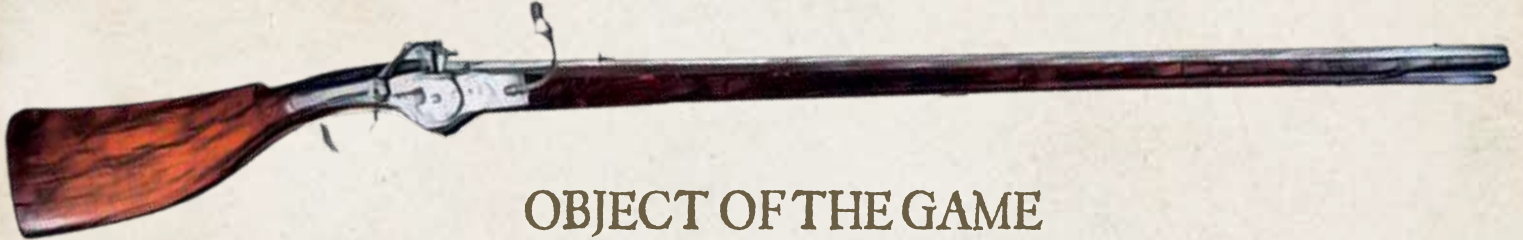# FIRE & STONE

## SIEGE OF VIENNA

### 1683

# RULEBOOK

# HISTORY

*July 1683*. The Ottoman Grand Vizier Kara Mustafa Pasha arrives outside the Habsburg capital of Vienna with a 100,000-strong army, opening a dramatic new front in a centuries-old conflict. Holy Roman Emperor Leopold I flees the city, entrusting its defense to 12,000 infantry, city militia and citizen-soldiers led by Count Ernst Rüdiger von Starhemberg. For the next 67 days, the two great empires conduct a bloody war of attrition, fighting in trenches, over earthwork fortifications, and deep underground in tunnels packed with explosives. As Kara Mustafa pushes his siege lines ever closer to the city walls, the outnumbered Viennese defenders cling to the desperate hope a relief force will arrive in time to save them.

# OBJECT OF THE GAME

In **Fire & Stone: Siege of Vienna**, one player assumes the role of the Ottoman besiegers and the other player the Habsburg defenders. Each role has a unique set of Strategy, Tactic, and Troop cards, along with different challenges and victory conditions. Through a combination of bombardment, mining, and assault, the besieging Ottomans try to capture strategic locations that will force the city to surrender. Meanwhile, the besieged Habsburgs try to outlast their foes through the strength of their fortifications and by launching sorties until a relief army can arrive. For both sides, the game is a race against time.

# COMPONENTS
## General Components

1 Game board     1 Engaged Location Marker     1 Round marker
2 Player aids     12 Double-sided control markers

## Ottoman Components

30 Ottoman Strategy cards
10 Ottoman Tactic cards
20 Ottoman Troop cards
    7 x Yeniçeri, 7 x Sekban, 6 x Yerikulu
21 Ottoman Improvised Fortification markers
6 Ottoman Cannons
8 Ottoman Tunnel tiles
    1 x 3 value, 2 x 2 value, 5 x 1 value
1 Ottoman draw bag
6 Red Ottoman dice
1 Ottoman Morale marker

## Habsburg Components

30 Habsburg Strategy cards
10 Habsburg Tactic cards
12 Habsburg Troop cards
    4 x Elite, 5 x Infantry, 3 x Militia
7 Habsburg Structural Fortification markers
19 Habsburg Improvised Fortification markers
9 Habsburg Cannons
8 Habsburg Tunnel tiles
    2 x 2 value, 6 x 1 value
1 Habsburg draw bag
9 Yellow Habsburg dice
1 Habsburg Morale marker

*Extras may be provided.*

## Fog of war

Before set-up, players may examine any cards or tiles belonging to either side. After set-up, neither player may look through their own Strategy deck, or at any of their opponent's cards or tiles except when they are played or flipped face up. A player may always look through their own discard or Eliminated piles, but never their opponent's.

*Learn to Play*

## Round Marker

## Engaged Location Marker

## Ottoman Tunnel Tiles

## Morale Markers

## Habsburg Tunnel Tiles

## Control Markers

## Ottoman Strategy Cards

### Bombard the City

Perform a Bombard action.
In addition to its regular effects, if you roll 1 or more 6s, decrease Habsburg Morale by 1, to a maximum of 15 but, if you roll zero 6's, increase Habsburg Morale by 1.

*On August 1st, a bomb falls on the roof of the Church of the Capuchins but fails to detonate. Churchgoers interpret the event as a miracle.*

## Ottoman Tactic Card

### Punishment

You cannot use this card as an Event if you have 1 Morale.

Decrease Ottoman Morale by 1, then double the Battle value of 1 of your front-line Troops.

