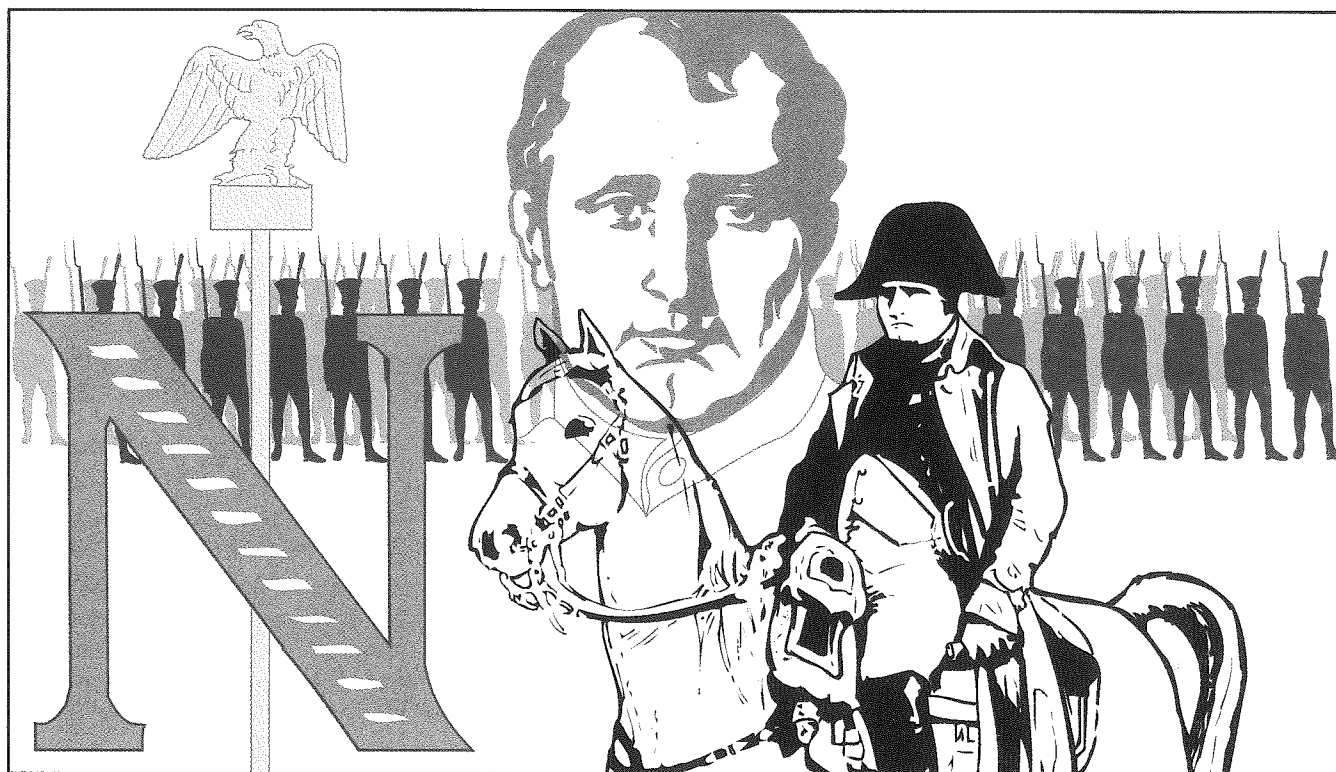


RULEBOOK



The Napoleonic Wars

By Mark McLaughlin

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1. INTRODUCTION

This game can be played by two to five players. While defeat of Imperial France is the goal of most, victory goes only to the one player who has most improved his national holdings. This is version 2.0 of the Rules. The rules of this edition supersede all former Q&A and game components. This is really four games in one – a variation for each possible number of players. To accommodate this presentation, the rules have been written with very precise use of terms, such as Power, Player Power, and Minor, to convey subtle differences between each version. Players should carefully read the rules with the map, pieces, and charts spread before them for easy reference. Set up the pieces in their starting locations and follow the progress of the Sample Turn provided in the Campaign Manual which will prove helpful for its many examples of play given in the context of an actual Turn.

2. GAME COMPONENTS

2.1 INVENTORY

The game contains:

- one 22" x 34" map
- four sets of die-cut playing pieces.
- one Control Chart/Setup Sheet
- one Battleground Chart
- nine Headquarters Displays
- 110 cards
- these rules and a Campaign booklet
- 8 plastic stands and six six-sided dice

2.2 PLAYING PIECES

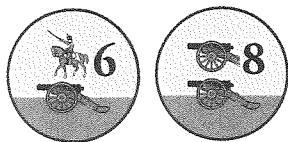
UNITS: Each round piece represents one, two or four Units. The illustrations are just another indication of the strength of the piece: infantry indicates 1 Unit, cavalry 2, and artillery 4. Pieces make "change" at any time by substituting smaller denominations or replacing several pieces with a stronger piece of equal Unit strength within the limits of available pieces. There are also a few 6- and 8-strength pieces to ease stacking. These should be added only after removing an equal number of Units from the pool of 1-, 2- and 4-strength pieces. The 6- and 8-strength pieces cannot move or evade without an appropriate leader.



1 Unit

2 Units

4 Units



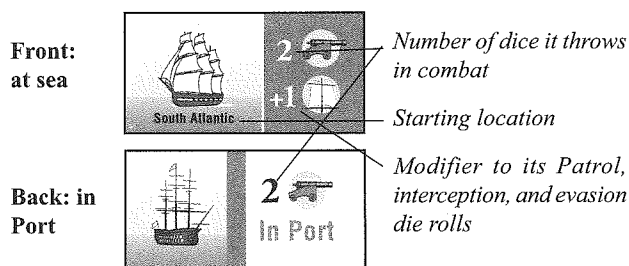
6 Units

8 Units

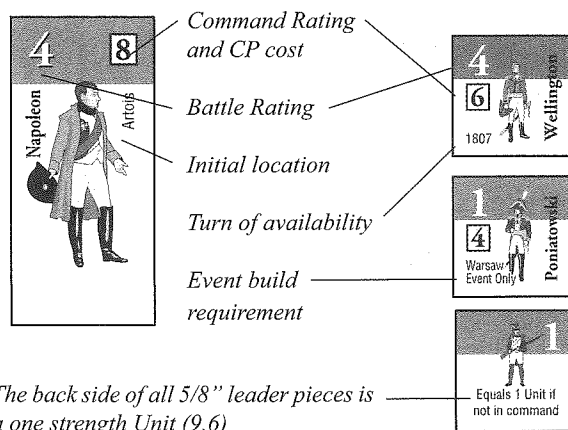
*Used only to facilitate stacking.
Requires appropriate leadership
to move.*

Those pieces with a name under the illustration start in that named space, although you may substitute any piece of equal value if preferred. Pieces without a name may be built later. The pieces provided are an absolute limit. No more may be created for any purpose.

SQUADRONS: Each oblong, rectangular ship piece is a Squadron. The front side (depicted under sail) is used when at sea. The back side (depicted at anchor) is used when in Port. The cannon number is the amount of dice it throws in combat. The sail number is the modifier to its interception and evasion dice rolls. The name (if any) on the piece is its starting location. If the name is on the front side, the Squadron begins at sea. If it is on the backside, it begins in Port.



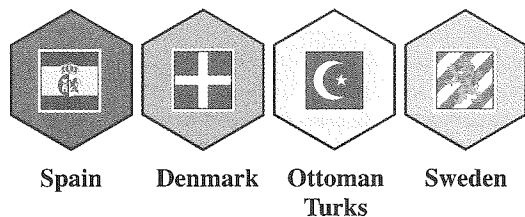
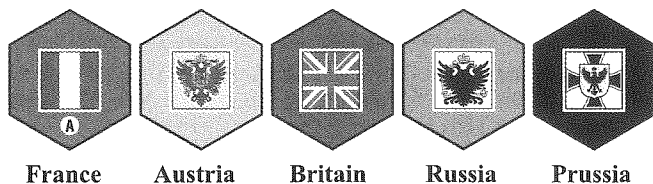
LEADERS: Each square piece represents a general with the specialized support elements of his Army (there is a matching oblong piece for every leader). A leader who is the Commander of an Army Group is placed on the "Holding Box" of his nation's Headquarters Display along with all the Armies in his Army Group. His oblong marker is then inserted into a plastic base to stand upright and is placed alone on the map to represent the entire Army Group. Leaders that start on board have their initial locations printed beneath the encased number.



*The back side of all 5/8" leader pieces is
a one strength Unit (9.6)*

FLAGS: A hexagonal piece is placed on the map to show a nation's Control of a Duchy it did not own at the start of play. French Flags are on the back of all other nations' Flags. Note the color-coded abbreviation beneath each French Flag which identifies the nations' Flag on its reverse side. The number of Flags for each nation is listed below in brackets.

NATIONALITY COLORS: There are nine sets of colored pieces – each representing a different nationality as follows:



France: blue [87]	Spain: brown [Sp 7]
Britain: red [B 17]	Denmark: orange [D 5]
Russia: green [R 15]	Sweden: light blue [Sw 5]
Prussia: black [P 14]	Ottoman Turks: yellow [T 7]
Austria: gray [A 17]	

3. GLOSSARY

All Capitalized terms used in the rules are defined here. Initial readers may wish to skim this section for familiarity only, and refer to it as needed when reading the appropriate rules section.

Active: The nation currently taking its Impulse (5.1). A Neutral not controlled by a player which is only making automatic builds (7.5) or event plays (5.31) is not Active.

Adjacent: Duchies directly connected by solid or dashed lines, sea Zones which share the same boundary, sea Zones and Ports which share an Anchor symbol.

Allies: Multiple nations in the same Camp, or a Power and Proxy sharing Pact status (8.2).

Army: A leader with or without additional leaders/Units of the same nationality (or those of a Pact Minor Ally) up to that leader's Command Rating in the same Duchy. Forces of more than one Allied Power may not be in the same Army. Extra Units in the same Duchy must defend with the Army, but are not an Army and may not attack/move with it (9.1).

Example: Assume Prussia is in the Imperial Camp, as is Spain who is a Pact Ally of France. A French leader could form an Army made up of French and/or Spanish (France's allied Minor Pact) Units, but not Prussian Units. Prussia is France's ally, but not a Minor. A Prussian leader could not have Spanish Units in its Army, because Spain is not directly tied to Prussia by Pact.

Army Group: Two or more friendly Armies under the same Commander occupying the same Duchy or moving together. An Army Group can be composed of any number of allied Armies and its Commander is the leader of one of those Armies (but see 9.1). The Commander is placed on the map in a plastic stand to represent the entire Army Group. The rest of the pieces (leaders and Units) are placed in an Army Group Holding Box on the Commander's Headquarters Display.

Attrition: An occurrence requiring a number of die rolls equal to the Unit strength of all affected Forces (Flags are unaffected if the cause of Attrition is movement-induced). Each "6" die roll causes an elimination (9.4 and 6.17; French exception: 9.45). **Example:** A 4-Unit piece (artillery) rolls four times and loses one of its four Units for each "6" it rolls.

Battle Rating: A leader's unencased number (1 to 4) which favorably modifies intercept/evade attempts and provides that many battle dice if that leader is the Commander (2.2).

Besieger: Besiegers are Formations occupying an Uncontrolled Fortress Duchy – even if they do not actually engage in a Siege attack (12).

Blockade: The status of a Fleet in Control of a Zone over Ports in that Zone (13.35).

Camp: A group of nations whose members are considered to be mutually Allied. Nations in one Camp are at war with all nations in the other Camp. A Power's Consul, or a Proxy's "+1 CP" marker, is placed in the appropriate Camp box on the Control Chart to show membership. A Player Power may only leave a Camp by Conquest or Submission, by voluntarily changing Camps during the Interphase (8.3), or by a 7 CP-Declaration of War during an Impulse (8.33). Proxies leave a Camp only by Conquest, forced Submission (15.42) or play of a Pact-breaking event (8.21).

Client: Any nation whose Consul is in the Friend, Aide, Partner, or Pact space of a Power's row on the Diplomatic Track is a Client of that Power. A nation whose "+1 Consul" is Unaligned is not a Power's Client.

Command Points (CPs): The circled number atop a card, spent by the Active nation to build or move Forces and Squadrons, or to affect Consuls on the Diplomatic Track and to end Foreign Wars (6.3).

Command Rating: A Commander's encased number (4, 6, or 8) is his Army's maximum total Unit strength (excluding himself or other subordinate Army Commanders) (9.1).

Commander: The leader within a Formation whose ratings are used for battle, interception, evasion, and to co-ordinate the movement of an Army (or Army Group). Only one leader's ratings may be used per Duchy. A Formation's Commander can only change during the Impulse of a new Commander's nation or when another leader enters (or is placed in) the Formation's Duchy (by any means) (9.7).

Consul: A marker representing a Proxy's diplomatic corps. The space the Consul occupies on the Control Chart indicates a Proxy's current status or the Camp of a Player Power (4.2).

Control: A nation's ownership of a Duchy or Sea Zone. Control is shown as follows:

- **Duchies:** Having its Flag in the Duchy. If not Flagged, the original owner of that Duchy (shown by its color) Controls it. The presence of an Enemy Formation negates Control of a non-fortified Duchy, but the Enemy does not Control it until they Flag it (7.4).

- **Zones:** Having its Fleet at sea in a Zone containing no Enemy Fleet. Allied or Neutral Fleets may also be present (13.35).

Convoy: Naval transport of Formations. No Fleet is required (13.6).

Deployment: Interphase strategic movement of an Army, Convoy or Fleet (14.23).

Diplomatic Track: The display on the Control Chart where the shifting loyalties of Proxy nations are recorded. The space a Consul occupies in a Power's row identifies the relationship between the Consul's nation and that Power (8.1).

Duchy: A land space whose type is indicated by its shape and color. All Duchies compose the nation indicated by the color of its bottom half regardless of type (Home, Associate, Ceded, etc.). The different types of Duchies include:

- **Associate:** A Duchy space with two different colored halves. A Duchy that is half-white and half a nation's color is an Associate of the nation of the non-white color. Control of this Duchy at the start of play is indicated by the color of its bottom half. See also Dual Associate below. *Example: Lisbon is a British Associate. Only Britain could build there, and only if it is not currently Flagged by another nation.*
- **Capital:** A Home Duchy with a checkered border is a Capital. Control of an Enemy Capital during the Interphase triggers possible conquest (15.1). *Example: London is a Capital.*
- **Ceded:** A Duchy awarded by Conquest or Submission and so marked by a Flag and side record. A Ceded Duchy belongs to the nation to which it was ceded until it is flagged by a member of the opposing Camp.
- **Dual Associate:** An Associate Duchy with colors of two Powers. Control of this Duchy at the start of play is indicated by the color of its bottom half (7.43). *Example: Warsaw is a Prussian and French Associate but starts under Prussian Control. A French Flag must be placed on it before France Controls it.*
- **Enemy (Duchy):** A Duchy in enemy color or Flagged by an Enemy Nation not currently occupied by Forces belonging to you or your Allies.
- **Fortress:** A 16-sided Duchy. A Fortress is also a Key. It has an inherent Siege strength (2 or 4) listed beside it (12). *Example: Gibraltar is a Fortress with a Siege strength of 4.*
- **Friendly (Duchy):** A Duchy Controlled by you (or an Ally) not occupied by enemy Formations. For Fortresses see "Duchy, Uncontrolled".
- **Home:** A Duchy totally matching the color of its nationality. *Example: Gibraltar, London and Kent are all British Home Duchies.*
- **Key:** Any non-circular Duchy. Control of Keys earns points (used to assess victory) and the cards with which to begin a new Turn (5.81).
- **Port:** A naval facility in a Duchy, represented by an anchor symbol at sea in a Zone. The Duchy can be occupied by a Fleet and is Adjacent to the Zone containing the anchor symbol. If the anchor symbol straddles a Zone border, its Duchy is Adjacent to both Zones (13.32). *Example: Kent has a Port. Cornwall has a two-Zone Port. Corsica has a one-Zone Port. A Port in an Uncontrolled Duchy may be used for Fleets and Convoys by the nation (and its Allies) whose Flag is in the Duchy (13.62).*
- **Uncontrolled (Duchy):** A Duchy, the Control of which is negated by the presence of an enemy Formation, but which is not yet Flagged by that enemy. An Uncontrolled Fortress is considered Friendly to a nation whose Flag (or original color if unflagged) is in the Fortress and Uncontrolled to its Besieger (12.1).

Flag: A hexagonal piece representing an inherent garrison placed on the map to show a nation's Control of a Duchy. No Flag is placed if a Duchy is Controlled by the nation which Controlled it at the start of play, but is considered to be inherently present (although it cannot be used to satisfy Attrition losses). A Flag is placed or removed. It never moves between spaces. A Flag is also used on a nation's Headquarters Display to signify the availability of its Reserve(s) by covering the "Void until next Turn" box.

Fleet: One or more Squadrons of the same nation (or a Power and its Pact Minor Allies) stacked in the same Port or Zone (13.1).

Forces: Units, leaders and Flags. Squadrons are not Forces.

Foreign War: An event card labeled as such inside the brown title bar atop it (6.13, 7.6, 8.4). Foreign War cards may require the commitment of pieces offboard to that card until such time as the event is ended by conquest (for Ottoman Turkey), or rolling a "6" during an Impulse "end war" attempt.

Formation: One or more Units and/or leaders in one stack. Each Unit not part of an Army, each Army not part of an Army Group, and each Army Group is a separate Formation and should be stacked separately. Flags or Squadrons are not Formations. There may be more than one Formation in the same Duchy. Units not part of an Army may be physically stacked together to save space, but are always treated as if each were a separate Formation. All Formations in the same Duchy may defend together, but may only move, attack, intercept, or evade with the other pieces in their Formation. In general, when an event requires the removal of one Formation you remove a single Unit or Leader – which may be taken from a larger Formation. When an event allows movement of a Formation, you may move a Unit, a Leader, an Army, or an Army Group – a Formation of any size (9.1).

Fractions: French Attrition losses are always rounded up (9.45). Otherwise, round fractions in favor of the player playing the event.

Grace Period: The time during which a Subject Neutral may not declare war on its Conqueror and vice versa (15.24). It is also the time which a Proxy nation is free from influence on the Diplomatic Track after being conquered (15.25).

Grand Fleet: A Grand Fleet is a stack of allied Fleets of different nationalities not tied directly by Pact and commanded by the Squadron of a Power at the top of the stack (13.2). A Grand Fleet will move together only with the consent of the player(s) controlling those Squadrons. Those not consenting will not move. Minor Squadrons may never pay for the movement of a Grand Fleet.

Guerre de Course: A French Reserve event; see Offboard Fleets on the Battleground chart.

Halved: See Fractions above.

Hand: All of the cards a nation drew that it has not yet played (4.4).

Impulse: A nation's required play of a card as dictated by the Order of Movement on the Movement Track (5.1). A nation with no cards remaining may or may not be Active but still takes a Scheduled Impulse: For example, the nation could make a Siege attempt (5.4), use its Resource to draw (and perhaps play) a card, or to play a Reserve.

Maneuver: Spent by the Active Nation to move Squadrons or Fleets to or from a Port or to an Adjacent Sea Zone, Refit a Squadron, or to Patrol (attempt interception in the same Sea Zone) during its own Impulse. Each CP spent buys two Maneuvers (13).

Maximum Hand Size: The most cards with which a nation may begin a Turn (14.32).

Minor Nations: Ottoman Turks, Spain, Sweden, and Denmark.

Movement Track: A display on the map indicating the sequence (left-to-right) in which nations perform various game functions, most notably Impulses.

Movement Track Order: A sequence in which various game functions are performed – always starting with France and ending with Denmark as per the Movement Track display (from left to right). Note the difference from Order of Movement (5.1).

Mulligan: At the start of every Turn, in Order of Movement, each Nation may discard its entire Hand (excluding those left over from the previous Turn) and replace it, drawing one less card (4.5).

Neutral: A nation not at war with either Camp. A Subject Neutral is a previously conquered or Submitted nation that is currently Neutral (8.8). A nation whose Consul has Unaligned, Friend, Aide, or Partner status on the Diplomatic Track is Neutral (8.1).

Neutral Client: A nation whose Consul has Friend, Aide, or Partner status on a Power's row of the Diplomatic Track is its Neutral Client (8.32).

Order of Movement: A sequence in which nations take their scheduled Impulses, unless preempted, or perform various game functions – always starting with the next Scheduled Impulse, not necessarily France. Note the difference from Movement Track Order.

Overrun: Complete elimination of either side in a battle or its subsequent retreat (11.6).

Pact: An alliance created when a Proxy's Consul has reached Pact status on a Power's row of the Diplomatic Track. The Proxy becomes a Pact Ally of that Power. The Power's player may play the cards of that Proxy, build and move its pieces, conduct diplomacy for it, and treat its Duchies as Friendly (6.16, 8.2).

Patrol: An attempt to intercept by an Active Fleet (13.3).

Patron: Any Power with a Proxy's Consul on the Friend, Aide, Partner or Pact space of its row on the Diplomatic Track is that Proxy's Patron.

Peace: A "sudden death" ending of the game occurring after any Turn with a modified Peace die roll greater than or equal to "6" (5.8).

Player Power: A Power played directly by a player – as opposed to a Proxy played by a Power through diplomatic means (4.3).

Power: France, Britain, Russia, Austria and Prussia (4.3).

Proxy: Any nation not played by its own player at start (5.3). There are three states for a Proxy in terms of Camp status: Unaligned, Neutral Client (Friend, Aide or Partner), and Ally (Pact). Prussia is a Proxy in games with less than five players and is the only Power that can ever be a Proxy.

Refit: The temporary condition of a Squadron rebuilt from Regroup or newly built. Place a Refit marker on the Squadron to note this status. A Squadron under Refit is considered a Squadron for all purposes, except it may not voluntarily sail and has its cannon number reduced by one. A Squadron under Refit may remove the Refit marker in any Friendly Port by spending one Maneuver in an Impulse or Interphase subsequent to the Impulse or Naval Build Phase in which the marker was placed (5.62, 6.13, 7.7).

Regroup: A map display where pieces returning from resolved Foreign War cards or other events are placed pending purchase for return to play at a cost of 1 CP per Unit, leader, or Squadron (7.7).

Reserve: A nation's inherent cache of strength composed of the non-cards printed on its Headquarters Display (6.2). All nations have one Reserve, except France and Britain which have two.

Resource: A nation's saved military assets with special capabilities (16).

Round: A rotation of the Movement Track, completed each time Denmark has its Scheduled Impulse (regardless of which nation started the Turn. Battles and Sieges are also resolved in terms of battle Rounds in which each participant rolls battle dice to determine a victor (11.32, 12.3).

Scheduled Impulse: The point in the Order of Movement when a nation becomes Active (excluding preemption). A nation with no cards remaining cannot be preempted and may or may not be Active, but still takes a Scheduled Impulse for purposes of choosing whether or not to Siege or play a Resource or Reserve.

Siege: An attack upon a Fortress. A Siege is required to place a Flag in an Enemy Fortress Duchy. A nation does not spend CPs to Siege (12.2).

Squadron: A single oblong ship piece is a Squadron (2.2). All stacked allied Squadrons in the same Zone or Port form a Fleet or Grand Fleet (13.1, 13.2). A Squadron under Refit is considered a functioning Squadron for most purposes. A Squadron under a Build marker is not considered a Squadron for any purpose, other than being a target for *Fire Ships*.

Subject Neutral: A nation that has been conquered or Submits (8.8). A Subject Neutral is a form of Neutrality which precludes war between that nation and its conqueror during a one-Turn Grace Period, and allows its conqueror (and the conqueror's Camp) passage within its borders as long as that nation remains Subject Neutral. Even after the Grace Period expires, a Subject Neutral remains such until it joins a Camp (15.24).

Submit: A negotiated surrender. A Player Power which Submits gains Subject Neutral status (15.4). A Proxy forced to Submit is conquered (15.42).

Turn: A period in which nations receive new Hands and, in Order of Movement, alternate play of their cards during Scheduled or preemptive Impulses. A Turn lasts until the last nation with a card finishes an Impulse (5).

Unaligned: A column on the Diplomatic Track that is considered common to all Powers. A Consul in the Unaligned column is no Power's Client.

Unit: The measure of strength of a round piece representing troops (2.2). Infantry equals 1 Unit, cavalry 2 Units, and artillery 4 Units. A leader also has a strength of one Unit for purposes of Attrition, Deployment, battle dice (when not using its Battle Rating), calculating nationality bonus (11.21) and fulfilling battle losses (2.2). Flags have a strength of one Unit only for purposes of non-movement-induced Attrition and determination of which nation has more Forces in a nation for Submission purposes (15.4).

Zone: Each of the 15 blue sea areas.

4. PREPARE TO PLAY

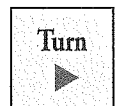
4.1 PIECES

The starting locations of all Forces and Squadrons are listed on their respective pieces if they begin in play and on their nation's Headquarters Display. Place each nation's initial pieces in their indicated starting positions, and place each Headquarters Display at the map edge of the corresponding color with a Flag on each Reserve section of each Display covering its "Void" box.

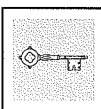
4.2 CONTROL CHART

Place the following markers on the Control Chart:

- the Turn marker in the 1805 section of the Turn Track.
- the Consul of each Minor on the section of the Diplomatic Track listing its name.
- the Prussian Consul in the Unaligned column if there are four players or less. The Prussian Consul is placed on the Prussian Headquarters Display if there is a fifth player.



- the British, Austrian and Russian Consuls in the Coalition Camp; the French Consul and Spanish “+1 CP” marker in the Imperial Camp.
- the Impulse marker on the first (French) section of the map’s Movement Track.
- the Resource marker for one of the Powers under each Player’s control on the “1” space of the Resource Track.
- the Key marker of each nation where indicated on the Key Control Track.
- the Impulse Round marker on the leftmost space (1) of the Key Control Track.



4.3 POWERS

Two to five people may play. Minors (and Prussia if less than five players) are run by whoever commands the Power to which they become allied by Pact on the Diplomatic Track.

4.31 DETERMINE ROLES: In the two-player version, if both players want the same Camp, they bid a number of Units they are willing to forfeit in order to command it. The winning bidder removes the Units he bid from any Power he directs before play begins. With three or more players, roll dice to determine who plays which Power(s).

- Four or less Players: Prussia is a Proxy.
- Three Players: One person plays both Russia and Austria; neither is a Proxy and each nation’s Hand is played separately.
- Two Players: One person plays Britain, Russia and Austria with separate Hands for each. None of them are Proxies.

4.4 INITIAL HANDS

Shuffle the cards and deal them face down to each nation to form Hands as follows:

6: France	2: Ottoman Turks, Spain
4: Austria, Britain	1: Sweden, Denmark
3: Russia, Prussia	

Reserves (6.2) supplement the capabilities of each hand. All remaining cards form a Draw pile near the map.

4.41 MULTIPLE HANDS: Players with the Hands of more than one nation must keep them separate. They may Mulligan (4.5) with any or all of them, but must limit their inspection and the Mulligan decision to the Order of Movement.

Example: At game start, the French player may not inspect the Spanish Hand until after making the Mulligan decision with the French.

4.5 MULLIGANS

Inspect your Hand. If you decide not to keep it, replace your entire Hand (regardless of content or hand size limits, 14.32) by drawing one less card. Nations may start a Turn with less than their minimum hand size due to Mulligans.

4.51 MULTIPLE MULLIGANS: You may discard and redraw your Hand again and again, replacing it with one less freshly drawn card each time, but must do so before the next player opts to Mulligan or not. Discards are placed face-up in a discard pile near the map with only the top one visible.

5. SEQUENCE OF PLAY

The game is played in five or less Turns, each representing two years. A sixth turn can be added by play of the *Napoleon Abdicates* event. Each Turn includes numerous Rounds of card Impulses. If there is another Turn, an Interphase will follow to prepare for the next Turn. Every Turn proceeds in five steps:

1. Impulse Rounds (5.1-5.51)
2. Attrition & Naval Build Phase (5.6-5.62)
3. Conquest Phase (5.7, 15.1)
4. Peace Phase (5.8-5.82)
5. Interphase (5.9, 14)
 - A. Change Camps Phase (14.1-14.14)
 - B. Reinforcement & Deployment Phase (14.2-14.24)
 - C. Card Draw Phase (14.3-14.33)

5.1 IMPULSES

Each nation, in Order of Movement, becomes Active, plays a card, and advances the Impulse marker on the Movement Track one space to the right. Each nation’s Active opportunity is called an Impulse.

The played card either causes its event or allows that nation to take certain actions. Unless expending a Resource (16.2) or Reserve, every nation must play a card during its Scheduled Impulse if it has one.

When Denmark, the last scheduled nation to move in each Round regardless of which nation took the first Impulse of the Turn, has played or passed, the Impulse marker returns to France at the start of the Track.

This sequence continues until only one nation has an unplayed card(s) remaining (5.5). The Turn will end after that nation takes its Impulse (unless in so doing another nation gains a card during that Impulse).

Played and discarded cards are placed face up offboard in the discard pile and cannot be inspected beyond the top card.



5.11 ONE-CARD IMPULSES: The Active nation may usually play only one card (or Reserve) per Impulse. An event allowing the draw and play of another card in the same Impulse (such as the *House of Rothschild* event) counts as the continuation of play of the event card and not as another card played.

5.12 PLUS PLAYS: Resources and Power Reserves have an inherent “+” capability that allows them to be played in addition to a normal card during an Impulse. Only one Resource or Reserve can be played during a nation’s Impulse (except as Response events [6.14]). Such plays need not be pre-declared and can occur in any order. You could even use part of a card’s CPs, make a plus play, and then continue with the remaining CPs from the first card.



5.2 PREEMPTIVE IMPULSE

After the first Round of 1805, the Order of Movement may be preempted by the nation with the most cards. Neither Resources or Reserves are considered cards. A Resource can be played to draw a card, but until then it is not considered a card. Insert the “Preemption” marker in a stand and place it on the Movement

Track in the space of the nation with Preempt ability until that ability is lost. If several nations tie for the most unplayed cards, none can preempt. A nation may not preempt if doing so gives it consecutive Impulses (even over the span of two Turns). After preemption is resolved, play returns to the preempted nation. The preempted nation cannot be interrupted again until it completes its Scheduled Impulse. A nation without cards cannot be preempted (even during a Siege or play of a Resource/Reserve).



5.21 OPPORTUNITY: Before taking his Scheduled Impulse, the next player should ask the player with the Preemption option if he wishes to interrupt. Once the scheduled player has revealed his intended play, it is too late to interrupt unless he has failed to cue the preemption opportunity.

5.22 POINT OF PREEMPTION: Preemption occurs only between Impulses – not during them. The act of using a Resource (16.2) to draw a card is an Impulse action and that Impulse does not end until the player uses or declines the other half of the Resource's "+" play option.

5.23 FORFEITURE OF SCHEDULED IMPULSE: It is possible to preempt a nation which then uses or loses all remaining cards before its Scheduled Impulse. If this results in the preempting nation having two consecutive Impulses, it must forfeit its Scheduled Impulse.

5.3 PROXY CARD PLAY

Proxy plays are selected by the player whose Power has Pact status with that Proxy. If a Proxy is not in Pact status, its card is drawn randomly from its Hand as required by the scheduled Order of Movement.

5.31 RED & GREEN CARDS: A Neutral Proxy's cards are used only to build Forces (7.5) unless the card is red or green (i.e., the CP number has a red or green background). A Neutral Proxy drawing a red card (or a green card on or after the indicated Turn) must play it as an event, unless the event is void.

5.32 PROXY RESERVE: A Proxy cannot use its Reserve unless currently directed by a player. A player can direct a Proxy (and select its card plays) only by having Pact status.

5.4 PASS IMPULSE

A nation without a card may not be preempted. The Impulse marker advances to the next nation on the Movement Track. However, that nation may still resolve a Siege (12.2), play a Resource (16.2), or play a Reserve (6.2) if it chooses.

5.5 END OF IMPULSES

After Denmark plays or passes, the Movement Track has completed a Round and the Impulse marker returns to the French space. Advance the Round marker one space to the right on the Key Control Track. This sequence continues until only one Nation has unplayed card(s) remaining. The Turn will end after that Nation takes its Impulse. Then begin the Attrition Phase (5.6).

If the last nation to play has cards remaining, those cards are retained until the next Turn (14.31•4).

5.51 EXTENDED TURN: What appears to be the last Impulse of a Turn could result in another nation receiving a card, such as Britain playing its Parliament Reserve to give a card draw to another nation thus extending the Turn to that nation's next Impulse.

5.6 ATTRITION

Formations in Uncontrolled Duchies now suffer Attrition. A surviving Formation then places its Flag (or removes an opposing one) in every non-Fortress, Uncontrolled Duchy. If a multinational Army Group occupies the Duchy, the Commander places the Flag. If there is no Commander of multinational Forces, the nation with Forces in that Duchy listed next in Order of Movement places the Flag.

5.61 PORTS: Should Attrition cause a Port to change Control, enemy Squadrons therein would be forced to sea and subject to interception as if it were an Impulse (13.9).

5.62 NAVAL BUILDS: Flip any Naval Build marker to its Refit side. Upon payment of a Maneuver during a subsequent Impulse (or the Reinforcement Phase; 14.21), the Refit marker is removed and the Squadron is ready to sail at full strength.



5.7 CONQUESTS

Potential conquests are resolved (15.1).

5.8 PEACE DIE ROLL

The game ends on a Peace die roll greater than or equal to "6". Each player, in Order of Movement, may add or subtract one to/from the upcoming Peace die roll once this Turn by reducing the Hand replenishment of a specific Power he commands for the next Turn by one card. A Peace die roll is then made. A Power due only a minimum draw (14.32) in the next Turn, or which is a Subject Neutral, may not influence the Peace die roll. A Proxy Power may never influence the Peace die roll. Each player can spend only one card regardless of the number of Powers controlled.

Example: In a two-player game, if Austria were next in Order of Movement, the Coalition player could spend an Austrian card, or a Russian card, or wait to see what France does, before deciding to spend a British card.

5.81 VICTORY: The number of Keys Controlled by each nation is indicated on the Key Control Track. As nations lose or gain Keys, their Key markers move left or right on the Track accordingly. A player gains a point for each Key gained and loses a point for each Key lost by his Player Power(s). Key status of Neutral Clients, Prussia as a Pact Ally, and Minor Pact Allies is not considered. At game end, each player also gains a point for each surviving Minor Pact and Player Power Resource he has. The player with the most points (not necessarily the player with the most Keys) wins. Ties are won in reverse Movement Track Order.

Example: If France has 14 Keys, no Resources and no Minor Pacts, they would have one point since France starts with 13 Keys. Any other

player with one point would win the tie, since France is the first nation on the Movement Track.

5.82 AUTOMATIC PEACE: Regardless of the Peace die roll or the game Turn, the game ends (after conquest resolution, 15.2) if France is conquered or Submits (or immediately in case of French *Capitulation*). It also ends at the end of Turn 5 (Turn 6 if *Napoleon Abdicates*) or any Conquest phase (5.7) in which either Britain or Russia is a Subject Neutral and France has six or more points. Victory is always determined by points as per 5.81 regardless of the condition that causes the game to end.

5.9 INTERPHASE

Conduct an Interphase (14) to prepare for the next Turn. After the Interphase, all Fleets in the Offboard Fleets box Regroup. Advance the Turn marker one space on its Track. Unless preempted, the next nation on the Movement Track will take the first Impulse of the next Turn.

6. CARDS & RESERVES

Action requires the play of cards or Reserves. Each has an event at the bottom and a CP value circled at the top left and is played either as an event or as CPs. It cannot be used for both (although some events grant CPs that can be used with that event). The *Europe Exhausted* card is the only card that must be played as an event.

6.1 EVENTS

An event occurs by playing a card or Reserve and declaring the event instead of using its CPs. Events can even be played against Allies regardless of Camp status. The event prevails when contradicted by the normal rules of play with the single exception that a nation may never conduct two consecutive Impulses, even if an event would allow this. If two events contradict, the last one played prevails – even if that contradiction is questionable. For example, subsequent play of *Hussars and Grenzers* allows Austrian interception of a *Turning Movement* even though the latter promised movement without interception. If an event con-

sists of multiple parts, the conditions for each must be satisfied or the event is unplayable.

6.11 ■ SYMBOLS: Events with a ■ symbol have effects with continuing consequences. These events have 3/4" markers matching the color of the ■ symbol to place on the appropriate space of the Movement Track or on an affected Reserve to remind players of the continuing consequences of that event.

6.12 BUILDS/REMOVALS: If insufficient Units exist to place new ones, you may eliminate them elsewhere so as to place/build them anew. Leaders may not be eliminated and rebuilt/placed in this manner. Conversely, a nation lacking pieces (on the map or in Regroup) to fulfill required event losses must instantly build (and lose) those pieces using any remaining cards/Resources/Reserves as if taking an Impulse but forfeiting any excess CPs. If unable to satisfy the required losses, the nation must fulfill as many as possible and then Submit (see 15.42).

6.13 FOREIGN WARS: Foreign War events are identified by a brown crossbar atop the card. An event requiring pieces to be allocated to a Foreign War requires that the card be set aside with the specified pieces atop it (even if already at war with that nation). These pieces do not return to play until that War ends (7.6). All Foreign War events, plus a number of others, are marked at the top right of the card by a red "DISCARD" to indicate they are permanently removed from the game after being played as an event. If the card is not played as an event, it remains in the game. Some "DISCARD" signals are green to indicate that there are conditions required for removal from the game. Those conditions are also printed in green on the card.

PIECE REMOVAL: A Squadron under blockade or Refit, or one in the Regroup Box, can be instantly withdrawn to a Foreign War or the Offboard Fleets section of the Battleground chart for the *Guerre de Course* event card to fulfill "Squadron removal" requirements. Removing a Squadron from Regroup does not require the normal 1 CP cost for its activation. Taking a Unit/leader from Regroup does require immediate CP payment (as per an Impulse with excess CPs forfeit). Squadrons taken from Regroup have a Refit marker added and retain any Refit markers they may already have when being withdrawn to a Foreign War or *Guerre de Course*. A Squadron under a Build marker or already in a Foreign War or *Guerre de Course* cannot be so used.

6.14 RESPONSES: Response cards, identified by a blue striped crossbar, may be played during any Impulse by anyone to interrupt the Active Player's Impulse, any battle (regardless of the involvement of their own pieces), or event. Response cards may also be used as a normal Impulse play.

Responses are resolved in the order they are played. The wording of events varies but in some cases will allow changing a prior result or die/dice roll. However, in all cases, once action has moved on to the next CP expenditure, card play, or dice roll, it is too late to play a Response that will affect the previous action. Gaming etiquette is required to ensure all players an adequate opportunity to play a Response before action progresses past that point. Play should always be in a deliberate fashion, declaring each CP expenditure separate of all others so as to allow play-

Command Points
(CPs)

Red card (must be
played as an event
by Neutral Proxy)

Foreign War card
(brown cross bar)

Indicates a 3/4"
piece exists to mark
this event

Event



ers an adequate chance to respond. Responses cannot be played between the end of an Impulse and the start of the next. Should play of multiple responses be considered simultaneous, the playing nation which is next in Order of Movement is considered to have played first. An inactive Player may not play a Response card to avoid surrendering that card to an announced event.

6.15 BATTLE CARDS: Events with a **black crossbar** can be used in battles by any nation with a Formation present in that battle. Any number of battle cards is playable as events in a battle (11.1). Battle cards cannot be used as events in a siege or naval battle unless specifically cited as such by the event.

6.16 DIPLOMACY: Some events move a Proxy's Consul on the Diplomatic Track. Once in Pact status, Consuls exit Pact status only by conquest, submission, or if specifically allowed by an event.

6.17 ATTRITION: Events requiring Attrition by "Forces" require a die roll for each affected Flag, leader and Unit in the Duchy but the Commander may choose which Force(s) are eliminated in each Duchy to satisfy any collective losses incurred. Leaders are eliminated only with the consent of their owner or if there are insufficient Forces (regardless of nationality) to fulfill the required loss.



6.18 EVENTS NOT PLAYABLE IN 1805: The event of a card/Reserve with a green crossbar and containing the "No 1805" symbol cannot be played during the 1805 Turn. It can be used only for CPs and any "+" capability it may have.



