

Power	#	Title	Ops	Event	Unique Event	INT	F/R OPS	F/R EVENT	Financial Straits
P	1	INVASION OF SAXONY	3	<i>Play only in Round 1 of either Fall 1756 or Summer 1757.</i> Add 1 French MW. Activate 3 PR forces (+2 MPs each). If any enter Leipzig, Torgau, or Wittenburg, the fortress surrenders immediately. Austria may not Interrupt. 1 PR FD may move. --OR-- MAJOR CAMPAIGN Activate any 2 PR forces.					\$
P	2	SAXONY DESPOILED	1	<i>Play if Saxony is not Devastated and Prussia controls Dresden.</i> Add Prussian Thl equal to three times the Thaler value of controlled Saxon spaces. Add 8 FPs to the Saxony Box.	Y				
P	3	SAXON ARMY IMPRESSMENT	2	Transfer up to 5 SA Inf SPs from the Anglo-Prussian-held Prisoners Box to the Impressed Saxons Box. Place an equal number of PR Inf SPs from the Force Pool with PR force(s). Transfer the SA Cav unit (if an Anglo-Prussian-held prisoner) into the (Coalition) Saxon Force Pool.					
P	4	BLACKMAILING BRÜHL	3	<i>Play only if Saxony is Neutral.</i> Place Saxon Subsidy 3 Thl marker in the Prussian Subsidy Box. Prussia will receive the subsidy each Treasury Phase as long as Saxony does not join the Coalition.	Y				
P	5	CONVERGING ATTACK	4	Activate up to 4 PR Commands that can move into the same enemy-occupied space. After the moving Command with the best (lowest) Initiative Commander ends its movement but before any combat is resolved, the other Commands must move and attempt a Coordinated Attack in the same space.					\$
P	6	"BRUMMERS"	2	<i>Play in Fall 1757 or later.</i> Place 1 PR Field Arty unit with any PR force.					
P	7	IS THE CZARINA DEAD?	2	<i>Play when the RU CIC is activated prior to the Death of Elizabeth.</i> Roll one die: 1-2: End that Command's activation immediately. 3-6: CIC's Command must move 8 MPs east toward Grodno, Vilna, or Warszawa (whichever is closest) and end its activation without dropping off any SPs or units. Subtract 1 Russian MW.		Y			
P	8	IMPROVED LIGHT UNIT DOCTRINE	1	Return 3 PR SPs to the Force Pool. Adjust the Border and German KK Advantage markers one increment in your favor.	Y				
P	9	"GREEN" KLEIST	1	Adjust the Border KK Advantage marker one increment in your favor. --OR-- Place up to 3 PR Lt units from the Force Pool with any PR force(s) or in corresponding KK Theater box(es), or flip two reduced PR Lt units to full strength for each unit not placed. Cannot be used for Hussar units except the Kleist Freikorps unit.					
P	10	RUSSIAN SUPPLY COLLAPSE	1	<i>Play as a Russian force is activated (except no effect on BERLIN RAID). Cannot play after IMPROVED RUSSIAN SUPPLY.</i> Worsen the activated force's Supply State 1 level. It cannot Forced March, and may move no more than 2 MPs this Turn. The Russian player must return 1 SP and 1 Lt unit to the Force Pool if any are in the force.		Y			
P	11	FREIKORPS	3	Place up to 5 PR Lt units from the Force Pool with any PR force(s) or in corresponding KK Theater box(es), or flip two reduced PR Lt units to full strength for each unit not placed. Cannot be used for Hussar units.					\$
P	12	COALITION MISTRUST	1	<i>Play as a Coalition force is activated in the Border or Northern Theater.</i> End the designated force's activation immediately.		Y			
P	13	ENTER PRINCE HENRY	3	If Henry is in the Prussian Force Pool, place Henry with any PR force.					
P	14	LEFT-HANDED GLOVES	1	<i>Play after an Austrian or Russian Forage Raid or BERLIN RAID is resolved.</i> Halve the FPs inflicted (round resulting FPs up), and cancel any VP gain. Remove any Disrupted marker from the Berlin MD.		Y			
P	15	FREIBATAILLONE	2	Place up to 4 PR Lt units from the Force Pool with any PR force(s) or in corresponding KK Theater box(es), or flip two reduced PR Lt units to full strength for each unit not placed. Cannot be used for Hussar units.					