*Discipline is strict in the Ottoman camp and Kara Mustafa is a particularly harsh commander.*

## Ottoman Troop Cards

3

*Yeniçeri*

## Habsburg Strategy Cards

### The Baker Who Saved Vienna

**RESPONSE**

Play this card in response to a Mine action (not a Mine action triggered by an Event) when the Ottoman player reveals 4 or more shovels.

The Explosion does not occur and the Ottoman player flips all of their Tunnel tiles face down then returns 1 random tile from their Tunnel to their bag.

*A baker hears the Ottomans tunnelling near the wall and sounds the alarm.*

## Habsburg Tactic Card

### Starhemberg

Double the Battle value of up to 2 of your front-line Troops.

*Vienna's slim chance of survival depends on the leadership of Count Ernst Rüdiger von Starhemberg.*

## Habsburg Troop Cards

3

*Elite*

3

# MAP



1. Glacis Hexes
2. Morale Tracks
3. Round Track
4. Ottoman Camp
5. Curtain Wall
6. Ravelin
7. Löbl Bastion
8. Burg Bastion
9. Tunnel Spaces
10. Card Deck & Discard Spaces
11. Covered Way
12. Ditch

# CARD ANATOMY

## Habsburg Strategy Cards

**The Baker Who Saved Vienna**

RESPONSE

Play this card in response to a Mine action (not a Mine action triggered by an Event) when the Ottoman player reveals 4 or more shovels.

The Explosion does not occur and the Ottoman player flips all of their Tunnel tiles face down then returns 1 random tile from their Tunnel to their bag.

*A baker hears the Ottomans tunneling near the wall and sounds the alarm.*

Card Title

Effect

History

## Ottoman Strategy Cards

**Bombard the City**

Perform a Bombard action.
In addition to its regular effects, if you roll 1 or more 6's, decrease Habsburg Morale by 1, to a minimum of 1; but, if you roll zero 6's, increase Habsburg Morale by 1.

*On August 1st, a bomb falls on the roof of the Church of the Capuchins but fails to detonate. Churchgoers interpret the event as a miracle.*

## Habsburg Tactic Cards

**Captured Standard**

During the Resolution step of a Sortie, decrease Ottoman Morale by 1, to a minimum of 1. Then apply any other changes to Morale due to the outcome of the Battle.

*The loss of an orta's (battalion's) flag was a blow to morale.*

Card Title

Effect

History

## Ottoman Tactic Cards

**Sıçan yolu**
Zig Zag Trenches

During the Casualties step of an Assault or Sortie, ignore the results of all Habsburg Cannon rolls.

*Ottoman troops hunker down under withering Habsburg fire.*

## Habsburg Troop Cards

3

*Elite*

Battle Value

Troop Type

## Ottoman Troop Cards

3

*Yeniçeri*

# SET UP

Determine who will play the Ottomans and who will play the Habsburgs.

1. Place the game board so the side with the Zulfiqar (split sword) faces the Ottoman player, and the Imperial double-headed eagle faces the Habsburg player.
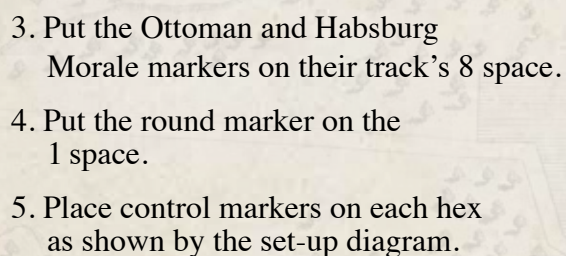
TACTIC
DISCARD

2. Place Fortifications and Cannons onto hexes according to this set-up diagram. Starting pieces are also shown on the board.

   a. For example: If a hex shows this ⤊, place 2 Cannons and 1 Structural Fortification on that hex during setup.

6e

6d

6c

2

6b

5

3

4

3. Put the Ottoman and Habsburg
   Morale markers on their track's 8 space.

4. Put the round marker on the
   1 space.

5. Place control markers on each hex
   as shown by the set-up diagram.

6. Each player does all of the following:
   a. Places their 8 Tunnel tiles into their draw bag.
   b. Places their remaining Improvised
      Fortifications and dice into a supply near
      themselves. Control markers go into a
      common supply.
   c. Shuffles their Tactic cards and draws 5.
      i. If they do not like their cards, they may
         shuffle and draw again once keeping the
         new results.
      ii. Unused Tactics cards are returned to the
          game box.
      iii. Leave room below your Strategy deck for
           your discarded Tactic cards.
   d. Shuffles their Strategy deck, places it face
      down on their Strategy-deck space on the
      board, then draws 5 cards (they may not
      redraw).
   e. Places all of their Troop cards face down (in
      any order) onto the Troop-deck space on the
      board.

   **The game is ready to begin.**

# IMPORTANT GAME CONCEPTS

## Hexes

The map is divided into 14 hexes. Each hex may contain:

- Up to 2 Fortifications, with a maximum of 1 Structural Fortification per hex.

