

Hungary fights for freedom

Forradalom, 1848-49

by Gábor Valló



GAME: Forradalom

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1. PREFACE

Forradalom 1848-1849 is a solitaire (one-player) game in which you, the player, represent the government of Hungary – centred around the person of Lajos Kossuth – during the 1848-49 War of Independence. Your goal is to defend revolutionary Hungary against the enemies approaching from different directions, who are controlled by the rules of the game. The game was inspired by Victory Point Games' popular *States of Siege* series.

2. COMPONENTS

The game requires the following components:

- ➔ a map A3;
- ➔ 52 counters (8 enemy armies, 3 Hungarian generals, 11 army markers, 4 division markers, 5 battle modifier markers, 9 fortress markers, 4 siege point markers, 4 event markers, 1 Commissars marker, 1 morale marker), 1 Factory, 1 AP;

In the countersheet they are also included counetrs for Para Bellum scenarios that will be published in future issues of the magazine, as well as generic counters for Inferno sull'Isonzo.

- ➔ 30 Event Markers (separated into three seasonal decks: Winter, Spring, Summer);
- ➔ this rulebook.

To play you also need a dice (1d6) not included.

2.1. The Map

The map depicts Hungary in the middle of the 19th century. There are a number of circles and squares connected by arrows: these are the spaces on which the enemy armies approach the center. All enemy armies start from an outside space (e.g. Austria) and follow the direction of the arrows until they reach Debrecen (Haynau is an exception, see 6.1).

Circles represent undefended towns, while squares represent fortresses that need to be besieged. The three spaces named in red denote your capitals. Tricolor cockards on spaces show the value of the space in Morale points (if the space is captured, you lose this

number, if you later retake it, you gain this number). On five spaces there are factory icons, these are centers of industrial production (this is important for recruiting new divisions, see 8.3).



Morale and Factory in a space with a fortress are always controlled by the owner of the fortress also if it is under siege.

The spaces belong to different tracks, as differentiated by their color. There are five tracks: the main (white), the northern (orange), the Transylvanian (yellow), the southern (light blue) and the Bánátian (green) tracks.

Beside each track there are three squares of the same color: this is the place for the markers of the Hungarian army defending that track. Each Hungarian army consists of one (or more) commanding general(s), an army marker and battle modifiers (if any).



The map, top right, also has a Morale track. Morale shows the enthusiasm and will of Hungary to continue the war. High Morale gives battle bonuses and speeds up recruitment, low Morale yields the opposite. Morale can also cause defeat and victory. Under the Morale track there is also a place for Reserves, where you put your new divisions and those generals and divisions that were strategically relocated. You can use on This track the Factories and Action Points (AP) counters as *pro memoria*.



At the bottom left there is a space where put the Active Events.

2.2. Event Markers

Event markers show number and name of an event (the background color indicates the Season) and the number of Action Points you gain for that turn.



In the Events Table of the event corresponding find its effect and a short description (this has no game effect). He also denote those enemy armies that move in the turn, the possible siege of Komárom and may show the names of lancu or Knićanin (these are enemy insurgent generals, see 6.2). The Events underlined in the Table Events are optional, the player can decide whether to activate them or not and the Its effect only applies if activated Underlined events are optional – their effect only activates when you decide so.