P	16	WINTERFELDT'S AGENTS	3	Turn four randomly-chosen cards from the Austrian hand face up. They are still part of that hand, but will remain face-up until played or discarded. Activate any 2 PR forces. One must finish its activation before the next one begins.					
P	17	POOR FORAGE, BAD FODDER	2	<i>Play as a Coalition force not in a home nation space is activated (except no effect on BERLIN RAID).</i> Worsen the activated force's Supply State by 1 level and reduce 2 of its Cav units if any are present. Subtract 1 additional MP from its activation.		Y			
P	18	"CAPS" VS. "HATS": SWEDISH POLITICS HAMPER LOGISTICS	3	Flip the SW FD to its Disrupted side. It remains Disrupted until the French Rally & Resupply Segment of Round 5 of this Action Phase (place the Caps vs. Hats marker in that box as a reminder). --OR-- COALITION MISTRUST Interrupt as a Coalition force is activated in the Border or Northern Theater to end that force's activation immediately.		Y			
P	19	INTRIGUES WITH THE PORTE	1	<i>Cannot play after the Death of Peter III.</i> Deduct 2 Prussian Thl. Roll one die: 1-5: No effect. 6: Coalition players must return the following forces to the Force Pool by the end of the current season (roll one die again): 1-3: 10 AU SPs and 1 AU Cav unit. 4-6: 15 RU SPs and 2 RU Cos Lt Cav units.					

P	20	"AUSTRIAN 12s"	2	Place 1 PR Field Arty unit with any PR force.						\$
P	21	SAXONY RAVAGED	3	<i>Play in 1760 or later if Saxony is not Devastated and is a Coalition ally.</i> Add Prussian Thl equal to three times the Thaler value of controlled Saxon spaces. Add 8 FPs to the Saxony Box.	Y					\$
P	22	COALITION MISTRUST	1	<i>Play as a Coalition force is activated in the Border or Northern Theater.</i> End the designated force's activation immediately.		Y				
P	23	MIRACLE OF BRADENBURG	2	<i>Play at the end of a Russian Turn.</i> Designate any one Russian-occupied space within 5 spaces of Berlin. The Russian player must immediately transfer all RU forces in that space to a space 5 spaces east towards Königsberg. Subtract 1 Russian MW. Remove AU-RU Supply/Co-op marker.	Y	Y				
P	24	COURT INTRIGUE	3	A Coalition player must return 1 Leader of your choice (but not Daun) to the Force Pool. If there is at least one other Leader in the Pool, replace the returned Leader with a different, randomly-chosen Leader from the Pool. That Leader's Command may not activate or Intercept until the conclusion of his nation's next Turn this year.						
P	25	BELLING'S KLEINER KRIEG	2	<i>Play if one or more Prussian Lt units are within 4 spaces of a Swedish force.</i> Activate PR Lt units for Raids in any one KK Theater box, adding a +4 DRM to any Supply Raids against SW forces or the SW FD this Turn. You may include Lt units on-map within 4 spaces of Belligerent SW forces along with units in the Theater box.						
	26	MAJOR CAMPAIGN	3	Activate any 2 PR forces. One must finish its activation before the next one begins.						\$
P	27	EXTORTED LOANS	2	Roll one die, add 1, and add the resulting total number of Thalers to the Prussian Treasury.	Y					\$
B	1	ROYAL NAVY	2	Place the BR Fleet from the Force Pool in the North Sea area. -- OR -- Interrupt when France plays a Colonial Ops card to make the result "No Effect." -- OR -- Interrupt when the FRENCH FLEET Event is played and conduct Fleet Combat. Cancel effect of FRENCH FLEET if the British win.		Y				\$
B	2	BRITAIN'S OUTRAGE	3	<i>Play if the Coalition controls Westphalian fortress(es) worth 2 or more VPs, or any time after KLOSTERZEVEN, Halley's Comet, or an A-A force suffers a Crushing Defeat.</i> Permanently remove Cumberland. Add 2 British Thl. May activate one A-A Command.	Y					\$
B	3	CONJUNCT OPERATIONS	2	The French player must return 5 FR SPs of his choice from the map to the Force Pool.						
