

ALAN PAULL

THE MARCH OF PROGRESS



The Age of Marlborough

The Napoleon

"War Is Merely the Continuation of Policy by Other Means."

Carl von Clausewitz, On War, published 1832



S.S.G.

COMPONENTS



3x Country cards
(1 home country
for each player,
and 1 neutral country)

41x Scenario
specific cards

The Age of Marlborough
SET-UP:
 Use scenario home countries France and The Dutch Republic.
 Remove ATTACK+1 cards.
 Use scenario neutral countries Spanish Netherlands and Electorate of Bavaria (VPs 1-3).
 Use 36 VPs (5 black and 11 white cubes).
STRENGTH: Home countries' VPs not less than 2.
SCORE: If enemy in your home country you cannot score VPs for it.
WINNING: 1st player to 18VPs at the end of any turn wins. If both reach 18VPs at the end of a turn, the game is tied.



16x Action cards
(8 for each player)



6x Armies
(3 in each of
2 player colours)

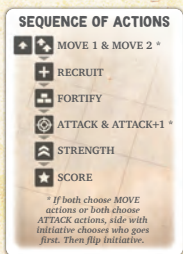


1x Double-sided
initiative card



18x Victory point (VP) cubes
(12 white = 1VP; 6 black = 5VPs)

6x 6-sided dice



1x Sequence of
Actions card



Rules booklet



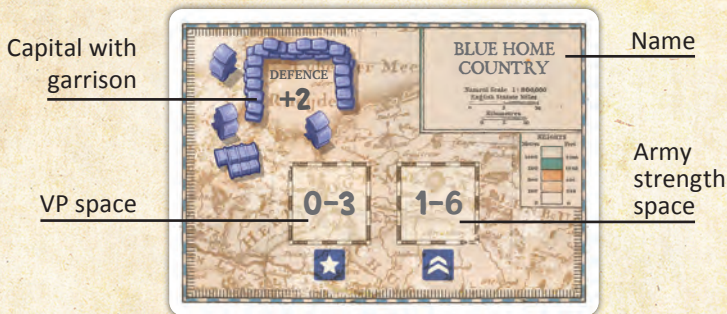
Scenario booklet

AIM OF THE GAME

The aim of The March of Progress is to control countries through the play of action cards, in order to generate VPs during scoring. The winner is the player with most VPs at the end of the game. If VPs are equal, the game is tied.

We recommend that new players start with the introductory scenario "The Thirty Years War". This introductory game is to help you to familiarise yourself with the core rules of The March of Progress quickly, before you move on to the full experience of the later historical campaigns. The 4 historical scenarios change the set-up and rules to give a flavour of strategy in different time periods. Pay close attention to the changes; these are vital to each scenario!

ANATOMY OF A COUNTRY CARD



INTRODUCTION: THE THIRTY YEARS WAR

This introductory game is to help you to familiarise yourself with the core rules of The March of Progress quickly, before you move on to the full experience of the later historical campaigns.

The Thirty Years War ran from 1618 to 1648 and was fought across Western and Central Europe involving most states in the area at various stages. This introductory scenario is an abstract portrayal of a conflict between 2 states fighting across a part of Germany.



GAME SET-UP

Each player chooses a home country card and takes the 3 armies, 8 action cards and 2 dice matching the country card's colour.

1. **Home country cards:** Place the 2 home country cards, landscape oriented, in the centre of the playing area.
2. **Neutral country card:** Place the neutral country card between them.
3. **Action cards:** The 8 action cards form your hand of cards at the start of the game.
4. **Sequence of Actions:** Place the Sequence of Actions card nearby, so that both players can see it.
5. **Victory Points:** Put 5 black cubes and 10 white cubes at the edge of the playing area as a stock of 35 VPs (leave 1 black and 2 white cubes from the total stock in the box; these are used in other scenarios). The VP cubes are limited. If they run out, players cannot earn any more VPs.
6. **Initiative:** Roll 1 dice each. The player with the highest roll, re-rolling any ties, places the initiative card next to the country cards so that it shows their colour – that player has the initiative at the start of the game.
7. **Starting VP dice:** Put a dice matching the country card's colour on the VP space of each country card. Set the home country dice to 3, and the neutral country dice to 2.
8. **Starting army strength:** Put a dice matching the country card's colour on the army strength space of each home country card. Set the army strength dice to 1.
9. **Armies in play:** Put a single army matching the home country's colour on each home country card. The neutral country has no armies.
10. **Armies in stock:** Set the other armies to one side to form a stock.