2.3. Counters

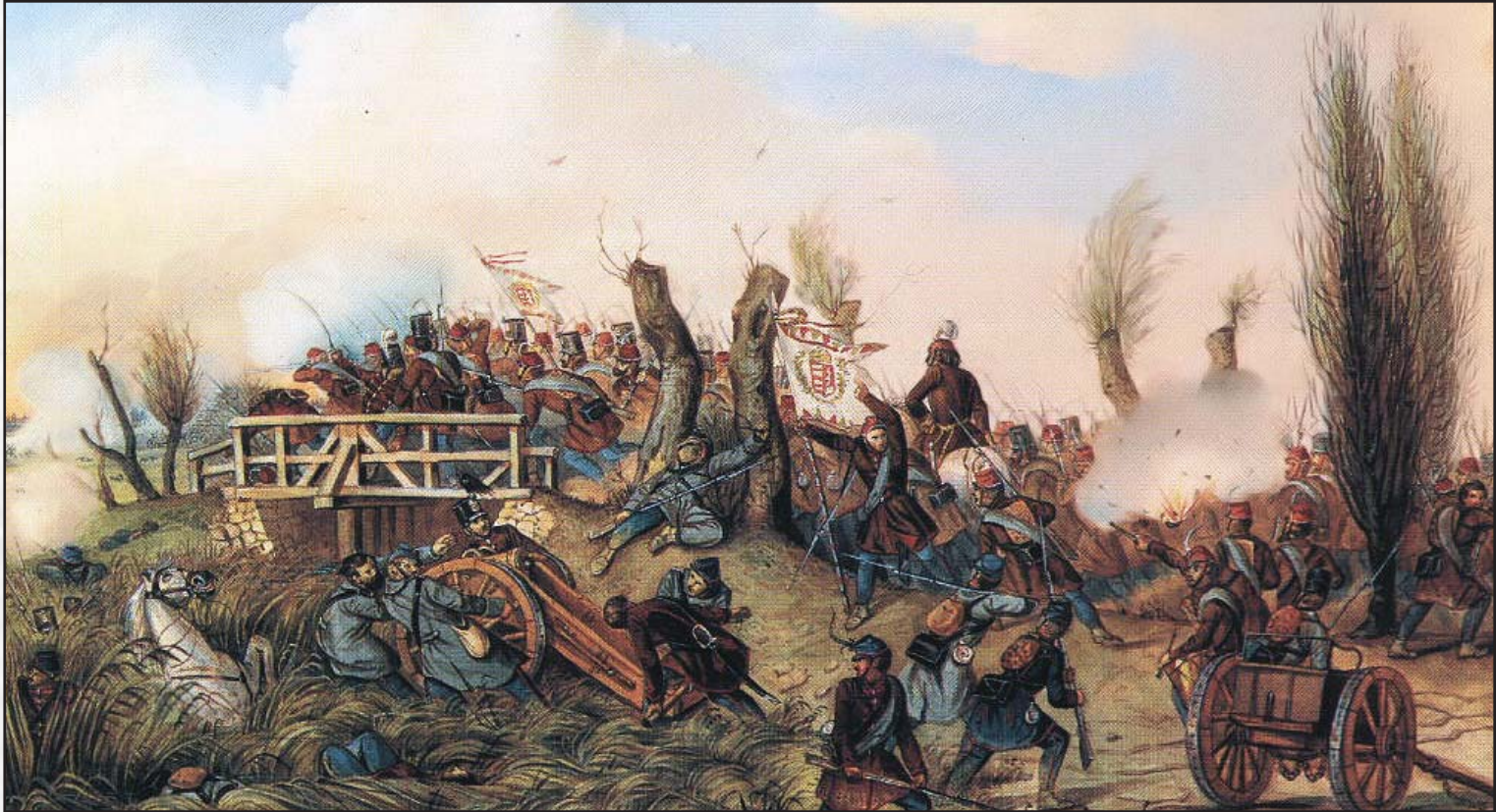
The counters of enemy armies show the name and portrait of the commanding enemy general, and a number showing the strength of the army. Hungarian generals only contain a modifier beside the name and the portrait. The enemy generals lancu and Knićanin are special in that they also contain a modifier (and a black 'M' on one side signifying Morale loss, see 8.1).



Army Strength show the strength of the Hungarian army in the form of a modifier – this can range between -3 and +1 (in the case of a single army it can rise to +3). Each level equals one division, i.e. around 8,000 Hungarian Honvéds. Division counters denote new or strategically relocated divisions. Battle modifiers give bonuses or penalties for battle.



Army Division Modifier



Fortress show the owner of the five important fortresses (Komárom, Budapest, Pétervárad, Arad, Temesvár), and also the strength of the masking/ besieging force around them (+0 or +1). Siege Points show how successful the siege has been so far.

The Comissars can be used once per season for an extra action (and a +1 for any roll with that action). Don't forget to flip it when used and flip back at the start of a new season!



Fortress



Siege Point



Comissar

Comissars were the representatives of the revolutionary government sent to the counties and the armies to organize war supplies and ensure loyalty.

The Morale is used to show the current level of Morale. Event counters are there to remind you of the lasting effects of some events. Factory and AP counters can be useful to the player as a reminder.

Errata: One enemy army and two Event effects were printed in wrong way.