B	4	PRINCE FERDINAND	3	May return Cumberland to the Force Pool if British VPs < 0. If Ferdinand is not killed, wounded, or a prisoner, and the Prussian player consents, may permanently remove PR Ferdinand Corps Leader and place HA FD from Force Pool and HA Ferdinand Army Leader with any A-A force. Multinational Anglo-Prussian forces may activate without penalty in future Rounds and trace supply to any allied supply source while Ferdinand is a HA leader.						
B	5	MAJOR CAMPAIGN	3	Activate any 2 A-A forces. One must finish its activation before the next one begins.						\$
B	6	REINFORCING CONTINENTAL SUCCESS	1	<i>Play after a victory by an Anglo-Prussian Major force in the German Theater if British VPs 0 or greater.</i> Place Granby, Sackville, 3 BR + 5 HA Inf SPs, 1 BR Lt Inf unit, and 1 BR Cav unit with any A-A force(s) or in Bremen. Place 1 BR FD in any enemy-free port space. Add 4 British Thl.	Y					
B	7	LIVRES ASTRAY: FRENCH PAY SYSTEM COLLAPSE	2	<i>Select a French force that is not besieged or masked during a British Turn, or Interrupt as any French force not in France is activated.</i> Return 3 FR SPs from the selected/activated force to the Force Pool. Return 1 FR Lt unit from the same or an adjacent space, if present.		Y				
B	8	WINTER OPERATIONS	3	<i>Play during a Winter Strategy Phase.</i> Activate 1 A-A force of 18 SPs or less. If the force enters any unoccupied enemy fortress space, that fortress surrenders immediately. After moving, if Siege criteria are met, may expend 1 SA to immediately make one Siege roll with an additional +1 DRM. If the force does not end its activation in a friendly fortress space, remove 10% of its SPs (round up) and transfer it to a friendly fortress within 6 spaces. --OR-- Activate all A-A Lt units in one KK Theater box for raids.						\$
B	9	LIGHT TROOPS	2	Place up to 4 A-A Lt units from the Force Pool with any A-A force(s) or in corresponding KK Theater box(es), or flip two reduced A-A Lt units to full strength for each unit not placed.						
B	10	BELLE-ISLE vs. DuVERNEY: FRENCH WAR MINISTRY DISSENT	1	<i>Play as a French force is activated.</i> The activated force may move no more than 3 MPs this Turn, and cannot Forced March.		Y				
B	11	LUCKNER	1	Adjust the German Theater KK Advantage marker one increment in your favor.						
B	12	CLIVE OF INDIA	2	Immediately conduct Colonial Conflict with a +2 DRM, even during an Invasion Threat. This does not count towards the normal limit on Colonial Ops.	Y					\$

B	13	FRENCH ARMISTICE	1	<i>Play at the start of a French Turn if Ferdinand is the Anglo-Allied CIC or if British VPs > 0. May not play if the Louis Wants Victories! marker is on the Turn Track or France is Neutral.</i> An Armistice between Britain and France is in effect per 22.2.1 (Armistice # = 5).					
B	14	WOOING THE DANES	2	<i>Play if Denmark is Neutral.</i> Roll one die on the Danish Intervention Table. If Denmark becomes Belligerent, place the following DA force in Kiel: Schmettow, 5 Inf SPs, and 1 Lt Cav unit. May immediately activate the DA force if it is British-allied.					\$
B	15	<u>SEPARATE PEACE – FRANCE</u>	2	<i>Play if France is Belligerent and does not control Hanover.</i> Roll one die on the Separate Peace Table, applying a –1 DRM. Remove the Prussian Subsidy marker if the result is Peace or British MW -> 0. Subtract 1 Prussian MW unless the result is Peace or French MW -> 0. If an Armistice results, the Armistice # = 4.					
B	16	<u>FALL OF QUEBEC</u>	3	<i>Play if the Colonial Conflict marker is on or left of British Advantage and is not on its Invasion Threat side.</i> Deduct 6 French Thl. Subtract 2 French MW. Add 1 British VP. Place Fall of Quebec marker in the French Off-Map Thaler Box. France may no longer tally Credit.	Y				
B	17	<u>MARCH DEBACLE</u>	2	<i>Play as a French force is activated.</i> The activated force may move only 3 MPs this Turn, and cannot Forced March.		Y			
B	18	<u>QUIBERON BAY</u>	1	<i>Play if Spain is Neutral.</i> Interrupt when FRENCH FLEET Event is played and conduct Fleet Combat with an additional –1 DRM. Cancel effect of FRENCH FLEET unless French win. If the result is Coalition Defeat, shift the Colonial Conflict marker 1 space right, place the Quiberon Bay -1 marker on the Year Track, and - 1 French MW. -1 DRM for all French (not DA/RU) Fleet Combat the rest of the game.	Y	Y			
B	19	<u>IMMEDIATE CAPITULATION</u>	3	Select one A-A Command in any enemy fortress space in the German Theater without an enemy Leader. The enemy fortress and garrison surrender immediately (ignore siege/masking requirements). The selected Command may then activate normally.					
