

Lace Wars: Austrian Succession Trilogy Q&A

(Cockpit of Europe, Sport of Kings, Queens' Gambit & Kabinettskrieg)

The following is the most recent collection of Q&A for these games, as of February 2026. The material is not arranged in any particular order. Bear in mind these three games are (apart from Charlie's Year) the oldest titles in the RSG catalog — nearly 20 years old — and even the designer has a hard time recalling the reasons why rules were written a certain way.

Cockpit of Europe (KR&Os 3.5 and earlier)

Barrier Fort Reminders

Always check the Fort icon to determine its Grade and be sure to distinguish between Fortifications and Fortified Areas.

Campaign Plans

Ignore references to additional spending.

French Milice

The FF and the EF are separate pools, though the FF is topped up from the EF. Once in the Line, however, SPs are no longer part of the FF or the EF, so the EF pool will be topped up to 90 at the end of a Year. If SPs remain with Milice Units, they remain Milice SPs and count against the FF, though not the EF because they are in play on the map. For example, if 10 Milice SPs start a scenario as Units they against the FF total of (say) 15. There are thus 5 SPs remaining in the FF (simulating off board deployments - coastal command, Lorraine, etc.). Use Garrison SP markers with Milice Units.

French Fury

The CE boost is only valid when the French are the Attacker. The bonus can be used in an Escalade.

French Invasion

TWO (2) ACs are used, one to advance and one to return.

British and Hanoverians

These Contingents can be Subordinated freely to each others' HQs. Also, Hanoverian Units can be used in Britain.

Garrison SP Class

If a player is unwilling to record SPs by Class in Garrisons, they become generic "line" SPs. For a case where that would be an advantage, the opponent should force the player to record the Class. In the case of Milice, since the EF and FF are always a known constant the player could be required to retain SPs equal to his excess Milice SPs in Garrisons until such time as he has a free Milice Unit.

SP Records and Counter Mix Limits

On map (and holding box) SP counts are always represented by SPs attached to Units (including Garrisons, never simply written on paper. The number of mobile Units is a deliberate limitation. Excess SPs must be placed in Garrisons (but can be shuffled around using the Transfer rules).

Topping Up Off Map Force Pools

Any force pool that is required to increase its size for any reason must do so as expediently as possible (i.e., as fast as possible). Unless a game's rules say otherwise there is no penalty for failing to reach the required target strength instantly, providing the player is making an honest effort to do the best they can.

Clarification: the BHG and the England Box are not synonymous though they are related. England is the location and the BHG is the associated force pool. When the rules talk about adding RPLs to the BHG, this means you add the RPLs to existing Units in the box or use them to Form new Units in the box. This principle is intended to apply in all the games — so long as there is an off map force of any kind and so long as there is a box for the location. The force must be composed of real Units, Auxiliaries, HQs, and Leaders. *Exception:* the Milice use an alternative method of chits on a track; this method is sometimes employed in other games.

Bavarian Leaders

The Bavarian Leaders appear when their Contingent does. Also, they are listed backwards in Scenario One and the Campaign Game. The rules on their arrival are inconsistent. The intent of referring to 5.55 was to indicate they should be rolled for as in the Campaign Game. Scenario 1 is the only one where this is an issue. The other scenarios either list the Artillery item by item or not, per the basic instructions of 5.55.

Dutch Artillery

The main listing in the OOB is a typo. However the scenarios are correct (use the values on the counters). These Units are not in play at start. Also, they are listed backwards in Scenario One and the Campaign Game. The rules on their arrival are inconsistent. The intent of referring to 5.55 was to indicate they should be rolled for as in the Campaign Game. Scenario 1 is the only one where this is an issue. The other scenarios either list the Artillery item by item or not, per the basic instructions of 5.55

Army of the Pragmatic Sanction

This HQ must be commanded by a Captain General.

Counter Clarifications

There is no *Dutch Hub*. Use the *Maritime Powers Hub* or the *Austrian/Habsburg Hub* (per 3.222).

Hanover Grenadier #4 is the same as *Leif-Schutze*.

There are two *Hanover Grenadier zu Pferde* counters. This is not a mistake.

There is only ONE (1) *British Guards Unit* but there are TWO (2) listings for *British Guard SPs* in the OOBs. The second listing must be placed In Garrison.

Sport Of Kings

Procedural

Q. In looking at the SoK exclusive rules I am confused about when to roll for changes in political stance. I am copying the two rules provisions below:

4.141 Each Administrative Phase, during the Special Events Segment, roll a die once (1) for each Minor Power and consult the table associated with the box currently containing that Power's PM. Move the Power's PM one (1) box in the direction indicated by the arrows (the PM may also remain where it is, depending on the result of the die roll).