*Find the right counters in the countersheet of **La Squadriglia degli Assi**.*

3. THE HUNGARIAN ARMIES

Hungarian armies are not represented by counters on the map – instead they are handled in an abstract way. Each track on the map includes a Hungarian army defending that track. Only this army can attack the enemy army approaching on the track. If there are multiple enemy armies on the same track, the Hungarians can only attack that which is closer to Debrecen.

Imagine that the Hungarian army stands adjacent to the enemy army, one space towards Debrecen (e.g. if Puchner is in Kolozsvár, then the Hungarian army defending Transylvania stands in Somlyó.)

Some special cases are detailed below:

- ➔ If an enemy army stands on Debrecen itself, only the Hungarian army from whose track it entered the Debrecen space may attack it.
- ➔ The Hungarian Southern army defends Szeged instead of Debrecen, so its location must be counted from that space. In Summer, two enemy armies can be on that track at the same time (Haynau and Jelačić), and in that case the Hungarians are standing adjacent to the enemy closer to Szeged. (If Szeged is occupied, the

Hungarian army stands on the closest free space, if any.)

- ➔ If the northern track is empty of enemies (because Schlik/Paskevich has left it), the Hungarian Northern army stands on Miskolc.

Four of the Hungarian armies have a general printed on the map – he is the one that usually led that army during the war. You have three more generals (Dembiński, Klapka and Damjanich) that you can move around with some limitations (see 7.1).

4. STARTING THE GAME

Deploy the enemy armies: Windisch-Grätz (6) in Austria, Schlik in Galicia, Puchner in Kolozsvár, Todorović in Versec, Nugent in Styria. Put Kníčanin in the box near the Bánátian track on his -2 side, put lancu in the box near the Transylvanian track on his -1 (no Morale loss) side. Fill up the Hungarian armies: the main army has -1, the Northern army -3, the Transylvanian army -2, the Bánátian army -1, the Southern army -3 strength. Add Damjanich to the Bánátian army. Give the Transylvanian army a +1 Battle modifier.

Set aside Dembiński and Klapka; they arrive with Event markers.

Put the fortress markers on the map, all on their +0 side: Komárom, Budapest and Pétervárad are Hungarian, Arad and Temesvár are Austrian.



Budapest has no Hungarian fortress marker, see 6.3.

The Starting Morale level is 7. Put a division in the Recruitment 2 box. Put the Commissars marker in the Reserve area on its unused side.

Separate the three groups of 10 Event markers and place the Winter one in an opaque cup.

Optionally, you may arrange the markers in numerical order from lower to higher – this roughly corresponds to the chronological order.

Now you are ready to play!

5. TURN SEQUENCE

At the start of each turn you must draw from the cup a new Event marker, apply its effects and move the enemy armies as indicated on the Events Table. Then you have a number of Action Points (also printed on the counter) that you may use for different Actions.

At the end of the turn, you must do some administration, e.g. modify the Morale, check for victory or defeat, do recruitment and redeployment.

The game is divided into three Seasons. The player starts with winter Event markers in the cup, when all Events have been played puts the Spring Event markers in the cup and finally the Summer Event markers.

5.1. The Russian intervention

At the start of the Summer season (at the moment the first Summer Event is drawn, but before its effects are applied or any enemies are moved), the Russian army intervenes on behalf of the Austrians.

Now you must do the following steps:

- Remove Windisch-Grätz and deploy Haynau (9) in his place. If Schlik is still on the map, deploy Haynau on his weaker (7) side. If Windisch-Grätz was standing on Gyöngyös or Tiszafüred, deploy Haynau on Budapest.
- Flip Schlik to the Paskevich side. If Schlik was previously removed, put Paskevich in Galicia. If Schlik is on the map, put Paskevich on Miskolc (this way the northern track will again be occupied, so reduce Morale by 1).
- Flip Puchner to the Lüders side.
- Flip Nugent to the Jelačić side, also flip the Hungarian fortress counter of Pétervárad to its +1 side (if not already done).

Does not apply if the fortress already is controlled by the Austrians or is not under siege.

- Reduce Morale by 1.
- Remove the Proclamation of Vác event marker. From now on, Szeged also counts as a capital, so the enemy must take it as well to win.

6. ENEMY MOVEMENT

Each Event marker lists those enemy armies that move in that turn.

The listed armies are activated:

- If they stand on a Hungarian-held fortress, instead of moving they besiege the fortress. Komárom is an exception from this rule: Windisch-Grätz and Haynau advance normally from this space.