*Structural Fortification*     *Improvised Fortification*

- Any number of Cannons.

*Exceptions:* The Löbl Bastion can only ever contain 1 Fortification (Structural or Improvised, as shown on the hex).

No Fortifications can be placed on the Ottoman Camp.

## Adjacency

Any hexes that share a side (touching) are adjacent.
*For example:* Hex "A" is adjacent to the 4 "B" hexes.
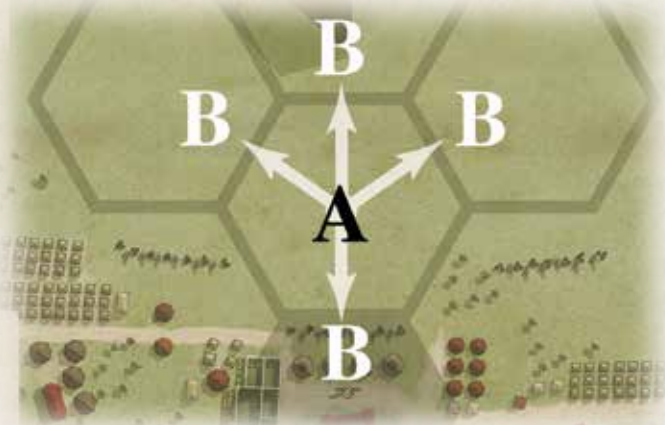
## Movement

Unlike many games, there is no "move" action. Instead, each side "advances" by **gaining control** of hexes.

## Control

At the beginning of the game, the Habsburgs control the 10 hexes shown on the start-up diagram, and the Ottomans control their Camp. (No one controls the 3 Glacis hexes). You can gain control of a hex by winning a Battle, or by Entrenching (Ottomans only, page 11). The Habsburgs can never control the Glacis or Ottoman Camp hexes.

## Discarded cards

When you discard a card, it is placed face-up in your matching discard pile. Each side has 3 discard piles, one for each type of card: Strategy, Tactic, and Troop. You may always look through your discarded cards, but your opponent may only look at the top visible card.

## Troops

You can look through your Troop deck at any time, and select which Troops to play during a Battle. You do not draw Troops into your hand and thus they do not count against your hand limit.

Troop cards can be discarded, but they may also be **Eliminated**. Eliminated Troops are placed in a **face-down** pile near your Discarded Troops. Once Eliminated, Troops may only be recovered by playing specific Events. You may always look through your Eliminated Troops, but your opponent may not look at any of them.

*Troops Eliminated (face down)*     *Troops Discarded (face up)*     *Ottoman Troop Deck (face down)*

If all of a side's Troops are Eliminated, they immediately lose the game.

## Tunnels

When you perform a Mine action, you place a Tunnel tile face down on your Tunnel space on the map.

You can look at your face-down Tunnel tiles at any time, but **never** your opponent's face-down Tunnel tiles. You cannot inspect the contents of either your or your opponent's Tunnel draw bag.

# VICTORY CONDITIONS

**The Ottoman player immediately wins if any of the following occurs:**

- They control the Curtain Wall (see map, page 4).
- They control the Ravelin *and* the Burg Bastion (see map, page 4).
- Habsburg Morale reaches "End."
- All Habsburg Troops are Eliminated from the game.

**The Habsburg player immediately wins if any of the following occurs:**

- Ottoman Morale reaches "End."
- All Ottoman Troops are Eliminated from the game.
- The round marker enters the final space (the 5th round ends).

# PLAYING THE GAME

The game is played over a series of 5 or fewer rounds. Each round contains the following phases:

A. Refresh phase: Players return all discarded Troop cards back to their decks and draw Strategy cards.
B. Strategy phase: Players alternate playing and resolving 1 card at a time, until each player passes.
C. Advance round phase: Advance the round marker 1 space.

## A. Refresh phase

*Skip this phase during round 1.*

Each player does all of the following:

- Returns all of their **discarded** Troop cards back to their Troop deck.
- Draws cards from their Strategy deck until they have 5 Strategy cards in hand.
  - *Tactic cards do not count towards your hand limit.*
  - *If you kept 1 Strategy card from a previous round, you may discard it **before** drawing. Otherwise, it counts towards your hand limit of 5 Strategy cards.*
  - *Once discarded, Strategy and Tactic cards are never returned to their decks or to a player's hand. They are one-time use only.*

## B. Strategy phase

The Ottomans always go first during this phase. During your turn, discard 1 Strategy card from your hand, face up, to **either**:

- Perform one **action**, or
- Perform the card's **Event**.

After, your opponent takes their turn. Alternate taking turns until **both players Pass consecutively**.

### Passing:
Instead of discarding a Strategy card on your turn, you may pass if any of these conditions are met:
- Your opponent has more cards in their hand than you,

or

- You have 1 or 0 cards left in hand.