4.142 Political Stance checks occur during the Special Events segment of the Administrative Phase of each Quarterly Turn. They are made before conducting any other activities in the segment. Exception: Imperial Election (4.5) activities, if any, always come first of all.

4.141 seems to suggest every single Admin Phase but 4.142 clearly says only on Quarterly Turns. So is it every turn OR only on Quarterly Turns?

A. The intention was to allow the markers to be adjusted every turn, but you only assess changes in status on Q turns. In some cases you might be able to 'correct the drift' before the consequences are felt.

Q. The Comprehensive Example of Play (Silesian Campaign) describing 1st Turn/1st Impulse lists the following modifiers for moving *Armee der König von Preußen* Attrition Check:

- Formation started within Short range of Hub: -1 per OP at that Hub
 - Leader with Leadership Rating of '6': -1
 - Frederick: -1 (A bonus modifier found under SOK 3.151)
 - 10+ units in the stack: +1
 - Cold Weather: +1
- Net: -1

I see some contradictions with the list of modifiers on the Attrition Table:

1. The Prussians have no Unassigned OPs in their Hub, so, in my opinion they do not have the "Formation started within Short range of Hub" modifier.

2. There is a -1 modifier for "Army HQ moving" in the Table, which is omitted in the Example. Or I am missing some point?

A. To fix the mistake but retain the net '-1' DRM, strike out the Hub DRM and substitute the missing Army HQ movement DRM.

Queens' Gambit

The following Q&A were derived from a game group playing Scenario 4.8 A Year in Provence.

Scenario Set Up

Q. The Spanish have a group of SPs that set up between Arona and Motara adjacent to the Ticino River. The Hapsburg have a group of SPs that set up within one hex of Novara. Potentially these forces could pick the same set-up location, which side should set up first?

A. Do set up in turn order. In theory opposing forces could stack, which would result in an immediate battle once the game starts (unless one side withdraws), but you should probably agree not to play it that way.

Q. Both the Spanish and the Sabaudians are instructed to put a garrison in Piacenza. Is this an error or is one of these supposed to be besieging the other?

A. I think Piacenza must be a cut and paste error for the Sabaudians. Ignore that location. Rereading the history, the Bourbons started the year in control there.

Q. Another set up question. The Hapsburgs are listed as having 3 line SPs and 5 garrison SPs besieged in the citadel of Milan. Rule 7.16 Citadels in the KR&Os says the Citadel in a fortified city is a Grade 2 fortification. The 3.5 TEC says a Grade 2 has a max of 5 SPs. Is the set up book a typo on force size or is there some exclusive rule we are missing?

A. That will be a typo. I don't recall Milan being given special status. It probably should be larger. On that note, since we're dealing with historical information I would say use the quantities given. Think of it as an 'overstack' without any special penalties. Once the number is reduced normal game limits will apply. Or, house rule that Milan can hold 8 SPs. Same will apply in all similar cases. If not under siege an alternative would be to place the extra outside the fort in a mobile unit.

Q. The town of Allesandria is a Grade Zero fort which would normally have a max garrison of 2 SP. In scenario 9.8 the Sabaudian set up indicates a garrison of 5 SP. Should there be 2 or 5 SP in this garrison?

A. As above, for the scenario start, go with the 'historical' values but once the garrison is reduced use the default settings.

Q. In scenario 4.8 Bourbon set up the following forces ALL set up in Garrison Piacenza:

Spanish 3 Line

Neapolitan 2 Line Inf 2, Line Cav, 2 Swiss Infantry

Genoa 6 Line Infantry

Is this another case of the historical set-up trumping the normal rules or are some of these forces a typo?

A. Use the OOB as written, adjusting during play as noted above.

Procedural Q&A

Q. The next question is about the following rules text from KRO 3.5:

4.151 Non-Blockaded Enemy-Controlled Fortifications prohibit all Road and Riverine Movement (4.4) through their associated hex and any water hexsides, as well as entry by Units during the Administrative Phase. See also 4.22.

You use the word "through". In the operations phase can I have a HQ Formation use Road Movement to ENTER an enemy controlled fortification to place it under Blockade or to battle an enemy Formation in the hex?

A. You interpreted that correctly. One of the core game concepts is blockading a fort if you want to bypass it. I guess the Road Move part isn't explicitly stated, but it is allowed, given the game scale.

Q. In the 9.8 scenario instructions there appears to be a conflict about whether the Hapsburg is absolutely required to perform A Year in Provence MO. I am copying the text below.