They leave a masking force around Komárom that is not depicted in the game, see also 6.3.

- Otherwise move the army one space, following the direction of the arrows. If there are no more arrows leading from the space (i.e. it's Debrecen or Szeged), the enemy stays in place. All spaces that are located between the enemy army and its starting space (e.g. Nugent and Styria), including the space the enemy stands on, are considered conquered, except the fortresses (these can only be occupied through siege).

6.1. Rules Concerning the Movement of Certain Enemy Generals

Although the game greatly simplifies the complex maneuvering of armies that occurred during the War of Independence, several special rules are still necessary in order to maintain

a reasonable level of historical simulation. Below are listed those enemy generals whose movement are special.

6.1.1. Schlik

After Miskolc, Schlik moves to Gyöngyös, which means that he leaves the northern track and continues on the main track. If he must retreat because of your successful attack, he retreats from Gyöngyös back to Miskolc.

If Schlik stands on Gyöngyös when an Event card would move him and Windisch-Grätz is still in Austria, Pozsony, Komárom or Budapest, you must move Windisch-Grätz instead of Schlik.

If Schlik is on the main track when an Event card would move him and Windisch-Grätz is in Tiszafüred or Debrecen, Schlik advances on the main track towards Windisch-Grätz.

If Windisch-Grätz (6) and Schlik are on the same space at any moment (regardless of which moved onto the other), the two armies unite. Remove Schlik and flip Windisch-Grätz to its stronger side (8). If after this an Event card dictates that Schlik be moved, simply ignore it.



IMPORTANT: if this happens, all spaces on the northern track (Miskolc, Kassa) are automatically liberated! (You get +1 Morale and a factory because Kassa is now free.)

6.1.2. Windisch-Grätz

If Windisch-Grätz (8) retreats from Budapest to Komárom, then flip him to his weaker (6) side. At the same time flip Nugent to the Jelačić side, also flip the Hungarian fortress marker of Pétervárad to its +1 side. If after this an Event marker dictates that Nugent be moved, move Jelačić instead.

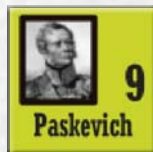
6.1.3. Haynau

After conquering Budapest, Haynau moves to Kecskemét, leaving the main track and continuing on the Southern towards Szeged. From now on, only the Hungarian Southern army can attack him.

If Haynau stands on Budapest when an Event card would move him and Paskevich is still on the northern track, you must move Paskevich instead of Haynau.

6.1.4. Paskevich

After Miskolc, Paskevich moves to Gyöngyös,



which means that he leaves the northern track and continues on the main track. If he must retreat because of your successful attack, he retreats from Gyöngyös back to Miskolc. (In this case Haynau, if he's already on the southern track, immediately retreats to Budapest so the main track is never empty.)

If Paskevich stands on Gyöngyös when an Event card would move him and Haynau is still in Austria, Pozsony or Komárom, you must move Haynau instead of Paskevich.

6.2. Iancu and Kničanin

These two generals represent the Rumanian and Serbian insurgents who were fighting against the Hungarian government. They do not move on the map, but give a penalty to the Hungarian armies attacking in Transylvania or the Bánát. They can be attacked separately (see 7.2).

Both have a stronger and a weaker side (their stronger side is the one with the Morale penalty.) If the turn's Event marker shows their name on the top, they must be flipped to their stronger side if possible.

Their strength fluctuates because these were irregular forces; the Morale loss represents the atrocities committed by the Serb and



Rumanian insurrectionists against the Hungarian populace.

6.3. Enemy Sieges

Enemy sieges can take place:

- ➔ in Komárom: if the turn's Event marker lists 'Komárom siege' among the names of moving enemies, and Windisch-Grätz or Haynau stands on Komárom or has left it;
- ➔ in the case of the other fortresses: if an enemy army standing on the fortress is activated by the Event marker. In these cases you must make a siege roll.

Modifiers:

- ➔ +1 if the masking force is strength +1 (as shown on the fortress marker);
- ➔ -2 if Klapka is defending Komárom (as per the Event card War Planning).

If the modified result is 5+, the besieger gains 1 Siege Point. If the enemy has accumulated 2 Siege Points, you lose a Morale point. If the enemy's Siege Points reach 3, the fortress falls and the space is captured: apply the Morale loss and other effects. (If it's Komárom and Klapka was the defender, put him in the Reserve.) If the modified result is 1, the garrison made a successful sortie: reduce the Siege Points by one.