When you pass, you may still play **Response** cards. If you passed and your opponent didn't pass or play their final card, you still take a turn and choose to play a card or pass again.

Some actions and Events may be interrupted or cancelled if an opponent plays a **Response** card (page 10). If you pass with 1 Strategy card in your hand, you may keep it for your next Strategy phase.

## C. Advance round phase

Advance the round marker by one space. If the round marker enters the final space the game immediately ends in victory for the Habsburg player.

## Ottoman Actions

Discard a Strategy card to take an action. Ignore the text on the card, then perform any one of the following actions: **Entrench**, **Assault**, **Mine**, **Fortify**, or **Bombard**.

### Entrench

1. Choose one uncontrolled **Glacis hex** (see map, page 4) that is adjacent to a hex you control:
   a. Place 2 Improvised Fortifications from your supply on it, and
   b. Move any number of your Cannons to it from anywhere, including from multiple hexes.
2. Adjust Morale: Ottoman +1 and Habsburg -1.
3. The **Habsburg player** rolls 1 die for each Cannon they have anywhere on the map.
   a. For each result of 6, Eliminate 1 random Troop from the Ottoman Troop deck, up to a maximum of 2 Eliminated Troops.

### Assault

Attack a Habsburg-controlled hex that is adjacent to a hex you control (see **Battle** page 11).

### Mine

1. Draw a random Tunnel tile from your bag and place it face down on your Tunnel space. You may look at it before placing it.
2. Now, if there are 4 or more shovels in total among all of your face-down Tunnel tiles, you may trigger an Explosion by following these steps (you can only trigger an Explosion during a Mine action, or when permitted by an Event card):
   a. Flip all of your Tunnel tiles to reveal 4 or more shovels.
   b. Return **all** of your Tunnel tiles to your bag.
   c. Choose 1 Habsburg-controlled hex that is adjacent to any hex you control and remove 1 Structural Fortification from it. If there are no Structural Fortifications on the chosen hex, you may remove all Improvised Fortifications from it.

### Fortify

Add 1 Improvised Fortification from your supply to a hex you control that has 0 or 1 Fortifications. You may also move any number of your Cannons from any hex(es) you control to any other hex(es) you control.

### Bombard

Choose 1 Habsburg-controlled hex that is adjacent to a hex you control, then roll 1 die for each Cannon you have adjacent to it. If you roll **2 or more 6s**, remove 1 Structural Fortification from the hex.

## Habsburg Actions

Discard a Strategy card to take an action. Ignore the text on the card, then perform any one of the following actions: **Sortie, Mine, Fortify,** or **Barrage**.

### Sortie

Immediately gain 1 Morale; then attack an Ottoman-controlled hex that is adjacent to a hex you control (see **Battle** page 11).

### Mine

1. Draw a random Tunnel tile from your bag and place it face down on your Tunnel space. You may look at it before placing it.
2. Now, if there are 4 or more shovels in total among all of your face-down Tunnel tiles, you may trigger an Explosion by following these steps (you can only trigger an Explosion during a Mine action, or when permitted by an Event card):
   a. Flip all of your Tunnel tiles to reveal 4 or more shovels.
   b. Return **all** of your Tunnel tiles to your bag.
   c. Choose 1 Ottoman-controlled hex that is adjacent to any hex you control and remove all Improvised Fortifications from it.
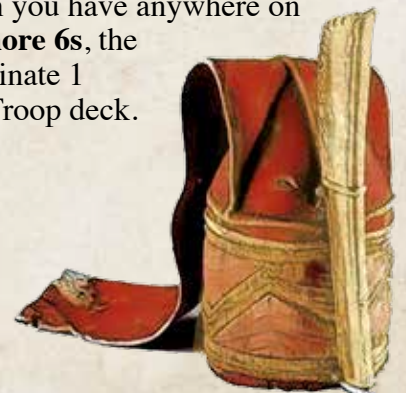
### Fortify

Add 1 Improvised Fortification from your supply to a hex you control that has 0 or 1 Fortifications.

### Barrage

Roll 1 die for each Cannon you have anywhere on the map. If you roll **2 or more 6s**, the Ottoman player must Eliminate 1 random Troop from their Troop deck.

# EVENTS

When you discard a Strategy card to perform an **Event**, read and follow the text on the card exactly, even if it contradicts other rules.

## Response

Cards marked **Response** are played under specific circumstances and are not considered an action or Event when played. ***You cannot play a response to another response card.***



*The Ottoman player discards OS22 Raised Earthworks to perform an Assault action, targeting the Burg Bastion hex.*

Response cards normally take effect **after** your opponent discards a card during the Strategy phase, but **before** the action or Event actually takes place.

- A card played in response to an Assault or Sortie is played after the attacked Hex is announced, but before either side chooses Troops *(unless instructions on the card state otherwise)*.

Playing a Response card is **not your turn**; you still take the next turn unless otherwise noted on the card.