B	20	<u>"GLORIOUS REINFORCEMENT"</u>	3	<i>Play after FALL OF QUEBEC.</i> Place 3 BR Inf SPs and 1 BR Cav unit with any A-A force(s). Add HA FK Lt Cav, BR Legion Lt Cav, and 1 PR FK Lt Inf unit to the Force Pool.	Y				\$
B	21	<u>COALITION MISTRUST</u>	1	<i>Play as a Coalition force is activated in the German Theater.</i> End the designated force's activation immediately.		Y			
B	22	<u>WAR WITH SPAIN</u>	1	<i>Play if Spain is Neutral. Cannot play after Pitt Resigns.</i> Spain is Belligerent. Add 3 British Thl. Britain may no longer tally Credit. Prevents play of QUIBERON BAY Event.	Y				
B	23	<u>MANILLA AND HAVANA</u>	1	<i>Play if Spain became Belligerent in a preceding year.</i> Add 6 British Thl. Add 1 British VP. +1 DRM on the Separate Peace Table	Y				
A	1	AUSTRIAN MOBILIZATION	1	Place the following forces: Znaim: 1 FD, Wien: 1 Siege Arty unit, Pressburg: 1 Lt Inf unit, 5 Inf SPs. Also place 1 AU Field Arty unit and 1FD with any AU force(s), and place Charles and Daun in the Spring Admin box on the Turn Track.	Y				
A	2	IMPERIAL AUXILIARIES	3	<i>Play if the Empire is Belligerent.</i> Subtract 1 Austrian Thl. Place up to 5 IM Inf SPs from the Force Pool with any AU or IM force(s). Place AU Supply Sharing marker on any Coalition force.					\$
A	3	KARL VON ZINZENDORF	3	Roll three dice (only one if Austria is Fatigued): Add 2 to the result, and add that total number of Thalers to the Austrian Treasury. <i>Permanently remove this card the first time Austria goes "In the Red" [19.9.1].</i>	Y*				\$
A	4	OPPORTUNITY IN DEFEAT	2	<i>Play in the same Season as an Austrian force led by Charles suffers a Crushing Defeat.</i> Permanently remove Charles from the game. The new CIC may transfer to the former CIC's space and then activate, or may activate in his original space.					
A	5	"LIECHTENSTEIN'S CHILDREN"	2	Place 1 AU Field Arty unit with any AU force.					
A	6	MAJOR CAMPAIGN	3	Activate any 2 AU or IM forces. One must finish its activation before the next one begins. Add 1 MP to any AU-led force(s) if GENERALSTAB Event has been played.					\$
A	7	GENERALSTAB	1	<i>Play any time after an Austrian force suffers a Crushing Defeat.</i> May play Austrian CONVERGING ATTACK and COMBINED OFFENSIVE Events and special Tactics. Add 1 MP to each AU force activated by a MAJOR CAMPAIGN Event.	Y				
A	8	BERLIN RAID	3	Activate any one AU Command of < 19 SPs in Good Order within 5 spaces of Berlin and move up to 7 spaces into Berlin. Prussians may attempt to intercept. If the Berlin space is entered, disrupt its MD and subtract 1 PR MW. If Berlin is unoccupied or the Command attacks and defeats any defenders, add 1 AU VP and add 5 FPs. Command must retreat 1 space out of Berlin after raid, worsen Supply State 1 level, and make a Supply Check.					
A	9	PRUSSIAN POLTROONERY	3	Activate any 2 AU Commands. One must finish its activation before the next one begins. If a Command enters a space with a 2- or 3- Initiative PR Commander, the PR force must retreat one space; if the Command moves into a space with the same PR force again, the PR force must attempt to Withdraw from that space. Subject Prussians may not Intercept, but may retreat into fortresses normally. The Prussian force may not split/drop off.					\$

A	10	FREDERICK'S WRATH	3	The Prussian player must return 1 PR Leader of your choice (but not Frederick) to the Force Pool. If there is at least one other Leader in the Pool, replace the returned Leader with a different, randomly chosen Leader from the Pool. That Leader's Command may not move closer to enemy forces or attack in the next Prussian Turn this year.					