If the besieging enemy (in the case of Komárom, Windisch-Grätz or Haynau) must retreat from the fortress, you have relieved it, and the Siege Points are nullified. If there were 2 Siege Points

on it, you gain a Morale point as well. Budapest is a special case. If the enemy has conquered it, it becomes a fortress that the Hungarians must take by siege. For the Austrians, however, it counts as a simple space that is conquered the instant the enemy moves to it; hence it has no Hungarian fortress marker.

The Austrians took the capital without resistance twice during the war.

7. ACTIONS

Each turn the player has a certain number of Action Points (indicated from the Event) with which he can perform different actions. Each action costs 1 AP.

7.1. Strategic Redeployment

With this action you can move a single division or general between a track and the Reserve. If a division is redeployed, you must reduce the corresponding army's strength by one level. Limitations: The same division or general can only be redeployed once per a turn. The redeployed divisions and generals arrive at the end of the turn.

So it takes 2 turns to redeploy from one track to another: in the first turn it is redeployed to the Reserve, in the second to the other track, and you can use it in the third turn. This is about one month in game time.

In some cases you may redeploy directly between tracks, so that they don't move to the Reserve and are usable in the next turn. This is possible if the two Hungarian armies between which you redeploy the division or general stand close to each other (see the rules about the location of the Hungarian armies). This means:

- ➔ if there are max. 2 spaces between them.

for this rule Szeged and Arad are considered to be adjacent spaces (so you can redeploy directly between e.g. Tiszafüred and Somlyó or Arad and Kecskemét).

- ➔ between an army and a fortress' masking force in the same track (see 7.3).

Redeploying generals: Dembiński may be moved anywhere, Klapka to the main army or the Northern army, Damjanich to the main army or the Bánátian army (so the main army may include all of them).

IMPORTANT: while Klapka and Damjanich cooperates with the army's commander (printed on the map), Dembiński will take his place and become the new commander of that army!

E.g. if Klapka is with the main army, his bonus will be added to Görgei's for a +3, while if Dembiński is there, he'll take the place of Görgei for a +0.

At the start of the game Damjanich cooperates with the Bánátian army's commander Vécsey for a total bonus of +2.

7.2. Attack

This is perhaps the most important action, as it enables you to push back the enemies before they can conquer your capitals. For the attack you must select a Hungarian army and add up the modifiers from the general(s), the army's strength and the battle modifiers. Don't forget to include lancu's and Knićanin's penalties, if applicable. If you got negative battle modifiers at the end of last turn, you must use them for your first attack; the positive modifiers may be distributed



as you see fit. Roll a dice and add the modifiers.

- If the result was higher than the enemy army's strength, you have won and the enemy retreats one space (following the arrows backwards).
- If the result is equal to the enemy's strength, you have won a hard victory: the enemy retreats one space, but you must reduce your army's strength by one level (i.e. you lose a division). Armies with a strength of -3 ignore losses.
- If the modified result is lower than the enemy's strength, the attack has failed and the enemy remains where it was. In this case you may instantly and freely reroll with a +1 modifier (all modifiers from the previous roll also remain). After the reroll, you must reduce your army by one level regardless of the result.

After the battle, you must remove all battle modifiers that were used.

Dembiński: If an attack led by Dembiński failed (including a possible reroll), you must roll a die. If the result is 1-4, the officers revolt against the inept commander: put Dembiński in the Reserve.

Attacking insurgents: lancu and Knićanin may be attacked separately as well. Treat lancu as a strength 3 and Knićanin as a strength 4 enemy army. Add up the modifiers as normal, but do not include the penalties they give themselves. If you roll equal to their strength, you don't need to reduce your strength. If you win, flip their marker to the weaker side.

They can't be removed by normal Attack actions.

7.3. Siege

Enemy fortresses may be besieged if no enemy army stands on the fortress itself or has left it on the track. The action requires you to make a siege roll, with the same modifiers and results as with enemy sieges (see 6.3, sorties are also possible).

The enemy can relieve the fortress if it moves onto it. Remember that an enemy-held Budapest counts as a fortress for you, the only bonus being



that 2 Siege Points are enough for you to take it (instead of the normal 3).