*In response, the Habsburg player discards HS29 Chevaux-de-frise to place 1 Improvised Fortification on the Burg Bastion. According to the card, the Ottoman player can choose to abort the Assault, in which case they lose their Strategy card, and play passes to the Habsburg player. The Ottoman player chooses to push ahead and a Battle occurs. After the Battle is resolved, the Habsburg player will take their turn.*

# BATTLE

The player that performed the Assault or Sortie action (page 10) is the **attacker**; the other player is the **defender**.

## Uncontested

The defender may choose to not contest the attack, i.e., they retreat before engaging with the enemy. In this case, **a Battle does not occur**. Instead, perform the following steps in order:

1. If the...
    a. **Habsburg player is defending**, they roll 1 die for each Cannon they have anywhere on the map.
    b. **Ottoman player is defending**, they roll 1 die for each Cannon they have on or adjacent to the attacked hex.

For each 6, the attacker must Eliminate 1 random Troop from their Troop deck, up to a maximum of 2 Eliminated Troops.

2. The attacker is considered to "win" the Battle. Proceed to "Resolution" (step 7 of a contested Battle, page 13).

## Contested

If the defender contests the attack, a Battle occurs as follows:

1. Select Troop cards
2. Select Tactic card
3. Reveal cards
4. Apply effects of Tactic cards
5. Apply effects of Fortifications
6. Casualties
7. Resolution

### 1. Select Troop cards

Starting with the attacker, look through your entire Troop deck to choose which Troops you want to use in the Battle, then play them face down in front of

yourself in a row called the **front line**. When you attack or defend, you must play exactly 3 Troops. If you do not have 3 Troops left in your deck, you must play all of your remaining Troops. You **may** decrease your Morale to Recover Troop cards (see box).

*If an attacker ever plays **fewer** than 3 Troops, the defender may play the same number of Troops as the attacker. For example, if the Ottomans perform an Assault action with their 2 remaining Troop cards, the Habsburg defender may play 2 or 3 Troop cards. If the attacker plays more than 3 Troops, the defender's maximum is unaffected.*

The **Ottoman player** may be able to play more than 3 Troops as follows:

- If the Ottoman player is **defending** and they can trace a line through adjacent Ottoman-controlled hexes from the attacked hex to the Ottoman camp, their maximum is increased by 1 (4 Troops maximum, regardless of how many adjacent controlled hexes they have).

- If the Ottoman player is **attacking**, and they can trace a line through adjacent Ottoman-controlled hexes from the attacked hex to the Ottoman camp, their maximum is increased by 1 for **each** Ottoman-controlled hex adjacent to the attacked hex, up to a maximum of 6 Troops.

  - *Playing more than 3 Troop cards is optional and not required.*

If you have no Troops left in your Troop deck, you **cannot** perform an Assault or Sortie action, unless you **recover** at least 1 card. However, you may still choose to contest a Battle as defender, relying on fortifications and artillery to (hopefully) reduce the attacker's Battle value to 0.

### Recover

When selecting Troop cards to play as an attacker or defender, you may reduce your Morale by 1 to play 1 card from your Troop **discard pile**. You may do this any number of times, up to your Troop maximum. This can be in addition to — *or even instead of* — playing cards from your Troop deck. *You cannot reduce your Morale below 1.* Recovering Troops is optional, not required.
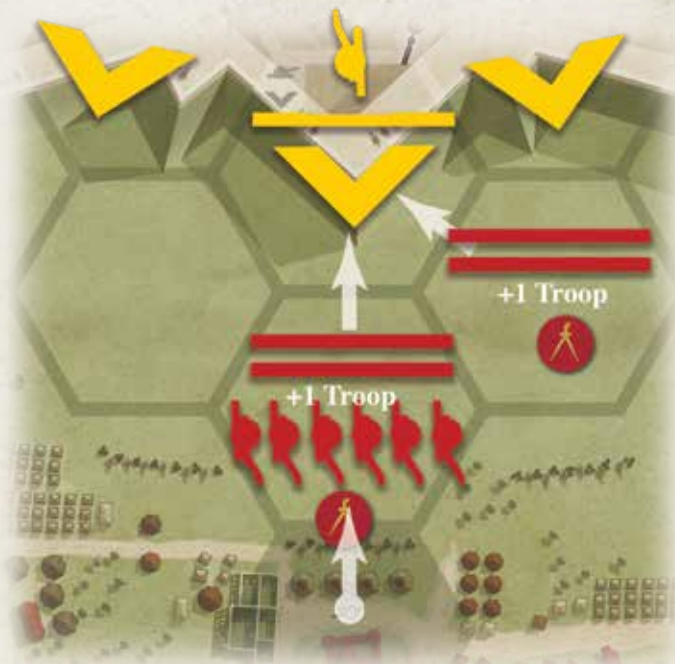


*Select Troops Example: The Ottoman player performs an Assault action, and chooses to attack the central Covered Way hex. The Ottomans control 2 adjacent hexes and can trace a line of controlled hexes back to the Ottoman camp, so they can choose up to 5 Troops to play. They select 4 Troops from their Troop deck and reduce their Morale by 1 to recover 1 Troop from their Troop discard. They place all 5 cards face down in their front line. The Habsburg defender plays 3 Troops from their Troop deck into their front line.*

### 2. Select Tactic cards

After both players have placed their Troops face down in their front line, the attacker may select and place 1 Tactic card from their hand face down next to their Troop cards. Then, the defender may select and place 1 Tactic card from their hand face down next to their Troop cards. Playing a Tactic card is always optional.

