maps have a space labeled Salonika and have a front that overlaps the same geographical area, in the Combined Game they are completely independent. An Allied invasion of Salonika on the Ottoman map does not activate the corresponding Front on the Hapsburgs' map, and vice versa.

## [12.2] Victory and Defeat

Individual victory or defeat for each nation is identical to the basic game. It is even possible for one nation to be defeated and the other to win.

But, if one nation is eliminated, the war becomes more difficult for the remaining nation. Apply the following effects to the surviving nation:

- There is a permanent **-1** DRM for all Offensives and Advances in the Balkan or Salonika Front, as applicable.
- The surviving nation must take the eliminated nation's National Will marker and place it in their Defeats Box.
- If Russia is still in the war, Russia **cannot** leave the war at this juncture: Ignore the event effects of any "Bolshevik Revolution" cards drawn from now on.

If one nation is eliminated and the other nation wins, consider the victorious nation's Level of Victory to be one rank higher than their point total indicates.

## [12.3] Optional Rules for the Combined Game

In addition to the normal Optional Rules from each game, if you are playing the two-player version, you may also add any of these Optional Rules. Naturally, both players must agree on which, if any, Optional Rules to use before the game begins.

### Till Death Do Us Part (Handicap)

Both powers win or lose as a team. If one nation loses the game, the other player immediately loses as well. The only way to win the game is for both players to play through their entire decks. If both players win, they each determine their own Level of Victory.

### Resource Theft (Handicap)

For a more competitive game, at the end of your nation-turn, you may attempt to "steal" one allocated Resource marker from the other player, regardless of whether the Berlin-Baghdad Railway is open or not. To do so, target a Resource marker on the other map and roll the die:

- On a result of or , the attempt succeeds. Take that Resource marker from the other player and place it in your own Off-Map Theater Box.  
This theft does not count against your purchase limit of six Resource markers.  
You still cannot place more than two markers in each Theater Box. If you cannot reassign the stolen Resource marker, it is eliminated instead.
- If the result is through , the attempt fails and you must move one Battle marker from your Victories Box to your Stalemates Box.  
Since this occurs at the end of the turn (after the National Will Phase), this cannot result in an Instant Defeat in itself.  
If you have no Victories, the failed attempt has no effect. Note that special victory markers (Kut, Russia Tires, etc.) and Coup markers **are** eligible for reassignment after a failed Resources grab.

### Lenin (Neutral)

If you are using this Optional Rule (see *Ottoman Sunset* 8.8, page 23) in a two-player game, you must modify it slightly:

- Ignore the Event text on the Provisional Government and Bolshevik Revolution cards in both decks. The Advances and Actions on those cards are resolved normally.
- The Caucasus Front (Ottomans) and Carpathian Front (Hapsburgs) are both reduced to their Provisional sides if:
  - The Mid-Day cards have been added to **both** decks; *and*
  - The Great Retreat has been triggered on the Hapsburgs' map; *and*
  - A total of 2 German Staff Operations are spent for this purpose (at least 1 of which must come from the Eastern Theater on either map); *and*
  - At least 1 Eastern Theater Off-Map Battle marker is in the Ottomans' Victories Box **or** the Tannenberg or Lodz marker is in the Hapsburgs' Victories Box.
- Once the Caucasus and Carpathian Fronts have been reduced to their Provisional values, they can be removed from the map if:
  - The Dusk cards have been added to **both** decks; *and*
  - 1 German Staff Operation from the Eastern Theater on either map is spent for this purpose; *and*
  - At least 3 Eastern Theater **or** 2 Kaiserschlacht Off-Map Battle markers are in the Victories box of either map (a combination of the two is not enough). For purposes of this rule **only**, Serbian battles are considered to be Eastern Theater Battles.

If you are using this Optional Rule, we recommend that you also use the Additional German Assistance Optional Rule (see *Ottoman Sunset* 8.9, page 24).

## [12.4] Combined Game Card Effects Reference

### Cards from *Hapsburg Eclipse*

- #06 Russian Cypher Cracked: Radio Intercept markers cannot be transferred to the Ottomans' map.
- #14 Gallipoli Campaign: If the Gallipoli Front is active in *Ottoman Sunset*, conduct this Battle with Battle Value 3; Location = Chunuk Bair (Gallipoli Front).
- #16 Mackensen Takes Command: Mackensen markers cannot be transferred to the Ottomans' map.
- #17 Bulgaria Joins the War: The Berlin-Baghdad Railway opens and Resources can be transferred between maps (*but see The Berlin-Baghdad Railway, page 28*).
- #19 Battle of Ctesiphon: Conduct this Battle with Battle Value 3; Location = Kut (Mesopotamia Front).
- #35 German Aid: German Aid markers can be transferred to the Ottomans' map.
- #41 Palestine Campaign: Conduct this Battle with Battle Value 5; Location = Jerusalem (Sinai Front).
- #48 D'Espery Breaks Out: If the Balkan Front ends the turn in or ahead of space 4, the Berlin-Baghdad Railway is permanently closed and cannot be reopened.

### Cards from *Ottoman Sunset*

- #12 Gorlice Tarnow: Conduct this Battle with Battle Value 2; Location = Tarnow (Polish Front).
- #13 Italy Joins the War: Conduct this Battle with Battle Value 3; Location = Udine (Italian Front).
- #18 Bulgaria Joins the Central Powers: No effect—the Balkan Front will enter play on the Hapsburgs' map as per the normal *Hapsburg Eclipse* rules.
- #29 Brusilov Offensive: Conduct this Battle with Battle Value 3; Location = Przemyśl (Carpathian Front).
- #30 Asia Korps: The Asia Korps marker can be transferred to the Hapsburgs' map.
- #34 Yildirim (Thunderbolt): Yildirim markers cannot be transferred to the Hapsburgs' map.
- #38 U-boat Campaign: The Hapsburgs may discard 1 Naval Resource marker to give the battle a +1 DRM.
- #49 Vittorio Veneto: Conduct this Battle with Battle Value 4; Location = Vittorio Veneto (Italian Front).

### Cards in Both Games

- Provisional Government Takes Charge: The Russian units on **both** maps are flipped and Retreat 1 space. If those Russian Fronts are not currently on that map, return them to play on the highest-numbered space on their tracks.
- Bolshevik Revolution: Remove specified Russian units from **both** maps.
- Kaiserschlacht: *See page 16.*

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