6.19 TIMED EVENTS: A **timed event is signified by an hourglass icon before the event name**. All played timed events remain in effect until the end of the Turn or after a successful *event removal* die roll (whichever is first). At the end of every Impulse in which a Player Power is the Active player and has played at least one card a die is rolled if a timed event was in play at the start of that Impulse. If the result is a "6" the timed event is no longer active. If multiple timed events are in play, the Active player chooses which is removed. Only one *event removal* die roll is made per Impulse.

6.2 RESERVES

Every nation has an inherent cache of strength printed on its Headquarters Display as one or two Reserves which can be played instead of a card as either an event or CPs. Remove the flag from its "Void until next Turn" box whenever the Reserve is used to symbolize its unavailability until the next Turn. Note: We recommend that you augment your game with 11 generic playing cards to use to cover the Reserve portion of the Headquarters Display when used. These are more obviously visible to all players and less prone to being dislodged or mistaken as flag pieces. A Reserve which is unused during a Turn cannot be used during the Interphase. A Neutral nation's Reserve is unplayable until it is directed by a player.

6.3 COMMAND POINTS (CPs)

A card not used as an event provides CPs equal to the circled number atop it. CPs are used to:

- build Units/leaders/Squadrons/Flags (7.1- 7.5)
- move Proxy Consuls on the Diplomatic Track (8.1)
- move Formations/Fleets (7.7, 9, 13)
- attempt to end Foreign Wars (7.6)

CPs may be combined or separated to perform more than one action. CPs are not pre-designated. They are spent as used and cannot be accumulated from one Impulse to the next (but see 7.51).

6.4 PACT PROXY IMPULSES

The cards of an Allied Proxy can be selected by the Patron Pact player as either the event or as CPs to build/move that Proxy's pieces. Exception: Pact Proxy Prussia may move other nation's Formations (9.1, 9.7). The Patron Pact player can also preempt or respond with the Proxy's Hand/Reserve/Resource. Once directed by a player, a Pact Proxy can do most of the same actions as any Player Power including spending CPs on the Diplomatic Track to negatively influence a Consul. A Proxy can spend CPs to end its own Foreign War (e.g., Ottoman Turks/*Serbian Revolt*) – but not that of other nations.

6.5 HAND INTEGRITY

Cards may not be traded or shown to another player unless so allowed by an event.

7. BUILDS

Formations may be built in any Home, Associate, or Dual Associate Duchy of the building nation unless controlled by another nation. Builds are limited to the pieces provided. Builds in an Uncontrolled Duchy would cause an immediate battle unless the enemy Forces therein evade.

7.1 UNITS

Building a 1-strength Unit costs two CPs. Consecutive multiple builds of Units and/or leaders (7.2) can be declared simultaneously.



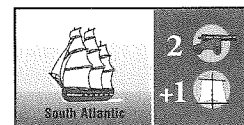
7.2 LEADERS

Building a leader costs CPs equal to its Command Rating, but the three leaders with an "1807" listing are not available before the 1807 Turn. "Bernadotte" and "Pontiatowski" are available only by playing their respective events and cannot be replaced if eliminated. All others may be rebuilt – even if "killed" by an event.



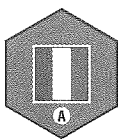
7.3 SQUADRONS

Building a Squadron costs four CPs. Place it with a Build marker in any Friendly Home Port of the building nation. The Squadron is not functional until the Build marker is replaced by a Refit marker in the Naval Builds Phase (5.62). Even then, it cannot move voluntarily until the Refit marker is removed (13.11) in a subsequent Impulse or Interphase. Squadrons with multiple Refit markers (6.13, 7.7), can only remove one Refit marker per Impulse/Interphase.



7.4 FLAGS

Only one Flag can occupy a Duchy. Removal/placement of a Flag costs one CP unless due to Flag Overrun (11.7), successful Siege (12.3) or end of Turn Attrition (5.6). Placing a Flag removes any other Flag in that Duchy. The original owner of a Duchy never places a Flag there – relying instead on the color of the Duchy and the absence of any other Flag to signify its inherent Control. Removing an enemy Flag from your (or an ally's) Home or Associate returns Control of that Duchy to the original owner's inherent Flag (8.22•2).



7.41 PLACEMENT: The presence of an allied Formation in an Uncontrolled Duchy does not prevent Flag placement/removal in that Duchy. Flag requirements are determined as CPs are expended. Moving a Formation may make a newly-occupied or newly-Adjacent Duchy eligible for a Flag with the next CP expenditure.

- 1. A Formation may Flag/unflag any unfortified Duchy it occupies.
- 2. An Active Army in a Friendly Duchy may Flag/unflag an Adjacent unfortified Duchy, but only if that Duchy neither contains an enemy Formation nor is Adjacent to an enemy Army which could intercept that placement. An Army incapable of interception cannot prevent Flagging in an Adjacent Duchy. An Active Army that has lost a battle in that Impulse may not place or remove Flags.
- 3. Flags may never be placed across a marsh or strait.

7.42 FORTRESS: Fortress Keys are Flagged/unflagged only by Siege, Conquest, or Submission.

7.43 DUAL ASSOCIATES: The four Low Countries Duchies and the Vendee (red over blue), the Hanoverian Duchy (red over black), and Warsaw (blue over black) contain two nationality colors. The color of the bottom half indicates the nation with original Control. The Power indicated by the top half must place a Flag in that Duchy to Control it. Either Power may build in that Duchy while it Controls it. An ally of the original owner of a Dual Associate Duchy unflagging it must restore that Duchy to the inherent original owner – not the secondary inherent nation of that Duchy.

7.44 LIMITS: The pool of Flag pieces limits the Duchies each nation can garrison outside its own borders. To place an additional Flag once you run out of them, you must take it from elsewhere on the map. Note, however, that if France has used one or more of your Flags for its own purposes, you are entitled to replace that French Flag with another backed by a different nationality. All Flags are identified by a letter of the nation whose Flag is on the reverse side. In the case of French Flags, try to place a Flag bearing the nationality of the original owner of that Duchy on the reverse side as it makes locating the proper Flags much easier in the rare instance in which finding a particular nation's Flag is necessary.

7.5 PROXY BUILDS

A card of a Neutral Proxy is drawn randomly from its Hand in its Impulse and used as CPs to build pieces, unless it is a red or green card which must be played as an event (5.31). A Unit, leader, or Squadron in the Regroup box must be built by a Neutral Proxy before new ones of that type can be built. Neutral Proxies build in their Capital if possible (or the closest Friendly Home Port to the Capital in the case of a Squadron) with the following priority determined at the start of its Impulse:

- 1. build (but do not Refit) an eligible Regrouped Squadron once all of its Regrouped Units/leaders have been built (leaders first).
- 2. build Units unless the Capital already contains more unled Units than the Command Rating of its best available unbuilt leader (or unless nothing else can be built).
- 3. build the best available leader if the Capital already contains more unled Units than that leader can command.
- 4. build a Squadron only if a Unit/leader cannot be built.
- 5. Refit any Squadron(s) if no pieces remain to be built or Regrouped.

7.51 CP CREDITS: Units in a Neutral Proxy Capital can be exchanged for two CPs each to pay for a Squadron or leader when necessary. Unspent CPs are recorded for later use by placing a "+1 CP" marker on the Capital. There is a maximum of one such marker per Neutral Proxy Capital. The "+1 CP" credit is lost if not spent before gaining Pact status.

7.6 FOREIGN WARS

A nation may attempt to end its Foreign War once for each CP it spends to make an "end war" die roll during its Impulse. A resulting die roll of "6" ends that Foreign War and removes it from the game as symbolized by the discard symbol. Pieces involved in that Foreign War are immediately sent to Regroup.

7.7 REGROUP

Conquests, submissions and events may take Units, leaders and Squadrons (blockaded or not) from play to the Regroup box. Each Unit, leader, or Squadron located there can be returned to play in a Friendly Home Duchy for one CP apiece. Any Squadron leaving the Regroup box for any reason is placed under a Refit marker. Squadrons from Regroup are placed in any unblockaded Friendly Home Port (5.62). If there is no such Port available, they remain in the Regroup Box until used to respond to a Foreign War event (6.13). Flags subject to Regroup (15.22) are simply returned to the pool of unused Flag pieces.

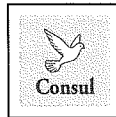
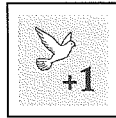
8. DIPLOMACY

8.1 DIPLOMATIC TRACK

The Diplomatic Track is not in play during the first Round of the 1805 Turn. Thereafter, each Proxy can be influenced by using CPs and/or events to move its Consul along the five rows (one for each Power) of the Diplomatic Track. The Unaligned column is part of every row. All Consul sliding is done laterally from one box to the next. To change rows, the Consul must move along

its current row to the Unaligned column. It can then move up or down freely to any other row (at no CP cost). The cost to shift a Consul by CP (instead of event) is equal to the number in the column(s) it enters.

The Consul can be flipped to its +1 side or back to its normal side at the cost of one CP. A “+1 Consul” slides to the right for one less CP and to its left for one more CP than normal, and flips to its normal side when it enters a new box of the Diplomacy Track or an opponent pays a CP to flip it. A “+1 Consul” cannot move freely up or down the Unaligned Column; it must be flipped to its normal Consul side before changing rows.



NEGATIVE INFLUENCE: Any player may use CPs/events to shift a Consul left (or flip a “+1 Consul” to its normal side).

POSITIVE INFLUENCE: Any nation can play an event to shift a Consul to the right on any Player Power’s row of the Diplomatic Track. However, CP expenditures to shift a Consul to the right (or flip it to its +1 side) can only be made by a Player Power on its own row of the Diplomatic Track

Example: Austria could not play CPs to move the Ottoman Turk Consul to the right in Britain’s row (but could move it to the right on Britain’s row using an appropriate event).

8.2 ALLY STATUS

GAINING AN ALLY: When a Proxy’s Consul marker enters a Power’s Pact Box of the Diplomatic Track, that Proxy becomes allied to that Power. An ally’s Controlled Duchies are Friendly for Attrition and movement. During the Proxy’s Impulse, a Patron can use his allied Proxy’s cards to negatively impact the Diplomatic Track, to end its own Foreign Wars, to build/move its pieces, or as events. The Patron may use its own cards to move his allied Proxy’s pieces only by commanding an Army Group with one of the Patron’s leaders (9.7) or an Army/Fleet containing allied Minor pieces.

BREAKING A PACT: Once a Consul enters into Pact status, it leaves only by Conquest, Submission or a Pact-breaking event.

8.21 BROKEN PACT: When an event breaks a Pact any one nation, including the targeted Proxy Pact nation, may immediately respond in Order of Movement solely to restore that Pact status by play of event (or in the case of the Power losing that Pact by CPs) as if it were taking an Impulse. If no nation is able or willing to do so, the Proxy’s Hand is replaced by an equal number of newly drawn cards and played as a Neutral Proxy. Then all newly Neutral Forces outside their Home and their own Associate Duchies Regroup, as do any Forces of other nations in the Neutral’s Home Duchies. Any formerly allied Squadron(s) in that newly Neutral nation’s controlled Port may remain there (or Regroup) but no longer benefit from that Port’s shore batteries. Associate Duchies of the newly Neutral nation remain controlled by their current owner, and their occupants may stay or Regroup at their option. Uncontrolled Associate Duchies of the newly Neutral nation are returned to the Neutral nation’s Control and their occupants must Regroup. Newly Neutral Squadrons Regroup if in a Port other than their own.

8.22 ALLY RESTRICTIONS:

- 1. France and Britain never change Camps. Even if it becomes Subject Neutral, Britain’s only options are to remain Subject Neutral or rejoin the Coalition.
- 2. A nation may not attack an ally’s Forces nor place its own Flag on an ally’s Home, Associate or Controlled Duchy. However, allied Forces can remove an enemy Flag, thus restoring inherent Control of a Duchy to their ally if the ally was the original owner of the Duchy.
- 3. A nation may never declare war on another nation directed by the same player.
- 4. No nation may be expelled from a Camp by its Allies.

8.3 CAMPS

Camps are binding alliances. The Imperial Camp (France and its Spanish Minor ally) starts at war with the Coalition Camp of Britain, Austria and Russia. Prussia, Sweden, the Ottoman Turks, and Denmark start in varying stages of neutrality. These Proxy nations (in the five-player version Prussia is not a Proxy) will join/exit either Camp as they gain/lose Pact status on the Diplomatic Track. Nations of the same Camp are allied, but may play events that hinder each other. A Player Power may freely change to the enemy Camp during the Interphase by joining it with the permission of all members of that Camp (14.11), but may not become Neutral unless it is conquered or Submits. No nation may be at war with both Camps.

8.31 BENEFITS: Camp benefits include:

- 1. multinational Army Groups (9.7•2) and Grand Fleets (13.2)
- 2. Friendly allied Duchies for movement and Attrition
- 3. Turkish War events cannot strike a Camp while the Ottoman Turks are a Client of that Camp.

8.32 PROXIES: When any nation declares war on a Neutral Client the attacked Proxy allies with the Power holding its Consul on its row of the Diplomatic Track by advancing the Consul to its Pact box. However, if attacked by its own Patron or while Unaligned the invaded Proxy allies with the Player Power opposing (i.e., in the opposite Camp) the invader listed last in Movement Track Order. A Pact Ally (as opposed to a Neutral Client) may never be attacked by its Patron or its Patron’s Allies.

8.33 DECLARATION OF WAR: A Player Power (and its Pact Allies) may attack another nation only by a Declaration of War. A Neutral Proxy may not attack; it must first become allied with a player – at which point it joins the Camp of that player, forfeits neutrality, and is at war without any Declaration of War costs. A Declaration is made during the Interphase (14.1) or an Impulse. However, a nation cannot declare against its own Pact Allies. An Interphase Declaration against any nation is free (i.e., costs 0 CPs). An Impulse declaration against a Power costs 7 CPs. An Impulse Declaration against an Unaligned Minor, a Neutral Client of an enemy Power, or the declarer’s own Neutral Client is free. An Impulse Declaration against a Neutral Client of an Ally requires that the would-be declarer switch Camps and pay 7 CPs.

A Declaration of War can be used to change Camps only with the permission of all players in the Camp to be entered. A Neutral Power (8.5, 15.42) must join a Camp to declare war but needs no such permission to do so. A Subject Neutral entering its Conqueror's Camp needs permission (8.81). However, both Neutral and Subject Neutral Powers may only declare war against a nation already in a Camp.

Events (such as *Papal Bull* and *Minor Forces*) which place Forces in another nation's Duchy do not cause War or violate an *Armistice* (see also 17.2).

Example 1: In a 5-player game, Russia, a member of the Coalition, wishes to attack Sweden, a Neutral Client of Britain. Russia has two options: She may either "buy down" the Swedish Consul to Unaligned and then declare war without switching Camps or any additional CP costs. Or, Russia may obtain permission to switch to the Imperial Camp and pay 7 CPs. If Russia first "buys down" Sweden to Unaligned status, Sweden becomes allied with the Player Power opposing the invader (in the Imperial Camp) listed last in Movement Track Order.

Example 2: In a 3-player game, Britain wants to attack Denmark, a French Neutral Client, during his second card play of Turn 1. As Denmark is a Neutral Client of an enemy Power, Britain may, without CP cost, immediately attack Danish pieces and/or enter Denmark. In the event of a British attack Denmark would automatically ally with France.

8.34 CONSEQUENCES OF WAR: Declaring Formations (including those changing Camps; 14.1) in an ex-ally's (or former Subject Neutral's) Duchy suffer Attrition and the survivors Regroup. Non-declaring Formations in an ex-ally's (or former Subject Neutral's) Duchy suffer Attrition also, but the survivors have the option of freely Flagging the Duchy if alone or Regrouping. If the conqueror of a Subject Neutral changes camp the conqueror's former allies in the still Subject Neutral nation suffer Attrition and the survivors Regroup. However, Duchies ceded to the conqueror and occupied by the conqueror's former allies may be flagged for free by any surviving Formations.

Newly declared opposing Formations co-occupying a Duchy after all necessary Regroups, i.e., located in an Uncontrolled Duchy, must do battle unless the declarer successfully evades. No terrain benefits (11.22) apply in that battle.

8.4 TURKISH FOREIGN WARS

You are not subject to a Foreign War event against any Client of your Camp, nor can you gain Client status with any nation with which your Camp has a Foreign War. If you join a Camp that has a Client with which you currently have a Foreign War, or if your Client is currently in a Foreign War with a member of the Camp you join, that Foreign War automatically ends and all pieces are immediately sent to Regroup.

Example: Russia is in the Imperial Camp. Turkey is a Pact Ally of Britain (both in the Coalition Camp) and the Russo-Turkish War is in effect. During the Interphase Russia joins the Coalition Camp. The Russo-Turkish War immediately ends and all Russian pieces therein are sent to Regroup.

If Turkey is attacked by any member of a Camp currently opposing Turkey's opponent in an offboard war, Turkey's offboard

involvement in that Foreign War(s) ends automatically and all pieces in that Foreign War are immediately sent to Regroup.

Example: Russia is in the Imperial Camp and declares war on an Unaligned Turkey while the Anglo-Turkish Foreign War is in effect and Britain is in the Coalition. The Anglo-Turkish War automatically ends and all British pieces therein are immediately Regrouped.

8.5 PRUSSIAN NEUTRALITY

Prussia may not join a Camp during the first Round of the 1805 Turn. During that Round, Prussian Forces may not exit Prussia. If a Prussian Duchy is invaded (except by certain events, 8.33), Prussia is at war with that invader and all members of that invader's Camp – thereby voiding the restrictions of enforced Prussian neutrality.

8.6 NEGOTIATIONS

You may bargain freely but such discussions must be public and cannot delay play. There is no penalty for breaking a promise. Cards may not be traded or shown to other players unless so allowed by an event.

8.7 PROXY PACT CAMP STATUS

When a Proxy becomes part of either Camp, place its "+1 CP" marker in the appropriate Camp box (at the bottom of the Control Chart sheet).

8.8 SUBJECT NEUTRALS

If a Player Power Submits or is conquered, it becomes a Subject Neutral. Any Pacts it has do NOT become Neutral; they remain members of their current Camp and remain directed by the same player (see 15.25). However, their "+1 CP" marker is flipped to the "Neutral Builds" side in that Camp box signifying that although controlled by a Subject Neutral, they are not "allied" to it for any purpose until that Subject Neutral joins it in the same Camp. The Subject Neutral's former Allies (and current Proxy Pact Allies) must Regroup out of the Subject Neutral's Controlled Duchies and respect each other's borders as if they were not allied – which they aren't – although the same player directs them both. Only a nation in a Camp may declare war on the Subject Neutral (see 15.24), and the Subject Neutral may not declare war on a nation not in a Camp. Even after the Grace Period expires, a Subject Neutral remains as such until it joins a Camp.

8.81 CHANGING CAMPS: If a Player Power changes Camps (14.1), all the Pacts he controls change Camps with him. There is no CP cost to do so during the Interphase. If a Power is Neutral (or Subject Neutral) and joins a Camp, all the Pacts he controls join that Camp with him. A Subject Neutral could remain so while his Pact(s) remain active in their current Camp. However, a player can never control nations in both Camps. This means that when the Subject Neutral joins either Camp, all of its Pacts do also. If a Subject Neutral is attacked, the Subject Neutral and its Pact Allies automatically, and without incurring the Declaration of War costs paid by the attacker, join the opposing Camp of the attacker for free.

Example 1: Austria has gained Pact status with Proxy Prussia. Prussia is then conquered by France, who gains Breslau as a Ceded Duchy. Austria continues to fight. Austrian Units may not enter Prussia without a

Declaration of War, but they could enter Breslau (which is now French), and could even possibly Flag Breslau as Austrian.

Example 2: *Austria has gained Pact status with Proxy Prussia. Austria is then conquered by France, who gains Prague as a Ceded Duchy. Prussia continues to fight under the Austrian player's direction. Prussian Units may not enter Austria without a Declaration of War, but they could enter Prague (which is now French), and could even possibly Flag Prague as Prussian. Per 14.13, if Austria ever leaves Subject Neutrality to rejoin the Coalition and still has Prussia as an ally, Prague could be voluntarily restored to Austria by the Prussians if they have Flagged it.*

Example 3: *Austria has a Pact with Turkey. Austria is then conquered by France and becomes a Subject Neutral. Turkey remains in the Coalition Camp, with its pieces directed by the Austrian player. If Austria later joins the Imperial Camp (either voluntarily with permission from all Imperial Camp members, or as a result of being attacked by a Coalition member), Turkey switches Camps with it.*

8.82 CONQUEROR/SUBJECT NEUTRAL ALLIES: Should any Subject Neutral find itself in the same Camp with its former Conqueror, the Conqueror - at the moment of the Camp entrance only - may voluntarily unflag any Duchy of its new Camp partner it currently holds but is under no obligation to do so.

Example: *A newly Subject Neutral in the following Change Camps phase (14.1) joins the conqueror's Camp. This requires the permission of the Conqueror since this would constitute a change from his last Camp. The Grace Period (15.24) prevents the victim from making a declaration against the conqueror before the Interphase of the next Turn, so such a declaration could only be made against its former Camp. Note that the conqueror MAY unflag one or more of the Subject Neutral's Duchies (8.82, 14.13) as part of a deal to get its victim to join it against its former Camp. This capability lends itself to a valid submission offer - i.e., "I'll submit now and join your Camp in the Interphase if you let me keep all or some of my Keys (or return them to me when I join your Camp)."*

8.83 SUBSEQUENT FLAGGING: If a Subject Neutral joins the Camp of its former Conqueror and its new Camp partner retains the Ceded Duchies of the former Subject Neutral, then those Duchies could be Flagged by opponents of its new ally. If those Duchies are then reflagged by a member of its current Camp (the former Subject Neutral or its new ally) then those Duchies are just unflagged to indicate they belong to the original owner (the former Subject Neutral). They do not become Ceded Duchies again.

9. MOVEMENT

9.1 OVERVIEW

Pieces move by expending CPs. A leader spends one CP for each Duchy entered whether alone or with the other Units of his Army. A moving Army contains a leader and possibly Units/leaders of its own nationality (and/or those of its Minor Pact Allies) up to that leader's Command Rating. A leader of a Minor nation can lead only its own Units/leaders in an Army or Army Group. A leaderless Formation moves one space per CP. However, the cost is per piece or per Army and is never paid simultaneously so separate Formations (not under the same Commander) cannot enter battle together (9.8).

9.2 STACKING

Unlimited Formations can occupy (and defend) a Duchy together. However, an Army may move and attack with only as many Units/leaders as its leader's Command Rating allows.

9.3 ENTRANCE

A Duchy may be entered only from an Adjacent Duchy except by Convoy (13.6) or Amphibious Assault (13.7).

9.4 ATTRITION

Certain moves trigger Attrition requiring a die roll for each applicable Unit/leader. One Unit/leader of the Commander's choice is lost for each "6" rolled. In general, if allied with a nation and entrusted with its pieces you are expected to command them in such a way as to maximize gain by that nation. The Commander cannot sacrifice an allied leader instead of a non-leader Unit of his own without the owner's consent.



1. If several Attrition conditions apply, resolve each for the entire Formation before removing losses.
2. Attrition losses are not battle casualties unless so cited by an event.

9.41 PASS/MARSH: Links formed by dashed lines are marsh (blue) or mountain passes (black). Entering an Enemy Duchy via a marsh/pass causes Attrition.

9.42 FORCED MARCH: Formations suffer Attrition in the fifth and subsequent Duchies they enter in each Impulse. Formations may move alone and/or as part of the same or a different Army, but Attrition applies to each Unit/leader that moves more than four Duchies (excluding retreats, evasions, and/or interceptions).

9.43 AMBUSH: Entering an Enemy Duchy from an Uncontrolled Duchy causes Attrition.

9.44 RETREATS/EVASIONS: Entrance during retreat/evasion to an Enemy Duchy, or across a strait, or retreat to sea from a failed Convoy/amphibious assault causes Attrition for each occurrence. Retreating via a mountain pass or marsh does not in itself cause Attrition if the retreat is to a Friendly or Uncontrolled Duchy.

9.45 FRENCH: French Attrition losses are Halved unless in a Russian, Spanish or Turkish Home Duchy regardless of Camp status. Therefore, when a multinational force is involved, French Attrition must usually be rolled separately. The nationality of the Duchy they attempt to enter has no effect.

Example: *A French Army of four Units and Ney moves five Duchies. The fifth is an enemy Duchy and entered across a Pass. Both Pass and Forced March Attrition penalties apply. Consequently, the French roll five Attrition dice twice, but halve losses (fractions rounded up) each time unless in a Russian, Spanish or Turkish Home Duchy.*

9.5 RESTRICTIONS

Movement is not allowed through:

9.51 ENEMY FORMATION: Entrance of a Duchy containing an enemy Formation requires stopping for immediate battle unless

the enemy successfully evades (10.2). Further movement during that Impulse by the Active pieces in the battle is not allowed without an Overrun (11.6). However, an Active surviving victorious Formation may possibly place Flags with any remaining CPs as this requires no actual movement.

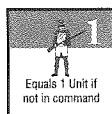
9.52 ENEMY FORTRESS: Entrance of an enemy Fortress Duchy ends movement for that Formation (barring a Siege Overrun; 12.31).

9.53 STRAIT: Straits link Duchies with blue dotted lines. Movement, retreat, interception and evasion are not allowed across a strait if an enemy Fleet is in that Zone or Port.

9.54 NEUTRALS: Only a Neutral Power's Pact Allies may enter that Neutral's Duchies without a Declaration of War (except by event; 8.33).

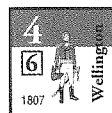
9.6 MULTIPLE LEADERS

A leader may enter a Duchy containing a friendly leader, but if it stops there, one must be designated the "Commander". The other is considered a Unit in the Commander's Army and is flipped to its reverse side (unless it belongs to a different Power or the Minor Ally of a different Power, in which case a Multinational Army Group may be formed; 9.7•2). A flipped leader regains leader status when separated from the Commander's currently-occupied Duchy (i.e., through evasion, interception, or being left behind during movement) or if leading another Army within the Commander's Army Group.



9.7 ARMY GROUPS

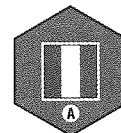
Two or more Armies of the same Camp in the same Duchy may form an Army Group – regardless of how they came to occupy the same space. One leader is the Commander. He is placed in the Commander section of his Headquarters Display's Army Group Holding Box and the rest of his Army Group is placed in the box. His standup piece is then placed on the map to represent the entire Army Group. Subordinate Army Commanders remain face-up in the Army Group Holding Box. Any excess leader is flipped to its reverse Unit side and placed in Armies in the Army Group (subject to normal restrictions on mixing nationalities within an Army). Only a leader of a Power may command a multinational Army Group.



- **1. TRANSITING FRIENDLY ARMIES:** An Army Group need not be formed while one Army passes through another Army's Duchy in mid-Impulse, but can be. In that case, the stationary Army must join the currently moving Army as it continues its Impulse, and the moving Army – now an Army Group – pays the corresponding movement costs of an Army Group for any further combined movement.
- **2. MULTINATIONAL ARMY GROUPS:** Forming a multinational Army Group requires the consent of all players whose pieces compose that Army Group. Lack of such consent prevents the relevant allied Army from joining an Army Group. Otherwise, once such consent is given, the command of an

Army Group can change only during an Impulse of a new Commander or upon combination with a new leader who will become the Commander. If an Army Group is not formed, all occupants of a Duchy still defend together, but with a Commander Battle Rating of 0 (i.e., one leader chosen by the attacker as the temporary defensive Commander contributes no dice to the battle although his printed Battle Rating still applies as a liability should he be routed; 11.5). Until formed into an Army Group, Armies in that Duchy may not intercept or evade together, but must resolve such attempts as separate Armies.

- **3. FLAGS:** When placing Flags, an Army Group places only the flag of the nation whose Impulse is currently being played regardless of the nationality of the Commander. So, for example, an Austro-Russian Army Group under Kutuzov could place only Austrian flags during the Austrian Impulse and Russian flags during the Russian Impulse.



9.71 ARMY GROUP MOVEMENT: An Army Group moves during its Commander's Impulse. Regardless of its Command Rating, an Army Group pays one CP per Army for each Duchy it enters. An Army Group may move as many Units/leaders as are contained in the Armies of its various Army Commanders. An Army Group may freely shed Formations along its path and/or gather Formations within the Command Rating limits of its Armies. Note that a leader can be an Army unto itself or can simply be an additional Unit within another leader's Army. Generally speaking, when multiple leaders are in the same Duchy, each secondary leader should be treated as a Unit within the Commander's Army until such time as the Commander's Command Rating is exceeded, requiring a secondary leader to exercise his own Command Rating to move additional Units in another Army.

***Example:** Napoleon (Command Rating: 8) and Murat (4) could move 12 Units in addition to themselves as an Army Group. Each Duchy entered would cost two CPs (one for each Army). Napoleon, Murat and seven Units (any combination of French and French Minor Pact Allies) would compose one Army and cost one CP for each Duchy entered.*

9.8 ENTERING BATTLE

Entering an enemy Formation's Duchy causes battle unless the defender evades. The battle cannot be delayed while another Formation moves into the same Duchy with another CP – even if it started in the same Duchy with the other moving Formation. Only by simultaneous movement as an Army Group (or by dual-interception) can multiple Formations enter battle together, and therefore possibly exceed the command rating of a single leader. Once a Formation is committed to battle, all other action (except interceptions and evasion) stops until that battle is resolved. The Active player may not play other non-response events (in combination with a "+" card) to affect that battle.

10. INTERCEPTION & EVASION

10.1 INTERCEPTION

An inactive Army or Army Group may attempt to enter an Adjacent Duchy to interrupt the movement of enemy Forces (including those appearing due to events or builds) if no enemy Formation already occupies that Adjacent Duchy. If successful, a battle is fought. The Active player is the attacker.

MULTIPLE INTERCEPTS: Regardless of the interception attempt outcome, other inactive Armies (or Army Groups) may attempt interception into the same Duchy. When intercepts are possible by multiple players, they are declared and resolved in Order of Movement if the order of resolution cannot be mutually agreed upon. This may result in a multinational Army Group being formed. After all intercept attempts for a Duchy are resolved, a battle occurs there between any opposing Formations present.

10.11 RESOLUTION: Once resolved, the interceptor may not decline an intercept result. Interception succeeds on a modified two-dice roll greater than or equal to “9”. If the modified dice roll is less than “9”, interception fails. Failed intercepts never require Attrition since no move was made; successful intercepts are subject to the normal movement-induced forms of Attrition as applicable.

INTERCEPT MODIFIERS: The dice roll is modified by:

- +1 if intercepting into a Friendly Duchy
- -1 if intercepting from an Uncontrolled Duchy
- +? the Battle Rating of the intercepting Commander
- -1 if the interception crosses marsh, pass or strait

10.12 ARMY GROUP: If an Army Group attempts interception, pre-declare all Forces in that Army Group attempting to intercept. Only the Commander’s Battle Rating is used. If successful, any Army/Army Group that it leaves behind has its own sole intercept capability. However, the Army Group may decline to intercept en masse, and dispatch a lone Army or a smaller Army Group to attempt interception using its own Commander’s Battle Rating. However, once any intercept attempt from that Duchy fails, all remaining Formations in that Duchy lose intercept capability for that Impulse and are marked accordingly with a “Battle or failed Intercept” marker until the end of that Impulse. A subordinate Army of another player may not be forced to attempt interception with its own Battle Rating without its consent. Likewise, the subordinate Army may not attempt interception without the consent of the Commander.



10.13 FLAG INTERCEPTS: A Flag (without accompanying Formations) placed by an event Adjacent to an Army with intercept capability may be intercepted. Such a Flag is immediately removed when a successfully intercepting Army enters its Duchy.

10.2 EVASION

Inactive Formations can avoid battle by evading to an Adjacent Duchy other than the one from which the enemy entered.

An entire Army Group attempts evasion just once and must evade to the same Duchy without altering the composition of that Army Group. Evading Units not within an Army check individually for each piece. Evasion to sea or into a Duchy containing enemy Formations or an unbesieged enemy Fortress is never allowed. Evasion into an Enemy Duchy or across a strait suffers Attrition.

Evasion succeeds on a two-dice roll greater than or equal to “9” which is modified by:

- +1 if evading into a Friendly Duchy
- -1 if evading from an Uncontrolled Duchy
- +? the Battle Rating of an evading Commander
- -1 if the evasion crosses marsh, pass or strait

If the modified dice roll is less than “9”, evasion fails; the evader does not move, forfeits any terrain dice (11.22) it would otherwise have had, and the Active Formation gains an extra Battle die in the first Round of battle for each failed evasion attempt from that Duchy.

10.21 PURSUIT: Given sufficient CPs, the Active Formation may pursue an evading Formation into an Adjacent Duchy or move in a different direction. Should it enter the Duchy of an evading Formation, that evading Formation may again attempt evasion.

10.3 SEQUENCE & RESTRICTIONS

Evasions, retreats, and interceptions cannot be intercepted. Units not within the Command Rating of a leader may not intercept. An Army can attempt interception unless it has failed an interception attempt or fought a battle other than an Overrun during that Impulse. Such Armies are immediately marked with a “Battle or failed Intercept” marker until the end of that Impulse. Formations attempting evasion/interception must do so before any Attrition suffered by the movement which prompted that evasion/interception attempt is resolved. A Formation that has successfully intercepted may only then evade after the battle joined or caused by the interception has been resolved. Otherwise, there is no required order for evasion and intercept attempts; the results of one attempt can be seen before declaring another. If players disagree on the order, resolve them in Order of Movement.

11. BATTLE

11.1 BATTLE EVENTS

A battle event(s) may be played by any nation(s) with pieces in that battle. Battle events are played prior to any dice rolls in Order of Movement beginning with the Active nation (which must play all of its desired Battle events before the next nation declares whether it will play any). Battle events affect only one Round of battle. If there is a second Round, all nations will again have the opportunity to play Battle cards in the same order. “Response” events (6.14) also affect battles, and, unlike “battle” events, can be played in any order by any nation – even after battle resolution.

11.2 BATTLE DICE

Combat is resolved by rolling dice. The number of dice each player rolls is:

- one per undisrupted Unit (including all leaders other than the Commander whether acting as Units within an Army or commanding subordinate Armies in an Army Group)
- +/- dice as listed by battle event
- + Nationality bonus (11.21)
- + the Commander's Battle Rating (if undisrupted)
- +? any defender's terrain bonus (first Round only; 11.22)
- +1 per failed enemy evasion attempt (first Round only; 10.2)

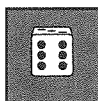
11.21 NATIONALITY BONUS: Each side gets one extra die unless composed of more than 50% French (i.e., Units/leaders) which get two extra dice, or composed of at least 50% Minors which get no bonus dice.

11.22 TERRAIN: All terrain bonuses require that the Duchy be Friendly before battle. Should any Formation fail an evasion attempt, all defenders forfeit any terrain bonus. Interceptors reach the battle site first to earn any terrain bonus, but must commit to the attempt before the Active player rolls any Attrition for entering that Duchy.

- **ROUGH:** If any Active Formation entered the contested Duchy in this Impulse across rough (a brown line), the defender gains one battle die during the first Round of battle.
- **PASS:** If any Active Formation entered the contested Duchy in this Impulse across pass (a dashed black line), the defender gains two battle dice during the first Round of battle.
- **MARSH:** If any Active Formation entered the contested Duchy in this Impulse across marsh (a dashed blue line), the defender gains three battle dice during the first Round of battle.
- **STRAIT:** Formations may cross a strait (blue dotted line) only if no enemy Fleet is in that Zone or Port. If the entered Duchy is enemy Controlled, it defends as per Amphibious Assault (although without Convoy limitations; 13.7).

11.3 CASUALTY RESOLUTION

Losses are simultaneous. Each "6" die roll kills an enemy Unit instantly. Each "5" die roll disrupts one for the duration of the battle. Kill results take priority over disrupts if there are insufficient Units/leaders to absorb all hits. Record casualties by moving the Camp dice markers along the Casualty Display on the Battleground Chart.



11.31 LOSS DISTRIBUTION: Unit (but not leader) losses are divided evenly by nationality. The Commander of a multinational Formation determines which nation suffers any excess kill result. Leaders are eliminated only with the consent of their owner or if there are insufficient Units (regardless of nationality) to fulfill the required loss.

11.32 VICTOR: If all Units/leaders on one side are eliminated by kills and the other is not, it loses the battle. Otherwise, total the kill and disrupt casualties of each side. The one with the most

casualties loses and retreats. If equal, fight a second Round with any remaining undisrupted Formations. If still tied after two Rounds, the Active Formation retreats. Battles never exceed two Rounds.

11.33 DISRUPTS: A combatant that suffers as many or more disrupt results than it has Units, and is required to fight another Round, may still possibly have battle dice due to its leader, events, and/or nationality bonus. Excess disrupt results detract from these bonuses, with the first excess result disrupting the Commander and thus canceling his entire Battle Rating (11.2). Additional disrupts cancel applicable event and/or nationality bonuses at the player's discretion.

11.4 RETREATS

The victor remains in the battle Duchy. The loser retreats to an Adjacent, Friendly Duchy(s) if possible. The first choice for retreat of Active losers must be to any Duchy from which they entered the battle Duchy. Intercepting Formations, since they reached the battle Duchy first, do not have to retreat to the Duchy(s) from which they came.

11.41 ATTRITION: A defender unable to retreat to a Friendly or Uncontrolled Duchy may retreat to another Adjacent Duchy(s) but suffers Attrition (9.44).

11.42 NO RETREAT: Formations unable to retreat are eliminated; causing an Overrun (11.6). A Formation may not retreat:

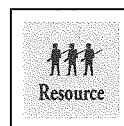
- to a Duchy from which the enemy entered the battle,
- out to sea (unless attacking from the sea),
- to an unbesieged enemy Fortress,
- to a Duchy containing an enemy Formation,
- across a strait, if an enemy Fleet is in that Zone or Port.

11.43 VOLUNTARY ELIMINATION: The owner of any Formation whose retreat would cause a Declaration of War (8.33) may choose to eliminate such Formation(s) instead. If the owner decides against their removal, a Declaration of War must be made and, if applicable, purchased as if taking an Impulse (excess CPs are forfeit).

11.44 COMBAT EFFECTS: Neither disrupt results nor retreats incur additional lasting effects beyond the confines of the current battle.

11.5 ROUT

A victor inflicting at least three more casualties than he suffered (regardless of the Round(s) in which they were inflicted), causes a rout. All routed disrupted Units/leaders are eliminated. If the routed Formation was an Army or Army Group the victor rolls a die. If the die roll is less than or equal to the printed Battle Rating of the routed Commander the victor gains a Resource (16). Note that elimination of the opposing Army/Army Group in itself is insufficient to allow a possible Resource gain; a Rout must occur. A routed Army/Army Group cannot generate more than one Resource gain per Impulse.



11.6 OVERRUN

If all Units/leaders of a side in battle are eliminated – even if due to rout, failure to retreat or Attrition suffered during a retreat – an Overrun occurs. An Active Overrunning Formation may continue to move with any remaining CPs.

11.7 FLAG OVERRUN

If eliminations exceed the loser's leaders/Units, the victor gains a free Flag placement (or removal as applicable) in the battle Duchy unless it is a Fortress or both sides are eliminated.

12. FORTRESSES

12.1 OVERVIEW

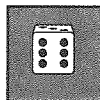
A Fortress Controls its Duchy regardless of the presence of enemy Formations. To Flag a Fortress you must defeat it by Siege. Fortresses do not affect battles, but do affect Control, naval combat and all forms of movement (12.4). Formations are never inside a Fortress. Formations built on a Fortress Duchy under Siege would cause an immediate battle (or evasion by the Besieger). If defeated, the newly-built attacking Formations (barring an available retreat route to an Adjacent Uncontrolled or Friendly Duchy) are eliminated for failure to retreat. A Fortress is Uncontrolled to any Enemy Formation that occupies it. Sieges are not affected by battle events unless the event specifically refers to siege use.

12.2 SIEGE

Only a single Army may Siege. An Active Besieging Army may resolve a Siege if there are no enemy Formations occupying the Fortress Duchy, and it has not already fought a non-Overrun battle there in that Impulse. A Siege costs no CPs. It may be resolved at any time, including prior to, during, or after, using a card/Reserve/Resource, during the Besieging Army's Scheduled Impulse. This may occur even during a "pass" Impulse in which the besieger has no cards, and thus, no normal Impulse. A Fortress may only be besieged once per Impulse (although that Siege may last more than one Round), and only by one Army. A Besieging Army moves no further in an Impulse in which it lays Siege unless the Siege is an Overrun (12.31).