As defender, you may play a Tactic card even if you played 0 Troops (due to having 0 Troops in your troop deck) so long as the conditions on the card are met.

## 3. Reveal cards

Simultaneously, both sides reveal their selected Troop and Tactic cards.
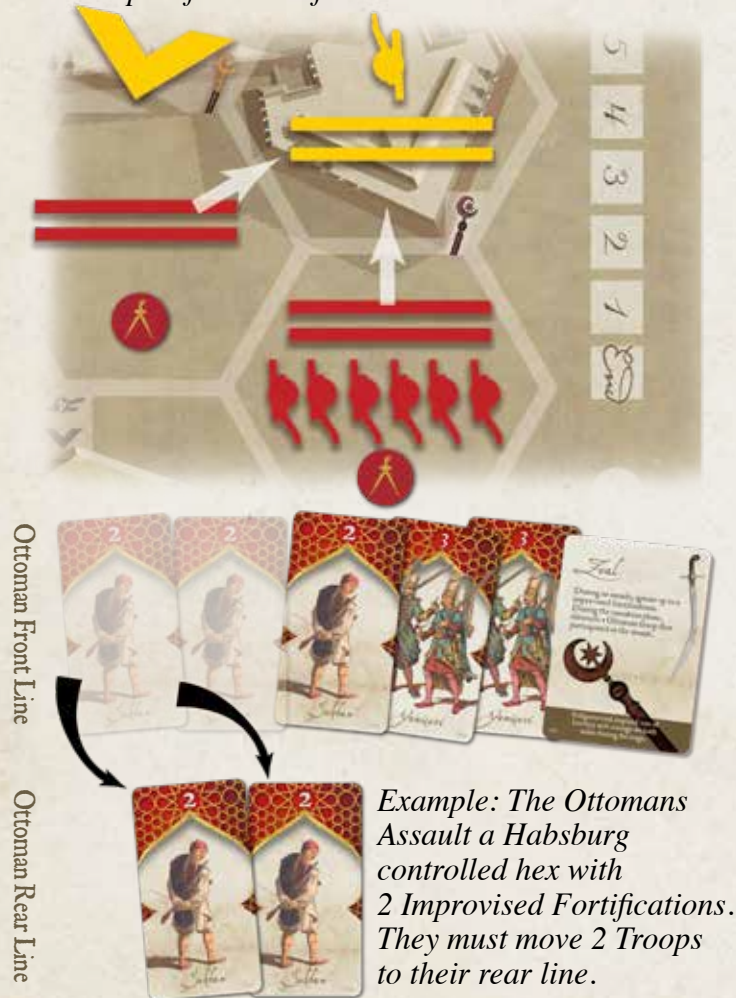
## 4. Apply effects of Tactic cards

Each side applies the effects of their Tactic card. Card effects take place simultaneously, unless otherwise noted. Some card effects take place during the Casualty or Resolution steps.

## 5. Apply effects of Fortifications

For each Fortification on the attacked hex, the attacker must select and move Troops from their front line to their rear line. The rear line is directly behind their front line. These Troops will not contribute their Battle value during the Resolution step.

- If there is a Structural Fortification, move 2 Troops to your rear line.
- For each Improvised Fortification, move 1 Troop to your rear line.

*Note: This may result in a player having no Troops left in their front line.*



Ottoman Front Line

Ottoman Rear Line

*Example: The Ottomans Assault a Habsburg controlled hex with 2 Improvised Fortifications. They must move 2 Troops to their rear line.*

## 6. Casualties

First, resolve any Tactic card effects that take place during the Casualties step. Attacker and defender card effects occur simultaneously.

Then:

- The **Ottoman player** rolls 1 die per Cannon on or adjacent to the attacked hex. For each 6, the Habsburg player must Eliminate 1 random Troop up to a maximum of 2.
- The **Habsburg player** rolls 1 die for each of their Cannons anywhere on the map. For each 6, the Ottoman player must Eliminate 1 random Troop up to a maximum of 2.

Eliminations are taken from a player's front line. If insufficient Troops remain, take Eliminations from your rear line. If there are no Troops left in your rear line, ignore the remaining Eliminations.