SEQUENCE OF PLAY

Each turn, follow the sequence of play described below. Keep playing turns until the end of the game. The game ends at the end of any turn that 1 player has gained at least 18VPs, or when both players agree to end the game.

1. Simultaneously and secretly, each player picks 1 action card from their hand of cards and places it face down on the table.
2. Reveal the played cards simultaneously.
3. Play the actions on the revealed cards in the following order:
 - a. Movement actions (MOVE 1 or MOVE 2).
 - b. Recruit actions (RECRUIT).
 - c. Fortify actions (FORTIFY).
 - d. Attack actions (ATTACK or ATTACK+1).
 - e. Increase army strength actions (STRENGTH).
 - f. Score actions (SCORE).
4. Put the played action card into your discard pile. You don't get the discarded cards back into your hand until you have played the SCORE action card. Discarded cards are visible to both players.

INITIATIVE

If both players have played movement actions or both players have played attack actions, the player with the initiative chooses which player carries out their action first. Then flip the initiative card so that the other side has the initiative. The initiative only changes when both players pick one of the move actions or one of the attack actions. If either player considers the order of play to be significant in any other circumstance, the player with the initiative chooses who goes first, but do not flip the initiative card.

ACTIONS

Movement actions (MOVE 1 and MOVE 2)

MOVE 1: Move 1 of your armies from the country card it occupies to an adjacent country card.

MOVE 2: Move 1 of your armies or a group of 2 of your armies from a single country card they both occupy to a single adjacent country card. *Note: you cannot move 1 of your armies twice with this action, nor can you move 2 armies in different countries, nor can you move 2 armies to different countries!*

If you have 1 or more armies in play, and you play a movement action, you must move at least 1 army. If you have no armies in play, then your movement actions do nothing.

Enemy armies do not block movement.

If you move a fortified army (see Fortify action below), it becomes a normal army; stand it up and then move it.

Recruit action (RECRUIT)

RECRUIT: Put 1 of your armies from the stock onto your home country card.

If you have no armies in the stock, or the enemy currently occupies your capital (see Combat below), your RECRUIT action does nothing.

Fortify action (FORTIFY)

FORTIFY: Choose 1 of your armies in play and place it on its side. It is now a fortified army and is worth +1 strength in defence.

If you have no armies in play, your FORTIFY action does nothing.

Attack actions (ATTACK and ATTACK+1)

ATTACK: Carry out a combat between all your non-fortified armies on 1 country card and all enemy forces on that country card.

If you have at least 1 non-fortified army that could attack, you must do so. You cannot withhold a non-fortified army from an attack in the country you have chosen.

ATTACK+1– As for **ATTACK**, but your total strength is increased by +1. If you have any cards in hand in addition to the **SCORE** card, you must choose and discard 1 of them; you cannot discard the **SCORE** card. If you have only the **SCORE** card in hand, treat **ATTACK+1** as if it was **ATTACK**.

When you attack, you may optionally change any of your fortified armies that are in the country of the combat into normal armies and include them in the attack. They immediately become normal, non-fortified armies; stand them up.

If you don't have any armies in a country that contains at least 1 enemy army or garrison, then your attack actions do nothing; if you played **ATTACK+1**, you don't discard a card.