12.3 SIEGE RESOLUTION

A Fortress rolls dice equal to its base strength (4 for Gibraltar; 2 for all others). It falls only if it suffers a number of "6" results greater than or equal to its strength in one Impulse and if the Besiegers are not eliminated. "5" results have no effect against a Fortress; only "6" results determine whether a Fortress will fall and even they have no effect on the strength of the Fortress in subsequent Rounds of that or other sieges. The Besieging Army may attack a still standing Fortress again immediately with any remaining undisrupted Forces if it has caused more casualties ("6's") than it has suffered ("5's" and "6's") in that Round. A Besieging Army does not retreat or rout. A fallen Fortress is immediately Flagged at no cost and remains a Fortress for its new owner.



Example: A Spanish Army of four Units under Castanos besieges Lisbon. The Fortress throws two dice and inflicts no casualties ("5's" or "6's"),

while Castanos throws five dice and inflicts a single casualty ("6"). The Fortress does not yet fall (because it did not suffer a number of "6" results greater than or equal to its strength in one Impulse). However, Castanos may attack again because he has caused more casualties (one) than he has suffered (zero) in that Round. On the second Round, the Fortress inflicts two casualties (rolling one "5" and one "6"), while Castanos fails to roll a "6". The end result would be Castanos loses one of his Units killed (from the "6") and the Fortress does not fall. However, had Castanos rolled a "6" in the second Round, Lisbon would have fallen due to taking two casualties in this Impulse even though Lisbon rolled more casualties (two) in the second Round than Castanos (one).

12.31 OVERRUN: A Siege attack which rolls more "6's" or takes fewer Siege Rounds in that Impulse than the Fortress strength is an Overrun and allows the Besieging Army to move elsewhere in that Impulse by spending the required CP.

12.32 ZONE MODIFIER: If besieging a Fortress-Port where the Port owner (or his ally) Controls an Adjacent Zone, the Besieging Army rolls one less die than normal.

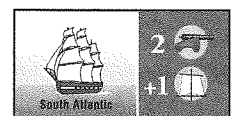
12.33 ARMY GROUPS: Any one Army in a single nationality Army Group may conduct a Siege during its Scheduled Impulse. Excess Units present beyond the Besieging Army's Command Rating may replace any disrupted/eliminated Units in the Besieging Army during subsequent Siege Rounds. In addition, any one Army of a multinational Army Group may besiege a Fortress during its Scheduled Impulse. If successful, it places the flag of the nation whose Impulse is currently being played regardless of the nationality of the Commander (9.7.3). Any given piece may only besiege a given Fortress (12.3) during one Impulse per Impulse Round.

12.4 MOVEMENT EFFECTS

Retreat or evasion to an enemy Fortress is not allowed unless it is besieged by friendly forces. All forms of movement, retreat, interception and evasion from an enemy Fortress Duchy must be to an Adjacent Uncontrolled or Friendly Duchy.

13. NAVAL AFFAIRS

Fleets move by paying Maneuvers. Each CP buys two Maneuvers.



13.1 FLEETS

A Fleet consists of all Squadrons of the same nation (or a Power and its Pact Minor Allies) in the same Zone or Port. Movement from a Port to its Zone – or vice versa – costs one Maneuver, as does movement from a Zone to an Adjacent Zone. Squadrons may be left behind or gathered as a Fleet moves. Any Squadron separating from a Fleet becomes a new Fleet. It moves by expending its own Maneuvers.

13.11 REFIT: Squadrons under Refit may not voluntarily move. A Squadron under Refit must remove its Refit marker in a subsequent Impulse or Interphase (at a cost of one Maneuver) before it can voluntarily sail. Squadrons under Refit go to sea only if an enemy gains Control of their Port or to respond to a Foreign



War or *Guerre de Course* event. A Squadron under Refit forced to sea is the same as any other Squadron of that nationality, but with one less battle die due to its Refit status. It will continue to have one less battle die until it returns to a Friendly Port and pays a Maneuver to remove the Refit marker there.

13.2 GRAND FLEETS

A Grand Fleet is a stack of allied Fleets of different nationalities not tied directly by Pact. It is commanded by the Squadron of a Power at the top of the stack. If they cannot agree on a Commander, each Fleet forms a different stack. The Squadron in command of a Grand Fleet can change only during the Impulse of the nation assuming the command, whether it moves or not.

Example: Britain, Sweden, and Russia are all in the same Camp, but Sweden is tied by Pact only to Britain. British and Swedish Squadrons must combine in the same Fleet. However, Russian and British Squadrons can combine only by forming a Grand Fleet.

13.21 MOVEMENT: A Grand Fleet moves and Patrols as a combined force – paying extra Maneuvers for each Fleet therein like an Army Group pays extra CPs for each Army (9.7). Just as Minor Nations cannot move a multinational Army Group, a Minor Nation may not command a Grand Fleet. A Fleet may exit a Grand Fleet, and co-exist in the same Zone if desired (although all Squadrons of the same nation and its Pact Minor Allies in the same Zone or Port always form one Fleet), during its own Impulse. A Grand Fleet gains the interception/evasion modifier (13.36) only if it is composed of more than 50% French or British Squadrons and is also commanded by either Britain or France. In combat, a Grand Fleet throws dice equal to the sum of its respective Squadrons (13.4).

13.22 CAMP CHANGES: Squadrons in a Grand Fleet (or a multinational Fleet) immediately become separate stacks in the same Zone if their nation leaves the Camp of the main Fleet.

13.3 INTERCEPTION & EVASION

Fleets may move through other Fleets (enemy, allied, or neutral), or co-exist with them in the same Zone. If more than one Fleet occupies a Zone each individual Fleet can be successively intercepted (13.31) by an Active Fleet's Patrols at a cost of one Maneuver apiece and fought separately, ignoring the presence of other Fleets in the same Zone. Conversely, only one inactive Fleet at a time (the first in Order of Movement) or a Grand Fleet (13.2) can intercept and, if successful, would fight a battle ignoring the presence of other Fleets in the same Zone. After the first interception attempt and any resultant battle or evasion is completed, the next Fleet in Order of Movement would have the option to attempt interception and battle independent of any other Fleets in the same Zone, etc. If defeated in battle the Active retreating Fleet would not be subject to further interception before or during its retreat.

Example: Sweden is a Pact ally of Britain who is allied with Russia in the Coalition Camp. The North Sea contains a British, a Swedish, and a Russian Squadron. Although these Squadrons could form a Grand Fleet, the Russian has opted to remain separate. The British and Swedish Squadrons must be combined into a single Fleet (stack).

A French Fleet enters the North Sea, during its Scheduled Impulse. The British, next in the Order of Movement, have the first option to intercept. Because their Fleet is not more than 50% British, their intercept modifier does not apply and they need to roll a "9" or greater to intercept. If they fail to force a battle or lose, the Russian Fleet may then attempt to intercept.

Assuming both Coalition Fleets decline or fail to intercept, the French Fleet may then spend a Maneuver to Patrol to find either Coalition Fleet. The French decide to Patrol for the Russians and spend a Maneuver to do so. They are successful. The Russians fail an evasion attempt and are sunk in the resulting battle. The French may follow this success by spending another Maneuver to Patrol for the British Fleet.

13.31 INTERCEPTION: Interception requires a modified two-dice roll greater than or equal to "9". Interception can be attempted in a Zone by an inactive Fleet whenever a Fleet enters its Zone and/or a Port in that Zone (and before it combines with any friendly Fleet already in that Zone or Port, or gains protection of the shore batteries). The inactive Fleet gets the first interception opportunity. If it fails or declines, the Active Fleet may then combine with any Fleet already in that Zone and may spend a Maneuver to Patrol (attempt interception) or move on. Each failed Patrol by the Active player can be followed by expenditure of another Maneuver for another Patrol or movement elsewhere.

13.32 TWO-ZONE PORTS: Entry of a two-Zone Port can be intercepted only by a Fleet in the Zone from which the entry is attempted. Exit from a two-Zone Port can be intercepted only by a Fleet in the Zone to which entry is attempted.

13.33 EVASION: Intercepted Fleets may evade by making a modified two-dice roll greater than or equal to "9". Inactive evaders remain in the same Zone and can be intercepted again by successful Patrol. An Active evading Fleet leaving a Blockaded Port returns to the Port it was leaving although it may attempt breakout again in that Impulse by spending a Maneuver until it loses a battle. An Active evading Fleet not leaving a Blockaded Port may continue moving with another Maneuver. A failed evasion attempt grants the intercepting Fleet an additional battle die in the first Round of battle.

13.34 PORT: Fleets in Port cannot intercept (but see 13.8) or evade.

13.35 BLOCKADE: A Fleet in Control of a Zone Blockades all Ports in that Zone. Allied Fleets can share Control of a Zone. The presence of a Neutral Fleet does not deny Control of a Zone. Blockade modifiers apply to Two-Zone Ports only if the Port is entered/exited through a blockaded Zone.

13.36 RESOLUTION: Resolve interception/evasion attempts by rolling two dice whose total is modified by:

- +2 if the acting Fleet is more than 50% British
- +1 if the acting Fleet is more than 50% French
- +1 vs Fleets leaving a Blockaded Port

13.4 NAVAL COMBAT

An intercepted Fleet which does not successfully evade fights a battle. Naval battles are like land battles without routs except that a Squadron (depending on nationality) may be disrupted,

perhaps more than once, and still retain a battle die. Disrupted Fleets roll one less die in any subsequent Round for each “5” result inflicted on them. One Squadron of the owner’s choice is eliminated for each “6” result inflicted on them. Squadron losses of multinational Fleets must be split as evenly as possible. The Commander of a multinational Grand Fleet determines which nation suffers any excess kill result. Events do not affect naval combat unless specifically cited as usable in naval battles. Each side rolls the following battle dice amounts:

- three dice for each British Squadron
- two dice for each French, Danish, or Swedish Squadron
- one die for each Russian, Turkish, or Spanish Squadron
- one die if the opposing Fleet fails an evasion attempt (only in the first round of battle)
- Squadrons under Refit roll one less die (to no less than 0)

Example: An Active British Fleet of four Squadrons Patrols and intercepts an Imperial Fleet composed of two French and two Spanish Squadrons. The Imperials attempt to evade and fail with a roll of “8” as their Fleet is only half French and therefore not entitled to the +1 evasion modifier for being French. The British get 13 Battle Dice in the resulting battle (3 each for four squadrons plus 1 for the failed enemy evasion). The Imperials get 6 Battle Dice (2 each for two French Squadrons and 1 each for two Spanish Squadrons).

Both sides roll three hits - resulting in a second round of combat. The British roll two “5’s” and a “6” which sinks one Spanish Squadron and reduces the French Fleet to three Battle Dice for Round 2. The Imperials rolled three “5’s” which reduces the British Fleet to nine Battle Dice for Round 2 as the added Battle Die for the failed Imperial evasion attempt no longer applies.

During Round 2, the Imperials roll another “5” for a single hit while the British also roll a single hit - a “6”. The Imperials lose a French squadron this time since they have already lost a Spanish one and must split losses evenly. However, the British lost the battle and must return to Port, even though they lost no Squadrons, because as the Active player they failed to score more hits after two rounds of battle.

13.41 VICTORIOUS FLEET: A victorious Active Fleet may continue movement.

13.42 DEFEATED FLEET: The losing Fleet is placed in any one closest friendly Port (the loser deciding which of equidistant Ports is closest) where it remains for that Impulse. A Fleet defeated while leaving Port must return to that Port (see 13.9). A Fleet defeated while entering a Port must retreat to another Port.

13.5 PORT NAVAL BATTLES

Fleets entering an enemy Port receive fire from shore batteries before naval combat. The Port rolls two dice (four if a Fortress) and exacts any losses. Surviving Active Squadrons then (minus any battle dice due to disrupt results) engage in a battle with any Squadrons in that Port (even if there are no Squadrons capable of returning fire [i.e., Squadrons being built]) plus another Round of fire from the shore batteries – adding the results of the previous shore battery fire into one combined Round to determine the victor. If tied (and both Fleets still exist), a second round is fought, the Port again adding a new Round of shore battery fire to that of the defending Fleet. If the Port loses the battle, the defending Fleet (including any non-fighting Squadron under

a Naval Build marker) is eliminated and the victorious Active Fleet returns to the Zone from which it entered that Port. It may continue movement from there. The surviving Fleet always wins any Port battle in which the opposing Fleet is eliminated regardless of the number of hits sustained.

13.6 CONVOYS

A Convoy is naval transport of Formations from one Friendly Port to another Friendly Port. No Fleet is required but a nation may Convoy only once per Impulse. Up to five Units/leaders may be convoyed per Impulse but are subject to the same limitations as land movement insofar as single CP expenditure moves of multinational Forces and Unit sizes are concerned (9.1).

Example: A Convoy could not move three Units unless a leader capable of commanding them as an Army was present. Likewise, Units of a Power and its Minor Allies would require the presence of a leader of that Power to form an Army to Convoy them both. Units/leaders of two Powers cannot Convoy together.

- 1. Convoyed Formations may not combine sea with land movement – they must begin (not be built during the Impulse) and end their Impulse in a Port.
- 2. The Convoy costs one CP per Zone or Port entered. **Example:** A Convoy from Wales to Lisbon would cost 4 CPs.
- 3. A Convoy may not enter a Zone or Port containing an enemy Fleet, or cross a Strait held by an enemy Fortress.

13.61 RELIEF CONVOYS: A besieged Fortress may receive a Convoy with no shore battery fire – but a land battle does ensue (barring evasion by the Besieger). If the relief Convoy is defeated in the ensuing battle, any attacking survivors would retreat to any Friendly Port in any Zone entered during that Impulse – and would be subject to Attrition for doing so.

13.62 UNCONTROLLED PORTS: A Port Duchy which is Uncontrolled (i.e., enemy-occupied but unflagged by the enemy) remains Friendly to the last Controller of the Duchy for Port purposes. That nation and its Allies may receive Convoys in that Port without the penalties of Amphibious Assault (although a battle would then ensue as per 13.61). In contrast, the nation which occupies the Port Duchy but does not yet Control it would have to use Amphibious Assault to receive reinforcement through that Port.

13.63 NEUTRAL/ALLIED FLEETS: A Convoy is not normally prevented from entering a Zone by an Allied or Neutral Fleet. However, if an Amphibious Assault would begin a war with a currently non-enemy nation, then any Fleets or Fortresses belonging to that nation or its Allies are treated as enemy when plotting the Assaulting Convoy’s move.

13.7 AMPHIBIOUS ASSAULT

Convoys may assault an enemy Port only if they (or an ally) Control that Zone. Assaulting Formations receive shore battery fire as per 13.5. Surviving Formations are placed in that Port. If an enemy Formation is present, and does not evade, a battle will occur (without further shore battery fire). An Army Adjacent to that Port can intercept an Amphibious Assault. Casualties of the

previous shore battery fire add no dice to any combat resulting from the landing and are considered casualties in the first Round of that battle. If forced to retreat, the landing Formations suffer Attrition and go to any friendly Port in any Zone entered during that Impulse.

13.71 ENEMY FLEET: A Port containing an enemy Fleet cannot be Amphibiously Assaulted until the Fleet has been eliminated (13.5).

13.8 FORTIFIED STRAITS

A Fleet crossing a Strait must undergo fire from shore batteries of any enemy Fortress connected to that strait. Fleets in Fortress strait Ports may automatically intercept Fleets attempting to cross their strait after any shore battery fire. Losses from the shore battery fire affect any immediately subsequent naval battle but no further shore battery fire would occur in that battle.

13.9 PORT LOSS

Any Squadron in an enemy Controlled Port automatically puts to sea where it is subject to possible interception. If intercepted, it may not evade. If defeated during the ensuing battle, it is eliminated. A Squadron under a Naval Build marker is always eliminated.

14. INTERPHASE

If Peace (5.8) has not been declared, prepare for the next Turn. Cards/Reserves/Resources may not be played during the Interphase. Each Interphase has three steps:

14.1 CAMPS

Once in a Camp, a nation remains at war until it becomes a Subject Neutral by Submission or Conquest, (or, in the case of Proxies, by play of a Pact-breaking event).

14.11 SWITCHING: A Power may change Camps during the Interphase, with permission of all players in the Camp it joins. This announcement is free and made in Order of Movement. No Declaration of War is bought, but all other consequences of a Declaration (8.34) apply. However, no Power may both declare war on another nation(s) not in a Camp (Neutral, Subject Neutral, Unaligned Proxy) and change Camps in the same Interphase.

14.12 JOINING: A Neutral Power may join a Camp regardless of permission with a free Declaration of War – whether it attacks a Camp member or is attacked by one. A Subject Neutral entering its Conqueror's Camp requires the permission of all players in the new Camp.

14.13 FLAG CONSEQUENCES: A nation changing Camps must unflag any Duchies it holds of its new Allies. Its new Allies, for their part, may immediately unflag any Duchies of their new Camp partner that they wish per prior agreement, but must unflag their new ally's Capital. The retention of any prior existing Flags in their new ally's Duchies is an exception to the general prohibition against Flagging a current ally's Duchy. Such Duchies may not be reclaimed by their original owner unless first flagged by a member of an opposing camp, by voluntary Flag removal (7.44), or by event (see also 8.83).

14.14 OFFERS: An offer to change Camps, like an offer to Submit (15.41), must be accepted or rejected without negotiation. If the terms offered by the Power wanting to change Camps are not accepted as presented, the offer must be declined until the next Interphase.

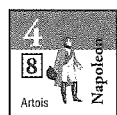
14.2 REINFORCEMENTS

Each nation in Order of Movement, builds pieces and deploys. Reinforcements are built from among those previously eliminated, the Regroup Box, or that have not yet entered play.

14.21 CP EXPENDITURES: Players spend their CPs to build Units, leaders or Squadrons, bring pieces out of Regroup (7.7), Refit previously built Squadrons (7.3) for one Maneuver each, or buy an extra Deployment (14.24). Reinforcement CPs cannot buy Diplomatic status, Flags, or Foreign War cessation attempts. Neutral Proxies must follow the Build priorities set out in 7.5 and cannot deploy. Available reinforcement allotments are:

- France: 18 CPs
- Britain: Six CPs
- Austria, Russia, Prussia: Eight CPs each
- Spain, Ottoman Turks: Four CPs each
- Denmark, Sweden: Two CPs each

14.22 PLACEMENT: Reinforcements are placed either in their respective Capitals (in the case of Units/leaders), any Friendly Home Port (in the case of Squadrons), or an unblockaded Friendly Home Port (in the case of Regrouped Squadrons). If the Capital is enemy Controlled, place its reinforcement Units/leaders in the closest friendly Home Duchy. If all Home Duchies are enemy Controlled, reinforcement Units/leaders are placed in the closest friendly Associate Duchy (including an Uncontrolled Fortress). A nation lacking a friendly Home Port (Duchy) cannot place Squadrons (Units/leaders) with reinforcements CPs. An Adjacent enemy Army does not prevent the placement of reinforcements, nor can that placement be intercepted during the Interphase.



14.23 FREE DEPLOYMENT: One leader may freely move by land through an unlimited number of Friendly Duchies, gathering (but not dropping) a number of Units/leaders (including Pact Minor Allies) up to its Command Rating as it goes. Deployment can be used to enter/exit an Uncontrolled (Besieged) Fortress to reinforce/evacuate the besiegers – but it can only move *through* Friendly Duchies.

- A Deploying Fleet may pick up, but not drop off, other Squadrons.
- A Convoy (13.6), with or without a leader, may Deploy from Port to Port (but no further than its Reserve could buy in an Impulse).
- A Deploying Army/Convoy/Fleet may not enter a Duchy/Zone in which it could theoretically be intercepted were this an Impulse.
- No Unit/leader/Squadron may deploy twice in any Interphase.

14.24 EXTRA DEPLOYMENT: A Power may purchase one additional Army, Convoy or Fleet Deployment with Reinforce-

ment CPs. The cost of a second Army Deployment is one CP per Unit/leader in the Deployed Army (whether by land or Convoy) but must be a different Army, Convoy or Fleet than the one using the normal free deployment. The cost to deploy a Fleet is one Maneuver per Zone/Port entered.

14.3 RESUME PLAY

Shuffle all discards, other than those removed from play, into the remaining deck to prepare for the next Turn.

14.31 DRAW:

- 1. All nations in Order of Movement draw one card for every two Keys they control or their minimum Hand (whichever is greater, 14.32). There is no maximum draw – regardless of Maximum Hand Size. A Power which modified the Peace die roll (5.8) draws one less card.
- 2. After all initial cards have been drawn, each nation (even those with minimum Hands, 14.32) in Order of Movement, can replace its Hand of newly drawn cards via the Mulligan rules (4.5; possibly resulting in less than a minimum Hand).
- 3. Any Subject Neutral nation that did not Mulligan may discard all cards and forfeit its Reserve(s) for the current turn. The Subject Neutral then draws a new Hand equal to its Maximum Hand Size. It also draws an additional card for each Reserve it forfeited which becomes its new Reserve for that Turn only and is placed face down on its HQ Display until used or the Turn ends. That new Reserve ceases to be considered a “card” and is treated in all respects as a Reserve until discarded.
- 4. Upon completion of Mulligans and any Subject Neutral draws, any nation with unplayed cards remaining from the prior Turn adds them to its Hand.
- 5. Nations in excess of their Maximum Hand Size (14.32) must discard one card at random, but gain a Resource.
- 6. Nations still in excess of their Maximum Hand Size select excess cards to discard for their CP value in Diplomatic Track buys (8.1). However, Pact status cannot be obtained or broken during this Phase. CPs in excess of possible Diplomatic buys are forfeit.

14.32 HAND SIZE LIMITS: Each nation is restricted to the following minimum and maximum number of cards for its starting Hand. Hand size is not thus limited once the Turn is underway and can increase beyond “Maximum Hand Size”. Mulligans may reduce Hand size below the minimum shown.

<i>Nation</i>	<i>Minimum Hand Size</i>	<i>Maximum Hand Size</i>
France	4	8
Other Powers	2	4
Minors	1	3

14.33 RESERVES: Reserves are now available to their original nation. Cover their “Void” box on their Headquarters Display with a Flag until used. Play then resumes with the next nation on the Movement Track, although preemption of that nation is a possibility.

15. CONQUEST & SUBMISSION

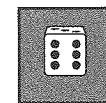
Conquest occurs during the Conquest phase (5.7) at the end of all Impulses for that Turn. A Player Power may Submit (15.4) before then, but only if the invader agrees.

15.1 CONQUEST

A nation is conquered if it has lost all of its Keys, or its Capital is enemy Controlled and a mandatory Conquest die roll greater than or equal to “6” is made. The Conquest die roll is modified as follows:

Denmark: + 3 Prussia, Austria, Britain, Russia*: – 1
Sweden: + 2 France, Spain, Ottoman Turks: – 2
+1 for each Key lost from its initial inventory (or, if previously defeated, since its prior Conquest/Submission)

**Conquest of Russia requires both Capitals*



15.11 JOINT CONQUEST: Should the terms of conquest be jointly accomplished by several nations, only the one Controlling the Capital is the conqueror. Should two invaders each Control a Russian Capital, only the first in the Order of Movement may attempt Conquest.

15.12 SIMULTANEOUS CONQUEST: It is impossible for two nations to conquer each other simultaneously since the first one in the Order of Movement of the potential conquerors to successfully resolve its conquest prevails.

15.2 CEDED DUCHIES

The conqueror (and its Allies) removes all of its Flags in the fallen nation’s Home (not Associate) Duchies (except those ceded to it in a previous conquest of the same nation which remain in the conqueror’s control when this latest conquest is resolved). The conqueror then rolls a die to determine a number of Duchies to be ceded to it. The conqueror, followed by the victim (hereafter referred to as the Subject Neutral), then alternate selecting the Subject Neutral’s remaining unflagged Duchies to be Flagged by the Conqueror until that number is met. Proximity to conquering Forces is not relevant. The Capital is never ceded. The conqueror may now (not later) give Control of a Ceded Duchy to any Power in its Camp which will accept it. If the Subject Neutral had previously been conquered, it would have to cede different Duchies than those lost before unless it had regained Control of them.

15.21 CONQUEROR WITHDRAWAL: All conquering Formations and their Allies in the conquered Capital withdraw (without Attrition) from it to an Adjacent Duchy of the conquered nation or Regroup. Other conquering Formations in the Subject Neutral have the option to Regroup or remain in their current Duchy.

15.22 VICTIM WITHDRAWAL: Forces/Squadrons belonging to the Subject Neutral which are not in their own Home or Associate Duchy must Regroup – restoring Control of their Flagged Duchies to their original owner. All former allied Forces/Squadrons of the victim in the Duchies of that Subject Neutral also Regroup. Subject Neutral Formations in a Ceded Duchy must Regroup.

If a Duchy outside of the conquered nation formerly co-occupied by the Subject Neutral and its former Allies becomes uncontrolled as a result of Conquest (i.e., due to the removal of the victim's Flag) the remaining Formation may either Regroup or Flag the Duchy at no cost.

15.23 FRIENDLY TERRITORY: All Duchies of the Subject Neutral are now friendly to the conqueror and his current Camp as long as the conquered nation remains a Subject Neutral. The conqueror and his current Camp do not require permission of the Subject Neutral to enter any Duchy (including those containing a Subject Neutral Formation) other than its Capital and may Deploy through those Duchies as if they were their own. The Subject Neutral retains Control of such Duchies.

15.24 GRACE PERIOD: The conqueror and its Allies may not declare war on the Subject Neutral before the Interphase of the following Turn or vice versa. This prohibition is absolute and could void potential Camp changes (see 8.8). However, the Subject Neutral can ally with its conqueror before the end of the Grace Period.

Example: If, in a five-player game, Prussia had been a French ally during the conquest of Austria, Prussia could not change Camps until the end of that Grace Period if the Coalition is currently at war with Austria. If Prussia joins the Coalition while Austria remains a Subject Neutral before the end of the Grace Period, no member of the Coalition could declare war on Subject Neutral Austria until the end of that Grace Period as long as Prussia is part of the Coalition.



15.25 DIPLOMATIC EFFECTS: A conquered Player Power is a Subject Neutral and Controls its own cards and Forces as well as any existing Pacts (see 8.8). If a Proxy is conquered, it becomes

Unaligned and its Consul cannot be moved, by CP expenditure or event, on the Diplomatic Track until the Interphase of the next Turn.

15.3 FOREIGN WARS

If any participant in a Foreign War is conquered or Submits, their current Foreign Wars end and all pieces in those Foreign Wars are immediately sent to Regroup. However, new Foreign Wars can be played thereafter.

15.4 SUBMISSION

Proxies never voluntarily Submit. A Player Power may offer Submission if, at the end of any Impulse, an invading Nation and his Allies has more Forces occupying the invaded Power's Duchies than the invaded Power has in play (not counting those in Regroup or on Foreign War cards). Units/leaders Allied to the invaded Power that occupy his Duchies count towards his total Forces. However, a Power can only submit to the invader with the most Forces (including Minor Pact Allies) in his nation.

If Submission is accepted, the victim becomes a Subject Neutral and all the terms of the agreement are immediately invoked. Any Duchies to change control are immediately Flagged or unflagged as agreed, and the consequences of a conquest (15.21-15.25) are immediately enforced.

15.41 OFFERS: A player may offer Submission at the end of his or any other player's Impulse. The terms are whatever he offers and the invader accepts but cannot exceed six Duchies. Such offers may include anything from just the cessation of hostilities to the ceding of specific Duchies (including the unflagging of any specified captured Duchies not to be ceded). Only one offer can be made per Impulse. The offer must be accepted or rejected, without negotiation, with a Yes or a No. If rejected, the submitting player must wait at least until the end of the next Impulse to make a different offer. Such offers are not allowed to halt play for discussion.

Submission is not the same as Conquest. The terms are whatever is agreed to (up to the maximum limits of what could occur in a conquest) and they are invoked "immediately". The Submitting nation may even get to keep Keys it has gained if the invader agrees to that. There is no ceding of Duchies by die roll as per the Conquest rules per se, although the parties could agree to that if they so choose.

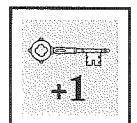
Example: Austria has been invaded by France, Prussia and Turkey. Austria Submits to France which has the most Forces in Austria. Austria demands the return of Austrian Home Duchies currently Controlled and/or occupied by the Prussians since those must be unflagged prior to a conquest anyway. The French need not accept those terms, but if they do, that's what happens. France can accept such an offer and force Prussia and Turkey to unflag the Austrian Home Duchies they have Flagged. Prussia's agreement would be necessary only if they were tied with France for most Forces in the Submitting nation. Of course, a France more concerned about keeping his Prussian ally happy might hold out for a better deal for the Prussians, or he might even accept terms more advantageous to the Prussians than to himself. It all depends on how badly he wants to accept Submission. Remember, it is the Submitting nation which sets the terms - the victor just accepts or rejects them. However, Submission terms cannot affect the Flag status of any Duchy that could not be affected by a Conquest situation. Therefore, Associate Austrian Duchies Controlled by the Prussians or Duchies Ceded in a previous Conquest can be kept by the Prussians regardless.



15.42 FORCED SUBMISSION: A nation forced to involuntarily Submit (6.12) is considered Conquered (15.2) by the nation with the most enemy Forces within its original borders (or the next in the Order of Movement if tied) and pays reparations (15.5) but does not cede Duchies. If there are no enemy Forces in its country, the submission is void but the nation loses any +1 Key status it may have and must start the next Turn without any Reserve.

15.5 REPARATIONS

A nation gains a space on the Resource Track every time it conquers a nation or accepts its Submission. The victim loses any Resource(s) and "+1 Key" status it may have. "+1 Key" status is obtained only by play of *The Emperor Commands* event and has no effect on Conquest resolutions.



16. RESOURCES

16.1 ACQUISITION

Any nation may acquire Resources during the game. A nation gains one Resource:



- during the Interphase of each Turn it has more cards than its Maximum Hand Size (14.31•5),
- as a result of certain events,
- every time it conquers another nation or accepts that nation's Submission (15.5),
- after routing a led enemy Formation and making a successful die roll (11.5).

A nation must forfeit all its Resources when conquered or if it Submits. Resources may not be traded.

16.2 USAGE

A single Resource may be played during a nation's Impulse to draw a card. Resources do not affect Hand limits or preempt capability. However, they can be used in lieu of a card (whether the nation has other cards or not) as an inherent Reserve to draw a card either alone or in combination with another non-Reserve play.

Example:

- *You could play your last card and also play your Resource to draw a card.*
- *You could use your Resource to draw a card and play that card or another non-Reserve.*
- *You cannot play your last card and use a Resource to draw and play another card (since that would be equivalent to playing three cards).*

A player with no cards could pass in one or more Impulses and play a Resource (or Reserve, 6.2) in a subsequent Round. However, a Resource cannot be played as an Impulse to extend a Turn after the last player with a playable card has taken his Impulse.

16.3 VICTORY

Each player adds one point to his score at game end for each unused Resource of his Player Power(s).

17. SPECIAL RULES

17.1 POINT OF OMISSION

Illegal plays or errors, while not to be encouraged, are considered valid if they go undetected before the next player reveals a card play or another battle is fought (whichever occurs first).

17.2 FORCES PLACED/REMOVED BY EVENT

If Forces, excluding a Flag, are placed in another nation's Duchy by event, a Flag may be subsequently placed by those Formations without violating an *Armistice* or requiring a Declaration of War. If entry (movement, interception, evasion, or retreat) into an additional Duchy of the same targeted nation occurs, the owner of the placed Formations must, if otherwise applicable, declare war or eliminate the offending pieces (11.43). Any subsequent entry into another Duchy of the targeted nation would also violate an *Armistice*. If the original targeted Duchy is vacated by the placed Formations normal rules apply, i.e., reentry into the originally targeted Duchy would require a Declaration of War if applicable.

If Forces, excluding a Flag, were placed in a nation controlled by a Player not in the opposite Camp as the owner of the placed Formations, the targeted Player may enter that Uncontrolled Duchy without declaring war. As soon as a Flag is placed a Declaration of War would be required by the targeted nation.

If the placed non-Neutral Forces, including any subsequent Flag, target a Neutral Duchy that Duchy may, after initial Flag placement, be (re)flagged by either Camp without declaring war on the still Neutral nation.

For any occupied Duchy that is unflagged and becomes Uncontrolled by event, the survivors may either Regroup or Flag the Duchy in question after Attrition during the Interphase, OR reflag the Duchy via CP expenditure without any applicable Declaration of War.

Example 1: In a 5-player game with a Neutral Prussia, France plays *Minor Forces* in Warsaw. Before a French Flag is placed in Warsaw, Prussia may enter Warsaw without violating an *Armistice* or a Declaration of War against France. If the *Minor Forces* enter another Prussian Duchy, France would then be required to declare war. Similarly, as soon as a French Flag is placed in Warsaw, Prussia would need to join the Coalition Camp to reclaim Warsaw. Assuming France Flags Warsaw a Coalition nation could remove the French Flag and place its own without a Declaration of War. If Prussia were to then join a Camp all Flag consequences would apply (14.13).

Example 2: In a 3-player game France plays *Papal Bull* and places 1 Unit and a French Flag in Naples. France also plays *Minor Forces* in and subsequently Flags Warsaw (Prussia is a Neutral Proxy). On the last card play before the Interphase, Russia plays *Nationalist Uprisings* to remove the French Flags in Warsaw and Naples. Assuming that both Duchies are still occupied by French Formations these may either Regroup or reflag the Duchy after taking Attrition. None of the actions would violate an *Armistice* or require a Declaration of War.

A Veteran's Quick Intro to the 2nd Edition

For veterans of *The Napoleonic Wars* who need no stinkin' rules, the following is a quick "all you need to know" tour of the 2nd edition to get you quickly back into the fray. For the rules lawyers among you who must study every altered word, I refer you to the living rules at http://www.gmtgames.com/living_rules/living_rules.html#tnw which highlight every word which has changed in a second color.

For the rest of you, rest assured that Nappy remains pretty much as you recall it with but three changed rules. The game is still as chaotic and colorful as before—only moreso. However, those changes are incorporated primarily within an enlarged deck of cards which favors you with more opportunities to explore its possibilities. Most of the cards you remember have undergone changes ranging from minor clarifications to major changes of substance. 20 new events augment the deck and bring forth possibilities that will have your troops trodding real estate previously disdained. The possibilities which seemed so unlimited before have now multiplied bigtime and you will be amazed at the new strategies/challenges they present. But don't assume that the more familiar events remain unchanged. A careful reading of the text will often uncover subtle changes.

As you inspect the components, the first thing you will notice is the presence of nine Headquarters Displays which replace the old Home and Setup Cards of the first edition now incorporated into these Displays. This alteration freed the space in the deck for the 20 new cards and constitutes Rule Change #1 in our presentation.

6.2 RESERVES: Home cards no longer exist. Now they are called Reserves and are an inherent part of your Headquarters Display. More importantly, Reserves are NOT a part of your Hand. They do not count for prolonging a turn, or preemption, but can be played in place of a card at your option. This means that you can now Pass your Scheduled Impulse when out of cards, but retain the ability to play later provided the Turn does not end first. Running the other guy out of cards and then having your way with him is now less of a sure thing. With this capability, the need for the original Early Winter Resource option has now outlived its usefulness and that inelegant solution to this problem is now relegated to history.

5.81 VICTORY: The second rule change you need to understand is that the method for determining victory has been simplified with profound effects on your strategy. When measuring your success, you now are concerned only by the gains and losses of your Power—not its Pact Allies. In other words, the holdings of allies no longer reward or punish you when determining victory—consider them a means to an end. Spanish gains, for example, are irrelevant except inasmuch as they deny assets to opposing Powers or increase their strength and usefulness under your control. This being the case, there is no longer any need to artificially prohibit dumping allies on the Diplomatic Track when their fortunes decline. Control of Proxies is always a good thing—never a liability.

11.5 ROUT: The third change to note is the new possibility of gaining a Resource whenever you rout an Army or Army Group in battle. This momentum changer further enhances the ability of fate

to change fortunes in drastic fashion in totally unexpected ways. A game that left few outcomes guaranteed has suddenly become even less predictable.

Advised of these three changes, any Nappy grognard can go forth and discover the surprises of 2nd edition *Napoleonic Wars* without undue stress. Of course, as with any game, familiarization with the possibilities enabled by that new deck will enhance your chances but if you are a brave soul who enjoys discovering such drama one card at a time as they come to bear rather than by studying the secrets of the deck en masse, viva la suspense.

Two lesser changes you may want to note beforehand follow:

6.19 TIMED EVENTS: That new deck contains a number of events with an hour glass symbol whose effects can remain in play until the end of the Turn or suddenly disappear at an inopportune time for someone.

14.31•3 SUBJECT NEUTRAL HAND: One thing that has not changed between editions is that few people will fight for the right to play Austria. Barring a rough French start or a "Conquer Britain" strategy, Austria remains the abused sister of the group whose chances for victory often depend on a long game and recovery from a prior submission. In fact, submission is more likely in the 2nd edition with the advent of the *Capitulation* event which makes Austria—among others—even more prone to an early historical demise. However, the 2nd edition allows for Subject Neutral nations to draw their Maximum Hand Sizes if they so choose. This change improves the rejuvenation possibilities of such unfortunates and gives them hope for ultimate victory while rooting on their comrades to prolong the game until they can return to the fray.

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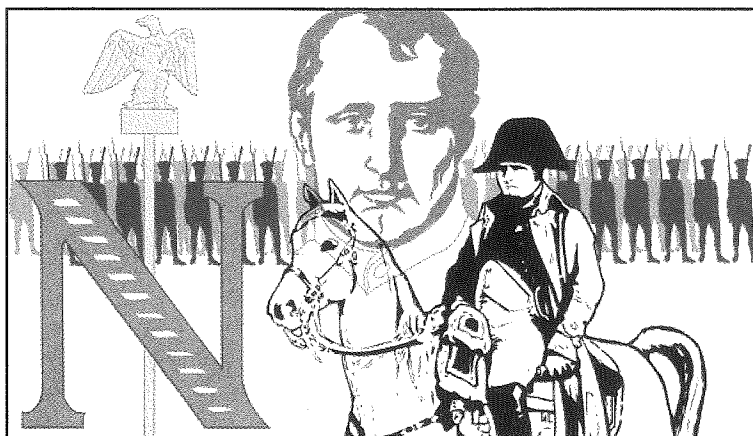


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The Napoleonic Wars

By Mark McLaughlin



CAMPAIGN MANUAL

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Player's Notes

By Ben Knight

You've just been presented with a dizzying array of choices for how best to conquer or defend Europe. So, how to begin? The following notes offer strategies on how to play each power. Because outcomes vary wildly from game to game, it's difficult to suggest strategies much beyond the 1805 turn. *The Napoleonic Wars* is a game of limited resources, careful play, having the perfect response, and lucky dice and cards. You can't change how the dice fall or what cards you draw, but you can manage your plays for optimum effect. Here are some principle concepts for doing just that.

You need to gain keys to win. First, review your dealt hand carefully. Form a basic plan for the turn that will put you in a better position than you are now. What enemy keys are you capable of taking and holding? How many CPs might it take to accomplish this? How could the events you hold help you? Is your hand below par? As a rule of thumb, add up the CPs in your dealt hand (not Reserve CPs) and compare this result to four times the number of dealt cards you would have if you were to mulligan. This assumes an average of 4 CPs per card. Unless your weak hand has a great event to play such as *Council of War*, you may want to mulligan. As the game matures, the average card value will decline as many of the higher value cards are discarded out of play. Against that realization you must balance the current board position and what you need to survive another turn or to win the game. At some point, the prospect of gaining a valuable diplomacy event may be worth gambling CPs for another chance to draw it and gain the Pact you need.

You will always face the dilemma of playing a card as CPs or playing it as an event. Estimate what pressure you could apply to the enemy with the CPs, and compare this to the event. Sometimes the event, despite harming the enemy, actually eases pressure on him or will delay you from reaching your primary goal. We called these "sucker plays" during playtest because the event lured the player away from his best course.

Watch for opportunities on the Diplomatic Track and be aware of what other players could do there (you may want to patronize a neutral just to threaten a pact and evoke similar buybacks from an opponent who can't afford even attrition of

CPs). Event cards are the easiest way to achieve Pact status after you've moved a neutral's consul marker two steps forward on the track by normal CP expenditure. Minor allies and Proxy Prussia can shift the balance of power by opening new fronts, but they can also provide easy enemy gains once their mantle of neutrality is swept away.