A	11	CROATS	2	Place up to 4 AU Lt units from the Force Pool with any AU force(s) or in corresponding KK Theater box(es), or flip two reduced AU Lt units to full strength for each unit not placed. Cannot be used for the Chevauleger unit. --OR-- If Austria has at least as many Lt units as Prussia in the Border Theater Box and Loudon is on map in the Border Theater, worsen the Supply State of one enemy force in that Theater to Critical Supply.					
A	12	SPIES AND DESERTERS	3	Turn three randomly-chosen cards from the Prussian hand face up. They are still part of that hand, but will remain face-up until played or discarded. Activate any 2 AU or IM forces. One must finish its activation before the next one begins.					
A	13	PRUSSIAN INDECISION	1	<i>Play as a Prussian force is activated.</i> End the designated force's activation immediately unless Frederick is its Commander. If Frederick Commands, the Prussian player may roll one die: 1-5: End that force's activation. 6: Activate normally.		Y			
A	14	SAXON DESERTIONS	1	<i>Play in 1757 or later if any SA forces are in the Anglo-Prussian-held Prisoners or Impressed Saxons Boxes.</i> Roll one die; place that # of SA Inf SPs from the Impressed Saxons Box with any AU or FR force(s) or in Roermond (split equally between Border and German Theaters; odd SP your choice). Prussian player must return the same # of PR Inf SPs from anywhere on map to the Force Pool. If the SA Cav unit is in the Anglo-Prussian-held Prisoners Box, place it with any AU force.					
A	15	LOUDON RISING	1	If Loudon is in the Austrian Force Pool, either as a Corps or Army Leader, place Loudon with any AU force. If the Loudon Corps Leader is on the map, permanently remove it from the game and replace it with the Loudon Army Leader.					
A	16	COURT INTRIGUE -- VIENNA	2	Return the current AU CIC to the Force Pool and promote the most senior AU leader on the map to CIC. The new CIC may transfer to the former CIC's space and activate, or may activate in his original space.					
A	17	"LIECHTENSTEIN'S CHILDREN"	2	Place 1 AU Field Arty unit with any AU force. --OR-- SUPPLYING RUSSIA Expend 1 SA and 1 Thl to place the AU-RU Supply Co-op marker on the RU CIC (up to 25 RU SPs in his Command may trace supply to Austrian sources), or on any AU Command with up to 15 RU SPs (that may share Austrian supply per 10.5.1).					
A	18	MAJOR CAMPAIGN	3	Activate any 2 AU or Belligerent IM forces. One must finish its activation before the next one begins. Add 1 MP to any AU-led force(s) if GENERALSTAB Event has been played.					\$
A	19	COMBINED OFFENSIVE	3	<i>Play after GENERALSTAB.</i> Activate any 1 AU Command and 1 Belligerent FR, IM, RU, or SA Command this Turn. After the senior Leader's Command (larger if equal) enters an enemy-occupied space, the second Command must move and attempt a Coordinated Attack before combat is resolved.					\$
A	20	CONVERGING ATTACK	4	<i>Play after GENERALSTAB.</i> Activate up to 4 AU and/or IM Commands that can move into the same enemy-occupied space. After the moving Command with the best (lowest) Initiative Commander ends its movement but before any combat is resolved, the other Commands must move and attempt a Coordinated Attack in the same space.					\$
A	21	LOUDON ASCENDANT	1	<i>Play if Austria is Fatigued.</i> CIC SP limits are permanently suspended for Loudon only. Loudon may command more SPs than the CIC at any time.	Y				
A	22	CHEVAULEGERS	1	Place the AU Chevaulegers Cav unit with any AU force or in the KK Border Theater Box.	Y				
A	23	POOR FORAGE, BAD FODDER	2	<i>Play as an Anglo-Prussian force not in a home nation space is activated.</i> Worsen the activated force's Supply State by 1 level and reduce 2 of its Cavalry units if any are present. Subtract 1 additional MP from its activation.		Y			
A	24	LOUDON'S COUP DE MAIN	2	Make one Coup attempt against any fortress except Magdeburg besieged or masked by an AU Command in the same Theater as Loudon. Add 4 in addition to any other DRMs.					