## 7. Resolution

Compare the Battle value (the number showing on Troop cards + any modifications from Tactic cards) of Troops in the attacker and defender's front lines only. The higher total wins. Ties go to the defender.

**If the attacker won:**

- Remove the defender's Control marker, Fortifications, and Cannons from the attacked hex.
- Add the attacker's Control marker (or flip the existing marker) and 2 Improvised Fortifications.
- The Habsburgs can never Control or place Fortifications on Glacis hexes. However, a successful Sortie still removes Ottoman Control, Fortifications, and Cannons from Glacis hexes.
- **If the attacker was the Ottomans**, they may move any number of their Cannons from any hexes they control to any other hexes they control.
- The attacker gains 1 point of Morale, and the defender loses 1 point of Morale.

**If the defender won:**

- **If the attacker was the Ottomans,** they lose 1 point of Morale. The Habsburgs do not decrease their Morale when they lose a Sortie.
- **If there are no Structural Fortifications on the attacked hex**, the attacker may Eliminate up to 2 of their Troops, from either their front or rear lines, to remove Improvised Fortifications from the attacked hex. Each Eliminated Troop removes 1 Improvised Fortification. When there are no Improvised Fortifications left on the hex, each Eliminated Troop removes 1 Cannon instead. The attacker chooses which Troops to Eliminate.

All played Troop cards are placed in the discard pile.

# EXAMPLE OF BATTLE

*Example 1: The Ottoman player takes an assault Action to attack the central Covered Way hex which is defended by 2 Improvised Fortifications. They control 2 hexes adjacent to the attacked hex and can trace a line back to the Ottoman camp. That means they can select a maximum of 5 Troop cards (3 Troops + 1 per adjacent controlled hex).*



**Step 1.** *The Ottomans decide to go all in and select 5 Troop cards which they place face down in their front line.*
*The Habsburgs don't want to give any ground. They play 3 Troop cards which they also place face down in their front line.*

**Step 2.** *The Ottomans select a Tactic card (OT8-Keskin Nişancı) and place it face down next to their Troops. The Habsburgs do the same (HT3-Canister Shot).*



**Step 3.** *Both sides reveal their cards.*



**Step 4.** *Each side now applies the effects of their Tactic cards. However, both Tactic cards specify their effects take place during the Casualties step, so we leave that for now.*

**Step 5.** *There are 2 Improvised Fortifications on the attacked hex, so the Ottoman player chooses and moves 2 Troop cards from the front line to the rear line. They choose their 2 weakest troops to maintain a strong front line.*



**Step 6.** *The Tactic card effects now come into play. The Ottomans have played OT8-Keskin Nişancı which allows them to select and Eliminate 1 Habsburg Troop card. They select an Elite Troop and it is moved to the Eliminated pile.*

14

The Habsburg Tactic card is HT3-Canister Shot which affects their Cannon die roll—we'll get to that in just a sec.

First, the Ottomans roll 1 die per Cannon in or adjacent to the target hex (6 total). They roll one 6. The Habsburgs must Eliminate 1 random Troop.

Next, the Habsburgs roll 1 die per Cannon anywhere on the map (they haven't lost any Cannons yet, so they still have their starting number of 9). The Habsburgs roll one 6, but because of "Cannister Shot," 5s also count as Eliminations. They get a total of 3 Eliminations, but we only count up to a maximum of 2. The Ottomans Eliminate 2 random front line Troops.

**Step 7.** The Ottomans have 1 Troop card left in their front line, a **Yeniçeri** with a Battle value of 3. The Habsburgs also have 1 Elite worth a Battle value of 3. The defender wins ties, so the Habsburgs keep control of the Covered Way!

However, the Battle isn't finished yet. The Ottoman player decides to Eliminate 2 **Yerikulu** Troops from their rear line to remove 2 Improvised Fortification from the attacked hex.

Since the defending Habsburgs won the Battle, Ottoman Morale is reduced by 1 point. The Battle is over.

5  6  7

15

# SEQUENCE OF PLAY

1. **Refresh phase:**
    Return all your discarded Troops back to your Troop deck. Draw Strategy cards until you have 5 in hand.

2. **Strategy phase:**
    Ottomans take the first turn. On your turn, discard 1 card to perform an action or trigger the card's Event. Alternatively, you may pass if you have fewer Strategy cards in hand than your opponent; or 0 or 1 Strategy card(s) left in hand. The phase ends when both players consecutively pass or play their final card.

3. **Advance round phase:**
    Advance the round marker 1 space. If the marker moves into the end space, the Habsburgs immediately win the game.

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# VICTORY CONDITIONS

## The Ottoman player immediately wins if:

• They control the Curtain Wall; OR they control the Ravelin and the Burg Bastion; OR Habsburg Morale reaches "End"; OR all Habsburg Troops are Eliminated.