You can use a Resource in two ways: to buy a card or hold onto it as an extra point. The last option is the yardstick by which to judge the former. If buying a card is sure to gain you more than one key, you might want to play it that way. The sooner in the turn you buy the card, the more likely you can use it to best advantage – perhaps gaining or denying the preemption marker – but then you forfeit the other option for that Resource.

Lastly, consider the value of that extra key at this point in the game. Will it make you a winner if the game ends this turn? Will it get you another card or deny one to the enemy if the game continues another turn? If not, perhaps that resource is best saved for a rainy day.

The best plays are those that throw the enemy off balance at the right moment, not too soon and not too late. This can occur in many ways, such as an Interrupt, stealing a card from the enemy's hand, or using a Resource to gain or deny preemption by acquisition of another card. Experience is the only way to judge a perfect move from a good move, and true experience comes in playing each power, for only then can you appreciate their strengths and weaknesses.

France: Lonely at the Top



Have you ever thought the world was out to get you? That's how you will feel playing France in a multiplayer game. If you can't take the pressure of fighting alone against two to four other players, then you should avoid playing France except in two-player games. The psychological pressure increases when fighting against multiple players. Although they can't coordinate their card plays as well as a single player running the Coalition can, together they control more resources at start than a single Coalition player.

Because you start with the most keys, best leaders, largest army, second best fleet and a Minor ally, the other players will often stay in coalition against you during the game. Only when you are sufficiently hurt and one of them is noticeably in the lead do they drift apart, playing events against one another instead of against you. When this happens, convince one of them to switch camps during an Interphase, even if this means promising most of the rewards to him. Better to have an ally and recover some of the ground you lost than to have no ally and lose. To speed this process along, it often pays to allow one of your opponents to gain a more noticeable lead than the others. Resisting all opponents equally only serves to keep the Coalition against you united. If the tides of war have turned against you, it is far better to sew the seeds of jealousy and discontent by allowing one of your adversaries to assume the mantle of "leader".



Although your position is a lonely one, you have impressive power at start. The others must respond to your plays more than you respond to theirs. However, you lack enough strength to fight everywhere at once, although there are tempting targets in many directions. You have two basic options: attack Austria or attack Britain. If you divide your attention equally between both, you will not do as well. Attacking one and defending against the other offers the best chance of success. You want to conquer a power or force it to submit early, as this will make the 1807 turn much easier. Examine your cards with this in mind, and let your hand determine which option you choose. Most of the time, your hand will point East.

When attacking Austria, seek battle before the Russians arrive. Keys are your geographic objective (particularly Vienna—especially if you have the *Capitulation* event), but destroying the Austrian army is your first mission. You have a choice of three targets (in descending order of priority): Ferdinand, Charles and John. Having the *To the Death* card helps tremendously in encouraging them to fight an early battle they are unlikely to win. If you can't afford the CPs required to move Napoleon toward Austria, you still have three good leaders on that front, and you can redeploy Napoleon there more efficiently during the Interphase. Davout or even Napoleon (by force marching or by a normal move of four spaces followed by *Turning Movement*) can reach Ferdinand on the first play. From Austria's viewpoint, this is the scariest French opening. Another Austrian nightmare is reinforcing Massena with a second army and going after Charles. Alternatively, Lannes could cross the mountains to fight John, but this poses the least threat.

If the Russian player is worth his salt, Kutuzov's army will soon appear to support the Austrians. Keep the *Imperial Guard* event in hand for the inevitable huge battle that needs tilting in Napoleon's favor. Meanwhile, leave Soult around Paris to defend against British invasions.

Britain is your archenemy. You have two choices when attacking the Union Jack: invade or just take her overseas possessions. To invade Britain, you must first control the Channel, and only a few cards can help you do that, such as *Fleet in Irons*, *Fog of War*, *Weather Gauge* and *Split Squadrons*. The British fleet in the Mid-Atlantic zone has a 58% chance to intercept your fleet as it moves from the South Atlantic to the Channel, and your fleet has a 42% chance of evading. Overall, that gives you a 66% chance of getting through without a fight. Then, you must engage the British squadron in the Channel, but you only have a 42% chance to intercept while it has a 58% chance to evade, which gives you a 17% chance of success for each patrol you make. That could burn up some CPs. If you lose the naval battle, you're in a terrible position, because Britain now has your fleets bottled up while you spent several CPs for no gain. The Brest fleet is a possible backup, but the British have a 72% chance of intercepting it with superior force. If you win the Channel battle, land Napoleon at Sussex and fight Moore as soon as you can. When you conquer Britain, be sure to take Gibraltar as one of your spoils due to its defensive strength and strategic position.

The non-naval option for attacking Britain is to starve her by taking her overseas keys. The *Double March* event can put Napoleon on Gibraltar's doorstep, and he is the only leader with a fair chance of taking it by siege. Build forces in Roma to capture

Napoli, Spain can take Lisbon, and the *Ireland Revolts* event opens the door to Dublin. The Spanish squadrons are expendable, so use them to prevent Britain from controlling six sea zones. Furthermore, Spanish CPs can be used instead of French to drive Sweden or other neutrals down on the Diplomatic Track.

Playing the *Guerre de Course* event is a weak anti-British gambit because Britain can respond to it with relative efficiency. It can pay big dividends but the reward is often unobtainable. If only you knew what the dice had in store for you. Many players treat the French navy as expendable, and so it is. However, eliminating it altogether removes its "threat in being" value and gives the Royal Navy a free hand. The French fleet will always face risks, but it should refrain from taking foolish ones. Buying Denmark's pact status is a much stronger play in the 2nd edition because the loss of Christiania to the British or Swedes is no longer crippling. So, if you have 5 CPs for your last play, and the Coalition has no remaining plays or is sorely pressed at sea, then purchasing the Danes may be a good move. It allows Denmark to take the last impulse of the turn to reinforce Christiania, Denmark's pact status counts as a point for you, and France is in line to take the first impulse of the next turn without having to Interrupt. Moreover, without Denmark, the Baltic becomes a Coalition lake and a source of succor to the Allies.

The Coalition starts the 1805 turn with a combined card advantage of four Reserves and 11 dealt cards to your three Reserve and eight dealt cards. For this reason, you can't afford to exchange CPs on a 1:1 ratio. When you spend CPs on an event or move, you need the Coalition to spend more CPs to counter you. However, your larger hand size does give you the opportunity to Interrupt. Time these Interrupts perfectly so you can gain an advantage before the enemy reacts. For example, if Spain has the *Sultan's Ear* event, interrupt Spain to move the Ottoman Turks's consul two boxes up your Diplomatic Track, then have Spain play the event.

France starts with the strategic initiative, which means the others react to your moves, but what happens when you're dealt a poor hand? Sometimes a mulligan corrects the problem. The mulligan rules benefit the French the most since they have the largest hand and can most afford the inherent one-card loss. If nothing else, you get the benefit of knowing six cards that are not going to be in play. But when it doesn't help, set your goals lower. Try for a stalemate on the Austrian front. You can keep the initiative through bluff temporarily by lunging toward Austria as if about to invade in force while actually moving your armies into defensive positions. For instance, capture Tyrol with an army, and use it to support armies in both Munich and Milan. Then play foreign wars or other events that harm the Coalition while not risking your troops in unnecessary attritional battles. Even if you can't make gains with the Imperial Camp this turn, you'll likely start the next turn with the largest hand and thus have the strategic initiative again. You have 13 French and five Spanish keys, so you can lose one from each and still draw the same number of cards in 1807. And if the game ends on turn 1 without a single key changing hands, the Spanish pact can be the margin of victory. If you retain your Resource and lose only one French key, you still have a VP thanks to your pact with Spain. Of course, Austria (with nine keys) and Russia (with seven) only need to gain one each to improve their positions for the next turn.



Britain: They Will Not Come by Sea



Britain's First Lord of the Admiralty remarked about Napoleon's invasion threat, "I do not say that the French will not come. I only say they will not come by sea." Your first task is to make sure they don't. As long as Napoleon sits at Artois, you can't afford to let a French fleet remain at sea. Go fight the battle of Trafalgar. Even if Napoleon leaves the coast, you'll want to blockade the Imperial squadrons in port so you can play your *Admiralty* event (and *Continental System Fails* if given the opportunity). Once you have the Imperial squadrons bottled up, the naval war is practically over. You can attack them in port, but why waste CPs (and expensive squadrons) destroying an enemy fleet that is already neutralized? Make the French spend CPs to fight you in your element.

It is your duty to lead the Coalition against France. When France focuses her attention on Austria, you must threaten France in ways that distract her, thus taking some of the pressure off Austria. You could attack Spain, but doing so does not ease the pressure on Austria, because France will rarely spend French CPs in Spain. If France makes too many gains in Austria, your strongest ally may submit or be conquered. Therefore, invade France to help save Austria. Don't play selfishly while your allies suffer, or they may switch camps. You needn't be reckless or not play to win, but a strong Coalition is vital to your own success.

Don't worry about home defense as long as you control the seas. The Spanish will probably siege Lisbon, but you can counter this by attacking Granada (or go for Madrid if you have *Depot Captured*). Grab Roma, too, but leave something in Napoli to protect against *Papal Bull*. Hold your *Parliament* event ready to give to an ally who needs the CPs more than you do. Meanwhile, move Moore with a full army to the coast. France can't afford to have Moore running around her interior, so even a threat of invasion ties down Soult. Invade France if you can (Marseilles, Vendee and Antwerp are good spots), or invade Spain at Navarre or Barcelona so France will likely respond. Don't forget that if Moore ends the 1805 turn on a port, he can deploy out during the Interphase. Britain must play the role of the skirmisher and leave the heavy lifting to the bigger armies

of Austria and Russia. Not strong enough to stand toe to toe with Napoleon on the continent, she must use the mobility provided by her splendid navy to feint and jab, prick and run. Britain can easily gain keys, but can rarely hold them. She needs a healthy Coalition to bleed the French while she picks her spots for glory. Invariably, the best opportunities will come late in the turn when the French reactions have been dulled and their hand depleted. Timing is everything for Britain.

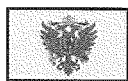
A safer place to distract France is on the Diplomatic Track. Wait until Spain is out of cards, then start patronizing the Ottoman Turks (which protects you and Russia from Turkish foreign wars) or Proxy Prussia. France won't want you to form pacts with them since Turkey can help defend Austria, and Prussia is uncomfortably close to Brussels and Nassau. However, don't purchase Prussia's alliance until she's capable of defending Berlin.

Of course, France may attack you instead of Austria. If Napoleon lands in Britain, reestablish your blockade to stop reinforcements from reaching him. Then build as many troops as you can to deal with the threat. Unfortunately, Wellington (nearly as good a leader as Napoleon) is not available until 1807. Call on your allies to attack France immediately to ease the pressure on you and to search their Hand for events that aid your defense. You may want to remind them of what war against France will be like with no Britain to threaten her rear.

Britain's hand, more than any other Coalition member, starts closest in size to France's. For this reason, the responsibility falls on you to minimize France's interrupt capability by playing your cards at a gradual pace. Don't be shy to ask the French player how many cards remain in his hand. You may want to spend your Resource early to gain another card, thus narrowing the gap.

Foreign wars, *Guerre de Course* and *Ireland Revolts* are a damned nuisance but they come with the crown. Sweden is of little use to you except to attack Denmark, and if you're going to attack Denmark, you should act like a Wellesley and land a British army at Copenhagen to conquer her, thus gaining a resource as well as a key (Christiania).

Austria: An Ogre Wants Your Daughter!



Marie-Louise, eldest daughter of Emperor Francis, was 13 when the French occupied Vienna in November 1805. In less than five years, she was married off to the then 40-year-old Corsican ogre and soon became pregnant. Will you, as the Austrian Emperor, bend to such politics, or are you capable of stopping Napoleon?

Being located at the center of the map tends to make Austria the main battlefield in the game. Furthermore, France enjoys advantages on land (larger armies, best national bonus, less attrition) which she wants to exploit, so Austria typically becomes France's punching bag in 1805. The good news is only four Austrian spaces border French territory, and two of those are protected by mountain passes. The bad news is your armies by themselves can't halt a determined France. Your Reserve event may allow you to dodge one cannon ball, but Kutuzov's Russian army must quickly march to Moravia (at least) to give Ferdinand a fair chance of holding Vienna. A grand army of Austrian and

Russian troops can be formidable although it is a prime candidate for *Dysentery*, *Scarce Supplies* or *Cavalry Raids*.

To the south, Tyrol is a superb mountain position adjacent to one Austrian and two French keys. John should not fall back from this strategic position without an excellent reason, and you should reinforce him when you can.

Charles starts farther south in Venice. He is distant from Vienna, but he guards the southern approach to the capital and other keys. Furthermore, with a full army he can be quite effective in northern Italy if France neglects to reinforce Massena. Success at Milan often opens the doors to Zurich and Marseilles, but try not to lose Charles as he is your best leader. The position in the south is often the key that unlocks a French-Austrian stalemate. As Charles goes, so goes the Empire.

If Russia fails to support you when France attacks, your situation could quickly deteriorate. You may want to submit as soon as possible before losing too much territory and troops, even offering to switch camps in the Interphase as part of the bargain (and thus get back at Russia by helping France invade her next turn). Do not look at submission as defeat. It is a temporary setback that allows you to survive until the end game where you can recover your strength and strike a weakened France for ultimate victory.

If Napoleon invades Britain, you'll smile because you're not his target. However, you must attack France soon to save Britain from ruin, for you'll be next on the Corsican's list of victims. Flag Munich if the French leave it ungarrisoned, then build up Charles' army and move against Massena while you wait for the Russians to form an Army Group with Ferdinand. After creating an Army Group, you and Kutuzoff can pass the Commander's baton back and forth, spending CPs to each lead the Army Group forward during your impulses. When you take casualties, do not favor your own troops since the Russians are too far away to easily replace their losses.

Unlike Britain and Russia you are immune to foreign wars. Try to make sure Turkey doesn't become an enemy, too, and if you have the *Sultan's Ear* or an equivalent event, create a pact with the Turks so they can help guard your keys.

Russia: A Giant with Feet of Clay



Russia enjoys a corner position on the map with only eight border spaces (excluding Corfu) and no immediate threats. The French are far away, which makes your territory relatively safe, but it also means you'll spend many CPs to get your armies into action. This is both your security and your handicap. You have sizable forces but they're not close to the front, and after they reach the front, it will be difficult to replace their losses until the Interphase.

If France begins with an attack toward Vienna, Austrian survival depends on immediate Russian support. The standard opening is to use your Reserve event to draw two cards, then play enough CPs to reinforce Kutuzov at Grodno and march his army to Moravia—even if you must take advantage of the "+" portion of your Reserve to play a second card to do so. If the Imperial player has the *Stragglers* event, he will play it on Kutuzov when he leaves Grodno. This can hurt, but keep in mind that if Kutuzov does not get within intercept range of Vienna on the first Russian impulse, the French have another impulse to get there before

The Making of an Event

Certainly one of the most intriguing aspects of the card-driven boardgames in the We The People series is the glimpse into the actual history behind the events depicted. Here is an expanded look behind one such card.

Polish Uprising

The flagging of Warsaw and the creation of Polish troops for the French army happened in late 1806, during the Prussian campaign. I quote from the biography of Poniatowski in Napoleon's Marshals by David Chandler.

"After the defeat of the Prussian army at Jena, there were spontaneous uprisings in western Poland".

Poniatowski, a hero of the 1794 uprising, was given command of the militia raised by the provisional government. In January 1807 he was made minister of war in the Polish Directory and made Commander of the First Legion of the Polish Army. Later that year he was made Commander in chief of the Polish army which, by the end of 1807 numbered over 30,000 men. By 1810 it had nearly doubled to 56,000. The Poles put great hope in Napoleon, as F L Petre wrote in Napoleon's Campaign in Poland, 1806-07:

"No sooner had Napoleon's armies commenced their eastward progress from Berlin than he was besided with deputations and petitions from the Poles, setting forth their hopes and urging him to reconstitute the monarchy."

Napoleon tells a delegation of Polish nobles that "France has never recognized the different partitions of Poland; nevertheless I cannot proclaim your independence until you have decided to defend your rights as a nation with arms in your hands by every sort of sacrifice, even that of life."

So emboldened, the Poles rose up in Warsaw.... At this point the Austrians pleaded with Napoleon to rein in the Poles. As he was at peace with Austria, "Napoleon agreed not to allow his incitements of the Poles to be extended to the Austrian portion." at which point Petre quotes Napoleon telling Baron de Corneau privately:

"Poland! So much the worse for them! They have allowed themselves to be partitioned. They are no longer a nation, they have no public spirit. The nobles are too much, the people too little. It is a dead body to which life must be restored before making anything of it. I will make soldiers and officers of them; afterwards, I will see. I shall take Prussia's portion. I shall have Posen and Warsaw; but I will not touch Krakow, Galicia or Wilna."

As you can see, the emperor sought to use the Poles to undercut what was left of the Prussia he so hated, and to feed men into the French army, but fell short of giving the Poles all they wanted. He ensured they would see him as their benefactor and supporter, but not quite their saviour. He intentionally kept the Poles tied to and dependent on him. His view to the Poles was considerably softened on January 2, 1807—that is the day he entered Warsaw to cheers and parades....and met Countess Walewska. The countess became his mistress (Greta Garbo played the part in a movie with Charles Boyer). She remained so all the way to St. Helena.

The Polish legions and lancers proved to be second only to the Guard in their devotion and loyalty—they were often paired with the Guard and the Red Lancers were incorporated into the Guard (150 of them charging in column of fours up a mountain pass broke the Spanish defenses in 1808—they lost 100 of 150 men in this charge of the light brigade, all because Napoleon told their colonel to "take those guns"...and they did).

him, or more than one if they interrupt. In the 1st edition, an early loss of Vienna was not necessarily fatal and the Coalition could bide its time to launch a counter offensive to retake it. But with the 2nd edition, Vienna should not be surrendered without a fight unless one knows the whereabouts of the *Capitulation* event. Kutuzov is the best Coalition leader on the continent until Wellington arrives, so he can help Ferdinand substantially even with less than a full army. Ignoring the Austrian's plight while you look elsewhere for keys is Fool's Gold. Any short term gain will be repaid in misery many fold when Austria submits – as well she should – to exact her revenge.

If Napoleon lands in Britain, you have some other options to consider besides marching through Austria to attack France, but only two of these are viable: patronize Turkey or make an amphibious assault in the Western Mediterranean. Any other options are poor because they don't help Britain in her time of need. For instance, your armies start in a fair position to invade Prussia, but you'd need to spend seven CPs to declare war, and you'd make a dangerous enemy where there had been none. You could invade Sweden, but you'd first need to spend many CPs to drive her diplomatic status down to Unaligned, and this isn't hurting the Imperial camp. Your Baltic fleet is too weak to blast its way into Copenhagen, and if you're going to convoy an army to invade Denmark, you should instead convoy it to help your Coalition partner defend Britain against Napoleon. Another bad play would be to invade Turkey. You might gain a couple of keys, but this doesn't hurt the Imperial camp, and the French will probably be attacking you and Austria in 1807 after they beat down Britain this turn.

Therefore, your best options when Napoleon turns against Britain are to march forward and help Austria attack France with a multinational Army Group, patronize Turkey and use the Turks against France (while neutralizing the Turkish War events), or build an army at Corfu and use it for assault purposes. A Russian or Turkish army in the Med can be convoyed to Barcelona, Marseilles or Napoli. Such an army can support the British more directly while taking a key or two from the Imperial camp.

Russia's fleet is relatively weak, but don't ignore it. Move out to sea when you have a spare CP so as to be ready for the appearance of the *Continental System Fails* event. Should the British fleet stumble, you need to be ready to go to its aid – even if that means providing cheap fodder for its losses.



Prussia: Loose Cannon



Prussia is the only Power that starts neutral. She is more exposed to attack than any other power, and four of her six keys are associates, which makes them desirable targets for invaders looking for spoils. Fortunately, the other powers have more pressing problems in 1805 than attacking Prussia. But once the Interphase arrives, the others will expect you to join a camp and your growing Army will attract suitors. Unless someone makes the decision for you by declaring war, weigh the prospects of each camp and then look for the best opportunity – not necessarily the first – to join one.

You should remain neutral throughout the first turn because you need to build up your forces. You cannot afford to pay seven CPs to declare war when you lack the strength to protect your own duchies. Even your Reserve event can't be used in 1805, so spend its CPs to build units. You should also build a leader in Breslau and maybe Berlin (although your best leader, Blucher, is not available until 1807). Breslau is strategically important for two reasons: it has more roads leading out of it than any other space on the map (seven), and it is adjacent to more keys than any other space on the map (four in addition to being a key itself).

Do not spend your Resource for a card draw in 1805. Instead, keep it as a point. In this way, you'll win if the game ends in a status quo situation (although your victory will feel hollow since you didn't participate in the fighting). But the more likely scenario is that you will want to see the others bleed and to keep that butchery on an even keel you may want to throw an appropriate event to either side when the occasion warrants it.

Movement order during the Interphase can critically influence your choice of camps. Ideally, you want to see what Austria and Russia do first, as they could switch camps. On the other hand, what you do could critically influence their decisions. So there is no easy answer. Joining the losing side may not always end favorably, but joining the winning side may not end favorably either. You should join the winning side if you believe you can come out ahead of the others, or if you believe that is the best way to preserve your country. You should join the losing side if you think your forces can help stop the leader.

Although you are geographically close to the Scandinavian minors, you lack a navy to make an attack feasible, and you have little to gain by patronizing them (especially in 1805 or when you are at war with another power). Similarly, Turkey and Spain are too far distant to be of major use to you through patronization. Better to bide your time, build your army and wait for the eventual day of reckoning. There will be many tempting opportunities to jump into the fray. It is a safe bet that the first such chance will not be the best. The longer the war continues with you out of it, the stronger you will become vis a vis your blooded adversaries. Keep that in mind when deciding whether to spend a card to influence the peace roll.

Sample Game Turn

A Brief Tour of The Napoleonic Wars

Our goal is twofold; to provide an extended example of play of the second edition in an entertaining fashion while giving the novice a cursory glimpse into some of the many strategies that inhabit the game. While the action that follows may contain more rarities than is the norm for the purposes of illustration, it is all within the realm of possibility in a game that has a habit of turning on a dime. We suggest you first familiarize yourselves with the various components and read the rules folder as you set up the pieces for play. Then follow along with the commentary provided below while moving the pieces on your map and referring to the parenthetically referenced rules where necessary.

Remember that you are being given a God-like view of the world and the players depicted herein are not equally blessed with perfect knowledge of coming events and opposing options. They “see” only card backs while we have chosen to show you the business side of each player’s cards. When you assume the role of player you will find that not knowing what cards your opponents possess truly does introduce the “fog of war”. Lastly, note that we are depicting a four-player game with all of the resulting diplomacy, distrust and personal ambition that that entails. With fewer players, the dynamics of the game change profoundly as the Coalition benefits from greater co-operation and co-ordination of effort.

The initial hands are dealt and all four players examine their cards. In Movement Track Order they declare their satisfaction or opt to Mulligan (4.5) by discarding their hand and drawing one less card. When the choice reaches Austria, Art sighs and tosses his hand into the discard pile. His four cards had totaled nine CPs – only one more than half of the average total for four cards. However, he shows only one card to the others – {2} *Horse Artillery* – the one atop his hand as he discards it. No sense making the others a gift of the knowledge of which other three cards are no longer in the deck. He draws three cards to replace his hand and groans loudly to mask his relief at the better fare afforded by his now smaller, but more powerful, hand. He has traded up from nine CPs to 11, but the appearance of a powerful event among them suggests that his Mulligan may reap an even better return. Russ keeps the Russian hand and Fran, the French player, controlling two hands (4.41), signifies his satisfaction with the Spanish cards. The game is now ready to begin.

Round 1: France/Fran

Reserves {6} {5}
 {6} *Double March* – PLAYED
 {5} *Russo-Turkish War*
 {3} *Turncoats*
 {3} *Reverse Slopes*
 {2} *Letters of Marque*
 {2} *Unguarded Approach*



After checking his hand, Fran decides to focus on Austria who appears to be handicapped by a reduced hand. Although fond of the possibilities afforded by the {6} *Guerre de Course* event

portion of his Reserve, he plays it as six CPs instead. The French fleet will have to fend for itself. The Ardennes cavalry moves to Lorraine joining Davout (1 CP). Davout moves to Baden to add the cavalry there to his Army (2 CP), and then on to Wurttemberg (3 CP) and Munich (4 CP). Both John and Ferdinand could attempt interception in Munich but decline. Fran considers pushing on to Linz to force the issue vs Ferdinand but that would require risking Forced March attrition with the Ardennes cavalry which has already moved four spaces (9.42). Besides, he has other plans. With his last two CPs, Fran moves Lannes’s Army to Zurich to collect the cavalry there and enters Milan with five Units. Massena becomes his staff officer (9.6) as Lannes takes command of the combined nine-Unit Army Group.

But Fran is not finished. Since he played a “+” Reserve (5.12), he may also play a card this impulse and he now plays {6} *Double March* as an event. Napoleon’s Army in Artois vanishes from the map and is moved offboard to the Double March card.

Round 1: Britain/Bill

Reserves {6} {5}
 {6} *Dos de Mayo* – PLAYED
 {3} *Up From the Ranks*
 {5} *Venice*
 {3} *Papal Bull*



Britain has the next impulse. With the French massing on the Austrian border, Bill probably need not sweat an invasion of Britain. Nonetheless, there is the matter of sweeping the seas before taking the offensive. The lure of Trafalgar beckons and only an armistice could prevent the seemingly imminent Austrian campaign so Bill sets about the business of ruling the waves with a clear conscience. He plays {6} *Dos de Mayo* as six CPs to ensure sufficient naval maneuvers to complete his task. A pity the event is unplayable in 1805 but it is what it is. He starts by moving two of his Squadrons in the Bay of Biscay to the Mid-Atlantic to form a five-Squadron Fleet for one Maneuver and sails that combined Fleet to the South Atlantic for a second Maneuver. The Franco-Spanish Fleet there declines its intercept opportunity so Bill begins to patrol (3 Maneuvers). His patrol dice roll is a 5 that fails. He needs a 7 to intercept due to the British +2 modifier (13.36). Undeterred, he tries again (4 Maneuvers) and rolls the required 7 before modification. Fran elects to evade and rolls an 8 to escape after adding +1 to the roll for being predominantly French. Bill patrols again (5 Maneuvers) but fails dismally. This is taking longer than he expected but he is determined to bring the French to battle and patrols again (6 Maneuvers). He fails again. Cursing now, Bill patrols yet again (7 Maneuvers) and fails yet again. He can’t afford a protracted search since he needs to return to blockade station in the Bay of Biscay to prevent a French breakout. Two more patrols (9 Maneuvers) sight the enemy Fleet but each time it evades successfully. If his next attempt fails, Bill must break off the search and return to station or use his Reserve to extend

the patrols. His eighth attempt (10 Maneuvers) locates the French and this time they fail their evasion roll with a 7. The British beat to quarters and roll out the guns (13.4) with 16 battle dice (five British Squadrons = 15 + 1 for a failed evasion) versus Fran's five (two French Squadrons = 4 + 1 Spanish Squadron).

Fran rolls 55xxx for two disrupt results. Bill rolls 65xx5xxx55xxxxxx. Fran loses and must retreat. He chooses to lose the Spanish Squadron and retreats the surviving French Squadrons to Cadiz. The results of this Trafalgar are disappointing. Bill wanted at least one CP remaining for other purposes but now uses his last two remaining Maneuvers to return two Squadrons each to their original blockade positions in the Mid-Atlantic and Bay of Biscay while blockading Cadiz with one. He consoles himself with the realization that his valuable fleet suffered no losses.

Round 1: Austria/Art

Reserve {6} – PLAYED

{5} *House of Rothschild* – PLAYED

{6} *Council of War* – DRAWN & PLAYED

{2} *Cossacks* – DRAWN & DISCARDED

{4} *Royal Largesse* – DISCARDED

{2} *Nationalist Uprising* – DISCARDED

{6} *Anglo-American War* – DRAWN

{5} *Age of Metternich* – DRAWN

{4} *Serbian Revolt* – DRAWN

{2} *To the Death* – DRAWN



It is now the Austrian impulse. Fran wants to interrupt, but preemptions are not allowed during the first round (5.2). With the French massed on their border and Napoleon's whereabouts unknown, Austria is in dire straits. Art panics. He plays his {6} Reserve to delay the French onslaught temporarily by doubling the cost of French flags in Austria. Left unsaid is his forlorn hope that this added show of resistance will tempt Napoleon to move South instead of East. Since his Reserve has a "+", he also plays {5} *House of Rothschild* as an event to draw two new cards – looking for some type of relief. And although he does not draw the Armistice he seeks, he does get rewarded. He draws {2} *Cossacks* or *Azeries* and {6} *Council of War*. Since the {5} *House of Rothschild* event requires him to play one of the two new cards immediately, he plays {6} *Council of War* as an event. This entitles him to discard his entire hand. He does so for four new cards and is rewarded by a gain of three CPs in the exchange. Shielded by his Reserve Hussars event, he settles down to await the arrival of the Russians.

Round 1: Russia/Russ

Reserve {6}

{5} *Call Up the Next Class* – PLAYED

{6} *Spithead & the Nore*

{6} *Sultan's Ear*



But Russ has other plans. Critical of Art for playing his Reserve prematurely – Couldn't the fool have at least waited till the French set foot on Austrian soil and failed an evasion roll before playing the *Hussars*? – Russ is annoyed by the need to bail out Art. The deck was good to him and he sees a possibility to feather his own nest by securing his southern border with a Turkish pact. This would also safeguard the Austrian rear, he

reasons, while noting the point he would gain for the Minor Pact (5.81). But diplomatic buys are not allowed on the first round (8.1) so he must wait to make that move. And since he will need a "+" play to complete the purchase in one sudden move before others can intervene, that limits his play choice this turn to one of two very powerful events – neither of which will speed aid to the Austrians. However, it won't do to totally abandon his coalition ally so quickly so he plays {5} *Call Up the Next Class* as five CPs. This raises eyebrows around the table as one doesn't lightly toss away four Units. Konstantin and Bagration each spend a CP moving their respective Armies to Grodno where Kutuzov takes command and moves a six-Unit Army three more spaces to Lublin-Krakow-Moravia for the last three CPs. Bagration remains in Grodno with cavalry and Konstantin.

Round 1: Prussia/Proxy

Reserve {6} plus three cards – PLAYS ONE



Prussia is next and since it has no player, it draws the top card from its face down hand. It is a red card and therefore must be played as an event when drawn by a Neutral Proxy (5.31). The event is {5} *Continental System Fails* but since the coalition only controls six sea zones, it has no effect and is therefore played as five CPs to buy two Units. A cannon replaces the cavalry in Berlin and a +1 CP marker is placed as well (7.51) – banked for use with a subsequent Prussian build. The impulse ends with Russ and Bill blaming each other for not securing a seventh sea Zone and an opportunity lost.

Round 1: Ottoman Turks/Proxy

Reserve {5} plus two cards – PLAYS ONE



Since Turkey is not yet allied with any power, it plays the top card in its hand. It is another red card: {5} *Fouche*. Since it must be played as an event, Fran is allowed to draw a card from any nation to add to the French hand. He smiles as he ponders his choices, as advice flows freely from the others. Bill points out that since Russ played *Call Up the Next Class* as CPs he must be loaded with good cards. Russ, lying, replies that it was the only card he had to guarantee quick support of Austria and that his remaining hand is not worthy of the attention. After all, Bill played six CPs – not he. Fran, however, decides that thinning Austria's cards is in his best interest and draws {6} *Anglo-American War* from the Austrian hand. Art laments the loss of his newly acquired asset, but the others are left to ponder how genuine are the histrionics of the smitten Austrian. Only Fran and Art know the extent of the damage and the identity of the card drawn.

Round 1: Spain/Fran

Reserve {5}

{4} *Leader Wounded* – PLAYED

{6} *Ireland Revolts*



Fran, holder of the Spanish Pact, controls the Spanish hand. He plays {4} *Leader Wounded* as four CPs. Castenos moves to Badajoz (1 CP) and adds the cavalry there to his Army. The infantry in Galicia then moves to Oporto (2 CP) to surround Lisbon. The Lisbon garrison cannot intercept since it lacks a leader and therefore does not constitute an Army (10.1). Castenos then enters Lisbon (3 CP). The British garrison cannot evade since it has no retreat route. It must fight with two dice (1 Unit

+ British 1) vs the Spanish five (4 Units + Castenos 1). Neither side plays battle cards. Fran rolls 5xxxx. Bill rolls xx. Spain wins the battle; one casualty to none. Since the Lisbon garrison has no retreat route, it is eliminated and the battle becomes an Overrun (11.6). Given the Overrun, Fran immediately besieges the fortress. He rolls 6xxx (getting only four dice since he loses one to British control of the sea zone, 12.32), but Bill rolls 5x. Since the besiegers did not roll more 6s than the fortress rolled hits (12.3), the siege fails. Spain has one CP left to spend. Since Britain now controls six Zones, Fran decides to try to run the blockade of Galicia with the Spanish fleet in an attempt to foil Bill's ability to play his *Reserve Admiralty* event. Despite the +1 modifier for blockading the port (13.36), Bill rolls only a 5 after modification and the Fleet escapes. Fran uses the last Maneuver to split the Spanish Fleet and sends one Squadron into the North Atlantic.

Round 1: Sweden/Proxy

Reserve {4} plus one card – PLAYED



The Swedes draw their only card which is another red event: {6} *Emigres & Exiles*. A Unit and Stedingk are placed in Stockholm and Sweden draws another face down card for its hand.

Round 1: Denmark/Proxy

Reserve {4} plus one card – PLAYED



The Danes only card is another red event: {2} *Duke d'Enghien Affair*. Diplomatic plays are not allowed on Round 1 of the first Turn (8.1), but this event is the lone exception since it specifically allows it. The Danish Consul, the only Consul on an Imperial row of the Diplomatic Track, is moved back one box to Aide status.

Round 1 is now completed. The Impulse marker is returned to the French box of the Movement Track as Round 2 begins and the gloves come off. Preemption and Diplomatic Track (8.1) activity is now allowed. With six cards to three each for the British and Austrians, the French now enjoy preempt capability (5.2).

Round 2: France/Fran

Reserve {5}

{5} *Russo-Turkish War* – PLAYED

{6} *Anglo-American War*

{3} *Turncoats*

{3} *Reverse Slopes*

{2} *Letters of Marque*

{2} *Unguarded Approach*



France starts its Impulse by returning Napoleon's Army to the map. He briefly considers sending Napoleon to Grenada to besiege Gibraltar but decides to stick to his original plan. Fran does so by placing Napoleon in Munich and replacing Davout as Commander of a newly combined Army Group (9.7). However, with the Austrian Hussars event still in effect, he decides to delay his offensive until after the Hussars event expires in the next Austrian Impulse. Meanwhile, Russ's failure to play his *Holy Mother Russia* Reserve event during the first Round has raised his suspicions. So, he plays {5} *Russo-Turkish War* as

the event to prevent any Turkish pact with the Coalition (8.4). Annoyed, his plan ruined, Russ rolls three dice, a 6, 4, and 2 and places two Units from Corfu and Moscow plus Konstantin on the Foreign War card.

Round 2: Britain/Bill

Reserve {6} {5}

{3} *Up From the Ranks* – PLAYED

{5} *Venice*

{3} *Papal Bull*

Resource (PLAYED) = {6} *Malet's Conspiracy* – DRAWN



Bill, prevented from playing his *Admiralty Reserve* event by the Spanish presence in the Mid-Atlantic denying him the necessary sixth controlled Zone, plays {3} *Up From the Ranks* as three CPs and sets about the formality of gaining control of the seas once again. Next Turn this event would be far more valuable as a cheap way to bring the better leaders into play, but since the likes of Wellington and Schwarzenberg are not available until 1807 (2.2), that is not currently an option. It takes only one Patrol (1 Maneuver) to find the Mid-Atlantic Spanish Fleet with Patrol dice of 7. The Spanish need to roll a 9 to evade and fail to do so. The resulting battle (13.4) with the two-Squadron Fleet is seven dice (two British squadrons = 6 + 1 evasion) vs one (one Spanish Squadron). The British roll 5xxxxx and the Spanish roll a 5. With one hit apiece, the battle is prolonged to a second day in which the British confidently roll five dice (having lost one for a disrupt result and another for the evasion penalty which applied only to the first round) to the Spanish none (the disrupt result nullifying the only Spanish die). But to his horror, Bill fails to roll a hit with five dice. The battle ends and as the attacker, the British are obliged to retreat to Cornwall (13.42) where they must end their Impulse.

Aghast at this setback, Bill sends the entire Bay of Biscay Fleet into the Mid-Atlantic with his second Maneuver and locates the offending Spanish with his third Maneuver on a successful Patrol. The Spaniards fail to evade with a dice roll of 8. The resulting battle is ten dice (three British Squadrons = 9 + 1 evasion) vs one with more predictable results. The Spanish Squadron is sunk with a sudden surplus of 6's in the British broadside and no Spanish hit in reply. Bill spends his fourth Maneuver to move to the North Atlantic where he locates the other Spanish Fleet with his fifth Maneuver on a successful Patrol of 7 which the Spanish again fail to evade. The second Spanish squadron is dispatched in a like manner and Bill returns the fleet to blockade position in the Bay of Biscay with his sixth and final Maneuver. Crisis averted. Nevertheless, he decides to play his Resource which has a "+" capability (16.2) to draw a card and return his Hand to three cards. It takes his best poker face to hide his elation over hitting the jackpot by drawing {6} *Malet's Conspiracy*. That was even worth being embarrassed by the Spanish.

Round 2: Austria/Art

{5} *Age of Metternich* – PLAYED

{4} *Serbian Revolt*

{2} *To the Death*



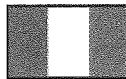
Fran could interrupt now but declines the opportunity since the Austrian Hussars event would still be in effect if he did. Art, fearing what is coming next, plays {5} *Age of Metternich*

as five CPs to build Units in Linz and Venice for four CPs and drops John's Army back to a supporting position in Salzburg with the fifth.

And now France, free of the expiring Hussars event effects, interrupts Russia (5.2), having five cards to the British three.

Round 2: France/Fran Preemption

Reserve {5}
 {3} *Turncoats* — PLAYED
 {6} *Anglo-American War*
 {3} *Reverse Slopes*
 {2} *Letters of Marque*
 {2} *Unguarded Approach*



Fran plays {3} *Turncoats* for three CPs and moves Napoleon's Army Group forward a space to Linz for two CPs (9.7). Faced by such a large force, Art doesn't even contemplate an interception by John with Kutuzov nowhere in sight. Ferdinand takes to his heels (10.2) — succeeding on a die roll of 7 modified +2 for Ferdinand's leadership (+1) and evading into a friendly space (+1). Ferdinand falls back to Vienna within intercept range of Kutuzov's approaching Army in Moravia. Denied a quick victory, Fran settles for flagging Linz with his third CP.

Russia now takes its preempted Impulse.

Round 2: Russia/Russ

Reserve {6}
 {6} *Spithead & the Nore* — PLAYED
 {6} *Sultan's Ear*



Russ is frustrated. He has great cards but the untimely development of the Russo-Turkish War has ruined his best laid plans to gain a Pact with the Ottoman Turks by playing his {6} *Holy Mother Russia* Reserve event in combination with {6} *Sultan's Ear* to cement the Pact. But that plan is history now. He must end the Russo-Turkish War before he can gain a Pact with the Turks. Worse, he can no longer play his Reserve event at all as long as he is embroiled in a Foreign War. He ponders the consequences of stealing a card from the British, but decides it is too early to burn his bridges to any possible gifts from Parliament. Regretfully, he plays {6} *Spithead & the Nore* as six CPs instead and proceeds to individually roll five attempts to end the Russo-Turkish War — a futile effort as the magic "6" roll eludes him. Grudgingly fighting the gambler's urge to send good money after bad, the sixth CP is spent to move Kutuzov to Vienna where he assumes command of the combined Russo-Austrian Army Group. Napoleon cannot intercept since Ferdinand already occupies Vienna (10.1).