A	25	LIMITED CREDIT	2	Roll one die: Add the resulting number of Thalers (plus 2 if not Fatigued, minus 2 if Fatigued, but never less than 0) to the Austrian Treasury.					\$
R	1	RUSSIAN BALTIC FLEET OPERATIONS	2	<i>Play in any Summer or Fall Turn.</i> Place RU Fleet from the Force Pool in Baltic Sea area. If the BR or enemy DA Fleet is there, resolve fleet combat immediately.			Y		
R	2	RUSSIAN REINFORCEMENTS	3	<i>Play in Fall 1757 or later.</i> Place the following RU force in Vilna: G. Browne, 11 Inf SPs, 1 Line Cav unit, 1 Cossack Lt Cav unit. If using Optional Rule 24.6.2, also place 1 Siege Arty unit in Vilna.	Y		Y		
R	3	COSSACKS	2	Place up to 3 RU Lt units from the Force Pool with any RU force(s) or in corresponding KK Theater box(es), or flip two reduced RU Lt units to full strength for each unit not placed. --OR-- If 15 or more RU SPs are in East Prussia, Brandenburg, or Pomerania, add 4 FPs to any one of these areas. Improve the Supply State of any one RU force in these areas by 1 level.			Y		

R	4	SHUVALOV'S OBSERVATION KORPS	3	<i>Play in 1758 or later.</i> Randomly pick 1 RU Leader from the Force Pool. Place that Leader, 5 RU Inf SPs, and 1 RU Field Arty unit with any RU force(s).	Y				
R	5	FREDERICK WANTS VICTORIES	1	<i>Play at the end of a Prussian Turn if Prussia is not Fatigued.</i> Select one PR Command of 10 or more SPs. Prussian player must immediately activate that Command, moving to and attacking the nearest RU force within 5 MPs that is not also within 5 MPs of Frederick. The PR player may drop off Siege Artillery or SPs down to a minimum of 10 SPs, may Forced March, and may expend more than 5 MPs enroute to attacking that nearest force, but he must attack.		Y	Y		
R	6	BERLIN RAID	3	Activate any one RU Command of < 19 SPs in Good Order within 5 spaces of Berlin and move up to 7 spaces into Berlin. Prussians may attempt to intercept. If the Berlin space is entered, disrupt its MD and subtract 1 PR MW. If Berlin is unoccupied or the Command attacks and defeats any defenders, add 1 RU VP and add 5 FPs. Command must retreat 1 space out of Berlin after raid, worsen Supply State 1 level, and make a Supply Check.					
R	7	DIPLOMATIC COUP: DANZIG	4	Roll one die, adding 1 to the die roll for every Prussian VP in excess of 9: 1-4: No effect. 5+: Place Dipl Coup - Danzig marker in Gdansk space. RU forces may enter Gdansk. RU Fleet may occupy Gdansk and serve as an FD there. Subtract 1 FR MW.					\$
R	8	COURT INTRIGUE - ST.PETERSBURG	2	Return the current RU CIC to the Force Pool. If there is at least one other Army Leader in the Pool, replace the returned Leader with a different, randomly chosen Army Leader from the Pool. Promote the most senior RU Leader on map to CIC and transfer him to the largest RU force.			Y		
R	9	EAST PRUSSIAN STÄNDE COLLABORATION	3	Activate any RU Command. If it enters Königsberg this Turn and no PR Leader with a Defensive rating of 2 or 3 is in the fortress(*), Königsberg surrenders immediately without a siege (transfer the enemy garrison to the closest Prussian-controlled fortress in Pomerania or Brandenburg). (*) <i>May play during a Winter Strategy Phase only to satisfy these conditions</i>					
R	10	<u>EAST PRUSSIAN POLICY CHANGE</u>	3	<i>Play if Königsberg is Russian-controlled and Frederick is not within 5 spaces of the city.</i> Add 2 Russian Thl and deduct 1 Prussian Thl. Subtract 1 Prussian MW. Allows play of IMPROVED RUSSIAN SUPPLY.	Y				
R	11	<u>IMPROVED RUSSIAN SUPPLY</u>	1	<i>Play in 1760 or later after EAST PRUSSIAN POLICY CHANGE.</i> Expend 6 Russian SAs. Reduce Russian FD sustainment cost to 2 Thl each. Russian SA costs are no longer doubled. Prussia may no longer play RUSSIAN SUPPLY COLLAPSE.	Y		Y		