## OTTOMAN ACTIONS

**Entrench:** In one uncontrolled Glacis hex adjacent to a hex you control, place up to 2 Improvised Fortifications and move any number of your Cannons there. Adjust Morale: Ottomans +1 and Habsburgs -1. Habsburgs roll 1 die for each of their Cannons anywhere: for each 6, Eliminate 1 random Troop from the Ottoman Troop deck, 2 max.

**Assault:** Attack a Habsburg-controlled hex that is adjacent to a hex you control (see Battle).

**Mine:** Place a randomly drawn Tunnel tile face down in the Tunnel space. If you have 4 or more shovels you may return all of your Tunnel tiles to your bag, then choose 1 Habsburg-controlled hex adjacent to a hex you control and remove 1 Structural Fortification from it; or, if none, remove all Improvised Fortifications from it.

**Fortify:** Add 1 Improvised Fortification to a hex you control with 0 or 1 Fortifications; you may also move any number of your Cannons from any hex(es) you control to any other hex(es) you control.

**Bombard:** Choose 1 Habsburg-controlled hex adjacent to a hex you control. Roll 1 die for each Cannon you have adjacent to it. If you roll 2 or more 6s remove 1 Structural Fortification from the hex.

## The Habsburg player immediately wins if:

• Ottoman Morale reaches "End"; OR all Ottoman Troops are Eliminated; OR the round marker enters the final space.

## HABSBURG ACTIONS

**Sortie:** Gain 1 Morale; then attack an Ottoman-controlled hex adjacent to a hex you control (see Battle).

**Fortify:** Add 1 Improvised Fortification to a hex you control with 0 or 1 Fortifications (max. 1 on the Löbl Bastion).

**Barrage:** Roll 1 die for each of your Cannons anywhere on the map. If you roll 2 or more 6s the Ottoman player must Eliminate 1 random Troop from their Troop deck.

**Mine:** Place a randomly drawn Tunnel tile face down in the Tunnel space. If you have 4 or more shovels, you may return all of your Tunnel tiles to your bag, then choose 1 Ottoman-controlled hex adjacent to a hex you control and remove all Improvised Fortifications from it.

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# BATTLE

The player that performed the Assault or Sortie is the attacker. The other player is the defender.

## UNCONTESTED

If you are DEFENDING as...

**HABSBURGS,** roll 1 die for each Cannon you have anywhere.
**OTTOMANS,** roll 1 die for each of your Cannons on or adjacent to the attacked hex.

For each result of 6 rolled by the defender, the attacker must Eliminate 1 random Troop from their Troop deck, 2 max. The attacker wins, then proceed to step 7, "Resolution" (below).

## CONTESTED

1. **SELECT TROOP CARDS.** From your hand for free, or from your discard pile at -1 Morale per card. Place Troop cards face down in your front line.

    MIN. # OF TROOPS played per player is 3, or equal to the # played by Attacker.
    Habsburgs max. # is always 3.
    Ottomans max. # is 3, or if they have a traceable line back to camp: when defending, max. is 4; or when attacking, + 1 max. for each adjacent controlled hex (up to 6).

2. **SELECT TACTIC CARDS.** First the attacker, then defender, may place 1 Tactic card face down on the table.

3. **REVEAL CARDS.** Each side reveals their Troop and Tactic cards.

4. **APPLY EFFECTS OF TACTIC CARDS.** Card effects take place simultaneously unless otherwise noted on the card.

5. **APPLY EFFECTS OF FORTIFICATIONS.** The attacker moves Troops from their front line to their rear line for each Fortification on the attacked hex: 1 per Improvised, and 2 per Structural.

6. **CASUALTIES.** Resolve any Tactic cards with effects that take place during the Casualties step. Attacker and defender card effects occur simultaneously.

    **OTTOMANS:** Rolls 1 die for each of their Cannons on or adjacent to the attacked hex.
    **HABSBURGS:** Rolls 1 die for each of their Cannons anywhere.

    For each 6 rolled, your opponent Eliminates 1 random Troop from their front line, max. 2. If front line is empty, Eliminate rear-line Troops. If also empty, ignore any remaining 6s.

7. **RESOLUTION.** Compare the Battle value of Troop cards in players' front lines only. Higher # wins; defender wins ties.

### IF THE ATTACKER WON:
a) Remove the defender's control marker, Fortifications, and Cannons from the attacked hex;
b) Add the attacker's control marker and 2 Improvised Fortifications;
c) Attacker Morale +1 and defender -1
d) If Ottomans attacked and won, they may move any number of their Cannons onto the attacked hex (from any number of hexes anywhere on the map).

### IF THE DEFENDER WON:
a) If Habsburgs won as defender, Ottomans lose 1 Morale;
b) If 0 Structural Fortifications are on the attacked hex, the attacker (either side) may Eliminate up to 2 of their Troops from their front or rear lines to remove Improvised Fortifications from the attacked hex 1:1. If 0 remain, remove Cannons 1:1 instead.