If you are not besieging Budapest and you have accumulated 2 Siege Points, you gain a Morale point as well. If the enemy relieves it later, you lose 1 Morale. You can enhance your chances of taking the fortress if you mask it with +1 instead of +0 (this way you get a bonus for your siege rolls). For this you need to redeploy a division from the corresponding track's Hungarian army to the fortress. Reduce the army's strength by one level, and at the end of turn flip the fortress marker to the +1 side. If the enemy relieves the fortress, the marker is flipped back and the masking division returns to its original army at the end of the turn. The same fortress may only be besieged once per turn. No battle modifiers are used (either negative or positive) and no reroll is possible.

7.4. Raise Morale

Roll the dice to raise your Morale by one level. If the Morale is currently between 0 and 2, you succeed on a 3+, if it is between 3 and 10, on a 4+, and if it is 11 or more, you need 5+.

8. ADMINISTRATION

8.1. Battle Modifiers and Morale

Remove all battle modifiers, negative and positive. (Exception: the penalty of the event *Russian Intervention in Transylvania*.)

Modify your Morale:

- Check lancu and Knićanin: if one of them is on his Morale loss side, you lose 1 Morale on a die roll of 1-3; if both are on that side, your Morale loss is automatic.

- If the *Proclamation of Vác* event is in effect, check if any of the following two is true:

- 1) Görgei is the commander of the main army and this army has not attacked or besieged during the turn.
- 2) Dembiński is in Reserve.

If one of them is true, you lose 1 Morale on a die roll of 1-3; if both are true, your Morale loss is automatic.

- Apply the effect of the *Declaration of Independence*, if you chose it.

Check the current level of Morale if there will be any positive or negative battle modifiers for next turn (see the small symbols on the Morale track). Put these markers in the Reserve box.

Remember, you must use the negative modifiers in the first battle next turn.

8.2. Victory and Defeat

You lose if your Morale has fallen to 0 (the peace party wins a majority in the Parliament, surrendering to the Habsburgs) or the enemy has captured Budapest, Debrecen and (in the Summer) Szeged as well (military defeat).



You win if:

- it's at least Spring, your Morale is at 13, the Declaration of Independence has not been issued and you roll 5+ on a die (a fair compromise with the Austrians).
- the last Event marker has been drawn (seeing a quick military solution as impossible, the other powers force the Austrians and Russians to negotiate).

8.3. Redeployments and Recruitment

This is the moment when the strategically redeployed divisions and generals arrive at their destinations. If a division arrives at an army, remove

its marker and raise the strength of the army by one level.

Next comes the recruitment of new divisions:

- If there is a division in the Recruitment 1 or 2 box, move it forward one space: from Recruitment 1 to Recruitment 2, and from there to the Reserve. A division in the Reserve is ready – you may redeploy it to the battlefield next turn.
- If the Recruitment boxes are empty, you can start recruiting a new division. You must count how many factories you own on the map (there are five factories: Budapest, Kassa, Nagyvárad, Temesvár and Székelyföld). If none of these spaces is yours, you can't recruit (in this unlikely event your war industry is paralyzed.)

If you have one factory, put a new division on the Recruitment 1 box. If you have two or three, put it on Recruitment 2. If you have four or five, the division is instantly ready, put it in the Reserve box.



There are five factories on the map: Budapest, Kassa, Nagyvárad, Temesvár and Székelyföld.

IMPORTANT: your number of factories may be modified by the effect of the event *Dushek's Manipulations*.

9. OPTIONAL RULE

9.1. Adjusting the difficulty level

If you find the game too hard or too easy, you can fine tune the difficulty by altering the setup, e.g. the Morale level or the strength of the Hungarian armies.

Another solution is to exclude from the game the marker cards #10 from each deck.

If instead you want to give more unpredictability in the game, you can only draw 9 markers per Season and the tenth applied only the possible Event without doing the rest of the turn.

10. CREDITS (2024 VERSION)

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Iannuzzi, Marco Rossi, Alessandro Villa.



EXAMPLE OF PLAY

In this example of play, two turns of the Spring season will be played to demonstrate how the rules work. If you wish, you may set up the counters and follow the actions on the map.