Campaign Plans.

- All Sides begin with Active DCPs.
- Before play begins, any or all Sides may be given ACPs using the Unassigned OPs currently available to them.
- A Year in Provence (Mandated Offensive (6.4) – must be taken if all possible Austrian Reconquest Plans either fulfilled or unnecessary.

Special Rules:

- Fewer Players. For this scenario, all Sides are played separately, regardless of the number of players. When assigning Sides to players, the Bourbons are allies and the Habsburgs/Sabaudians are allies.
- Mandated Offensives. At some point during the scenario, the Habsburg Side must attempt to fulfil the A Year in Provence MO, as it is described on the Campaign Plan Chart.
- The Corsican Revolt. During the course of this campaign, the Genoese began to withdraw troops to deal with the insurgency in Corsica. In every fourth (4th) Administrative Phase, beginning with the fifth (5th) Turn of the scenario, the Bourbon Side rolls one (1) die and subtracts three (-3) from the result. The total is the number of Genoese SPs that must be removed from play (negative numbers equal "0"). These SPs are not eliminated or Captured, but cannot return to play.

A. I would ignore the first reference to the MO. It also confuses me. I think the intention was you could opt out, but only if things are going really badly. There may also have been an intent to start the scenario with the MO, but as you point out the wording conflicts with the next reference. The special rule should be sufficient - the Habsburg can choose whether to start the scenario with the MO or not, but he does have to make the attempt at some point.

Q. QG exclusive rules require an attack plan to target a single fortification. Does this exclusive rule have any effect on the following rule section from KRO 3.5:

9.456 Important. If a CP is listed in the Exclusive Rules and has as its object the Conquest of a Territory (or zone), there are some special requirements:

- First, that Territory (or zone) may not be voluntarily entered by the Side capable of conducting that CP until the CP has been initiated, and then only while the CP is in progress.
- When a Conquest CP ends, the loser (depending on whether the CP Succeeded or Failed) must vacate the Territory as expediently as possible, except that Garrisons may remain. Depôts may remain if stacked with a Garrison, otherwise they are automatically Disbanded at the usual time (with the usual 50% chance of regaining an OP).
- This rule applies to Reconquests, too, when the Side currently owning the Territory in question has managed to change its alignment (1.243) to one other than its original.

The specific situation in scenario 4.8 is as follows. The Bourbons started with Attack Plans active to prosecute the sieges against Milan and Alessandria. When they concluded they still had not conquered all the keys to conquer the Milan territory. Per the rule cited above, we decided that once they had no active attack cp, they had to withdraw from the territory of Milan (leaving garrisons in place). Did we play this correctly?

A. That sounds right. The rules might seem a little wonky (and probably are not written very well) but the intent was to simulate the ebb and flow of multiple campaigning seasons. Within the frame of a one year scenario the way to maintain momentum would be to initiate new ACPs before the old ones terminate. That might be tricky given the OPs available. Personally I would play with section 9.45 from the latest rules set (also see 9.447 in those rules). I think it solves the problem. There is no requirement to vacate territories. You simply can't score them until fully conquered, but usually there is a small reward for taking individual fortresses. See pp.52/53 in KR&Os version 3.75 (there's a copy on the website). With that in mind I had a quick look for individual fortress awards but couldn't find any. I would alter the victory conditions so that Prestige Points (fractional levels) are also awarded based on the value of an individual target. FYI in the later games there are no Prestige Levels, only PPs (track goes from 0 to 15).

Q. The Campaign Plan Summary in the charts lists 1 PP for grade 3,4,5 fortifications and 2 PP for grade 6 fortifications. I have not found any PP awards for completing the conquest of a territory.

A. PP awards in the older titles are used for 'fractional' results, so there should not be PP awards for conquering whole territories.

Q. In the 4.8 scenario (actually in any scenario), do the Hapsburgs have access to the Royal Marine auxiliaries? The rule references the current British political stance and scenarios do not normally use the political rules.

A. By the rules the answer would be no, unless the aux is in the OOB. But I think it should be available without conditions for that scenario.

Q. I want to make sure I am processing The Year In Provence Mandated Offensive rules correctly.

I interpret the MO as an ultimate objective I have to achieve by scenario end. But to achieve that goal I would need separate attack plans to capture each fortification I would need to conquer on the way to the objective cities in France. So during the course of the scenario, if the Bourbons controlled a city that blocked my path I would need a distinct ACP to capture that city?