COMBAT

Add up the total strength of each side's available forces in the country, as follows:

- Each normal army has a strength denoted by its home country's current army strength.
- Each fortified army adds +1 to that side's army strength, but only in defence. Fortified armies cannot attack, unless they become normal armies again by standing up.
- If the attacker has played **ATTACK+1** and has discarded a card from hand, increase the attacker's total strength by +1.
- Both home country cards have a pre-printed capital with a permanent garrison strength of 2, which is added to the home country's strength in defence only. The garrison cannot attack or move. The garrison is never more than 2 strength and is unaffected by increases in army strength. If the enemy controls your home country, neither side can use your country's garrison strength.

Compare the total strength of each side's forces.

- If the total strengths are equal, all armies in the country from both sides are destroyed. Put them back in each player's stock. Garrisons are unaffected.

- If one total is higher than the other, all armies on the side with the lower total are destroyed. Put them back in the player's stock. The armies of the side with the higher total are unaffected. If the combat is taking place in the defender's home country and the attacker wins, place 1 of the attacker's armies on the pre-printed capital on the home country card; the capital is now occupied and will remain occupied as long as that army is undefeated and does not move or attack.

Increase army strength action (STRENGTH)

STRENGTH: Choose any country card that you control (see Controlling a country below). Reduce that country card's VP dice by 1 (minimum 0; if it reaches 0, remove the dice). Then increase the army strength dice on your home country card by 1 (maximum 6). All your armies are now worth 1 more strength point. Your garrison's strength stays at 2.

You must reduce a VP dice of a country that you control if possible. If this is not possible (for example, because of scenario restrictions, or no available VP dice), then your STRENGTH action does nothing.

Note: you cannot reduce the army strength dice to increase the VP dice!

Score action (SCORE)

SCORE: Score 1VP plus the VPs shown on the current VP dice of country cards that you control (see Controlling a country below). Then return all your action cards to your hand, including the SCORE card. You cannot play your SCORE card until your discard pile has at least 1 card in it; this means that you cannot play your SCORE card on 2 consecutive turns.

If your capital is occupied by the enemy when you carry out a SCORE action, you do not score any VPs.

CONTROLLING A COUNTRY

You control your home country if the enemy has no army on your capital. Enemy armies in your country but not on your capital do not break your control.

You control the neutral country if you have 1 or more armies there and your opponent has none.

You control the enemy's home country if you currently occupy their capital. You can only occupy their capital if you have won a combat in the enemy's home country.

GAME END AND WINNING

The game ends at the end of any turn that 1 player has gained at least 18VPs, or when both players agree to end the game. The winner is the player with most VPs. If VPs are equal, the game is tied.

AN EXAMPLE OF PLAY

In this example, Blue moved straight into the neutral country on turn 1, while Orange recruited. Then, Blue increased army strength, hoping to use the neutral country VP dice, but Orange advanced 2 armies into the neutral country. So, no longer controlling the neutral country, Blue was forced to use their own home country's VP dice.

With the opposing forces at 2 strength each (Blue on 2 army strength with 1 army, Orange on 1 army strength with 2 armies), both players decide to attack, using the ATTACK+1 action. Unfortunately for Orange, Blue has the initiative, so chooses who attacks first. Unsurprisingly, Blue chooses to attack first, and discards their MOVE 2 card (it could have been any card from hand, except the SCORE card). Blue's strength is increased to 3 by the ATTACK+1 action, so Blue wins 3 vs 2.

Both Orange's armies are removed, and Orange's ATTACK+1 action fizzles, because there are no longer any opposing armies in any country. Orange doesn't have to discard a card for the ATTACK+1 action that does nothing.

SEQUENCE OF ACTIONS

MOVE 1 & MOVE 2 *

RECRUIT

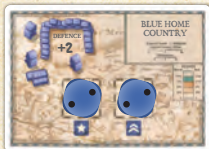
FORTIFY

ATTACK & ATTACK-1 *

STRENGTH

SCORE

* If both choose **MOVE**
ATTACK actions, side with
initiative chosen who goes
first. Then flip Initiative.



CREDITS

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