Round 2: Prussia/Proxy

Reserve {6} plus two cards — PLAY ONE



Prussia plays its top card which is {4} *Weather Gauge*. Since it is not a red or green event, it must be played as CPs to build two units in Berlin (7.5). A cavalry piece is added to the cannon already there. The +1 CP marker from the previous round is unaffected and remains in Berlin.

Round 2: Ottoman Turks/Proxy

Reserve {5} plus one card — PLAYED



Turkey plays its last card: {6} *Europe Exhausted!* which must be played as an event. Its six CPs are spent to build three Units in Constantinople, but it is the modification to the Peace die roll which draws comment. Turkey will have no more Impulses this turn unless given a card or drawn into Pact status. As long as it remains Neutral, it must hold onto its Reserve (5.32).

Fran now decides to preempt Spain.

Round 2: France/Fran Preemption

Reserve {5}
 {2} *Unguarded Approach* — PLAYED
 {6} *Anglo-American War*
 {3} *Reverse Slopes* — PLAYED IN BATTLE
 {2} *Letters of Marque*



Fran plays {2} *Unguarded Approach* as two CPs to move Napoleon's Army Group to Vienna en masse. Although outnumbered, Russ who controls the combined Austro-Russian Army Group under Kutuzov, decides to stand and fight since evasion would concede the Austrian capital and he fears the Capitulation event could quickly conquer Austria and leave him facing a French invasion alone. There is also the problem of having one more Austrian unit in Vienna than he can command which would necessitate a second evasion attempt with low odds of success (10.2). Sensing a major victory in the offing, Fran plays {3} *Reverse Slopes* as a Battle card to gain two battle dice and halve disrupts against him. Russ appeals to his coalition partners for any help they can provide, but both shake their heads glumly. Napoleon now has 23 battle dice (15 Units + 2 French + 4 Napoleon + 2 Reverse Slopes). Kutuzov must make do with 16 (12 Units + 1 Russian + 3 Kutuzov).

- Napoleon rolls xxxxxx5xxxx55xxx6xxxx65: six casualties; 2 kills, 4 disrupts.
- Kutuzov rolls 55xxxxxx65x66556: nine casualties; 4 kills, 5 disrupts.

This upset would be a great Russian victory - routing the numerically superior French - but the Reverse Slopes card has saved the day — halving French disrupt casualties from 5 to 2 (since fractions are rounded in favor of the player playing the halving event). The casualties are now tied at six each. Since casualties are equal, the battle continues a second day (11.32). Napoleon could commit his Reserve as a response to attempt to win the battle now in the first round, but decides he still has the advantage and will risk the second day. The French now roll 15 battle dice (23 - 6 casualties - 2 Reverse Slopes no longer applicable) to Kutuzov's ten (16 - 6 casualties).

- Napoleon rolls 65xxxxxx66655xx: seven casualties; 4 kills, 3 disrupts.
- Kutuzov rolls 5xx5xx5xxx: three casualties; 0 kill; 3 disrupts.

When no reaction cards are played to alter the outcome, the battle becomes a French victory. Adding the two rounds together, final casualties inflicted are:

French: 6 kills, 7 disrupts = 13 casualties.
 Coalition: 4 kills, 5 disrupts = 9 casualties.

Since the Coalition losses exceed French losses by three or more, the battle is a rout (11.5) and all Coalition losses become kills. With only 11 units in the battle to absorb losses, both Kutuzov and Ferdinand are eliminated along with their entire Army Group for an Overrun (11.6). However, since losses did not exceed the defending force, no free French flag is placed (11.7). The French remove four Units and end their Impulse in a hostile Vienna, but with nary an enemy Army in sight. Moreover, they may now roll to gain a Resource for routing Kutuzov and succeed with a die roll of 3.

Round 2: Spain/Fran

Reserve {5}

{6} *Ireland Revolts* – PLAYED



Fran plays {6} *Ireland Revolts* as an event from the Spanish hand and places a French flag and Unit in each of Cork, Connaught and Ulster. Castanos then continues his free siege of Lisbon with four dice to Bill's two but neither hits and the siege drags on.

With three cards remaining to France's two, Britain now has interrupt capability since neither Reserves nor Resources count in determining preemption (5.2) and employs it now to preempt Sweden.

Round 2: Britain/Bill Preemption

Reserve {6} {5} – PLAYED

{5} *Venice*

{3} *Papal Bull*

{6} *Malet's Conspiracy*



The shameful setback in the Mid-Atlantic has again left Bill one Zone short of employing his Reserve Admiralty event so he interrupts Sweden to correct that problem – playing {5} *Parliament* for five CPs – much to the disgust of his coalition partners who are eyeing the disaster in Vienna with alarm. One CP is spent for two Manuevers to return the disgraced Cornwall Squadrons to sea in the North Atlantic and Mid-Atlantic. This gives Britain control of seven Zones - lest France decide to tinker with one before Bill can play his Admiralty Reserve event. Four CPs are spent to build cavalry in Dublin.

Art, irate over Bill's refusal to give him the aid of Parliament, now plies Fran with an offer of submission (15.41). However, Bill points out the offer is not allowed since France does not have more forces in Austria than Art does. Both have 13.

Round 2: Sweden/Proxy

Reserve {4} plus one card – PLAYED



Sweden draws its last card. Ironically, it is the {5} *Crown Prince Bernadotte* event but since it is green rather than red, it is not playable as an event by a Neutral until Turn 3. Proxy Sweden must use it as five CPs to build two Units and a +1 CP marker in Stockholm. The Swedish cannon replaces the cavalry there.

Round 2: Denmark/Proxy

Reserve {4}



The Danes are done for this Turn as they must keep their Reserve until allied with a Power. Nor could anyone interrupt them since they no longer are entitled to a scheduled Impulse (5.4).

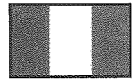
The Impulse marker returns to the French box of the Movement Track for Round 3.

Round 3: France/Fran

Reserve {5}

{6} *Anglo-American War* – PLAYED

{2} *Letters of Marque*



Fran decides to solve Art's legal problems by increasing his forces in Austria so he can entertain Art's submission. He plays {6} *Anglo-American War* as six CPs to secure his conquest of Austria - confident that an Austrian submission offer will soon be forthcoming. Vienna is flagged (1 CP) and Davout is dispatched to Prague with cavalry (2 CP). The Prague infantry garrison defends with two dice to Davout's seven and is routed by three 5's vs no Austrian hits. The Overrun Prague garrison cannot pay three Units and thus yields a free flag (11.7). Fran spends a third CP to send cavalry to Budapest which overruns the one-Unit garrison with a 6 among his four dice. Leaving cavalry to hold Vienna, Napoleon marches his artillery south to Graz (4 CP), flags it (5 CP), and moves on to Zagreb (6 CP). With his three new flags, he now has 16 forces in Austria to Art's 11. Submission offers can begin and sure enough, Art needs no convincing. His offer does not include a concession of any Keys, however, so Fran declines and waits for a better offer.

The first Keys have fallen. France advances its Key marker on the Key Control Chart two spaces to 15 while Austria drops two to 7. Two more Austrian keys dangle precariously beneath French boots awaiting only a Flag placement.

Round 3: Britain/Bill

Reserve {6} – PLAYED

{2} *Massed Grenadiers* – DRAWN

{2} *Deluge* – DRAWN

{5} *Venice*

{3} *Papal Bull*

{6} *Malet's Conspiracy*



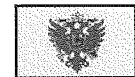
The impending fall of Austria has distracted the French long enough to leave his command of the sea intact. Britain finally controls six Zones at the start of its Impulse so Bill plays his {6} *Admiralty Reserve* as an event and is rewarded for his persistence by drawing a pair of {2}s. All that trouble for the privilege to spend six CPs to get four CPs! He will, however, continue to enjoy interrupt status with five cards, so he declines to play another card in combination with his "+" play - preferring to play a waiting game.

Round 3: Austria/Art

Resource {5} = {5} *Milan Decree* – DRAWN & PLAYED

{4} *Serbian Revolt*

{2} *To the Death*



Art, angered by Fran's demand for Keys to accept his submission, retracts the offer and vows to fight on. But he has precious little to do it with. So, he spends his Resource and draws {5} *Milan Decree* which he plays as five CPs since a Resource has a "+" capability and allows him to play the card drawn or another one. Charles, threatened by encirclement, withdraws his Army from Venice to Dalmatia (1 CP). Despite not having flagged Zagreb, Napoleon is anxious to spring his trap and intercepts at

Dalmatia with a dice roll of 6. However, because he is moving from an Uncontrolled space to an enemy space he suffers Ambush Attrition (9.43). He rolls five times for his four-Unit Army, rolling one 6. Despite French attrition being halved (9.45), he must lose a Unit since French Attrition losses are always rounded up. Napoleon now faces Charles' six-Unit Army with but three of his own. Each rolls nine battle dice (Napoleon 4 + 3 Units + 2 French = 9 vs Charles 2 + 6 Units + 1 Austrian). Neither side plays a Battle card.

- Napoleon rolls: 666xxxxxx for three casualties; three kills.
- Charles rolls: 655xxxxxx for three casualties; one kill, two disrupts.

The result is a draw and forces a second day, but Bill - not wanting to see Charles' Army surrounded in Venice, plays his recently drawn {2} *Massed Grenadiers* event as a reaction (6.14) event allowing Art to "win" the battle after one round. Art's pyrrhic victory (he lost three Units to Napoleon's one) has at least secured a retreat route. Napoleon must now retreat back to Zagreb which is still enemy because he failed to flag it - thus forcing another Attrition check. His two-Unit Army requires a roll of three dice for the passage and again rolls a 6 - reducing his Army to a single Unit. Unable to move Charles further after the battle (9.51), Art spends his last four CPs for two Units in Salzburg - reinforcing John's Army to a full cannon.

Round 3: Russia/Russ

Reserve {6}

{6} *Sultan's Ear* - PLAYED



Suddenly inflicted by the spirit of the Coalition, and having been relieved of his Turkish ambitions, Russ ruefully plays {6} *Sultan's Ear* as six CPs to build two Units in Grodno and moves the Kiev cavalry to Lublin while urging Art to hold on. If only he still had {5} *Call up the next Class* he could complete Bagration's Army, or better yet, Charles' Army. Art is unimpressed by this new zeal but nonetheless encouraged by the late show of support from his erstwhile ally.

Round 3: Prussia/Proxy

Reserve {6} plus one card - PLAYED



Prussia draws its last card: a black {3} and plays it as three CPs. Since it already has a +1 CP in Berlin, it now has four CPs with which to build (7.5). Since Berlin already contains more Units than its best available leader (a 1-4) can command, they must build a leader which costs four CPs (7.2). Kleist appears in Berlin and the +1 CP marker is removed. The Prussians are now finished in this Turn unless given a card or they enter Pact status.

Turkey must pass since it cannot play its Reserve while Neutral.

Round 3: Spain/Fran

Reserve {5}



Spain is down to its Reserve and can either play or hold it. Fran decides to try the siege of Lisbon again before deciding whether to play the Reserve. The third siege attempt fails. Fran elects to hold onto the Spanish Reserve and passes.

Sweden and Denmark have no Impulses as Neutrals with only Reserves remaining so they can neither play nor be preempted. France will move next in Round 4 unless preempted by Britain.

Round 4: France/Fran

Reserve {5} - PLAYED

{2} *Letters of Marque*



Fran decides it is time to reinforce Napoleon whose position is becoming hazardous. He plays his Reserve for five CPs. Lannes advances to Venice with six Units (1 CP). Charles declines to intercept so Lannes flags Venice for a second CP. Budapest is flagged (3 CP) and then its cavalry moves to Slavonia for the fourth and on to Zagreb for the fifth. As the last move is between Uncontrolled spaces, no Attrition is required.

The French and Austrian Key markers are shifted two spaces in opposite directions on the Key Control Chart. With four Austrian Keys, two Resources and a Minor Pact, Fran has a large lead with seven points compared to Russ's one (a Resource) who is a distant second. French forces now outnumber the Coalition in Austria 22 to 11.

Round 4: Britain/Bill

{6} *Malet's Conspiracy* - PLAYED

{2} *Letters of Marque* - STOLEN FROM FRAN

{5} *Persian War* - DRAWN

{5} *Venice*

{3} *Papal Bull*

{2} *Deluge*



Bill decides it is time to relieve Fran of his last card. He plays {6} *Malet's Conspiracy* as an event which forces Fran to hand over {2} *Letters of Marque*. Bill is disappointed to only receive a {2} from Fran. By taking his last card, he had hoped to deprive Fran of a hoarded treasure like *Extended Campaign* but his disappointment is tempered by his draw of a {5} from the deck and the realization that Fran is now cardless while his enemies have seven between them and a chance for still more.

Round 4: Austria/Art

{2} *To the Death* - PLAYED

{4} *Serbian Revolt*



Emboldened by the French lack of cards, Art plays the {2} as two CPs and moves Charles to Salzburg (1 CP) and continues to Linz (2 CP) with six Units - leaving John with one Unit in Salzburg. Fran, recognizing that Vienna is now threatened, intercepts with Davout's cavalry from Prague on a dice roll of 6. The battle is seven French dice (Soult 3 + 2 French + 2 Units) vs nine Austrian dice (Charles 2 + 6 Units + 1 Austrian).

- Davout rolls 665555x for six casualties; two kills and four disrupts.
- Charles rolls 666xxxxxx for three casualties; three kills.

Although the French have scored twice as many hits as the Austrians, enough to rout the enemy, they nonetheless lose the battle because their own losses eliminate their Army. Charles loses only two Units rather than six in a rout because Davout's Army is eliminated (11.32) before the rout can occur.

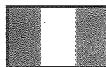
Round 4: Russia/Russ

Reserve {6} – PLAYED



Davout's elimination removes the biggest obstacle to freeing Vienna so Russ plays his Reserve event for six CPs and uses it to move Bagration's Army in Grodno four spaces to liberate Vienna, picking up the Lublin cavalry on the way. The French cavalry in Vienna evade to Graz on a dice roll of 8 modified by +1 to 9 for evading to a friendly space. Russ completes his move by unflagging Vienna and Budapest - returning them to Austrian control. Austria appears out of immediate danger.

The next six nations on the Movement Track have no playable cards and thus no scheduled Impulse. However, Spain continues its free siege of Lisbon. This time Castanos rolls 6xxx to Lisbon's xx defense. A second round of battle is thus earned for the siege (12.3). Castanos again rolls 6xxx and takes Lisbon. Although the fortress rolls a pair of 6's in defense in the second round, it is too late. Lisbon is flagged by the Spanish and Castanos removes two units. The Spanish key marker is advanced to 6; the British falls to 7. Despite the success of his siege, Fran again passes with Spain - holding its Reserve - in expectation of a British invasion.

Round 5: France/Fran2 Resources – PLAY ONE = {6} *Polish Uprising*

Although without a card or Reserve, France does have two Resources. He decides to spend one for a card and is rewarded by drawing a {6} *Polish Uprising*. Despite the danger at Munich he decides not to play it now.

Round 5: Britain/Bill

{3} *Papal Bull* – PLAYED
 {2} *Deluge*
 {5} *Venice*
 {2} *Letters of Marque*
 {5} *Persian War*



Bill plays the {3} *Papal Bull* Event for 5 CPs on the Diplomatic Track to move the Swedish Consul to Pact status. His new Ally is worth a point, but Bill is more focused on the extra card play that its Reserve represents. It doesn't hurt that the Bernadotte event is safely nestled in the discard pile either.

Round 5: Austria/Art{4} *Serbian Revolt* – PLAYED

Art plays the {4} as four CPs. He unflags Linz and Prague and then flags Munich (3 CPs) to at last carry the war to the French. With his last CP he moves Charles to Vienna – not fully trusting Russ to protect his capital alone.

Round 5: Britain/Bill Preemption

{5} *Persian War* – PLAYED
 {2} *Deluge*
 {5} *Venice*
 {2} *Letters of Marque*



Bill plays the {5} to move the Prussian Consul to Aide status on his Diplomatic Track (4 CPs) and moves Moore to the coast in Cornwall (5 CPs) to pose an invasion threat.

Round 5: Russia/RussResource – PLAYED = {2} *Tipping the Scales* – PLAYED

If the game were to end now, Russ would not win. He decides to spend his Resource for a card to rectify that. He draws {2} *Tipping the Scales*. Unable to hide his disgust, he plays it now, claiming the "+" status of the Resource (16.2). He moves to Linz (ostensibly to protect both Munich and Vienna - but he who protects everything, protects nothing. With his last CP, he finally moves the Baltic Fleet to sea to protect his coastline and hopefully not miss the second coming of any future *Continental System Fails* event.

Austria and France have returned to their original key inventory, albeit temporarily. Fran's lead has been reduced to 2-0 over Russ (a Resource and Minor Pact being his only points at present). Fran again passed with the Spanish Reserve, but now there is a new nation with cards to play.

Round 5: Sweden/Bill{4} Reserve – PLAYED = {3} *Mud*

Sweden can use its Reserve now that Bill controls the Pact and he does so to draw a card - thereby guaranteeing himself two more Impulses. He draws {3} *Mud*. Even though the event is red, it need not be played now or as an event because Sweden is no longer a Neutral Proxy. The card is Bill's to play normally in Sweden's next Impulse.

Round 6: France/FranResource – PLAYED = {2} *Fog of War* – PLAYED
 {6} *Polish Uprising*

Fran covets the last move so he plays his last resource for a card - cutting his lead to a razor thin 1 Victory Point for the Spanish Pact. Seeing his disappointing draw, he decides an ounce of prevention is worth a pound of cure and plays it as 2 CPs to build a unit in Rome.

Round 6: Britain/Bill

{5} *Venice* – PLAYED
 {2} *Deluge*
 {2} *Letters of Marque*



Having seen the Swedish draw, Bill has a better weather forecast than Fran and decides now is the time to spend his {5}. With the Spanish Reserve still available to retake any gains there, he opts for the Italian front. He builds a Cavalry in Naples and moves it to Rome for five CPs. He lacks a leader to move the three units there together as an Army (9.1). Fran elects to fight - his little force is brittle but strong for its size and will roll three dice (1 unit + 2 French) vs the British three (2 units + 1 British). Both sides roll xx5. A second day of battle ensues. Both sides roll two dice even though the French are totally disrupted (11.33). No hits. The British, having failed to dislodge the defenders, must retreat to Naples.

Round 6: Spain/Fran

Reserve {5} – PLAYED



Fran expects the upcoming turn to be the last so he plays his Reserve rather than risk having it unplayed at the end of the Turn. Since his Reserve event is not playable in 1805 he must

use it as 5 CPs. He spends 4 CPs to return the Prussian Consul to Unaligned status on the Diplomatic Track and moves the Valencia cavalry to Barcelona (5 CP) to guard against a British amphibious assault.

Round 6: Sweden/Bill

{3} *Mud* – PLAYED



Bills plays *Mud* as an event to halve the French final ri-poste.

Round 7: France/Fran

{6} *Polish Uprising* – PLAYED



The {6} is played for six CPs. Napoleon flags Zagreb (1 CP) and cursing the weather moves to Graz (3 CP), adds that cavalry to his Army and advances on Vienna (5 CP) once again with five Units. Russ intercepts on a die roll of 6 with Bagration. The battle will pit 14 allied dice (10 Units + 2 Bagration + 1 Russian + 1 Rough) vs 11 French dice (5 Units + 4 Napoleon + 2 French). The French win 655xxxxxxx to 66xxxxxxxxxxx. Bagration loses an Austrian Unit and retreats to Linz. Napoleon's Army is reduced to three Units. Unable to move with his remaining CP, he flags Vienna.

The mud has cost Fran progressively more difficult shots at Keys in Munich, Dublin and Naples. Fran consoles himself that at least it will also hinder Bill's last move ... until he rolls a 6 to remove the timed event (6.19)!

Round 7: Britain/Bill

{2} *Letters of Marque* – PLAYED

{2} *Deluge*



Britain plays knowing that this will be the last impulse of Turn 1 even though he has a card remaining, since no other player has a card and he cannot take consecutive Impulses (5.5). As it stands now, he is down a Key and up a Pact for a score of 0. Fran leads with three points based on a net gain of two Keys and his Spanish Pact. Worse, Bill will start Turn 2 down a card with only seven Keys. Bill needs to take two keys - at least one of them from the French to eke out a 2-2 tie which would leave him in control of the Peace die roll (5.81) if Austria is not conquered. A tall order for a 2-CP card but doable.

He moves the Naples Cavalry to Rome for 1 CP. Without a leader present he is unable to include the third Naples unit in the move (9.1). Both players roll three dice (2 Units +1 British vs 1 Unit +2 French) Fran rolls 65x to Bill's 6xx. Although Fran has scored more hits, he loses because Bill's lone 6 eliminates the entire French force (11.32). Bill can now spend his last CP to flag Rome and avoid end-of-Turn attrition (5.6). This would safeguard his 8th Key and give him four cards for the next Turn, but would concede the Peace die roll to Fran who has two points to his one. With Europe Exhausted in play to modify the Peace roll, Bill does not trust his Allies to buy off a French win by spending cards. He decides to gamble and go for the lead despite the long odds of success. With his last CP he moves the Gibraltar unit to Granada. Bill now has two dice (1 Unit + 1 British) vs Fran's two (1 Spanish Unit + 1 Rough). Bill rolls 5x to Fran's 5x. Second day. Bill rolls a single die (British) and the Spanish none since the terrain benefit does not apply to the second day

(11.22). Despite having no dice, the Spanish are favored since the British are the attackers and must score a hit or retreat. Bill hits and the Spanish must retreat. Bill is elated, thinking that he has earned the Peace roll with a 2-2 tie (since he wins ties with France due to being listed later on the Movement Track). But it is not yet time to celebrate ...

5.6 ATTRITION: All Formations in Uncontrolled Duchies must check Attrition, gaining control if any Formation survives. The Spanish Unit in Oporto checks first, survives and flags the space. Bill checks for both Rome and Granada and breaths a sign of relief as rolls of 5 flag both spaces. Bill gleefully moves his Key marker to the 9 space as he officially takes the lead 2-2.

The Attrition Phase ends as France and Britain flip their naval build markers to the Refit side on their new Squadrons in Marseilles and Sussex respectively. But the Turn is still not ended ...

5.7 CONQUESTS: Since its capital is under enemy control, a conquest of Austria is possible. Fran must roll a modified 6 or better die roll after adding +1 for each Austrian Key France controls (+3: Vienna, Zagreb, Venice) and deducting one for the Austrian Conquest modifier (15.1). Fran lets out a whoop heard from London to Moscow as he rolls a 4 and conquers Austria. Art is not out of play, although he now needs a long game if he is to win.

Fran must remove all his flags from Austrian Home duchies (Venice, Vienna, Zagreb and Graz). Likewise, Art removes his flag from Munich (15.22). Fran rolls a die (15.2) to determine the number of Austrian duchies to be ceded to him and groans as he rolls a 2. A roll of 3 or higher would have allowed him to retake the lead. He flags Venice while Art volunteers Tyrol as the second duchy to be ceded. Fran has actually lost two Austrian Keys as a result of the conquest, but he regains Munich and a reparations (15.5) Resource so he is no worse off. At least he won't have to worry about the Austrians for a turn. Napoleon withdraws to Graz from Vienna - content in the knowledge that he will have free passage over all of Austria in the upcoming Redeployment. Bagration's Army is sent to the Regroup box (15.22).

France's key marker settles on 13 and Austria's on 8. Venice, Rome and Granada are the only Keys in different hands, but the French push during the Austrian peace talks retain their tie with the British for the lead at two points apiece and should pay big dividends in Turn 2.

5.8 PEACE: It is now time to see if the game ends in a British victory or continues to the 1807 Turn. A modified Peace die roll ≥ 6 will end the game after every turn. But since the Europe Exhausted event was played, the Peace die roll is modified by the Turn number (+1 in this case). However, each player with more than a minimum draw (14.32) in the coming Turn may opt to modify the die roll in advance by +1 or -1 once before the roll by sacrificing a card dealt to his Power's next hand.

Britain had the last impulse so the next Power on the Movement Track is Austria. As a Subject Neutral, Art cannot affect the Peace roll (5.8). Russ, with only seven Keys, has his own problems. With only a three-card draw, Kutuzov dead, Bagration in Regroup, an ongoing war with the Ottoman Turks, and his

Austrian buffer no longer standing between him and Napoleon, he pleads poverty and declines to alter the Peace die roll. Fran is next and although he doesn't have a lot of cards coming to him (six), he spends one of them for a -1 modifier on the Peace die roll since he will lose if the game ends now and he believes he can take Russia in Turn 2. Bill is last to decide and opts to sacrifice one of the four cards due him for his nine Keys to negate Fran's buy with a +1 modifier of his own. The final Peace modifier will thus be +1. Bill rolls a 4 and barely misses winning the game.

14. The Interphase:

To prepare for the next turn, an Interphase occurs.

14.1 CAMPS: Each power in Movement Track Order may declare its intention to change Camps free of any CP cost with the agreement of the new Camp. Since France and Britain may never change Camps and Austria is obligated to one turn of neutrality, only Russ has that option now. He offers to change sides, but Fran thinks his chances of taking out Russia are better than his odds of crossing the Channel. He declines and proceeds with his plans to invade Russia.

14.2 REINFORCEMENTS: Each nation, again in Movement Track order, receives an allotment of CPs that they can spend for new pieces, refit or extra deployment. All nations must build their reinforcements in their respective Capitals. Those nations under player control, however, are free to deploy one Army thereafter and may purchase a second deployment.

14.23 DEPLOYMENT: Since Britain took the last Impulse, Austria builds and deploys first. Art's only good news is that at least he can watch the others bleed while he rebuilds his army and perhaps sells the play of an event card or two for future favors. He builds a cannon and deploys Charles and his Cavalry in Linz to pick it up in Vienna and move to Dalmatia. He can ignore Lannes in Venice since he is a Subject Neutral.

Russia is next and Russ is worried now that his Austrian buffer is gone. He decides against replacing Bagration from Regroup - preferring to keep him there as a form of mobile reserve. But the Russo-Turkish War drags on and must be fed. A Unit draft dice roll of 6, 3, 2 requires him to send two more units to battle the Turks. He buys two from Regroup for 2 CPs and places them on the Foreign War card. The remaining 6 CPs rebuild Kutuzov which he deploys to Sevastopol and St Petersburg to gather the last meager Russian units to deposit in Grodno.

Prussia remains neutral and thus has no deployment. It spends its 8 CPs on artillery for Berlin. Turkey likewise settles for another Cavalry for Constantinople for its 4 CPs.

Spain can deploy since Fran controls it. He builds Blake in Madrid (4 CPs) and then deploys him to Barcelona, picking up the cavalry there, and then moves this Army all the way to Bucovina for service in Napoleon's Grand Armee on the border of Russia.

Sweden is next. Bill builds a unit in Stockholm (2 CPs) and deploys the Swedish fleet six zones to the Bay of Biscay to join the British fleet in blockading Brest. He chose Bay of Biscay

over the North Sea because the Biscay British fleet of three squadrons is large enough to include the Swedes without losing the British intercept/evade modifiers (13.36). In the North Sea fleet of one squadron, the Swedes would compose half of the combined fleet and thus hurt its blockade intercept ability unless Bill can add another British Squadron to it.

Denmark builds a unit in Copenhagen for 2 CPs.

France deploys next. Armed with 18 CPs, Fran is loaded for bear ... Russian bear to be precise. He builds seven units in Paris (14 CPs) and then redeploys Napoleon's Army from Graz with five reinforcements from Paris all the way across Subject Neutral Austria to Lemburg. He would prefer to deploy to Lublin but cannot deploy adjacent to an enemy Army - an inconvenience for which he plans to extract a hefty price from Kutuzov if he can catch him on the road to Moscow. With his last four CPs he buys a second deployment and moves Massena's three-unit Army to a supporting position in Bucovina where he absorbs Blake's Army into his own.

ALTERNATE HISTORY

Let's assume for a moment that Austria was not conquered and that Napoleon was still in Vienna. He would be in deep trouble since he had no continuous line of controlled Duchies to deploy himself out or reinforcements in. The closest a relief Army could come would be Wurtemberg, Ratisbon or Venice since Munich was flagged and also subject to interception by Bagration. Fortunately for Fran, that is not the case.

Returning to the current situation, Bill looks at Britain's meager six CPs of reinforcements in disgust. He wants to buy Wellington (7.2) but is reminded that the Duke is unavailable until 1807 - and this is still the waning moments of 1806. So he builds three Units in London and convoys (13.6) the infantry in Kent to Gibraltar for his deployment. Turn 2 is shaping up as a race in which Fran will try to conquer Russia before Bill can cause too much mischief in the west.

14.3 RESUME PLAY

Each nation's Reserve "Void" space(s) of its Headquarters Display is recovered with a flag and hands are now redealt with one card for every two Keys controlled. France would have still received six cards for its 13 Keys, but spent one to prevent Peace and is dealt only five. Austria, despite being conquered, has eight Keys and retains its full hand of four. Britain is the big loser, having spent a card trying to win the Peace roll. Consequently, Bill will draw only three cards as will Russ, with seven Keys, and his original three-card hand. But Bill gets to add the unplayed card - {2} *Deluge* - from Turn 1 so he will still have a four-card Hand (14.31•4). But unlike Bill, Russ will have a hard time getting a two-for-one card draw with his Reserve. Between the Russo-Turkish War and the French on his border, Russ will have a tough time getting extra cards. Bill, knowing this, is mindful of his need to probably send Russ help with Parliament.

Austria now takes the first impulse of Turn 2 unless France - with five cards - interrupts.

Introduction: In the spring of 1812, the French empire was at its peak. With Prussia subjugated, Austria cowed and tied to Napoleon by marriage, Spain all but conquered and British armies driven back to Portugal, Napoleon was master of the continent of Europe. Britannia ruled the waves; but it was Russia, fresh from victory over the Ottomans, its huge army mobilized and the no longer friendly tsar that vexed and worried the Emperor. To deal with this perceived challenge, Napoleon mustered nearly 500,000 men for an invasion of Russia. Even as the French prepared to march east, however, Britain's General Arthur Wellesley, later the Duke of Wellington, struck out from Portugal to take the key Spanish border fortresses of Ciudad Rodrigo and Badajoz, thus beginning the inexorable liberation of the peninsula. Nevertheless, Napoleon marched deeper into Russia to win costly battles at Smolensk and Borodino, but as he took Moscow, so did Wellesley take Madrid. By year's end, the French were in retreat on all fronts, with winter harrying what was left of Napoleon's starving army as it fell back from Russia. Neither Napoleon nor his empire would ever fully recover from these twin defeats.

Resources: France 1, Russia 1, Britain 1

Keys: France 24, Britain 7, Austria 6, Russia 8, Prussia 2, Spain 2, Sweden 2, Denmark 2

Special Rules: This is a one-turn game. The Imperials control France, Austria, Prussia and Denmark. The Coalition controls Britain, Spain, Russia and Sweden. If there are three players, one commands Russia but plays as a team and wins or loses with the Coalition.

1. The Ottoman Turks and the Diplomatic Track are out of play. Pacts may be broken only by conquest regardless of events.

2. No foreign war events may be played. *Continental System Fails* is in effect, preventing normal preemption.

3. Britain controls all sea Zones, but no convoys/amphibious assaults are allowed while France controls any Spanish space.

4. After the last impulse, complete the Attrition, Flag placement, Conquest & Submission portions of the Interphase. The game cannot end until the sixth Round of the Turn is completed if any nation has cards remaining. Move the Impulse Round marker along the Key Control Chart to record the number of Rounds played.

5. The Coalition wins unless France controls a Russian Capital at some point in the turn and at least three Russian Keys at game end. Barring conquest of Russia or France resulting in automatic victory, tally the Keys controlled by each Camp, subtracting 34 for the Imperials and 19 for the Coalition. Add one for each surviving Minor pact and unplayed Resource held. Unplayed cards have no value. The highest total wins. The Coalition wins ties.

FRANCE: Place flags in Warsaw, Straslund, all of British Italy; and on each Spanish duchy except Ciudad Rodrigo, Badajoz, Cadiz and Majorca.							Imperial Camp					
Burgos	Navarre	Barcelona	La Mancha	Marseilles	Bordeaux	Rotterdam	Brest	Naples	Hanover	Valencia		
Eugene		Victor		Marmont	Soult		Napoleon, Ney	Poniatowski	Davout, Murat			
Lodz	Konigs- berg	Posen	Danzig	Madrid	Granada	Paris	Thorn	Warsaw	Masuria			
AUSTRIA	Schwarzenberg									Frederick		
Lublin	Kolosvar	Vienna										
PRUSSIA												
Berlin	Pomerania											
DEN-	MARK											
Copen- hagen	Christ- iania	Jutland										

BRITAIN: Place flag on Corfu.

Coalition Camp

SWEDEN

RUSSIA: Place flags in Bucovina (in Austria) and Bessarabia (in Turkey), Nystadt and Sveaborg (in Sweden).

SPAIN

1813—The War of Liberation

Introduction

The disasters of the Russian campaign forced Napoleon to concede more than half of his empire and fall back to the Rhine with allied armies in pursuit. Meanwhile, Wellington's victory at Salamanca turned the tide in Spain. Austria, thus encouraged, hastened to do its part to free Europe from the Napoleonic yoke. With a Herculean effort Napoleon raised yet another Grand Army, withdrew Soult from Spain and prepared to strike back in the spring. He hurled this force east into the reorganizing Russian and Prussian armies, hoping to divide and crush them before Austria could enter the war against him. Initial victories at Bautzen, Lutzen and Dresden emboldened Napoleon, but to no avail. In the fall, the combined armies of four nations fell upon him in the largest battle ever waged in Europe until the First World War. More than half a million men fought for three days in what was aptly termed The Battle of Nations. Napoleon might have recovered from even that defeat, had he only that front to concern him; but in Spain, Wellington crushed the effectively leaderless French armies and drove them back to the Pyrenees. Only by returning Soult to face his old enemy did Napoleon delay Wellington's invasion until spring. France was soon invaded on all fronts, and despite a heroic defense, Napoleon was forced to abdicate.

Turn: 5 (1813) **Impulse:** Russian **Duration:** One Turn

Resources: France 1

Keys: France 18, Britain 7, Austria 8, Russia 8, Prussia 5, Spain 3, Sweden 2, Denmark 2

Cards: France 8, Britain 3, Austria 4, Russia 4, Prussia 2, Spain 1, Sweden 1, Denmark 1 plus all Reserves except *Parliament*.

Special Rules: This is a one-turn game. The Imperial player controls France and Denmark. The Coalition player controls Britain, Spain, Russia, Prussia and Sweden. A third player may play Russia, Prussia and Sweden but must combine Coalition victory points and win or lose as a team.

1. The Ottoman Turks and the Diplomatic Track are out of play. Pacts may not be broken. Austria is neutral until its first impulse when it freely joins the Coalition under the British player's command. If invaded prior to that, it joins immediately.

























2. No *Polish Rebellion*, *Continental System* or foreign war events are valid. Preemption is allowed, but not before the first Russian impulse.

3. Britain controls all sea Zones, but no Convoys/amphibious assaults are allowed while France controls any Spanish space.

4. The game cannot end before the sixth Round if any nation has cards remaining. After the last impulse, complete the Attrition, Flag placement, Conquest & Submission portions of the Interphase. France wins by conquering a power. Otherwise, tally the Keys controlled by each Camp, subtracting 20 for the Imperials and 33 for the Coalition. Add one point for each surviving Minor pact and unplayed Resource. Unplayed cards have no value. The side with the highest total is the victor with the Coalition winning ties.

FRANCE: Place flags in Madrid, Burgos, Valencia, Navarre, Aragon, Barcelona, all British spaces in Italy, Venice, Tyrol, Lemberg and the Prussian duchies: Munster, Thuringia, Hesse, Hanover, Oldenburg, Anhalt, Mecklenburg, and Danzig.












Imperial Camp

<i>Davout</i>				<i>Napoleon, Marmont</i>	<i>Soult</i>	<i>Eugene</i>	<i>Ney</i>	<i>Murat</i>	<i>Poniatowski</i>	
										
Munich	Mecklenburg	Danzig	Madrid	Franconia	Paris	Thuringia	Ratisbon	Naples	Lemberg	Burgos
		        						DEN-MARK		
Valencia	Milan	One each in Barcelona, Wurtemberg, Aragon, Anhalt Rotterdam, Bordeaux, Marseilles, Brest, Navarre.					Regroup Box		Copenhagen	Christiania

BRITAIN












Coalition Camp

SPAIN

<i>Wellington, Hill</i>	<i>Beresford</i>					<i>Costaños</i>	<i>Blake</i>			
										
Ciudad Rodrigo	Lisbon	Dublin	Gibraltar	London		Murcia	La Mancha	Badajoz	Granada	Ciudad Rodrigo












RUSSIA: Place flags in Nystand and Sveaborg (in Sweden).

SWEDEN

<i>Konstantin</i>	<i>Bennigsen</i>	<i>Tormassov</i>	<i>Barclay</i>		<i>Wittgenstein</i>		<i>Bernadotte</i>			
										
Warsaw	Grodno	Breslau	Thorn	One each in Riga, Moscow & St. Petersburg	Leipzig	Regroup Box	Straslund	Svealand	Kalmar	

PRUSSIA

AUSTRIA

<i>Kleist, Yorck</i>	<i>Blucher</i>	<i>Bulow</i>			<i>Schwarzenberg</i>	<i>Colloredo</i>	<i>John</i>			
										
Berlin	Leipzig	Pomerania	Konigsberg	Regroup Box	Vienna	Prague	Salzburg	Moravia	Liniz	Regroup Box

SCENARIO BACKGROUND

1812 Scenario Background

By 1812, the Danish fleet and much of the French navy has been destroyed. Prussia is an occupied, defeated country. Austria, minus portions of its former western holdings, is still recovering from its 1809 defeat. Denmark has been pressured by Napoleon to occupy Prussia's Holstein. Sweden has lost Swedish Pomerania to France and Finland to Russia. Turkey is on the sidelines because in May 1812 the British mediated the end to that country's lengthy war with Russia. Moore and Lannes were killed in 1809, and Massena was forced into retirement in 1811. Blake surrendered at Valencia in January 1812.

As tensions mount between Napoleon and the rest of Europe over the failing Continental System, Russia prepares for war. Napoleon gathers a huge army (filled with many German and Italian soldiers as well as the Frenchmen that are not tied down in Spain) for concentration in Poland. Austria contributes a corps, and Prussia helps with the depot chain (neither very enthusiastically).

1813 Scenario Background

Britain had complete control of the sea before 1813, but its involvement in Spain and the war in America stretched even its resources to their limit. Although the French army was destroyed in the retreat from Moscow, the Russians had paid a heavy price—including both Kutuzov and Bagration. Prussia now eagerly rebelled, but six years of occupation left its standing army small and its reserves scattered and unprepared. Bolstered by a large Swedish expeditionary force led by the former French Marshal Bernadotte and with promises of Austrian support, the Allies nevertheless expected a swift victory.

In Spain, by withdrawing his best, Napoleon condemned his brother to defeat. Wellington's victory at Vittoria, a masterpiece of maneuver and entrapment, spelled the end of French rule in the peninsula. Napoleon must win decisively in Germany without losing France.

A World at War 1805-1815

The Reason Why They Call Them The NAPOLEONIC Wars

By Mark McLaughlin

The wars of the French Revolution came to an end, or at least a pause, with the peace of Amiens in 1803. A year later Napoleon crowned himself emperor of the French, an act that hurled a challenge to the established order that the crowned heads of Europe could not ignore. In 1805 Europe declared war not on France or its revolutionary ideals, but on one man: Napoleon.

Our game of *The Napoleonic Wars* begins at this point. Britain, Austria and Russia are at war with France, with Sweden soon to follow suit. Prussia dithered. Spain, hoping to strike one last blow against her ancient British enemy and thus postpone the eclipse of its empire, sided with Napoleon. The imminence of that eclipse was made evident to the Bourbons in Madrid when they received news of Trafalgar, the decisive battle that wrecked Spanish and French seapower in the very shadow of the Iberian Peninsula.

The loss of the combined fleet (the fleet starting at sea in the South Atlantic), forced Napoleon to abandon his plan to invade Britain (the army sitting in Artois) and he turned to the southeast. In a series of forced marches, he struck with thunderclap surprise the Austrians of the “unfortunate General Mack,” as Tolstoy referred to the hapless Hapsburg general who, with 30,000 men, was caught in the trap at Ulm on the Bavarian frontier. This is much of the army (that starts at Linz) under Ferdinand (who abandoned his men to his subordinate, Mack). Shaken and unmanned while still in the process of mobilizing, the Austrian capital was conceded. The Austrian army fell back to join the ponderous Russian hordes that were marching to their rescue. In December, the allies met Napoleon at Austerlitz (Moravia on the game map) and fell into a trap of the emperor’s making.