Assuming my sole Army gets the assigned ACP, can my columns assist by blockading garrisons along my path? Can my columns besiege garrisons along the path? Normally columns cannot be assigned ACPs so I am trying to reconcile the "must have an ACP" [located on the CPC] to attack a location requirement with columns assisting the ACP

A. You would need to take all the forts on the MO's list. All others could be masked and bypassed. But, an ACP is NOT absolutely required — per Ex Rule 2.322 you simply don't get the prestige. In that case, can

forts be taken without an offensive-type CP at all? Technically yes. You would need to be running at least a DCP. In that way you could 'ooze forward' gradually, unless the game forbids you from entering enemy territory with only a DCP. But, once the MO is initiated you will have switched out of DCP mode. With this in mind, yes, the Army could go after the valuable forts and the columns could block or capture the unimportant ones. Also, in the latest version of the KR&Os isolated enemy fortresses surrender automatically. (See 2.65 in that rule set.)

Q. In the QG exclusive rules the Swiss borders are referred to as "the map edge" rather than out of bounds. Can any Side trace a LoC through the Swiss map hexes?

A. I think originally the answer was no, but in hindsight it's not as if the Swiss would block the passes, so I'd allow it. If you want to be ultra-historical, say that only the Austrians can use the Grisons (eastern half of Switzerland).

Q. QG Ex 5.321 allows Austrian Irregulars to be tasked to provide a -1 modifier to movement based leadership checks. Can these auxiliaries be tasked from the ready box?

A. Yes

Q. In a 4 player QG game, can a player treat a depot belonging to their ally as "friendly"?

A. For gameplay, they are friendly, but it would be interesting to have each side play selfishly.

Q. In the KRO rules Sappers are on the list of auxiliaries that must be assigned to HQs, the QG auxiliary summary chart says that Sappers do not need to be assigned to an HQ, which controls?

A. The rules are correct. Must assign to a HQ.

Q. In scenario 4.8 France starts with County of Nice conquered. Since the Campaign chart says that Demonte must also be taken to conquer County of Nice, can France attack and take Demonte without using an ACP?

A. The game-state is that France owns Nice but lost Demonte earlier, so it would be a 'reconquest' activity. Per last email, you don't need an ACP, but if Demonte has a separate prestige award you won't get it.

Q. In the KRO Prestige losses only occur as a consequence of your opponent gaining Prestige. The KRO does say that exclusive rules may change this. In the QG campaign plan chart, there is a sentence that says you lose PP when a your key fortification is captured. Is this intended as an exception to the KRO general rules or is PP gain loss symmetrical as set out in the KRO?

A. I believe the losses are still symmetrical. There may be some cases where the values are different. In those cases the gain/loss will be what the chart says but in overall terms one side is losing and the other gaining.

Q. In QG exclusive rules regarding Mandated Offensives, it indicates that there is a PP loss for each turn when a MO is not "adopted"? Does this rule apply in Scenario 4.8? What must a Side do in order to "Adopt" a MO?

A. The adoption reference under QG 2.12 is a mistake. Under QG 6.4 (and on the charts) it just says you lose a prestige level if you fail the MO. Ignore 2.12.

Q. If a MO requires an ACP targeting one of the fortifications in the named territory, can the HQ with that ACP enter other enemy territories on the way their? Can they blockade and build depots in other enemy territories on the way to the target territory.

A. Yes to all.

Q. When conducting ACs as a result of siege operations do artillery and cavalry SPs get counted in the total SP for loss calculation?

A. I'm using KROv3.75 for reference. They count toward the 'total mass' but the cavalry loss requirement that applies in Battle does not apply to sieges. Likewise you don't have to take Arty losses unless you have no choice.

Q. When determining BF during a battle does the modifier for a river hexside apply only once or does it get applied per hexside that has a river?

A. Only once - usual wargame convention.

Kabinettskrieg

The following counter errata (all minor) has not yet been addressed. All are *Spanish/Neapolitan* items.

- 1) The *Guardie di Corpo* and *Battaglione di Marina* counters should belong to the *Naples* (NA) Contingent, not the *Spanish* (Sp).
- 2) All Spanish Batteries are numbered '1' but should have sequential numbers.

When comparing the *Queens' Gambit* counter mix and the *KK* counter mix, the Neapolitan HQ *Esercito di Po* has been renamed *Esercito di Italia*, and the Spanish *Ejército de Italia* has been renamed *Ejército del Po*. This change was made after discussion with some Italian players. After the change was made certain Spanish players complained that the original labelling was more accurate. Therefore, choose whichever counters you prefer, so long as the overall number of HQs of that grade remains the same.