R	12	<u>A LARGER BEAR WITH LARGER CLAWS</u>	3	<i>Play in 1760 or later.</i> Place 10 RU Inf SPs, 1 RU Cossack Lt Cav unit, and 2 RU Field Arty units with any RU force(s).	Y				\$
F	1	FRENCH FLEET	3	Except during Winter, deduct 6 French Thl and flip the <i>Colonial Conflict</i> marker to its <i>Invasion Threat</i> side, preventing play of all Colonial Ops while in effect. --OR-- Interrupt when Britain plays a Colonial Ops card to make the result "No Effect".		Y			\$
F	2	EN AVANT!	3	<i>Play if the "Attack Hanover" Diplomacy option is selected or in 1758 or later.</i> May transfer any forces in Strasbourg to Düsseldorf, Roermond, and/or Roermond, and place the following FR forces in Roermond: Contades, Broglie, 14 Inf SPs, 1 Lt Inf, 3 Cav, 1 Field Arty, 1 Siege Arty units, 1 FD. Activate 1 or 2 FR forces. If any enter Lippstadt, Münster, or Wesel, that fortress surrenders immediately. Increase minimum FR leaders to 3 per 4.6.	Y				\$
F	3	KLOSTER-ZEVEN	2	<i>Play if British VPs -3 or less, or immediately when an Anglo-Allied major force is defeated and Demoralized and British VPs < 0. Cannot play after BRITAIN'S OUTRAGE or if Ferdinand is the Anglo-Allied CIC.</i> Transfer all Anglo-Allied forces (including any subordinate Prussians in a multi-nation force) in the German Theater to "KZ" spaces not Coalition-occupied. Subtract 1 British MW. May transfer FR forces and 1 FD into Hanover, which surrenders immediately. An Armistice is in effect per 22.2.1 (Armistice # = 4).	Y	Y	Y		
F	4	ARMY OF WESTPHALIA	3	<i>Play after EN AVANT!</i> Increase minimum FR leaders to 5 per 4.6. Place the following FR forces: Roermund or Strasbourg: D'Estrées, 11 Inf SPs, 1 Lt Inf unit, 1 Line Cav unit. Krefeld: Chevert, 4 Inf SPs.	Y				\$
F	5	MAJOR CAMPAIGN	3	Activate any 2 FR forces in a French Turn, or any 2 RU forces in a Russian Turn. One must finish its activation before the next one begins.			Y	Y	\$
F	6	FISCHER'S ROGUES	1	<i>Play if no Anglo-Allied KK Advantage in the German Theater.</i> Activate one KK Theater Box, and double any FPs scored by FR Lt units on Forage raids.			Y		
F	7	ARMY OF THE MAIN	3	<i>Play Summer 1757 Round 5 or later.</i> Place the following forces in Strasbourg or Roermond: Soubise, 11 FR Inf SPs, 3 IM Inf SPs, 1 FR Line Cav unit.	Y				

F	8	DANISH SUBSIDY	2	<i>Play if Denmark is Neutral.</i> Roll one die on the Danish Intervention Table. If Denmark becomes Belligerent, place the following DA force in Kiel: Schmettow, 5 Inf SPs, and 1 Lt Cav unit. May immediately activate the DA force if it is British-allied. --OR-- Deduct 1 French Thl and Interrupt when Britain plays WOOING THE DANES to make the result "No Effect" Play as an Interrupt before the British player rolls on the Danish Intervention Table.		Y	Y		\$	
F	9	COURT INTRIGUE - VERSAILLES	2	Return the current FR CIC to the Force Pool. Randomly pick a leader from the Pool (may be the same one), place him in the former CIC's space, and transfer the most senior FR leader on map to the largest FR force.			Y			
F	10	VOLONTAIRES	2	Place up to 3 FR Lt units from the Force Pool with any FR force(s) or in corresponding KK Theater box(es), or flip two reduced FR Lt units to full strength for each unit not placed.			Y			
F	11	WINTER OPERATIONS	3	<i>Play during a Winter Strategy Phase.</i> Activate 1 A-A force of 18 SPs or less. If the force enters any unoccupied enemy fortress space, that fortress surrenders immediately. After moving, if Siege criteria are met, may expend 1 SA to immediately make one Siege roll with an additional +1 DRM. If the force does not end its activation in a friendly fortress space, remove 10% of its SPs (round up) and transfer it to a friendly fortress within 6 spaces. --OR-- Activate all FR or RU Lt units in one KK Theater box for raids.				Y	Y	\$