Since it is Spring, the enemy armies have already made some progress into the country. WindischGrätz (6) stands on Budapest, Nugent on Pétervárad, Schlik on Gyöngyös, Puchner on Marosvásárhely and Todorović on Temesvár. Iancu is on his stronger (Morale loss), Kničanin on his weaker side. The Hungarian main army is led by Dembiński, its strength is +1, that of the northern army is -3, the Transylvanian army +0, the Bánátian army +0 and the southern army -3. Klapka is with the main army, Damjanich in the Reserve. Morale is a bit low at level 6. The Commissars counter is still unused, and we have a division in the Recruitment 2 box.

First Turn Example



We draw the first Event marker: Austrian victory in Italy (#3).

Since Kničanin's name is displayed on the top, we flip his counter to the stronger side. Then we move Windisch-Grätz one space forward to Gyöngyös. Now Windisch-Grätz and Schlik are on the same space, so their armies join (see 6.1.1): we remove Schlik and flip Windisch-Grätz to his strength 8 side.

The only good news is that the northern track is freed: we instantly get a Morale point for Kassa. At the same time, Todorović advances to Arad (but does not capture it, since it's already an Austrian fortress).

Then we apply the marker's effects: Morale return to 6 and we flip the fortress counter of

Komárom to the +1 side (from now on enemy siege rolls will succeed on a 4+).

The marker gives 3 Action Points. Since Windisch-Grätz is now dangerously close to Debrecen, we must strengthen the main army: Damjanich is redeployed there from the Reserve (he was moved from the Bánátian track for that purpose). Dembiński will need to be removed from the main army, but only if we intend to attack with it, since Görgei's leadership would probably cause Morale losses because of the effect of the Proclamation of Vác (see 8.1). But first we have more urgent matters to tend to: the low Morale and the two insurgents, who will automatically reduce it further at the end of the turn. We roll an attack against the weaker of the two, Iancu. The roll is 4, so we don't even

#3	AUSTRIAN VICTORY IN ITALY	3	Kničanin Windisch-Grätz, Todorović	Morale -1.
				You get -1 to the Raise Morale action rolls in this turn. Flip Komárom's fortress marker to the +1 side.



EXAMPLE OF PLAY

need Bem's +2 bonus to achieve success (a 3 is enough against lancu). lancu's counter is flipped to the weaker side. We have one action left, which we spend on an attack against Todorović. The result is 3, modified by Vécsey (+1) and Knićanin (-2), which results in a 2, just equal to the enemy's strength. A hard victory: Todorović retreats to Temesvár, but the strength of the Bánátian army is reduced to -1. This is bad news as the casualties are difficult to replace. 13 At the end of the turn we check Morale. We roll for Knićanin, the result is 5, so no Morale penalty. We don't get any battle modifiers. A division is ready (moved from the Recruitment 2 box to the Reserve) and Damjanich arrives at the main army. If we manage to get rid of Dembiński, the main army will attack with +5 against Windisch-Grätz, which means a good chance of success. Next turn comes.

Second Turn Example



The next Event marker is Serbian volunteers return home (#1).

Since Schlik is no longer on the map, his move is ignored (see 6.1.1). Nugent is activated by the marker, but he stands on the fortress of Pétervárad, so instead of moving him we roll an enemy siege (see 6.3). The result is 4: no effect. The marker instructs us to roll for 'Komárom siege'. Since Windisch-Grätz has already left Komárom, it is under enemy siege, so we must roll. The result is again a 4, but the enemy besieging force gives +1, which means a hit: we put 1 Siege Point on Komárom (two more and the fortress will fall). The event also causes Knićanin to be flipped to his weaker side, and the Bánátian army gains a +1 battle modifier. From the

four actions available, we must use one to raise the Morale. The roll results in a 2, which is not enough. We roll for Morale again. Now the result is a 5, so the Morale is raised to 7. It is worthwhile to attack with the Bánátian army, because the +1 bonus would be lost at the end of the turn. Our attack roll is a 6, success: Todorović retreats to Versec. With our last action we redeploy the new division from the Reserve to Bem's Transylvanian army: it is time to prepare for the liberation of the Székelyföld. At the end of the turn, we check Morale (nothing). The redeployed division arrives at Transylvania, this army's strength is raised to +1. We can begin recruiting another division. Currently we have two factories (in Kassa and in Nagyvárad), so we put the new division's counter in the Recruitment 2 box. And a new turn begins...

#1	SERBIAN VOLUNTEERS RETURN HOME	Schlik, Nugent, Komárom siege	4	The Bánátian Army has +1 for battle. Flip Knićanin to his weaker side.