From Prussia to Poland

With Austria out of the war and the Russians limping back east, Napoleon turned his eyes to Prussia. Secure in the legend (of its own making) of the Frederickian invincibility of the most professional army in Europe, Prussia had gleefully sat on the sidelines as its German cousins were embarrassed by the upstart emperor from Corsica. Finally spurred into action by his queen, often called the only real man in Berlin, the Prussian king decided to contest Napoleon for the mastery of Germany. The result was the shortest and most complete campaign in European history. The vaunted, but rigidly linear, Prussian army succumbed to the modern, mobile and enthusiastic French corps in just one big fight—the double battle of Jena-Auerstadt. Napoleon’s victory was so complete that only scattered remnants of the Prussian army were still in the field when the Russians—once again late for the ball—came to their aid that winter. The campaign of 1807 was fought in the snow in Poland, and ended on a shaky raft in the Nieman River that summer, as the emperor of the French and the tsar of all the Russias met to make peace (*Treaty of Tilsit card*).

Opening the Spanish Ulcer

The peace in the east, however, was matched by disaster in the west. A French army was humiliated in Portugal, while Denmark was stripped of its fleet by a British attack on Copenhagen. Spain, no longer willing to suffer losses and humiliation at the hands of the British, wavered in its alliance. In 1808 Napoleon rectified that, to his everlasting regret, by tricking the Spanish king into giving up his throne—into which the French emperor deposited his own brother, Joseph. The small, antiquated, badly-equipped and worse-led Spanish army was caught by surprise and scattered by the French juggernaut. The intervening British under Moore were forced to flee to the coast (in Galicia on the northwestern tip of Iberia).

French armies flooded the northern two-thirds of Spain. Napoleon, satisfied that his marshals could finish the job, left Spain in November. It would take another five years for the festering ulcer of Spanish nationalism backed by British arms to finally toss out the French—after having annually bled France of 40,000 men.

The (Hapsburg) Empire Strikes Out

To the Austrians, Napoleon’s involvement in Spain seemed to be an opportunity too good to pass up. Indeed, three-quarters of France’s troops were tied down there. In April 1809 the newly-reorganized Austrian army struck down the Danube into Bavaria in a surprise attack on the scattered forces of France and its Bavarian and Rhine Confederation allies. Napoleon struck back, once again forcing the Austrians to retreat and abandon



Vienna. At Aspern-Essling and Wagram, Napoleon for the first time met an enemy he could not drive from the field by maneuver and guile. The French won their campaign in Austria, but only by brute force, sheer courage and diplomatic trickery—and because the Russians, somewhat amused by it all, sat this one out.

1812: Winter and Wellington

The Spanish war changed into an ulcer that same year, as Britain found the general who would become Napoleon's nemesis. Arthur Wellesley (made Lord Wellington for his victories in the Peninsula) outfought, outfoxed and outlasted every marshal Napoleon sent against him. By 1812 he had forced open the doors to Spain—the twin fortresses of Badajoz and Ciudad Rodrigo—and set the stage for his great victory at Salamanca.

Napoleon, however, paid little attention to the sideshow in Spain, for he was preparing his greatest army for his greatest campaign—the invasion of Russia. Napoleon took half a million men into Russia in 1812, advancing on some of the poorest roads in Europe. He achieved only a Pyrrhic victory at Borodino. For the most part, the Russians performed a Scorched Earth withdrawal, relying upon the paucity of forage and the fierceness of the winter to do most of the damage that allowed only 60,000 of Napoleon's troops to make it out of Russia. The unraveling of Napoleon's army during the retreat from Moscow doomed both the Grand Army and the French Empire, or so the great powers of Europe believed.

Austria, allied to Napoleon by marriage since 1809, had sent its armies into Russia to guard Napoleon's right flank, and pick up a few pieces of Russian Poland. As Napoleon reeled in retreat, Austria took the opportunity to become a neutral state while it prepared for revenge. Emboldened by the advancing Russian armies and encouraged by British gold, Prussia (with a newly-reorganized army) threw off the chains of French occupation and rose up, thus forcing the French to retreat farther and farther westward toward the Rhine.

The War of Liberation

Napoleon's enemies thought in 1813 they had him cornered, but they were mistaken. Both the emperor and France had one last throw of the dice left in them. Raising an army from young boys, old men, veterans, invalids and sailors from the blockaded fleet, Napoleon put together one more Grand Army and hurled it into Germany. Russian and Prussian armies met defeat after defeat and were thrown back, but lived to fight another day, as a decisive victory eluded Napoleon while his subordinates failed him at key moments. An armistice allowed the combatants to pause, regroup and ready themselves for the next round, but when it expired Austria entered the fray on the allied side. At Leipzig, in what was aptly named the Battle of the Nations, over half a million men fought for three days to decide the fate of Europe. This time fate was not kind to Napoleon.

An Emperor Abdicates

As his broken army streamed back to France, Napoleon learned that his southern front, too, had collapsed. He had drained the best soldiers and generals from the armies in Spain, and that missing backbone had left his elder brother's

kingdom too weak to withstand Wellington and the Spanish people. At Vittoria, Wellington won his most complete victory, and by summer's end he had driven the French back across the Pyrenees. The year 1814 saw France assailed and invaded on all fronts. The coalition against Napoleon had learned well to not fight him head-to-head, withdrawing in his front, while attacking where he wasn't. Despite a brilliant mobile defensive campaign, that spring Napoleon was simply outmanned, Paris fell and he abdicated.

The emperor would return for one last ride in 1815. The campaign of the "Hundred Days" that ended at Waterloo may have been the stuff of legend, but it was but an afterword to the much grander, much greater story that was The Napoleonic Wars.

The Other Wars

Not all of the wars that make up *The Napoleonic Wars* were fought against or even by France. In this ten-year period, Russia fought not only the French but also made war on Sweden, Persia and the Ottoman Turks. They even marched an army across a frozen gulf to outflank the Swedes in Finland (resulting eventually in its acquisition and peace). The Russian war with Turkey was fought in both the Transcaucasus and the lower Danube valley but ended with Russian withdrawal in anticipation of war with France in 1812. Russian meddling in Georgia and Armenia led to Persian support for independence and eventual direct war.

The Turks also fought the British in 1806 (a war that ended when the Royal Navy sailed up the Dardanelles to bombard Constantinople in 1807). Britain fought the Americans, the Barbary Pirates and Denmark (twice). Denmark suffered further humiliation when Sweden, smarting from the drubbing it took in losing Finland to Russia, invaded and severed Norway from the Danish throne. Serbia rose up to fight (unsuccessfully) for independence from the Ottoman Turks. Other uprisings, armed riots and rebellions in Ireland, along the Rhine and in the Alps added still more bloody footnotes to the larger struggles that involved the great and once-great powers. Britain managed to plant footholds throughout the islands of the Mediterranean in the name of opposition to Napoleon. Sizeable forces and ships were stationed at various times in Corfu, Sicily, Malta, Gibraltar and Majorca.

All of these incidents, campaigns and wars are present in this game. Some appear in the form of event cards. Although all of the ingredients of the epic struggle of the time are present, the game does not force players to recreate the history of 1805-1815. The stage is set, the pieces are in place, but it is up to the players themselves to decide how history will unfold as they begin playing *The Napoleonic Wars*.

An Idea Well-Developed

By Stuart K. Tucker

The Odyssey

In November 1995, freshly hired by Don Greenwood to be the editor of Avalon Hill's magazine *The General*, I noticed that a very popular period for gaming, the Napoleonic Wars, had long been neglected. The company had not published much recently on the topic, and we had evidence that this was hurting subscriptions. At the same time, I was excited to witness the elegant *We The People* system being adapted for use in the game *Hannibal: Rome versus Carthage*. The marriage of that system to *The Napoleonic Wars* and extension to a multi-player conflict was just what the company ought to publish so that I could put out some exciting magazine issues (say, by 1997, ha, ha). Of course, as the magazine editor, I wasn't in a position to put in time on such a design myself. In his infinite wisdom, Don accepted the premise of my lengthy memo on the subject and proceeded to recruit an out-of-house designer to take up the project. That same week, Mark McLaughlin met with Don to discuss the development of his recently accepted design *Princess Ryan's Star Marines*. He was looking for his next project. How extremely fortunate—here was an available known designer with a track record on the subject (AH's *War & Peace*) and detailed knowledge of the period (this I knew from playing miniatures with him). The project was off to a quick start. The end would be another story.

Seven years and three companies later, voilà. Of course, the design was "ready" for publication in the summer of 1998 (when interrupted by Monarch's sale of Avalon Hill to Hasbro). The truth is that this project has benefitted tremendously from the extended development process since then. This speaks volumes about the toleration of the designer to have his project tweaked—and the value thereof. It also speaks a great deal about the high expectations we had for the project—hopes which led Don to reject the first submission by Mark, sending him back to the drawing board with concepts we preferred, and then proceeding to alter the end result greatly.

We've all long forgotten many of the concepts tried and rejected along the way with this game. Don's constant mantra of playability meant the shedding of many a "neat concept" that just complicated the game too much, especially in the context of a multi-player gaming experience. As many times as Ben Knight and I shook our heads over Don's desire for an eight-page rulebook (knowing the final layout would be different anyway), we knew that his predilection for simplicity, parallel structure and unifying concepts made sense. The entire naval system was trashed to make it similar to the land system and evoke more tension. And then we moved on to the next step in the evolution.

The Map

Mark's first map was soon replaced by another that more resembled one I had done for the initial project proposal. Neither was simple enough or incorporated the mechanics we now have. Mark took the ideas and returned with a map that no longer contained provinces (tossing out a concept common to both *We The People* and *Hannibal*). It was a major breakthrough to base a variable card draw on keys instead of provinces. Mark's concept of Home Cards

and preemption made a viable system for distributing imbalanced hands of cards and was the basis on which the game evolved. And did it ever blossom.

It is tempting to think of a line on the map as a single road between specific cities, but remember that the spaces represent large areas. Napoleonic armies marched in broad fronts along multiple paths. For simplicity's sake, we chose to use a point-to-point map to channel movement and interception along the most favorable terrain, while using the line types to convey information about the nature of those passages. The most improbable paths are not given a connection. It was not easy to include all this while still covering Lisbon to Moscow. As it was, the map was too "space-dense" so it went back with orders to cut spaces. Mark protested at the thought of losing famous battle sites, but the condensing of the map was needed if the game was to play in an evening. So, ever simplifying, we compromised further until we had a map that worked well with our command system (which no longer involved activating a leader to move four spaces). That didn't stop us from fiddling with spaces, connections and identities for another five years, but at least we had a solid structure upon which to wage war.

The result is a map in which the spaces represent areas far larger than their named city (and might be positioned more to represent a region than the exact location of the named city). Thus, the importance of flags. You may have troops in a region but you don't control the entire space until you flag it. Keep that in mind the next time your army co-habits a space with an enemy fortress or a port with an enemy fleet. Movement paths that couldn't accommodate the sweeping movements of 100,000 men need not appear. On this scale, multiple mountain crossings could be simulated with one "pass." The most intractable of swamps would simply have no movement path at all. Historic trade routes could be ignored, if Napoleonic armies followed different movement paths. Often, several prominent cities were too close to each other, so one space had to represent both, even though only one of them got the nod for the name. Nor do those "cities" necessarily appear exactly where they should on a map since the space represents a region containing the city and spacing for playability issues was more important than centering the symbol on its namesake. For example, Napoleon created a Republic of Dalmatia that covered the entire coast of Slovenia to Montenegro, so we retained the name when Mark combined Slovenia with Dalmatia. Both Montenegro and Durazzo are about 3/4" too far to the northwest, but that spreads out spaces nicely and has no impact on game mechanics.

Likewise, at this scale, virtually all spaces with access to the sea could arguably be depicted as a port. However, doing so would de-emphasize the importance of more important ports and would encourage ahistoric amphibious operations. London, for example, was certainly a famous port during this time period but giving it that status in the game makes it the likely target of a French amphibious invasion ... a highly unlikely invasion site in historical terms. Similarly, Goteborg was a port, but is not portrayed as one in the game because doing so would lessen the importance of Copenhagen, Kalmar and Stockholm—more prominent naval bases.

Even the spelling of space names drew comment. While it is common to anglicize major city names, often anglicizations for

minor areas don't exist or are less known than the local one (such as those other areas of Italy next to Naples!). While not prone to make the world British, even if they nearly succeeded, we do have a primarily English customer base, so common English names are readily used for such places as Moscva, Wien, Lisboa. However, we couldn't do it for the entire map and were satisfied with local spellings for other places. The problem is that there are in some cases no "consistent" English spelling (and some are more likely to be Francophone due to the nature of sources on the period). So, in general, we ended up opting for the more widely known names such as Borodino over Vyazma although the former is known only as a battle site rather than a population center.

What should and should not be a Fortress has also drawn its share of comment. One could argue the pros and cons of many spaces as deserving "fortress status," but in the end it boiled down to a judgement call as to what warranted it and what didn't. Too many fortresses would destroy movement options while too few would not do justice to the period. In Finland, Sveaborg (the "Gibraltar of the North") was handed over by its Swedish garrison commander in the first days of the 1808 war with Russia, so we saw no reason to make it a Fortress. Meanwhile, Abo and Nystadt were very near each other and represented by the same space and together represent the final defense put up by the Swedes in Finland. Nystadt got the nod over Abo due to the 1721 treaty which bears its name.

Finally, we altered Home and Associate Duchy status as necessary to fit the ever-evolving event cards and conquest rules, but within the context of the hundred years of history preceding Napoleon.

Combat Units

As with *Hannibal*, the combat system went through various iterations as well. Tactical battle cards were dropped early in the process as a time-saving method. Step-reduced units added unnecessary complexities. The one-die-per-unit system prevailed as the most historically accurate as well as the most fun (and the variety of chuckle/gasp-inducing results from a bucketful of dice has kept us playing the game frequently throughout its percolation under three different companies).

After much fiddling with scale, we finally ended up with something close to 15,000 men per unit. This varies up and down by national quality and time (with the late war scenarios being slightly higher to represent lower quality troops, even for war-weary France). The leaders found in the game were chosen because they were given army responsibility sometime during the war (though in some cases that might be two very small corps). That rule was relaxed with the final adoption of a counter die which allowed us extra subordinates and corps leaders to flesh out an always-evolving set of events.

Unlike its ancestor *We The People*, leaders in the game represent far more than just the named general. A complete supply train, artillery, cavalry and support troops accompany each such HQ and allow it to stand on its own in defiance of an enemy force. Thus, in *Oui Le People* as we often referred to it, a leader is capable of commanding an Army of his own, or operating as a division within a larger Army or Army Group. Ney, for example, accompanied Napoleon at Artois at game start, but remains nothing more than a unit under Napoleon until such time as the French player pays to create him as a separate leader.



Strategy Cards

As we expanded the use of the Ops (command) Points from cards, Don realized it made no sense to stick to 1s, 2s and 3s for commands (no point in using fractional movement rates). The higher values also allowed us to refine the Diplomatic Track greatly, while allowing the components to do more of the work in making those event/CP decisions ever more difficult with extra cost gradations. Ultimately, this let us refine the delicate balance between playing a card as an event or using its commands.

On the event cards, Mark's knowledge of the period really shines. I'm sure that we've dumped fifty cards and revised all of them multiple times, but throughout the process Mark had the period knowledge to come up quickly with more replacements along the way. Mindful of keeping the events delectable, Don has striven to make each a tempting game decision. I have long since rued the day that I pronounced it "fool's play" to use the cards for anything but their command value. While it remains essential for France to have enough march commands in the turn, the temptation to play cards as events is as high now as it has ever been during the development process. Perhaps the most appealing aspect of this game is the high tension involved in choosing how to sequence one's events and command expenditures in the face of ever changing enemy threats and the need to constantly reprioritize your goals. That is what makes the strategy deck so replayable.

One of the best features of the game came to it relatively late in its evolution: the sudden death aspect of not only the game—but each turn. The game had always had the *Europe Exhausted* card which could end it without warning, but we soon expanded on that *We the People* relic by making the game ending a possibility on every turn—and using the *Europe Exhausted* card to *augment*, rather than *trigger* it. Suddenly, you could no longer rely on the known "end of the world" effect by which victory had to be achieved. You had to commit forces with the realization that the war may be lost this year and weigh that against the need to build for next year. Yet the result was not totally out of your control. Players could influence the end point—at the price of a card from their future Hands. Act now for the common good or let your ally do it? Coalitions have been pried apart for less.

The uncertain endpoint will doubtless have its share of critics who will scoff at the notion of the conflict ending on a die roll and who want to press on with the game. To such groups we give you our leave to adapt such House Rules as you see fit to enhance your enjoyment. For us, the price in playing time was too stiff—and we enjoyed too much the delicious quandary of the decision to sacrifice a card now for the sake of prolonging the game—or leaving that pain to your allies. To each their own, but we'll take the game as published—and relish the need to weigh today's concerns against future possibilities.

Another rule sure to draw howls from the simulation camp is the one forbidding extended negotiations over submission decisions. Weren't such matters handled over prolonged negotiations? Yes and no—depending on whose chestnuts were being roasted at the time and how close to the fire they were. But regardless of the simulation value of the rule—and that can be argued at length—our concern was again to give the playing time issue the most consideration. We've all been in multi-player games where two protagonists endlessly debate the whys and wherefores of any particular course of action and hold up the progress of the game while the other players sit and twiddle their thumbs. We were determined not to let that happen in this game. However, if that sort of ceaseless give and take is what your group finds enjoyable, by all means, ignore the rule and take as long as you want to consider the affairs of state.

Just don't blame us when the number of players who show for your next session decreases.

We played the game for a long time when the strategy had become a matter of outwaiting the other guy. Run him out of cards and then carve him up at will. We found this unacceptable. Throughout the development process, emphasis was placed on having a possible counter to every tactic or strategy. Mass your armies? Beware *Dysentery* and *Scarce Fodder*. Throw out one-Unit hedgehogs to slow the enemy? Overruns could actually speed his advance. *Sultan's Ear*? *Metternich* ... and so on. The best alternative of them all was born with Early Winter, which allowed a player to gamble on ending a turn early before his opponents with superior forces, position or cards could deliver the coup de grace. Although it debuted as an event, it evolved into a Resource option so that each player would have this invaluable tool available at least once per game. Even this solution fell victim to the game's continued evolution between published editions as Home cards gave way to Reserves which allowed players to pass and retain a counterattack capability late into the turn. Resources, for their part, were added late in the process also to allow a player who was run out of cards to cope with the wolves at his door, while rewarding a conqueror for forcing a submission.

The Pause that Refreshes

The Interphase and Regroup functions are abstractions that allow you to "fast forward" through the action to set up the next turn and get on with play in a reasonable amount of time. The astute player will realize that these pauses do not represent a given period of time so much as the aggregate total of ongoing reinforcement, deployment and gathering of war material that takes place throughout the turn. We merely show their cumulative effects in the Interphase to speed play and set the stage for the next turn. However, there is simulation value even in this abstraction as the Interphase is assumed to occur in the winter ... a period when campaigning was low and diplomacy was high.

Consider for example why Declarations of War made during a turn cost seven CPs but changing Camps in the Interphase is free. Winter is when the deals were made, preparations undertaken. All of the great Camp changes were prepared over winters. The attacks came in the spring:

- May, 1808: Napoleon betrays his long-time ally Spain
- April, 1809: Austria surprises Davout on the Danube
- February, 1813: Prussia stabs the French as they reel back

from their defeat, which came about because of Napoleon's betrayal of the alliance with Russia in 1812. Austria then made a separate peace with Russia—and became neutral.

The only mid-turn switch came in 1813, when, after helping negotiate an armistice in Germany, the Austrians dropped their mask of neutrality in August to declare war on the French (which would cost 7 CP in our game. Paying to change sides during a turn is a penalty that reflects real-world change of strategy costs and is an intentional hurdle to prevent jumping back and forth at will. It is even more of a penalty because if you wait until winter, you can switch sides for free.

The Regroup concept similarly abstracts time and the resources required to withdraw troops in an era when even local communications were a real obstacle to co-ordinated movements. So, when nations switch sides, they Regroup out of their former ally's territory instantly rather than requiring nations to impose complicated safeguards on their movements.

Strategic Situation

1805 was a natural starting point for the basic Campaign game. This was when Napoleon faced the Third Coalition, even as he still hoped to carry out an invasion of Britain. That each of Napoleon's opponents has differing strengths and objectives certainly makes for an entertaining multiplayer game. Fear of amphibious invasion keeps Britain from aiding her friends too quickly. Distance and limited resources keeps Russia thinking about closer targets of opportunity rather than rushing to Vienna to defend the Coalition's overall welfare. Austria's proximity to Imperial keys requires her to delicately beg for assistance from allies who know that it will be Austria who first benefits from stopping the French juggernaut. The sprawling nature of the Franco-Spanish alliance leaves the Imperial player with many vulnerabilities to offset his awesome ability to concentrate force quickly at decisive points, whether on the battlefield or the Diplomatic Track.

To this we add a neutral Prussia, which in a five-player game allows for wild diplomatic intrigue as both sides tempt the fifth player to come sit at their end of the teeter-totter. Certainly the game plays differently depending upon the number of players. However, the system is amazingly adaptable to changes in the number of participants. This too gives the game greater replay value. Your playing circle will find whether you have two, three, four or five players, that *The Napoleonic Wars* is always a tempting choice for the evening's fare.

End Result

With a sumptuous array of choices and an uncertain game endpoint, each player must integrate long-term planning with short-term action and alliance strategy—knowing that the unseen cards of the enemy certainly will throw wrinkles into the game plan before a game is done. Even the members of a coalition may change radically, as diplomatic activity as well as conquest reform the face of Europe during the game.

The final steps in the evolution came in the waning moments before publication as the project was molded to fit GMT's production capabilities with the aid of Mark Simonitch. The creation of a new die allowed several 11th hour refinements—the most visible being the addition of 6- and 8-strength Unit pieces to alleviate stacking problems. This, in turn, required a rule that prevented these pieces from moving on their own without leadership. Otherwise, they would move more efficiently than a led 1-4 Army and corrupt the movement system which purposely renders movement of unled pieces less efficient. Technically, these pieces are not part of a nation's force pool—note their absence from the setup card OB—and if in play an equivalent number of Units should be removed from the available Force Pool. However, the latter is a prime example of an unnecessary rule ... since ordinary play rarely exceeds the OB limit anyway.

It may have taken awhile to get to this point, but we're finally happy to release *The Napoleonic Wars* for your enjoyment. Certainly, the journey was a pleasurable one for us and worth the effort in terms of entertainment. We on the development team have enjoyed enormously putting this game through its various manifestations and watching it evolve into an even better game than the one that enthralled us years ago. If it entertains you half as long as it did us, you will have made a great investment.

BATTLEGROUND

9.4 Attrition

One Unit/leader or Flag is lost for every "6" rolled. Conditions requiring Attrition:



- in an Uncontrolled Duchy at Turn end (5.6)
- entering an Enemy space via a Pass or Marsh
- entering each additional space beyond four in a single Impulse
- entering an Enemy space from an Uncontrolled space
- evading or retreating into an Enemy space or across a Strait
- retreating amphibious force (13.7)

The French halve Attrition losses (fractions rounded up) unless in Russian, Spanish or Turkish Home spaces.

10. Interception/Evasion

Inactive movement of one space requiring a modified dice roll ≥ 9 . Only Armies/Army Groups may attempt interception. Any Formation can attempt evasion.



- +1 if evading/intercepting into a Friendly space
- 1 if evading/intercepting from an Uncontrolled space
- 1 if the attempting force crosses Marsh, Pass or Strait
- +? the Battle Rating of the commander

- Evading into Enemy space or across a Strait requires Attrition.
- Evasion failure awards the attacker one extra battle die in the first round of battle, and forfeits terrain dice.

CASUALTY DISPLAY Each "6" die roll kills a Unit.; each "5" die roll disrupts a Unit.

Kills 

1	2	3	4	5	6	7	8	9
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Kill results must be fulfilled before Disrupt results.

Disrupts 

1	2	3	4	5	6	7	8	9
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Kills + Disrupts = Casualties.

11.2 Battle Dice

Combat is resolved by rolling dice. Each Round, each combatant gets one die per undisrupted Unit/leader (excluding the commander) plus:

- +/- dice required by event
- +2 dice if > 50% French
- +1 die if > 50% other Power(s)
- +? one commander Combat Rating (if undisrupted)
- +? for Defender in Friendly Duchy if attacker crosses Rough (+1), Pass (+2), Marsh (+3) or Strait (+2 or +4; 13.7)* **
- +1 die per enemy failed Evasion attempt**

* NA if defender attempts evasion

** Bonus die applies to first Round only

COMBAT IS SIMULTANEOUS: Both sides roll all their respective dice before "hits" on the Casualty Display take effect.

VICTORY: If either side suffers Kills \geq its total number of Units/leaders in the battle, it loses. Otherwise, the side suffering the most Casualties retreats.

IF CASUALTIES ARE EQUAL: fight another Round with any remaining undisrupted Units/leaders and newly played events. Casualties in multi-Round battles are cumulative. Maximum Battle Length: two Rounds. If stalemate, Active player retreats.

ROUT: If the loser has suffered Casualties which are three or more greater than the victor's, eliminate all of the loser's Disrupted Units.

RETREAT: The loser must retreat from the battle space to a Friendly space if possible. If forced to retreat to an Enemy space, it suffers Attrition.

13.33 Naval Reaction Resolution

Fleets in Port cannot intercept or evade. Interception and evasion attempts are resolved by rolling two dice whose total is modified by:



- +2 if the Fleet is more than 50% British
- +1 if the Fleet is more than 50% French
- +1 if on Blockade



BLOCKADE: A Blockade is any Fleet in control of a Zone attempting to intercept a Fleet entering/exiting a Port in that Sea Zone.

13.4 Naval Combat Dice

- 3 for each British Squadron
- 2 for each French, Swedish, or Danish Squadron
- 1 for each Russian, Turkish, or Spanish Squadron
- +2 if defending a Port, +4 for a Fortress Port (13.5)
- +1 for enemy evasion failure (13.33)
- 1 for each Disrupt result and/or Refit

Offboard Fleets

Raiding British Commerce







Entry is limited to play of *Guerre de Course* event at which time Britain immediately follows with any number of unblockaded Squadrons or loses a card for each unmatched French Squadron.



- Patrol costs 1 CP. One Patrol/Impulse limit.
- Losing Fleet Regroups after battle. Winner may Regroup or stay until the Interphase, after which all Squadrons here Regroup.
- Britain loses one card draw for each French Squadron here in the Interphase.

CONTROL CHART

Key Control Track

1	2	3	4	5	6	7	8	9	10
				 					
11	12	13	14	15	16	17	18	19	20
									

Turn Track

1805-06 1 No change allowed to Diplomatic Track during the first Round.	1807-08 2	1809-10 3	1811-12 4	1813-14 5
--	---------------------	---------------------	---------------------	---------------------

Resource Track

0 A Resource can be played as a "+" card.	1	2	3	4	5
--	---	---	---	---	---

Resources: draw a card, with the option to play it or another non "+" card. Unused Resources increase VPs by one each at game end.

Maximum Hand size: France: 8, other Powers: 4, Minors: 3

Minimum Hand size:
France: 4, other Powers: 2, Minors: 1

15.1 Conquest ≥ 6 modifiers:

- +1 per Key lost
 - Denmark: +3
 - Sweden: +2
 - Austria, Britain, Prussia, Russia*: -1
 - France, Spain, Ottoman Turks: -2
- *Conquest requires control of both Capitals.

14.2 Reinforcements:

- France: 18 CPs • Britain: 6 CPs
- Austria, Russia, Prussia: 8 CPs each
- Spain, Ottoman Turks: 4 CPs each
- Denmark, Sweden: 2 CPs each
- Plus one free Deployment per nation.
- 2nd Deploy: 1 CP per Unit (must be in an Army) or 1 Maneuver/Fleet/Zone.

7. Build Costs

- Unit:** 2 CPs
- Squadron:** 4 CPs
- Leader:** Command Rating CPs
- Regroup:** 1 CP per Unit, leader, or Squadron retrieved from Regroup Box.
- Flag placement/removal:** 1 CP

Imperial Camp

Coalition Camp

Russia
Austria

DIPLOMATIC TRACK

Neutral					Ally	
Client						
2 Common to all U N A L I G N E D Ottoman Turks 1805 A +1 Consul must become a normal Consul before moving up or down Unaligned column.					French	
	2 Friend	2 Aide	4 Partner Denmark 1805	5* Pact Spain 1805		
	2 Friend	2 Aide	4 Partner	5* Pact	Prussian	
	2 Friend	2 Aide	4 Partner	5* Pact	Russian	
	2 Friend	2 Aide	4 Partner	5* Pact	Austrian	
				5* Pact	British	

* A specific Event, submission or Conquest is required to break Pact status.

THE CAMPAIGN GAME

Introduction

Six months after crowning himself emperor, Napoleon Bonaparte once again found himself at war with the great powers of the old order. His Grand Army massed on the northwestern coast, Napoleon waited for the combined Franco-Spanish fleet to clear the Channel and enable him to attack his most tenacious foe on his home ground. That fleet never arrived—it was sunk at Trafalgar by Britain's legendary naval hero, Admiral Horatio Nelson. The British did not realize it at the time, but the army that the fleet was sailing to convoy was already gone—it had marched from the Channel to the Danube at a previously unheard of pace, to smash the still gathering Austrian armies. By autumn Napoleon was in Vienna, pursuing the fleeing Hapsburgs and closing in on the coalition's last great field army—Kutuzov's mighty Russian

horde. At Austerlitz these forces clashed in the battle of the three emperors, a struggle from which only one ruler emerged triumphant: Napoleon I, Emperor of the French and, for the time being, master of Europe.

Turn: 1 (1805) **Impulse:** France **Duration:** Peace (5.8)

Victory: Most Points gained

Resources: 1 per player in a Power of choice

Keys: France 13, Britain 8, Austria 9, Russia 7, Prussia 6, Ottoman Turks 5, Spain 5, Sweden 3, Denmark 2

Cards: France 6, Britain 4, Austria 4, Russia 3, Prussia 3, Ottoman Turks 2, Spain 2, Sweden 1, Denmark 1

Special Rules: None; all rules apply.

Imperial Camp														
<div> <div>FRANCE</div> <div> <div> <div>South Atlantic</div> <div>Romagna</div> <div>Milan</div> <div>Marseilles</div> <div>Bordeaux</div> <div>Brest</div> <div>Paris</div> <div>Rotterdam</div> <div>Franche-Comte</div> <div>Zurich</div> <div>Baden</div> </div> <div> <div>Massena</div> <div>Soult</div> <div>Lannes</div> </div> </div> </div>														
<div> <div> <div>Lorraine</div> <div>Ardenes</div> <div>Artois</div> </div> <div> <div>Napoleon</div> <div>Castaños</div> </div> <div> <div>SPAIN</div> <div>Galicia</div> <div>Madrid</div> <div>Valencia</div> <div>Badajoz</div> <div>Granada</div> <div>South Atlantic</div> <div>French Pact</div> </div> </div>														
<div> <div> <div>Bay of Biscay</div> <div>Mid-Atlantic</div> <div>North Sea</div> <div>Channel</div> <div>Western Med</div> <div>London</div> <div>Sussex</div> <div>Kent</div> <div>Naples</div> <div>Gibraltar</div> <div>Lisbon</div> </div> <div> <div>Charles</div> <div>John</div> <div>Ferdinand</div> </div> </div>														
<div> <div> <div>Venice</div> <div>Tyrol</div> <div>Linz</div> <div>Vienna</div> <div>Budapest</div> <div>Kolozsvar</div> <div>Prague</div> </div> <div> <div>Konstantin</div> <div>Bennigsen</div> <div>Bagration</div> <div>Kutuzov</div> </div> </div>														
<div> <div> <div>Vilna</div> <div>Moscow</div> <div>Borisov</div> <div>Grodno</div> <div>Corfu</div> <div>Kiev</div> <div>St. Petersburg</div> <div>Sevastopol</div> </div> <div> <div>BRITAIN</div> <div>AUSTRIA</div> <div>RUSSIA</div> </div> </div>														
<div> <div>Coalition Camp</div> </div>														
<div> <div> <div>Neutrals</div> <div> <div>Konigs-</div> <div>Thorn</div> <div>Posen</div> <div>Breslau</div> <div>Berlin</div> <div>Pomerania</div> <div>Anhalt</div> <div>Unaligned</div> <div>Stockholm</div> <div>Straslund</div> <div>British Partner</div> </div> <div> <div>Brunswick</div> <div>Gustavus</div> </div> </div> </div>														
<div> <div> <div>PRUS-</div> <div> <div>Ali Pasha</div> <div>Yosuf</div> <div>Sofia</div> <div>Constantinople</div> <div>Belgrade</div> <div>Dobruja</div> <div>Wallachia</div> <div>Bucharest</div> <div>Black Sea</div> <div>Unaligned</div> <div>Copenhagen</div> <div>Christiania</div> <div>French Partner</div> </div> <div> <div>SWEDEN</div> <div>DENMARK</div> </div> </div> </div>														
<div> <div> <div>OTTOMAN TURKS</div> </div> </div>														

BATTLEGROUND

9.4 Attrition

One Unit/leader or Flag is lost for every "6" rolled.
Conditions requiring Attrition:



- in an Uncontrolled Duchy at Turn end (5.6)
- entering an Enemy space via a Pass or Marsh
- entering each additional space beyond four in a single Impulse
- entering an Enemy space from an Uncontrolled space
- evading or retreating into an Enemy space or across a Strait
- retreating amphibious force (13.7)

The French halve Attrition losses (fractions rounded up) unless in Russian, Spanish or Turkish Home spaces.

10. Interception/Evasion

Inactive movement of one space requiring a modified dice roll ≥ 9 . Only Armies/Army Groups may attempt interception. Any Formation can attempt evasion.



- +1 if evading/intercepting into a Friendly space
- 1 if evading/intercepting from an Uncontrolled space
- 1 if the attempting force crosses Marsh, Pass or Strait
- +? the Battle Rating of the commander

- Evading into Enemy space or across a Strait requires Attrition.
- Evasion failure awards the attacker one extra battle die in the first round of battle, and forfeits terrain dice.

CASUALTY DISPLAY Each "6" die roll kills a Unit., each "5" die roll disrupts a Unit.

Kills

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

Kill results must be fulfilled before Disrupt results.

Disrupts

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

Kills + Disrupts = Casualties.

11.2 Battle Dice

Combat is resolved by rolling dice. Each Round, each combatant gets one die per undisrupted Unit/leader (excluding the commander) plus:

- +/- dice required by event
- +2 dice if > 50% French
- +1 die if > 50% other Power(s)
- +? one commander Combat Rating (if undisrupted)
- +? for Defender in Friendly Duchy if attacker crosses Rough (+1), Pass (+2), Marsh (+3) or Strait (+2 or +4; 13.7)* **
- +1 die per enemy failed Evasion attempt**

* NA if defender attempts evasion

** Bonus die applies to first Round only

COMBAT IS SIMULTANEOUS: Both sides roll all their respective dice before "hits" on the Casualty Display take effect.

VICTORY: If either side suffers Kills \geq its total number of Units/leaders in the battle, it loses. Otherwise, the side suffering the most Casualties retreats.

IF CASUALTIES ARE EQUAL: fight another Round with any remaining undisrupted Units/leaders and newly played events. Casualties in multi-Round battles are cumulative. Maximum Battle Length: two Rounds. If stalemate, Active player retreats.

ROUT: If the loser has suffered Casualties which are three or more greater than the victor's, eliminate all of the loser's Disrupted Units.

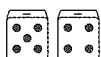
RETREAT: The loser must retreat from the battle space to a Friendly space if possible. If forced to retreat to an Enemy space, it suffers Attrition.

13.33 Naval Reaction Resolution

Fleets in Port cannot intercept or evade. Interception and evasion attempts are resolved by rolling two dice whose total is modified by:



- +2 if the Fleet is more than 50% British
- +1 if the Fleet is more than 50% French
- +1 if on Blockade



BLOCKADE: A Blockade is any Fleet in control of a Zone attempting to intercept a Fleet entering/exiting a Port in that Sea Zone.

13.4 Naval Combat Dice

- 3 for each British Squadron
- 2 for each French, Swedish, or Danish Squadron
- 1 for each Russian, Turkish, or Spanish Squadron
- +2 if defending a Port, +4 for a Fortress Port (13.5)
- +1 for enemy evasion failure (13.33)
- 1 for each Disrupt result and/or Refit

Offboard Fleets

Raiding British Commerce

Entry is limited to play of *Guerre de Course* event at which time Britain immediately follows with any number of unblockaded Squadrons or loses a card for each unmatched French Squadron.



- Patrol costs 1 CP. One Patrol/Impulse limit.
- Losing Fleet Regroups after battle. Winner may Regroup or stay until the Interphase, after which all Squadrons here Regroup.
- Britain loses one card draw for each French Squadron here in the Interphase.

ABBREVIATED SEQUENCE OF PLAY

1. Conduct Impulses (5.1)

Each nation, in Order of Movement, becomes Active, and plays a card (see 5.12 for Multiple Card Play). After each Impulse advance the Impulse marker on the Movement Track one space to the right. The Movement Track order may usually be preempted (5.2) by the nation with the most playable cards. A nation with no playable card has no scheduled Impulse and must pass (and the Impulse marker advances to the next nation on the Movement Track) although that nation may still resolve a Siege (12.2) or play a Resource (16.2) or Reserve (6.2) if able and willing.

END OF ROUND: Repeat this sequence until at the end of any nation's Impulse, that nation is the only one with a playable card, then the Turn ends. If the last nation has a card(s) remaining after completing its last Impulse, that card(s) is retained until the next Turn (14.31).

2. Conduct Attrition (5.6) and Adjust Keys

Formations in Uncontrolled Duchies now suffer Attrition. Surviving Formations then place their Flag (or remove an opposing one) in every unfortified, Uncontrolled Duchy. Adjust Key markers on the Key Control Track to account for Keys gained or lost.

3. Conduct Naval Builds (5.62)

Flip any Naval Build marker to its Refit side.

4. Resolve Conquests (15.1)

Resolve potential conquests.

5. Conduct Peace Die Roll (5.8)

The game ends on a Peace die roll ≥ 6 . Players may modify this die roll by reducing their Hand replenishment for the next Turn.

INTERPHASE (14)

6. Change Camps (14.1)

A Power may freely change Camps during the Interphase, with permission of all players in the Camp it joins. Once in either Camp, a nation may not become Neutral unless it Submits (15.4) or is conquered (15.1).

7. Spend Reinforcement CPs (14.2) and conduct Deployment

Players (in Order of Movement) spend their Reinforcement CPs and conduct their Deployment.

REINFORCEMENTS: Reinforcement CPs are used to build Units, leaders and/or Squadrons, bring them out of the Regroup Box (7.7), Refit previously built Squadrons (7.3), or buy an extra Deployment (14.21). Reinforcement CPs may not be used to purchase Diplomatic status or attempt to end a Foreign War.

REINFORCEMENT CPs:

- France: 18 CPs
- Britain: 6 CPs
- Austria, Russia, Prussia: 8 CPs each
- Spain, Ottoman Turks: 4 CPs each
- Denmark, Sweden: 2 CPs each

BUILD COST:

Unit: 2 CPs

Squadron: 4 CPs

Leader: Command Rating CPs

Regroup: 1 CP per Unit, leader, or Squadron retrieved from Regroup Box.

DEPLOYMENT: One leader may freely move by land through an unlimited number of Friendly spaces, gathering (but not dropping) a number of Units/leaders up to its Command Rating as it goes. Alternatively, a Convoy (13.6) may Deploy from friendly Port to friendly Port. An additional Deployment may be purchased for 1 CP per Leader/Unit in the deploying Army (14.24).

8. Shuffle and Draw Cards (14.31)

Shuffle the discard pile into the deck. Each nation (starting with the next to move) draws one card for every two Keys it Controls. Players draw one less card if they bought a Peace Modifier during Step 5 (5.8). Players may opt for a Mulligan (4.5) after seeing their hand. After completing or refusing any Mulligans, add any remaining cards left over from the prior Turn to your Hand.