F	12	SWEDISH ALLIES	2	<i>Play Summer 1757 Round 5 or later if France is Belligerent and the British Fleet is not in the Baltic Sea. Cannot play during Winter.</i> Deduct 2 French Thl. Sweden is now Belligerent. Place the following SW force in Stralsund: Hamilton, 5 Inf SPs, 1 Cav unit, 1 FD.	Y			Y	Y	
F	13	SAXON INTERVENTION	2	<i>Play if Saxony is Neutral.</i> Roll one die on the Saxon Intervention Table. If Saxony becomes Belligerent, place 5 SA SPs from the Force Pool in any Saxon space(s). Saxony's Patron may activate one force (Prussian or French player's choice) with sufficient MPs to enter Saxony and must move it into Saxony.				Y	Y	
F	14	PEACE NEGOTIATIONS	1	<i>Play if Britain is Belligerent.</i> Roll one die on the Separate Peace Table, applying a +1 DRM. If an Armistice results, the Armistice # = 4.				Y		
F	15	FRENCH RELIEF FORCE	1	<i>Play against any enemy siege in the German Theater.</i> Reduce the Continued Siege marker by 2 levels.		Y	Y			
F	16	POMERANIA DRAINED	2	<i>Play if Sweden is Belligerent and there are Swedish SPs in Brandenburg, Mecklenburg, or Pomerania.</i> Add 1 Swedish Thl, and add 4 FPs to either Brandenburg or Pomerania.				Y	Y	
F	17	HANOVERIAN SUPPLY BREAKDOWN	2	<i>Play at the start of any British Strategy Card Segment.</i> Flip all HA FDs to their Disrupted sides. Place Disrupted markers on the Hanover MD and the BR Fleet FD. Place all A-A Major Forces in Critical Supply States, which may not improve before the British Rally and Resupply Segment.		Y	Y			
F	18	ST. VICTOR'S LÉGÈRES	2	<i>Play in 1760 or later.</i> Place up to 2 FR Lt units from the Force Pool with any FR force(s) or in corresponding KK Theater box(es), or flip two reduced FR Lt units to full strength for each unit not placed.				Y		
F	19	MARCH DEBACLE	3	<i>Play as an Anglo-Allied, Danish, or Prussian force is activated in the German Theater.</i> The activated force may move no more than 3 MPs this Turn, and cannot Forced March.		Y				
F	20	MONMARTEL AND LABORDE	3	<i>Play after FALL OF QUEBEC.</i> Roll three dice (only two if Colonial Conflict Status is Heavy British Advantage). Add 2 to the result, and add that total number of Thalers to the French Treasury. Permanently remove this card the first time France goes "In the Red" [19.9.1].	Y*				\$	
F	21	FAMILY COMPACT	1	<i>Play after the Death of Ferdinand VI if Spain is Neutral.</i> Roll one die, adding 1 to the die roll for every space the Colonial Conflict marker is left of Heavy British Advantage: 1-3: No effect. 4-6: Spain is Belligerent. Transfer 4 FR SPs from the map to the Force Pool. Permanently remove Granby, 5 BR Inf SPs, and 1 BR Cav unit from the map. Britain may no longer tally Credit.				Y		
F	22	NAVAL BATTLE OF NEUWARP - BLOCKADE OF STETTIN	1	<i>Play if Russia or Sweden is Belligerent, and neither a British nor a British-allied Danish Fleet is in the Baltic Sea. Cannot play during Winter.</i> Deduct 2 Prussian Thl.				Y	Y	
F	23	POLISH GRAIN EMBARGO	1	<i>Play if the Coalition controls or occupies Königsberg, Torun, and Poznan, and the Polish Grain Embargo marker is not already on the Turn Track.</i> Deduct 2 Prussian Thl. Subtract 1 Prussian MW. Place the Polish Grain Embargo marker on the Turn Track.				Y	Y	
			*	Permanently remove card from play the first time this country goes "in the red." [20.5.1]						
				<u>Wider War cards underlined</u>						