9. Discard Excess Cards and Gain Resource

Each nation with excess cards **MUST** randomly discard one for a one-space gain on the Resource Track (16.1). Players then choose any remaining excess cards which may be used for their CP value in Diplomatic Track buys. Pact status cannot be obtained or broken during this phase.

<i>Nation</i>	<i>Minimum Hand Size</i>	<i>Maximum Hand Size</i>
France:	4	8
Other Powers:	2	4
Minors:	1	3

10. Reset Reserves (6.2)

Place a flag to cover the "Void until next Turn" box of each Reserve on the Headquarter displays. Return all Fleets in the Offboard Fleets Box to Regroup and advance the Turn marker one space.

11. Resume Play

Return to step 1 for the start of the next Turn with the first nation to move (barring a preemption) being the nation listed next on the Movement Track after the last nation to move in the recent Turn.

France



DIPLOMATIC STATUS: **Imperial**

INITIAL KEYS/HAND: 13/6

MAXIMUM/MINIMUM HAND: 8/4

UNIT BONUS: **2 extra battle dice**

REINFORCEMENTS: 18 CPs

CONQUEST DRM: -2

FORCE LIMITS: 11 8 16 14 9

Initial Setup:

S. Atlantic:	
Romagna:	
Milan:	<i>Massena</i>
Marseilles:	(with Build marker)
Bordeaux:	
Brest:	
Paris:	<i>Soult</i>
Rotterdam:	
Franche-Comte:	<i>Lannes</i>
Zurich:	

Army Group

Commander

Special: Attrition losses halved unless in Russia, Turkey or Spain Home Duchy

Baden:	
Lorraine:	<i>Davout</i>
Ardennes:	
Artois:	<i>Napoleon</i>

6



Void until
start of the
next Turn

Guerre de Course Commerce Raiders

One or two unblockaded (not Refitting) French Squadrons move Offboard to raid commerce.
See Offboard Fleets on the Battleground display.

British card losses never include Reserves or exceed Minimum Hand limits in the Interphase, but may include Resources.

RESERVE

5



Void until
start of the
next Turn

Napoleon Imperial Guard

If Napoleon is present, you may commit the *Imperial Guard* after seeing all other battle dice. Roll four more battle dice. Besides inflicting hits, rally a disrupted French Unit for each "4" rolled by the extra dice.

Only Napoleon's presence at some point during the battle is required; not his well being.

RESERVE

RESERVES

- Reserves do not have to be played.
- Play instead of or in addition to a card.
- Restore at the start of every Turn.

- NA to Minimum or Maximum Hand Size
- Not usable during the Interphase

Britain



DIPLOMATIC STATUS: Coalition

INITIAL KEYS/HAND: 8/4

MAXIMUM/MINIMUM HAND: 4/2

UNIT BONUS: 1 extra battle die

REINFORCEMENTS: 6 CPs

CONQUEST DRM: -1

FORCE LIMITS:



Initial Setup:

North Sea:	
Channel:	
Western Med:	
Sussex:	(with Build marker)
Mid Atlantic:	
Bay of Biscay:	
London:	Moore
Kent:	
Napoli:	
Lisbon:	
Gibraltar:	

Army Group

Commander

6



Void until
start of the
next Turn

Admiralty

Britannia Rules the Waves

Britain draws two cards if its Fleets control six Zones at the start of its Impulse.

Voided by *Bey of Algiers* or if Britain is a Subject Neutral.

RESERVE

5



Void until
start of the
next Turn

Parliament

Support for our Gallant Allies

Britain gets 1 CP to spend and chooses another nation not in the Imperial Camp to draw a card unless Britain is a Subject Neutral.

RESERVE

RESERVES

- Reserves do not have to be played.
- Play instead of or in addition to a card.
- Restore at the start of every Turn.

- NA to Minimum or Maximum Hand Size
- Not usable during the Interphase

Russia



DIPLOMATIC STATUS: Coalition

INITIAL KEYS/HAND: 7/3

MAXIMUM/MINIMUM HAND: 4/2

UNIT BONUS: 1 extra battle die

REINFORCEMENTS: 8 CPs

CONQUEST DRM: -1

FORCE LIMITS: 8 4 8 14 4

Initial Setup:

Corfu:		
Kiev:		
Sevastopol:		
St Petersburg:		
Moscow:		<i>Bennigsen</i>
Grodno:		<i>Kutuzov</i>
Borizov:		<i>Bagration</i>
Vilna:		<i>Konstantin</i>

Army Group

Commander

6



Void until
start of the
next Turn

Holy Mother Russia

In the name of the Tsar

If Russia is not a Subject Neutral or in a Foreign War AND no enemy Forces are in a Russian Home Duchy:

- draw two cards and play one of them, OR
- Roll a die and gain a Resource if you roll less than the current Turn number. Otherwise, build Units equal to the roll.

RESERVE

Army Group

Commander

RESERVES

- Reserves do not have to be played.
- Play instead of or in addition to a card.
- Restore at the start of every Turn.
- NA to Minimum or Maximum Hand Size
- Not usable during the Interphase

Austria



DIPLOMATIC STATUS: **Coalition**

INITIAL KEYS/HAND: 9/4

MAXIMUM/MINIMUM HAND: 4/2













UNIT BONUS: **1 extra battle die**

REINFORCEMENTS: 8 CPs

CONQUEST DRM: -1

FORCE LIMITS:     
5 4 8 14 -

Initial Setup:

Vienna:		
Budapest:		
Kolozsvar:		
Prague:		
Venice:	 	 <i>Charles</i>
Tyrol:		 <i>John</i>
Linz:	 	 <i>Ferdinand</i>

6



Void until
start of the
next Turn

Hussars & Grenzers

Superb Cavalry

Only Austrian flags can be placed in Austria by CP expenditure until the next scheduled Austrian Impulse. Until then, all Austrian interceptions and evasions succeed – including one failed just prior to the play of this event. Any CP expenditure for a flag placement rejected by the play of this event is forfeit.

RESERVE

Army Group

Commander

Army Group

Commander

RESERVES

- Reserves do not have to be played.
- Play instead of or in addition to a card.
- Restore at the start of every Turn.
- NA to Minimum or Maximum Hand Size
- Not usable during the Interphase

Prussia



DIPLOMATIC STATUS: **Unaligned**

INITIAL KEYS/HAND: 6/3

MAXIMUM/MINIMUM HAND: 4/2










UNIT BONUS: **1 extra battle die**

REINFORCEMENTS: 8 CPs

CONQUEST DRM: -1

FORCE LIMITS:    
 5 4 4 10 -

Initial Setup:

Berlin:		
Breslau:		
Thorn:		
Posen:		
Pomerania:		
Konigsberg:		
Anhalt:	   <i>Brunswick</i>	

Army Group

Commander

6



Void until
start of the
next Turn

Raise the Landwehr *Prussian Military Prowess*

Place three Units and a Leader in any
Friendly Prussian Home Duchy.

The event (only) cannot be used on
Turn 1; the 6 CPs and "+" capability
are usable on Turn 1.



RESERVE

Army Group

Commander

RESERVES

- Reserves do not have to be played and are unplayable while a Neutral Proxy.
- Play instead of or in addition to a card.
- Restore at the start of every Turn.
- NA to Minimum or Maximum Hand Size
- Not usable during the Interphase

Spain



DIPLOMATIC STATUS: **French Pact**

INITIAL KEYS/HAND: **5/2**

MAXIMUM/MINIMUM HAND: **3/1**

UNIT BONUS: **None**

REINFORCEMENTS: **4 CPs**

CONQUEST DRM: **-2**

FORCE LIMITS:     
2 1 3 7 4

Initial Setup:


Madrid:   *Castanos*

Valencia: 

Badajoz: 

Granada: 

Galicia:   

South Atlantic: 

Army Group

Commander

5

Not playable in 1805

Void until
start of the
next Turn

Peninsula Campaign *Spain for the Spanish*

Roll a die. If you roll greater than the number of enemy Forces in Spain, Lisbon, Oporto, and Gibraltar, draw two cards. You must play one of them. Otherwise, draw a card which you may play or keep.



RESERVE

RESERVES

- Reserves do not have to be played and are unplayable while a Neutral Proxy.
- Play instead of a card.
- Restore at the start of every Turn.
- NA to Minimum or Maximum Hand Size
- Not usable during the Interphase

Sweden



DIPLOMATIC STATUS: **British Partner**

INITIAL KEYS/HAND: 3/1

MAXIMUM/MINIMUM HAND: 3/1

UNIT BONUS: **None**


REINFORCEMENTS: 2 CPs

CONQUEST DRM: +2

FORCE LIMITS:     
3 1 3 4 1

Initial Setup:

Stockholm:    *Gustavus*

Straslund: 

Army Group

Commander

5

Void until
start of the
next Turn

Fanatic Defense

Gott Mitt Uns

You have three CPs. All Swedish Formations in their Home Duchies ignore disruption in any battle during this Turn.

OR

Draw a card.

RESERVE

RESERVES

- Reserves do not have to be played and are unplayable while a Neutral Proxy.
- Play instead of a card.
- Restore at the start of every Turn.
- NA to Minimum or Maximum Hand Size
- Not usable during the Interphase

Denmark



DIPLOMATIC STATUS: **French Partner**

INITIAL KEYS/HAND: **2/1**

MAXIMUM/MINIMUM HAND: **3/1**

UNIT BONUS: **None**

REINFORCEMENTS: **2 CPs**

CONQUEST DRM: **+3**

FORCE LIMITS:

				
1	1	1	4	2

Army Group

Commander
(must be Pact
Power leader)

Initial Setup:

Copenhagen:



Christiana:



4

Void until
start of the
next Turn

Gallant Danes

Admiral Fischer

Danish Fleets have an intercept/evade level of 8, throw three Battle dice per Squadron and may void one "6" in battle during this Impulse. The Danes may use four Maneuvers this Impulse even if Inactive.

OR

Draw a card.

RESERVE

RESERVES

- Reserves do not have to be played and are unplayable while a Neutral Proxy.
- Play instead of a card.
- Restore at the start of every Turn.
- NA to Minimum or Maximum Hand Size
- Not usable during the Interphase

Turks



Army Group

Commander

DIPLOMATIC STATUS: **Unaligned**






INITIAL KEYS/HAND: **5/2**

MAXIMUM/MINIMUM HAND: **3/1**

UNIT BONUS: **None**

REINFORCEMENTS: **4 CPs**

CONQUEST DRM: **-2**

FORCE LIMITS:     
3 3 4 8 2

Initial Setup:

Sofia:   *Ali Pasha*

Constantinople:   *Yosuf*

Belgrade:

Black Sea:

Wallachia:

Bucharest:

Dobruja:

5

Void until
start of the
next Turn

Ottoman Turks

Janissaries

You have CPs equal to a die roll.
Turkish Units cannot be disrupted
in the first round of any battle
fought in this Impulse.

OR

1 CP and draw a card.

RESERVE

RESERVES

- Reserves do not have to be played and are unplayable while a Neutral Proxy.
- Play instead of a card.
- Restore at the start of every Turn.
- NA to Minimum or Maximum Hand Size
- Not usable during the Interphase

2 6 Massena Milan	1 4 Ney	1 4 Poniatowski Warsaw (Event Only)
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1 4 Victor	1 4 Eugene	 Preemption
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1 4 Yusuf Constantinople	1 4 Mustafa	1 4 Ali Pasha Sofia
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1 4 Gustavus Stockholm	2 4 Bernadotte Event Only	1 4 Stedingk
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3 6 Kutuzov Grodno	1 4 Konstantin Vienna	2 6 Bagration Borisov
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1 4 Wittgenstein	1 4 Bennigsen Moscow	1 4 Tormassov
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1 4 Barclay	2 6 Schwarzenberg 1807	2 6 Charles Venice
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1 4 Ferdinand Linz	1 4 John Tyrol	1 4 Colloredo
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1 Corfu	1 Vienna	1 Borisov	1 Moscow	1 Sevastopol	1 St. Petersburg
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1 Venice	1 Linz	1 Vienna	1 Budapest	1 Kolozsvat	1 Prague
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1	1	1	1	1	1
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1	1	1	1	1	1
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1	1	4	4	4	4
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1	1	2 Tyrol	2 Linz	2	2
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2	2	2	2
---	---	---	---

4 Venice	4	4	4
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Battle or failed Intercept	Battle or failed Intercept	Battle or failed Intercept	Refit 1 MP	Refit 1 MP
Battle or failed Intercept	Battle or failed Intercept	Battle or failed Intercept	Refit 1 MP	Refit 1 MP

Bey of Algiers	Serbian Revolt No Turks exit	Anglo-Turk War No +1 CPs
	Russo-Turkish War	Persian War

+1 CP	+1 CP			
+1 CP	+1 CP	+1 CP		

Overseas Allies	Palace Intrigue	Armistice
	Russian Winter Check during each scheduled Russian Impulse	General Staff

1 4 Stedink	2 4 Bernadotte Event Only	1 4 Gustavus Stockholm
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1 4 Ali Pasha Sofia	1 4 Mustafa	1 4 Yusuf Constantinople
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1 4 Eugene	1 4 Victor
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NA II:
 • 1805 1st Round
 • consecutive Impulses
 • Continental System Fails
 • pre-empted has no playable card

1 4 Poniatowski Warsaw (Event Only)	1 4 Ney	2 6 Massena Milan
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1 4 Colloredo	1 4 John Tyrol	1 4 Ferdinand Linz
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2 6 Charles Venice	2 6 Schwarzenberg 1807	1 4 Barclay
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1 4 Tormassov	1 4 Bennigsen Moscow	1 4 Wittgenstein
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2 6 Bagration Borisov	1 4 Konstantin Vienna	3 6 Kutuzov Grodno
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Evade ≥ 9 1 Prague	Evade ≥ 9 1 Kolozsvaz	Evade ≥ 9 1 Budapest	Evade ≥ 9 1 Vienna	Evade ≥ 9 1 Linz	Evade ≥ 9 1 Venice
Evade ≥ 9 1 Prague	Evade ≥ 9 1 Kolozsvaz	Evade ≥ 9 1 Budapest	Evade ≥ 9 1 Vienna	Evade ≥ 9 1 Linz	Evade ≥ 9 1 Venice
Evade ≥ 9 2 Linz	Evade ≥ 9 2 Tyrol	Evade ≥ 9 1 Venice	Evade ≥ 9 1 Venice	Evade ≥ 9 4 Venice	Evade ≥ 9 4 Venice

Evade ≥ 9 1 St. Petersburg	Evade ≥ 9 1 Sevastopol	Evade ≥ 9 1 Moscow	Evade ≥ 9 1 Borisov	Evade ≥ 9 1 Vienna	Evade ≥ 9 1 Cortu
Evade ≥ 9 1 St. Petersburg	Evade ≥ 9 1 Sevastopol	Evade ≥ 9 1 Moscow	Evade ≥ 9 1 Borisov	Evade ≥ 9 1 Vienna	Evade ≥ 9 1 Cortu
Evade ≥ 9 4 St. Petersburg	Evade ≥ 9 4 Sevastopol	Evade ≥ 9 4 Moscow	Evade ≥ 9 4 Borisov	Evade ≥ 9 1 Vienna	Evade ≥ 9 1 Cortu

Entry of Enemy Duchies

United Units have +1 Intercept/Evade capability

die roll < Round # = 1 Home Attrition each loss = +2 Russian CPs

+1 to all End War die roll Attempts

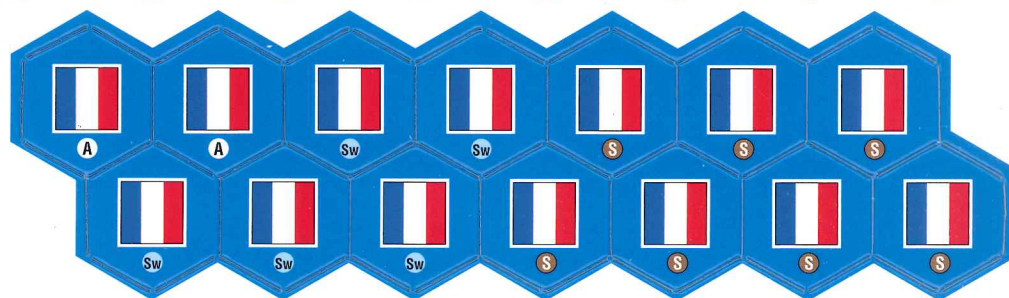
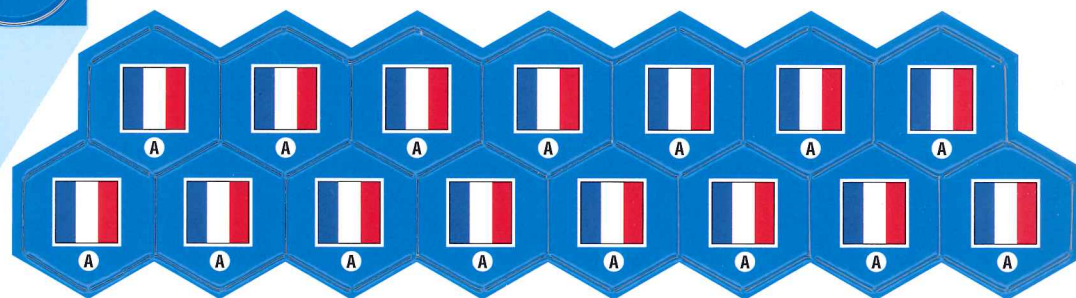
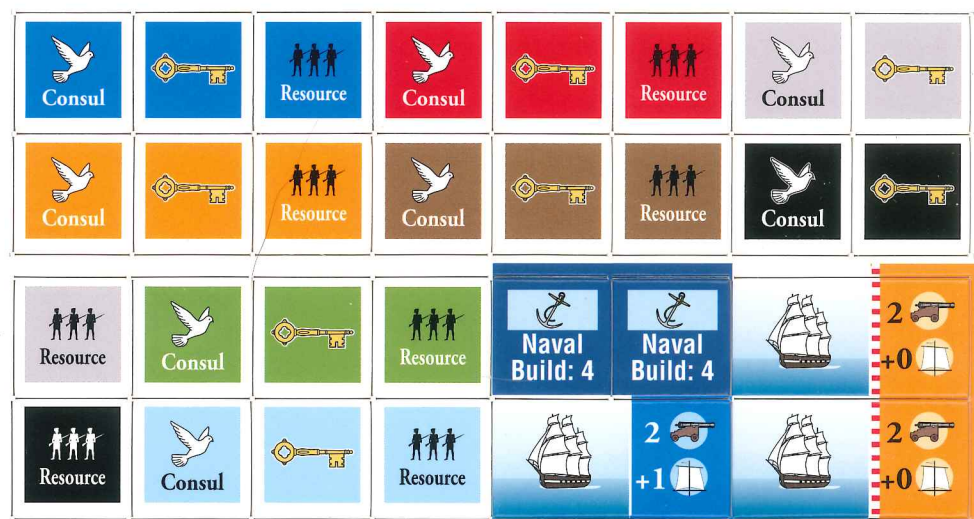
Imperial Kill	Imperial Disrupt
Coalition Kill	Coalition Disrupt

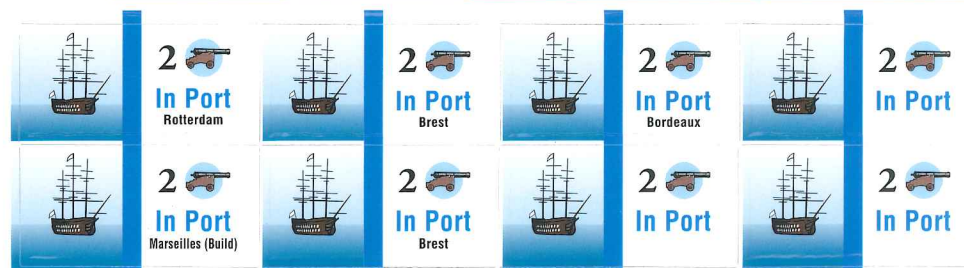
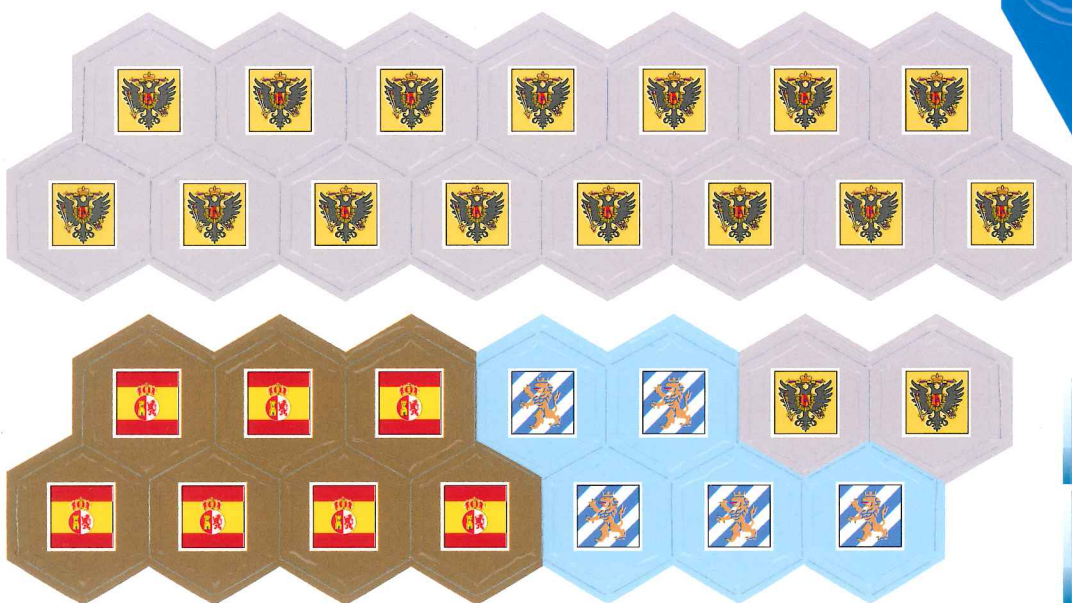
Neutral Builds Odd #	Neutral Builds Odd #	Neutral Builds Odd #
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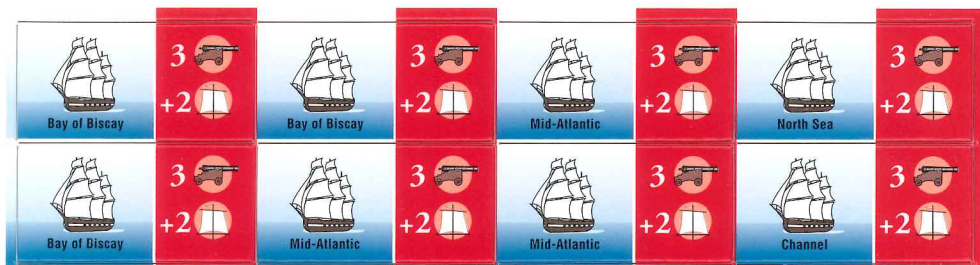
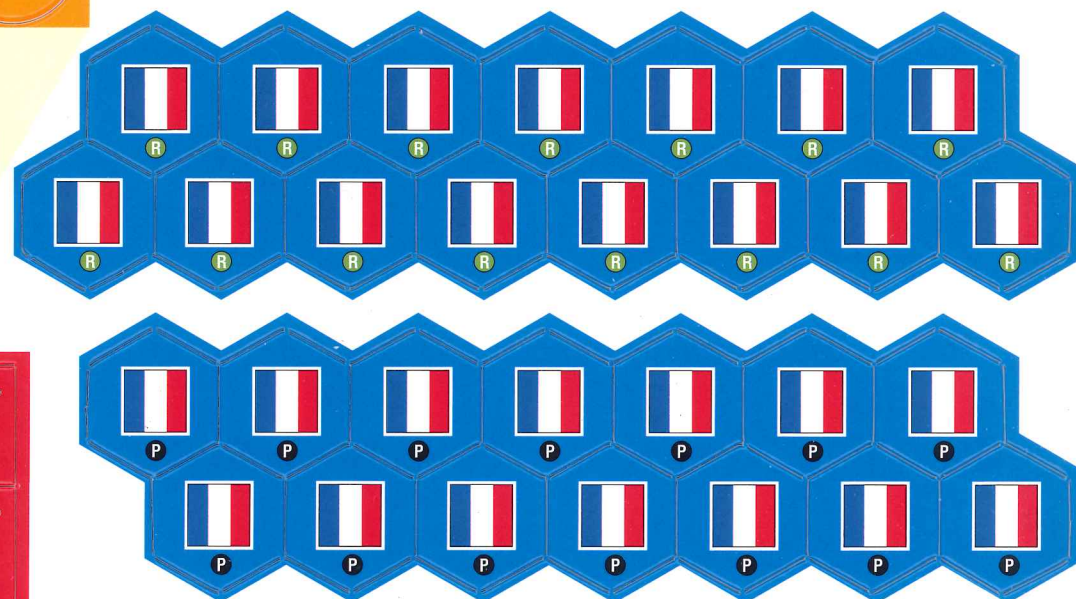
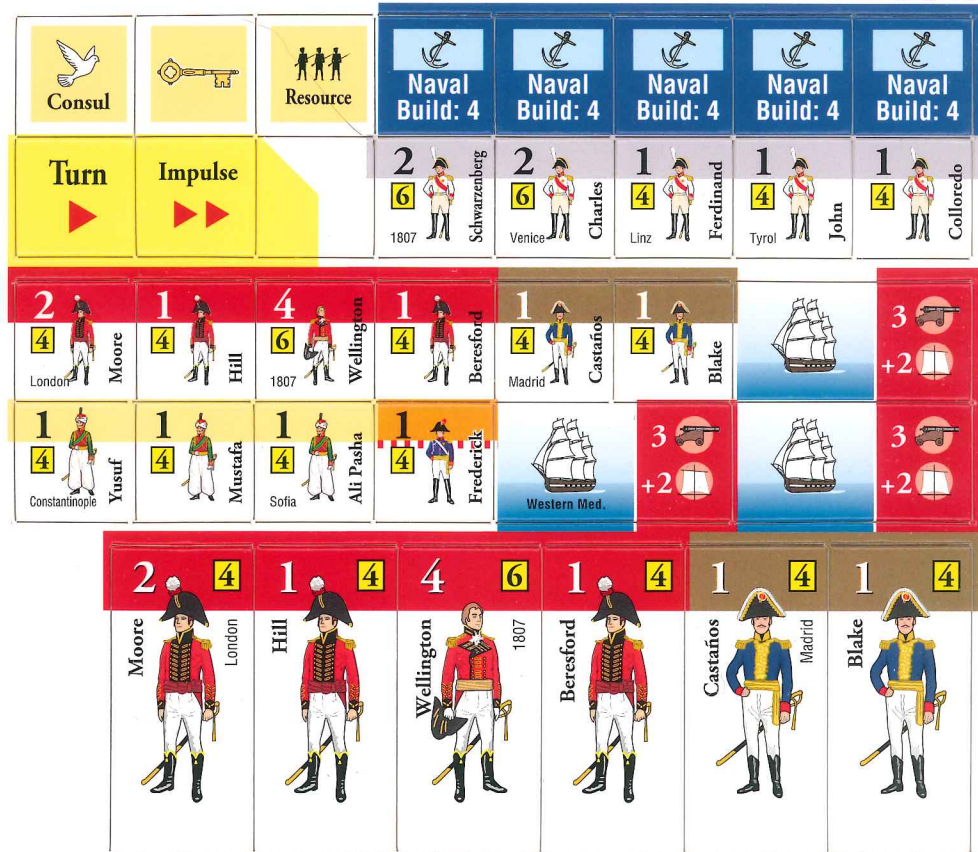
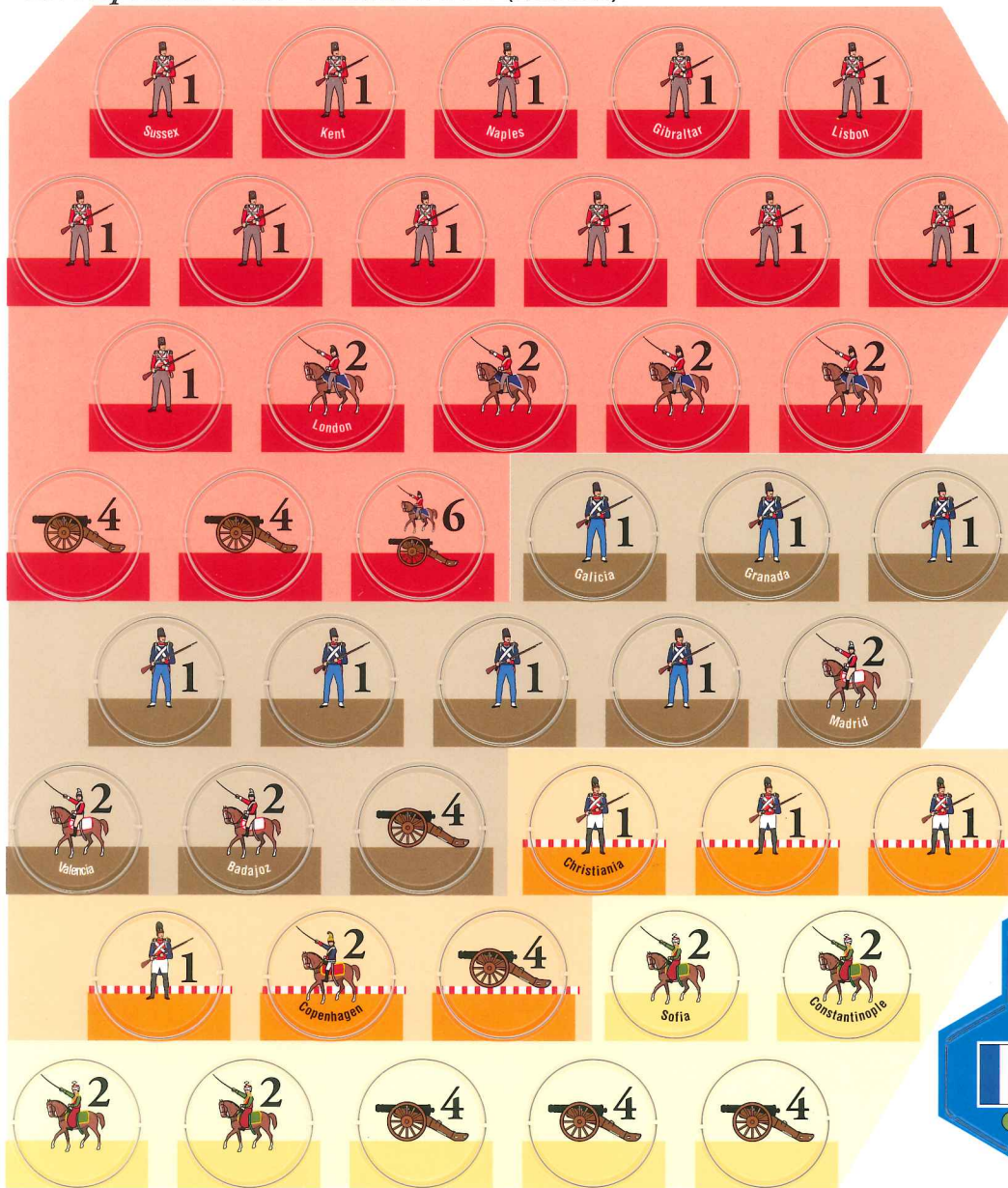
Britain transfers Unit or leader for each odd build by neutral Turk	No +1 CP & dr 6 ends war End Turkish Foreign Wars: +1
Voids Holy Mother Russia event -2 CPs/Turn	Roll 3 dice in each Interphase & lose Units equal to lowest die
Voids Admiralty event	

Evade ≥ 9 2 Linz	Evade ≥ 9 2 Tyrol	Evade ≥ 9 2 Vienna	Evade ≥ 9 2 Cortu
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One less battle die	One less battle die	No further Intercepts this impulse	No further Intercepts this impulse	No further Intercepts this impulse
One less battle die	One less battle die	No further Intercepts this impulse	No further Intercepts this impulse	No further Intercepts this impulse







Refit
 1 MP

Refit
 1 MP

Refit
 1 MP

Refit
 1 MP

Refit
 1 MP

Resource

+1

+1

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

Impulse
 Never
Consecutive

Turn
 Europe
Exhausted +1

3
In Port
 Sussex (Build)

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

3
In Port

3
In Port

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1
 Equals 1 Unit if
not in command

1

 Blake

4

 Castanos

1

 Madrid

4

 Beresford

1

 Wellington

4

 1807

4

 Hill

2

 Moore

4

 London



1
 Evade ≥ 9
 Lisbon

1
 Evade ≥ 9
 Gibraltar

1
 Evade ≥ 9
 Naples

1
 Evade ≥ 9
 Kent

1
 Evade ≥ 9
 Sussex

1
 Evade ≥ 9

1
 Evade ≥ 9

1
 Evade ≥ 9

1
 Evade ≥ 9

1
 Evade ≥ 9

2
 Evade ≥ 9

2
 Evade ≥ 9

2
 Evade ≥ 9

2
 Evade ≥ 9
 London

1
 Evade ≥ 9

1
 Evade ≥ 9

1
 Evade ≥ 9
 Granada

1
 Evade ≥ 9
 Galicia

2
 Evade ≥ 9
 Madrid

1
 Evade ≥ 9

1
 Evade ≥ 9

1
 Evade ≥ 9

1
 Evade ≥ 9

1
 Evade ≥ 9

1
 Evade ≥ 9

1
 Evade ≥ 9
 Christiania

2
 Evade ≥ 9
 Constantinople

2
 Evade ≥ 9
 Sofia

4
 Evade ≥ 9

4
 Evade ≥ 9
 Copenhagen

1
 Evade ≥ 9

4
 Evade ≥ 9

4
 Evade ≥ 9

4
 Evade ≥ 9

2
 Evade ≥ 9

2
 Evade ≥ 9

3
In Port

3
In Port

3
In Port

3
In Port

3
In Port

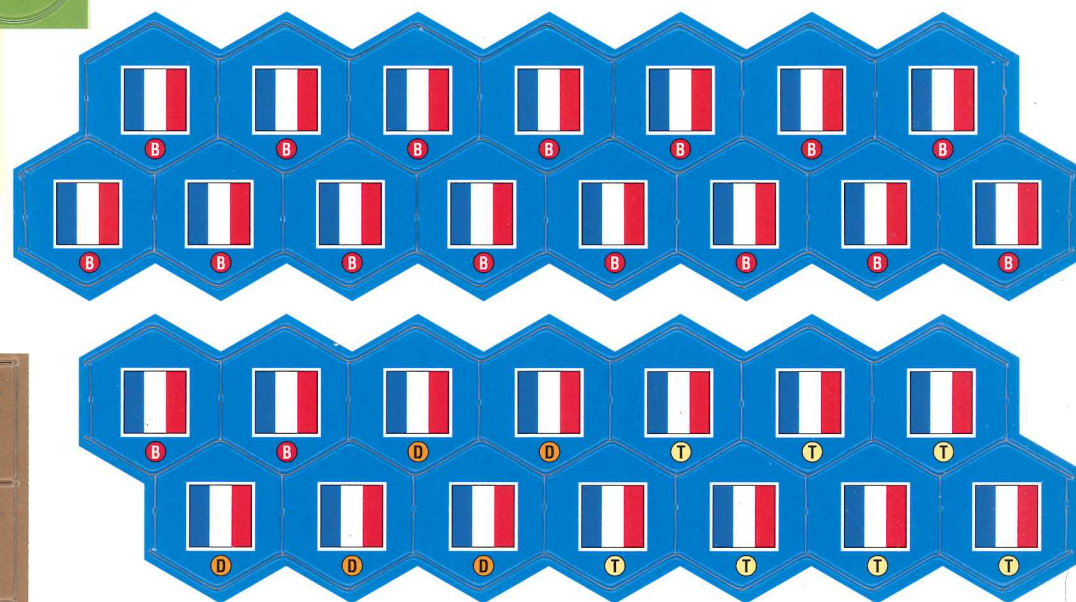
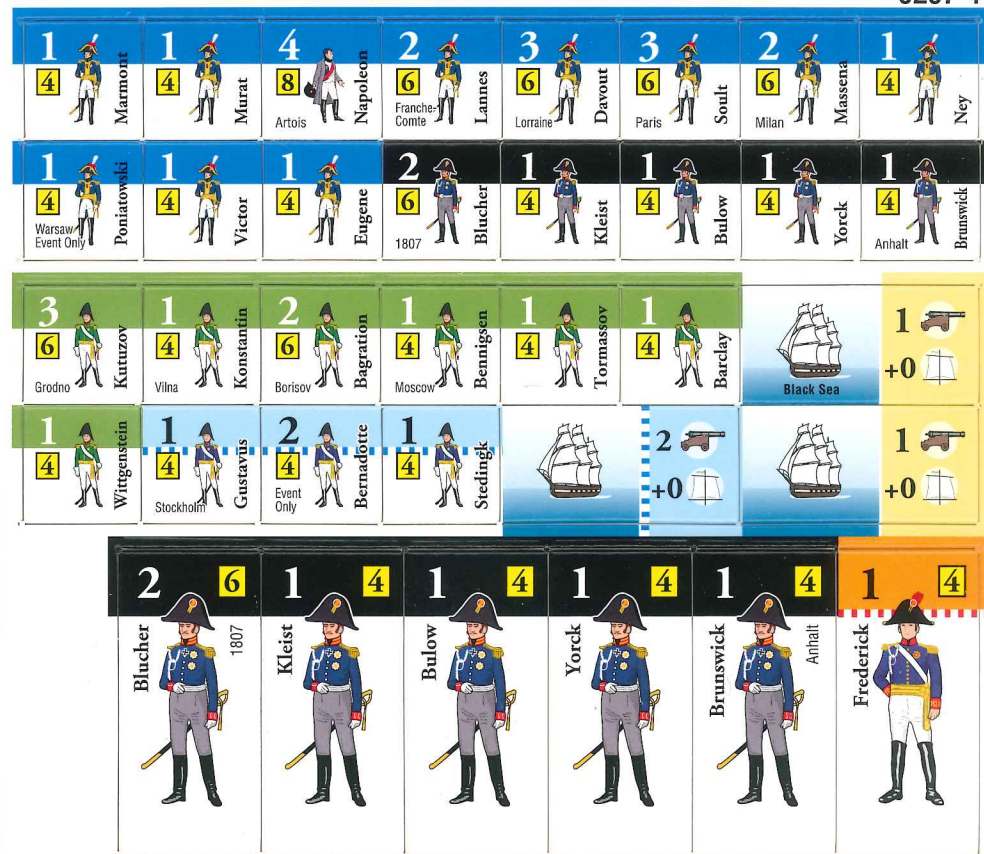
3
In Port

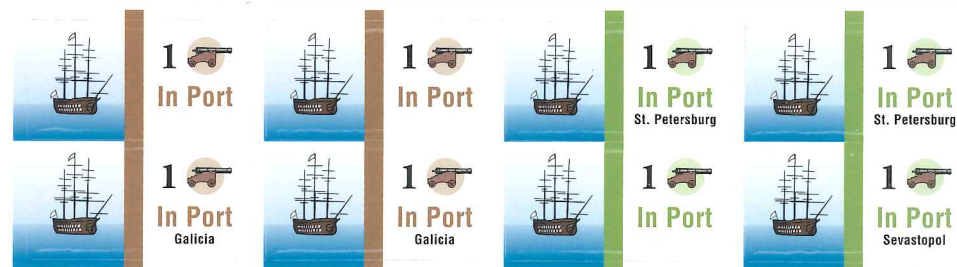
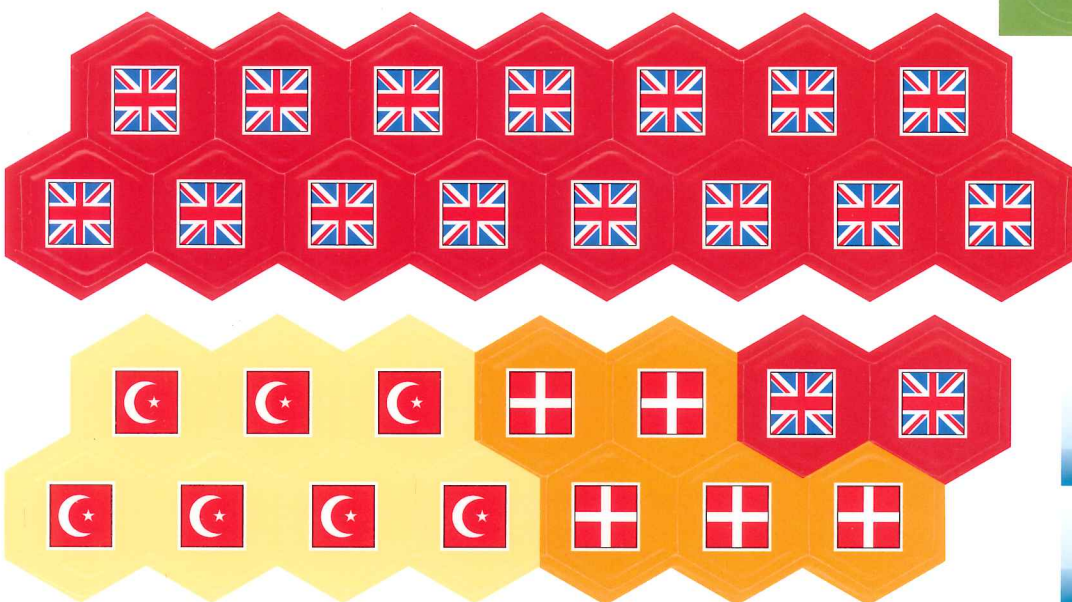
3
In Port

3
In Port

3
In Port

3
In Port





The Napoleonic Wars

N

GMT
GAMES

6



The Emperor Commands

Ruling Prince takes the field.

Increase this nation's Keys by one by flipping its Key marker to the +1 side. If already +1, give it a Resource instead.

5



Down with the Prince

Agents instigate overthrow.

Place two Units and a Flag of either nation matching the nationality of an Associate Duchy in that Duchy. Battle all enemy Formations there without evasion and before any interception is attempted.

3



Descent from the Sea

Marine landings seize objectives.

Place one Unit and a Flag of this nation in any unoccupied enemy Port of any Zone controlled by this nation's Camp. The Port cannot be a Fortress.

6



House of Rothschild

International bank backs you.

Draw two cards.

You must use one of them now. If played by a Neutral Proxy, it must play the first card drawn.

Shuffle all discards—including this one—into the deck AFTER drawing two new cards and playing one of them.

4



Serbian Revolt

Turmoil fed by outside agents.

■ Turkish Formations may not exit Turkey while this event is in play. Those outside Turkey Regroup. Any unspent odd CP of a Turkish Neutral build is used to attempt to end this Foreign War instead of placing the +1 CP marker. The +1 CP marker, if already in play, is removed.

Add +1 to all attempts to end Turkish Foreign Wars (but not the Serbian Revolt) while this event is in play.

DISCARD
Foreign War Card

4



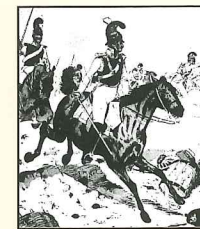
Drought

Campaign Season Shortened

All other nations must discard one card of their choice if they have any. Non-Pact Proxies discard randomly.

Ends Mud event.

4



Minor Forces

Principalities raise Troops.

Place two Units of an Associate Duchy in that Duchy. They attack any nonfriendly Formation present without evasion and before any interception is attempted.

4

Response



1805

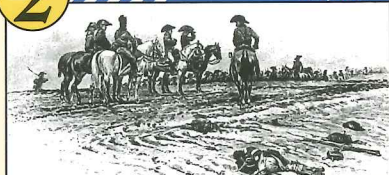
Steal a March

Initiative gained with vital bridge.

This nation may Preempt unless doing so would result in consecutive Impulses. It may even Preempt an announced Preemption. It may spend 3 CP with this event in addition to possibly playing its Reserve.

2

Response



General Staff

Chief of Staff co-ordinates forces.

☐ All unled Units of a nation of your choice have intercept/evasion capability as if led by a 1-4 leader. Such Units have the ability to place and prevent placement of Flags like an Army but do not constitute an Army for purposes of a possible Resource gain if routed.

4



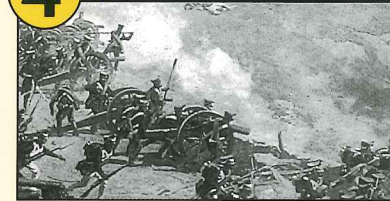
Palace Intrigue

Agents orchestrate scandal.

☐ Void any nation's unplayed Reserve for the rest of the Turn. A targeted nation with two unplayed Reserves may choose the one thus affected.

4

Battle



Great Redoubt

Engineers construct field fortifications.

Halve disrupts against you. Enemy must retreat after one round unless you are routed or eliminated.

4



Royal Largesse

Aid seals bond of friendship.

Another nation of your choice draws a card from the Draw Pile.

DISCARD

6



Ireland Revolts

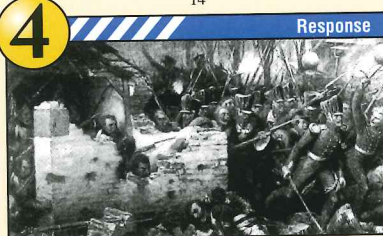
French incite Irish rebellion.

Place a French Unit and Flag in Ulster, Connaught and Cork unless occupied by an enemy Unit or leader. Britain forfeits one reinforcement CP for each French flag in Ireland during each Interphase while this event is in effect.

Discard out of game once Britain regains control of all Irish spaces.

4

Response



Depot Captured

Supply cache revitalizes Army.

A nation that has Flagged or unflagged an enemy Capital or Fortress (including its own while under enemy control) during this Impulse draws a card plus another for each Capital or Fortress so gained.

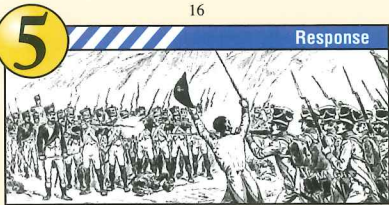
2



Cossacks or Azeris

Light cavalry raids outposts.

All invading Forces (except Fortress Flags) in Russia or Turkey suffer Attrition.

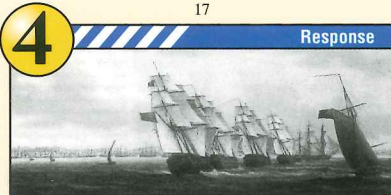


Conscripts

Recruits train on the march.

A leader of your choice is given two more Units of its nationality—even during battle. The added Units may exceed the Commander's Command

Rating even if it moved into the battle. Afterwards those Units would be subject to normal command restrictions. Can be played even AFTER seeing all battle dice for two extra die rolls in that battle.

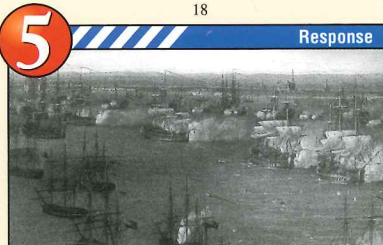


The Weather Gauge

Wind direction proves decisive.

Automatically intercept an enemy Fleet in your Zone at no cost with no possibility of dice roll evasion. Each of your Squadrons throws an additional battle die in the ensuing battle.

OR: Automatically evade (even after failing an evasion dice roll) and enter any friendly Port in that Zone or exit that Zone (unless offboard) without interception.



Continental System Fails

Naval supremacy voids boycott

Preemptions are not allowed if the Coalition controls 7 Zones. Discard when the Coalition fails to control 7 Zones at the end of any Impulse.

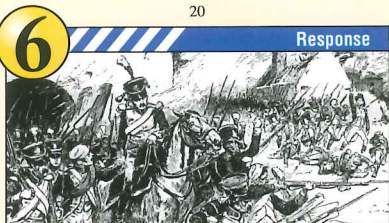
If played by a Neutral when the Coalition does not control 7 Zones, the event is unplayable and the card is used as 5 CPs.



Split Squadrons

Chance encounter thins fleet.

Cancel any prior intercept result and engage a portion of an enemy Fleet of your choice in the same Zone (including Offboard) without evasion. Ignore the rest which do not participate in the battle. May be played without an intercept attempt or after or before an intercept/evasion attempt regardless of outcome.



Rally!

Broken troops return to the fray.

Void all "5" disrupt results thus far against one side in the current battle AFTER seeing the dice results.

VOIDS a just played Panic event if played prior to the resulting Attrition roll.

2



Hill

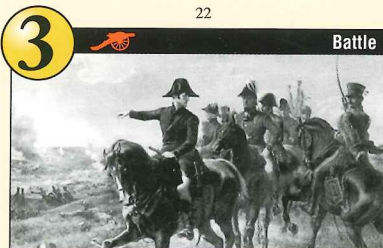


Beresford

The King's Shilling

Raising new regiments.

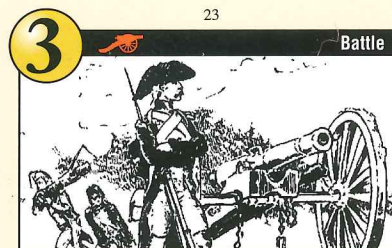
If not yet in play, place Beresford or Hill in any friendly British Home or Associate Duchy of the British player's choice.



Reverse Slopes

Crest masks positions.

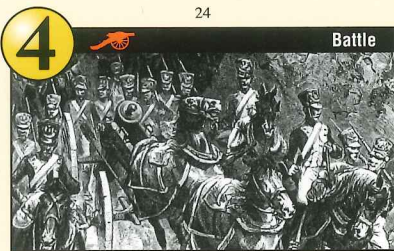
Gain two battle dice and Halve disrupt results against you in the next battle round.



Twelve-Pounders

Massed cannonade thins ranks.

Roll four extra battle dice before the next battle round. Casualties inflicted do not return fire. Losses are considered battle casualties but do not prevent next round of battle from taking place—even if one side is eliminated.

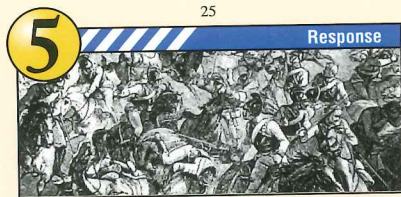


March to the Guns

Drawn to the sound of battle.

A non-neutral Formation of your choice adjacent to a battle moves to the contested space.

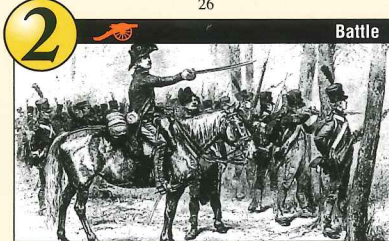
This additional Formation joining the battle could trigger attrition/terrain penalties.



Panic!

Discipline fails

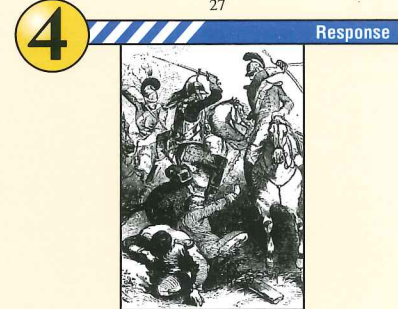
The loser of any battle suffers Attrition to all surviving (including disrupted) Units/leaders prior to any rout resolution. Any Attrition losses inflicted are assessed first to non-disrupted Units/leaders and contribute to possible rout conditions. This event can be voided by play of the *Rally* or *Rear Guard* events prior to the Attrition roll.



Refuse Flanks

Defensive stance with reserves at the ready.

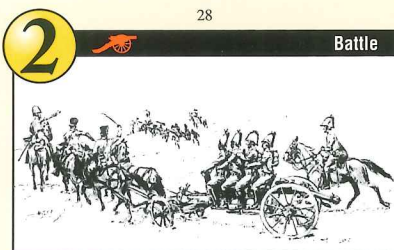
Forfeit a battle die but Halve disrupt results against you in this battle round.



Outflanked!

Take the enemy in the flank!

Side of your choice gains one battle die. All played battle cards in this round of battle are voided and discarded. Must be played prior to combat resolution.



Horse Artillery

Advance elite light batteries.

Increase your battle dice in the next battle round by an amount equal to a die roll. The number of extra dice is not determined until after all battle cards for that round have been played.



Extended Campaign

Late winter extends operations.

Draw two cards if you have no other cards remaining. You may play one immediately.

May not be played during Early Snowfall event.



To the Death

Cut the enemy retreat route.

Void any land evasion (including the effects of previously played events such as *Hussars & Grenzers*) OR a just defeated enemy must fight a new battle without further terrain effect, evasion, interception or retreat.



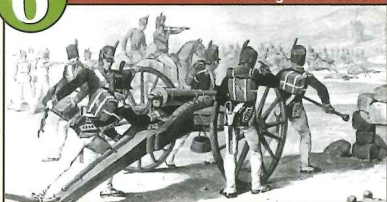
Lancers & Uhlans

Cavalry enhances/hinders pursuit.

Increase or decrease Casualty disparity requirements for rout by one AFTER seeing battle results.

Voided by *Form Square* event.

6



Anglo-American War

Impressing U.S. seamen causes war.

Britain must remove two Formations and two Squadrons to this Foreign War.

If played by a Proxy Neutral during Turn 4 or later, it must be played as an event.

3



General's Health

Commander incapacitated.

Void the Battle Rating of any Commander for the rest of this Impulse (including its effect on any just-rolled intercept or evasion attempt). Subordinate Army Commanders may not substitute their rating for the stricken leader. NA to *Nelson* event or to rerolls of battle dice.

3

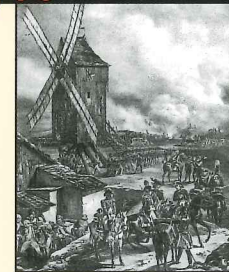


Bravest of the Brave

Officer promoted.

If available to be built, create a "1-4" leader for either side in a battle space. It may affect that battle by rolling an extra die even after the battle dice have been thrown. It remains in play until eliminated.

2



Damn Good Ground

Enjoy the high ground.

Convert Half of the "6" die rolls against you to "5's."

3



Cuirassiers Charge

Heavy cavalry rips faltering line.

Roll a die after any won battle and convert up to that number of "5" disrupt results into kills (6's).

Voided by *Form Square* event.

4



Partisans

Guerillas harass enemy.

All Forces in Spanish Home Duchies hostile to Spain suffer Attrition except Fortress Flags. Spain gains one CP for each Attrition kill for immediate use.

Event is void and must be played as 4 CPs if there are no Forces hostile to Spain in Spain.

2



Boarding Action

Grapple and board the enemy.

Convert a Squadron eliminated in this battle to a Squadron of the opposing Fleet's color in Regroup if it has a Squadron available to build.

3



Stragglers

Weary troops drop out of march.

A moving, intercepting, evading or retreating Formation suffers Attrition in the space it has just entered and in each additional space it enters this Impulse. Once played, the affected Formation may not retract its move.

5

40

DISCARD

Foreign War Card



Anglo-Turkish War

Offboard war starts in Egypt.

■ Britain transfers two Formations and one Squadron to this Foreign War. Another British Formation must be added whenever Neutral Turkey plays an odd-number of CPs for builds—rather than place or use its +1 CP marker—unless the *Serbian Revolt* is in play.

Void if Turkey is Coalition Client.

2

41

Response



Fog of War

Fog bank provides escape.

Void a naval interception (even after failing a subsequent evasion attempt). Modify all further intercept attempts by -2 for the rest of this Impulse.

2

42

Response



Form Square

Cavalry Charge Repelled.

VOIDS these events for the rest of this Impulse even after seeing their results:

- *Cuirassiers Charge*
- *Cavalry Raids*
- *Lancers & Uhlans*

Cavalry Raids results can be voided for the most recent space rolled and all yet-to-be rolled results.

2

43



Overseas Allies

Foreign Prince joins War.

■ Place Overseas Allies marker on any Foreign War card to modify its resolution die rolls by +1 until that war ends.

Not applicable to *Guerre de Course* event sea battles.

3

44

Response



Fleet in Irons

Becalmed.

VOID a Maneuver, evasion or interception by any one Fleet or Grand Fleet (even after making/failing an evasion/intercept dice roll). Any Maneuver used is expended and that Fleet must pay double for further Maneuvers in this Impulse.

A voided evasion does not penalize that Fleet in battle for a failed evasion attempt.

4

45

Response



Dysentery

Crowded camps breed disease.

All Forces of one side in a battle space suffer Attrition before a declared battle. Any losses inflicted count as battle losses in the upcoming battle.

5

46

Response



Rear Guard

Broken Army escapes.

VOID rout.

The victor of the battle remains unchanged and the battle ends.

VOID *Panic* event against this battle whether played before or after this event.

3

47

Response



Sappers & Pioneers

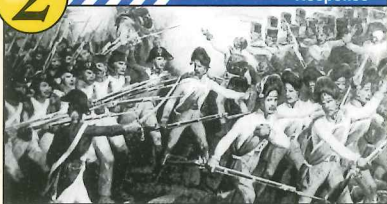
Engineers affect field works.

Add or subtract one "6" to/from any Siege assault or defense after seeing the Siege dice rolls.

2

48

Response



Massed Grenadiers

Veteran companies join assault.

Select the winning side in any tied battle round. This event ends the battle—disallowing play of further Responses to influence the outcome.

3

49

Response



Russian Winter

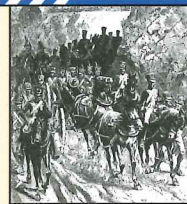
General Frost Strikes!

The Russian (even if without cards), selects a Russian Home Duchy to suffer Attrition (excluding any Fortress Flag) and gains two CPs for immediate use in that Impulse for each Attrition loss inflicted. Repeat at the start of each Russian scheduled Impulse. A Neutral Proxy will not play this event unless Russia contains enemy Forces.

2

50

Response



Unguarded Approach

Choke point undefended.

Void all Attrition and combat penalties for crossing one Pass, Rough or Strait. Event may be played after Attrition rolls or shore battery fire to void those results but not after battle dice to void land battle losses.

A Fleet crossing a fortified strait may use this event to void shore battery fire.

4

51

DISCARD

Foreign War Card



Bey of Algiers

Barbary Pirates emerge.

■ Britain must instantly transfer one Squadron to this Foreign War card OR lose its choice of a Resource, Reserve or a random card. Regardless of that choice, void event portion of British Admiralty Reserve with the Bey of Algiers marker until this war ends.

5

52

DISCARD



Crown Prince Bernadotte

Swedish king dies; Parliament offers crown to Bernadotte.

Replace Gustavus with a Swedish Unit and Bernadotte or place them in Stockholm if Gustavus is not in play. Sweden is Unaligned.

A Neutral playing this card on Turn 3 or later must play it as an event.

6

53

Not playable in 1805



Royal Wedding

Marriage cements alliance.

1805

Move any Consul two boxes on Diplomatic Track.

Not applicable to Turkish Consul.

May break Pact status.

5

54

DISCARD



Fouche

Minister of Police has informers.

France draws a random card from any nation.

Discard out of game if used as Event after *Napoleon Abdicates* or Turn 3—whichever occurs first.

3

55



Papal Bull

Papal support affects policy.

Place a Unit and Flag (even if already flagged by an ally) in one friendly or unoccupied Duchy in or adjacent to Roma.

OR

Spend 5 CPs on the Diplomatic Track to influence any nation(s) other than Ottoman Turks but never during the first round of 1805.

2

56

DISCARD



Platov's Cossacks

Hetman raises the standard.

If an invading Force is in Russian Home Duchy, all enemy Forces in or adjacent to Kiev suffer Attrition. Then, place two Russian Units in or adjacent to Kiev which cannot be intercepted or evaded during that placement.

3

57



Up from the Ranks

Exceptional General Promoted.

Place any out-of-play but available leader (except Poniatowski or Bernadotte) in his friendly Home or Associate Duchy.

If played by a Neutral Proxy, the leader must be placed in the Neutral's Capital. If no leader is available, the Neutral has 3 CPs instead.

2

58



Bypass Stronghold

Shock troops seize a breach.

You may use two CPs to move your Formations past an enemy Fortress without stopping or Attrition subject to normal battle and interception requirements.

3

59

Response



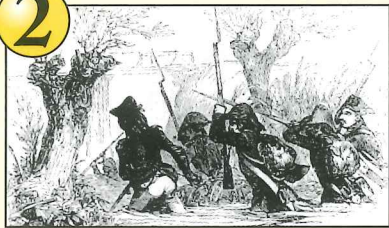
Cavalry Raids

Strikes disrupt enemy rear.

Choose any one friendly Army (not necessarily your own). All enemy Forces adjacent to that Army suffer Attrition (except Fortress Flags and those in battle). Unoccupied enemy Duchies adjacent to that Army also check for Attrition and are flagged by that Army if they fail. Voided by *Form Square*.

2

60



Nationalist Uprisings

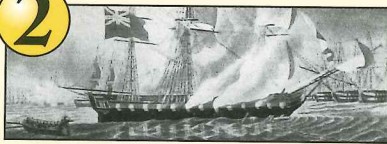
Revolt against foreign occupation.

Remove Flags from any two non-Fortress Duchies.

This event is not usable against an "inherently flagged space" controlled only by the color of the space. The removal of flags by this event is not interceptable.

2

61



Fire Ships

Blockaders use incendiary ships.

Each blockaded Squadron in a Port of your choice rolls a die:

6: sunk

5: damaged

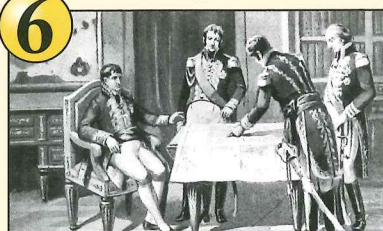
Mark each damaged Squadron with a Naval Build marker. Any Squadron already under Refit/Build which is damaged is sunk instead.

A -1 modifier applies to a Fortress.

A +1 modifier applies to Refit or Naval Builds.

6

62



Council of War

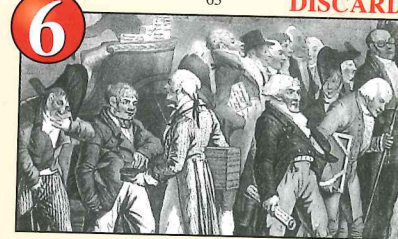
Scrap campaign and reorganize.

Discard all your cards and draw a replacement for each (including this one).

6

63

DISCARD



Malet's Conspiracy

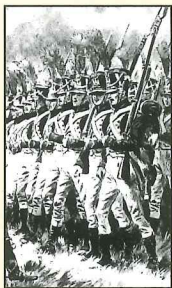
Paris coup threatens Napoleon.

Draw a random card from the French hand (if available) and one from the Draw Pile.

Not playable by France as event.

5

64



Call up the next class

Reserves are mobilized.

Place four Units of a nationality of your choice in one friendly Home space of that nationality.

If played by a Neutral Proxy, it must build in its Capital.

6

65

Not playable in 1805



1805

Talleyrand

Foreign Minister makes treaty.

Move any Consul on the Diplomatic Track two boxes and add 1 to Peace die roll this Turn.

OR

Add 2 to Peace die roll this Turn.

This event may break Pact status.

6

66



Europe Exhausted

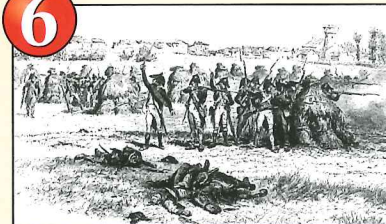
Monarchs make peace.

You have six CPs.
Modify this turn's Peace die roll by adding a number equal to the current Turn number.

Must be played as an event. Return to the deck after the Peace die roll.

6

67



Emigres & Exiles

Repressed rally to your cause.

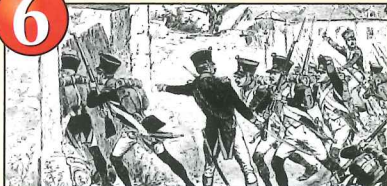
Place an available leader and a Unit of your nationality in your friendly Capital and draw another card.

If no leader is available, you may place an extra Unit instead.

6

68

DISCARD



Polish Uprising

Poles proclaim independence.

If Prussia is at war with France, place Poniatowski, three French Units and a Flag in Warsaw. Attack any enemy Formation there without evasion prior to any interception.

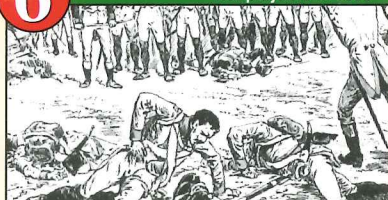
If Prussia is not at war with France, the card must be played as 6 CPs and remains in the game.

6

69

DISCARD

Not playable in 1805



Dos de Mayo

Peasant Massacre sparks war.

1805

Move Spanish Consul two boxes on Diplomatic Track. May break Pact status.

A Neutral Proxy will only play this event to break a Spanish Pact.

4

70



Armistice

Clergy arrange cease-fire.

☐ Forces may not enter enemy Duchies. This does not prevent ongoing sieges or sea battles from occurring, nor the flagging/unflagging of an already occupied space.

Voided by War Without End event.

6

71

DISCARD



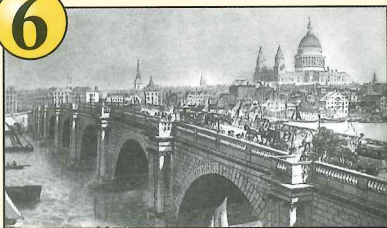
Spithead & the Nore

Royal Navy rocked by mutiny.

Draw a random card from the British hand (if available) and one from the Draw Pile.

Not playable by Britain.

6



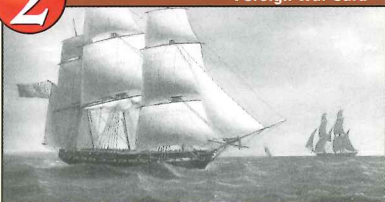
British Subsidies

Aid package passed for allies.

Up to three nations in the Coalition Camp of your choice (excluding Britain) draw a card unless Britain is a Subject Neutral.

DISCARD

Foreign War Card



Letters of Marque

Privateers harass Royal Navy

Britain must instantly transfer one Squadron to this Foreign War card or lose its choice of a Resource, Reserve or a random card.

If no Squadron is transferred, the event remains in the game.

DISCARD

Foreign War Card

5



Russo-Turkish War

Offmap confrontation.

■ Roll three dice. The Russian transfers a leader plus Units equal to the least of the three rolls to this Foreign War card. Another Unit draft is rolled and filled from that Turn's Reinforcements—or elsewhere in each Interphase until the War ends.

Event is unplayable if Turkey is Client of Russian Camp.

4



Turning Movement

Manoeuvres sur les Derrieres.

One of your Armies may move two spaces without interception, Attrition or enemy evasion. It may pick up or drop off Units. Battle occurs only if you enter a space containing an enemy Formation. *Turning Movement* cannot occur through a Fortress or an enemy Formation unless that Formation is Overrun.

DISCARD

Not playable in 1805

3



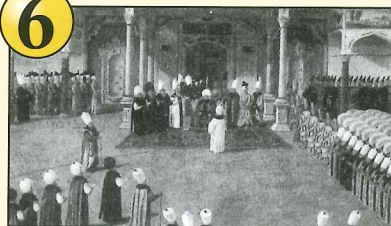
Treaty of Tilsit

Peace restored

If enemies, France and Russia ponder a one-Impulse truce. If accepted, Russia controls Nystadt and Sveaborg with no Diplomatic Track effects. Russia draws two cards and all Russian Formations and Swedish Forces not in their Home Duchies Regroup.

If not accepted or applicable, this event is 6 CPs for the nation that played it and remains in the game.

6



The Sultan's Ear

Favor gained in Ottoman court.

Move Turkish Consul two boxes on the Diplomatic Track.

This event may break Pact status.

3



Battle

Turncoats

Conscripts go over to the enemy.

Enemy suffers Attrition before battle. Leaders are not subject to this Attrition even if being used as Units. Each enemy loss gives you one extra battle die throughout the upcoming battle.

4



Response

Leader Wounded

A leader of your choice is affected by this die roll:

1–2: lose one battle die for this Impulse
3–5: void Battle Rating for this Impulse
6: leader eliminated

The afflicted leader cannot be replaced in a current battle by a subordinate. Already rolled battle dice cannot be lost. An Army/Army Group whose Commander has lost his Battle Rating can still intercept/evade, but must do so without his leadership modifier.

4



Nelson

Admiral turns the tide of battle.

British Fleet in battle may require either or both sides to reroll all their battle dice.

If the enemy dice are rerolled, Nelson is killed and this event is discarded out of the game.

6



Napoleon Abdicates

Diplomats gain truce.

Playable only with France's consent and if Napoleon is in play. Otherwise, play as 6 CPs. Regroup Napoleon, all French Forces not in French Home Duchies and all enemy Forces in French Home Duchies. France (but not its Pact Allies) may not attack or be attacked until the next Turn when Napoleon returns as a free reinforcement. If played during Turn 5, a 6th Turn is added.

Voids *Capitulation* event vs France.

5



Scarce Supplies

Troops disperse to forage.

All Units/leaders in play in excess of nine per Duchy Regroup regardless of nationality. The Leaders/Units removed are chosen by the Commander of the affected Duchies.

6

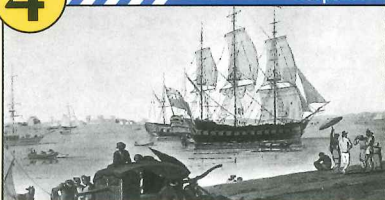


Double March

Changing theatre at 30 leagues/day.

This nation places an Army on this card. Anytime during its next Impulse (whether Scheduled, Preemptive or Pass), it returns to any space it could deploy to from its Capital. It is then able to move by normal CP expenditure. The Army moved must be capable of deployment to its Capital as if this were an Interphase without being Convoyed.

4



Foreign Aid

Munitions stiffen war effort.

Void any die roll that ends a Foreign War. The CP paid for that die roll is forfeit.

OR

Increase enemy Formations sent to a Foreign War by an amount equal to the roll of the least of three dice.

4

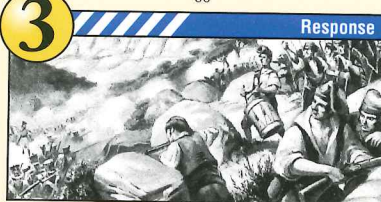


Council of Dresden

Commercial treaty enacted.

Exchange a random card from your hand with a randomly drawn card from any allied or Neutral nation with a remaining card(s) or from the deck. Then draw a card from the deck.

3



Patriotic Fervor

People rally for their sovereign.

Select any nation without a card to draw a card from the deck.

4



Corn Riots

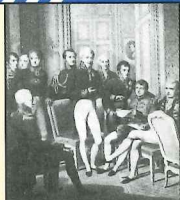
A nation of your choice must Regroup Forces/Squadrons equal to a die roll.

If unable to do so, it must instantly build enough to Regroup or Submit. Flags can be removed for compliance, but they must be markers—not inherent flags. A Neutral Proxy removes Flags, Units, Leaders and Squadrons in that order. If needed, a Neutral Proxy uses randomly drawn cards from its hand to build Units and will then use its Resources and/or Reserve in that order if necessary.

5

88

Response



Age of Metternich

Peace and order with status quo.

Cancels any one just-played event affecting the Diplomatic Track or voids up to 5 CPs of just-spent buys on the Diplomatic Track.

Voids *Bernadotte* event.

5

89

DISCARD
Foreign War Card

Persian War

Annexation of Georgia causes war.

■ The Russian must place a leader and two Formations on this Foreign War card. Reduce Russian Reinforcements by 2 CPs while this War remains in play.

6

90



Russia Mobilizes

Tsar calls up the serfs.

Russia places six Units in any one friendly Home space.

5

91



Egyptian Venture

Mediterranean Trade Routes

TRADE CENTERS: • Corfu • Malta • Western Med • Ionian Sea • Majorca • Corsica • Aegean Sea • Bergama

This nation has 1 CP for each Trade Center it controls. Gain a Resource if a die roll is less than the number of Trade Centers controlled by its Camp. Add 1 to the die roll for each Trade Center controlled by enemy Camp.

6

92



Capitulation

Government sues for peace.

A nation of your choice whose Capital is enemy controlled surrenders immediately. Determine Duchies to be ceded with the normal Ceding die roll. Apply all Conquest consequences. Loss of both Capitals is required for Russian surrender.

If no Capital or more than one nation's Capital is Enemy-controlled, a Neutral Proxy will not play this event.

5

93



Baltic Venture

Northern Trade Routes

TRADE CENTERS: • Gulf of Bothnia • Baltic Sea • Nystadt • Straslund • Danzig • Riga • Skaggerak • Copenhagen

This nation has 1 CP for each Trade Center it controls. Gain a Resource if a die roll is less than the number of Trade Centers controlled by its Camp. Add 1 to the die roll for each Trade Center controlled by enemy Camp.

4

94



Early Snowfall

Winter beckons.

Playable only as a nation's last card.

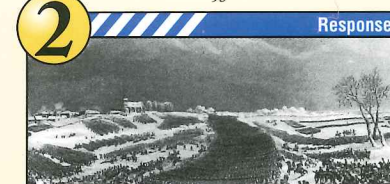
All card CP values (except those generated by events) are reduced by one. Announced CP expenditures which cannot be completed as a result of snowfall are forfeit.

Extended Campaign event may not occur during this event.

Ends *Mud* event.

2

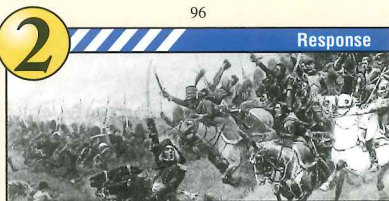
95



Deluge

Rain dampens carnage.

Halve (fractions rounded down) the upcoming Battle Dice of both sides in the next round of the current battle.



Tipping the Scales

Rout brings down government.

Immediately following the Resource Gain attempt die roll of ANY Army Rout, roll a die. You may spend that many CPs on the Diplomatic Track to move any Consul(s) in either direction. A die roll of 6 is needed to break Pact status.



Hero

Marshalls start as Grenadiers.

After seeing all Battle dice, select any one leader present (with the owner's consent) who has not already been eliminated by a 6 to roll two dice to alter the battle outcome thus:

- 6: eliminate enemy Unit
- 5: disrupt enemy Unit
- 4: rally friendly Unit
- 1: eliminate that leader

Doubles: may also void Rout.

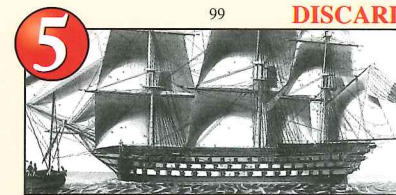


War Without End

Atrocities fuel vengeance.

Gain CPs equal to a die roll. Void *Armistice* event if in play AND subtract 1 from this Turn's Peace die roll.

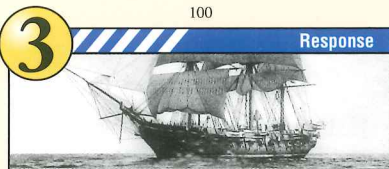
All nations draw one card in Order of Movement.



Venice

Man of War for the Emperor.

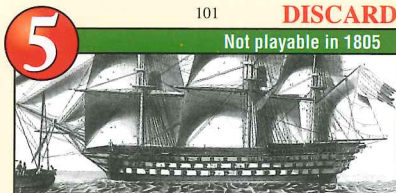
Gain CPs equal to a die roll. If France controls Venice, place an available French Squadron there under a Naval Build marker and remove this card from the game. A Neutral Proxy will play this event only if France controls Venice.



Frigates

Control in the absence of power.

Place a Squadron of any nation in a Zone of that nation's controlled Port by placing this card in that Zone with a Flag. If blockaded, interception can be attempted. Thereafter, it is treated as a normal Squadron of that nationality except that it has no dice in combat. It is removed and the card returned to the deck when sunk or returned to Port. A Prussian/Austrian Squadron has an evasion dice roll modifier of 0.



The Milan Decree

Man of War for the Emperor.

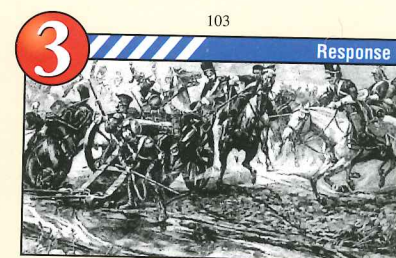
Gain CPs equal to a die roll. If France controls Rotterdam, place an available French Squadron there under a Naval Build marker and remove this card from the game. A Neutral Proxy will play this event only if France controls Rotterdam.



Duke d'Enghien Affair

Royalists Outraged.

No Power may join the Imperial Camp in the next Interphase. All Consuls on an Imperial nation's row of the Diplomatic Track not already in Pact status move one box to the left. If the Consul is in +1 status, it is also flipped to its normal side. Unlike other diplomatic events, this may be played during the first round of 1805.



Mud

Rainy season slows Campaign.

Increase all land movement costs between Duchies by 1 CP. If an attempted Duchy entry prompted this Response and cannot or will not be paid, its cost is forfeit.

Ends *Early Snowfall* event.

3



Battle



Lost Dispatch

Tardy orders delay Army deployment.

Roll a die. That many enemy Units/leaders of their Commander's choice do not appear in the first round of battle and are unaffected by losses therefrom. If the battle is lost, they must retreat with the survivors of the battle. If no Units/leaders remain to give battle, none is fought and they retreat. If a second round is fought, they participate normally.

5



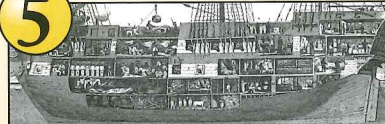
Orders in Council

Look to the sea for your defense.

Britain gains a Squadron (if available) and may convert Units/leaders into their CP cost equivalent for the sole purpose of buying available Squadron(s). All such Squadrons gained are placed in Regroup.

A Neutral Proxy will play this event only if two or more British Squadrons have been eliminated (and not replaced).

5



Baltic Naval Stores

Plentiful pitch and timber.

If all Ports on the Baltic Sea are friendly or neutral, your Camp's naval Refits are Free and enemy Refits cost double (1 CP). Any one nation of your choice in your Camp with an available Squadron to build may freely place one once in an unblockaded Home Port beneath a Build marker. Retain faceup as long as all Ports on the Baltic Sea are non-enemy. Discard once no longer applicable.

3

Response



Relief Convoy

Fleet provides succor.

A nation of your choice may use three naval maneuvers now.

Double the number of dice of a Fortress Port as long as a friendly Squadron controls that Zone. Play in response to a siege resolution only adds dice, not changes them. Retain faceup beneath the controlling Squadron and discard when the conditions are no longer met.

6



Burnt Earth

Fabian Tactics Delay Invaders.

If there are enemy Forces in two or more of your Home Duchies you may play this card face up before you. Place four free Units in Regroup. All CP Flag placements (and removals) in your Home Duchies cost double while this event remains in play.

5

Response



Scum of the Earth

Looters impede Pursuit.

All Units/leaders lost due to disruption in a Rout (not those killed by 6's) are sent to Regroup instead of being eliminated.

Any Resource gained by this Rout is lost.

DISCARD

6



Kingdom of Naples

Joseph Bonaparte on the throne.

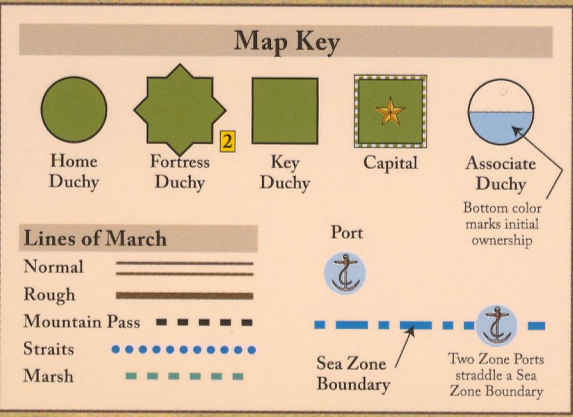
If Naples is controlled by France and contains a French Army, France gains a Resource, draws a card, and builds a Unit in Naples.

Otherwise, this event cannot be played.

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France	Britain	Austria	Russia	Prussia	Turkey	Spain	Sweden	Denmark
								

Order of Movement



Draw Pile

THE REGROUP BOX



Regroup: Available for one CP each in any Friendly Home Duchy.
 Regrouped Squadrons must Refit in any unblockaded, Friendly port in a subsequent Impulse before they can voluntarily sail.

CREDITS
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