

Nations in Arms

VALMY TO WATERLOO
THE WARS OF NAPOLEON BONAPARTE 1792-1815



RULES OF PLAY

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Introduction



Nations in Arms is a strategic game covering the wars of the French Revolution and the Napoleonic era from 1792 to 1815.

The game can be played by two players, one side representing France (and her major and minor allies) and the other player the Allied Coalition (Britain and her major and minor allies).

Each strength point represents about 8,000 infantry or 3,000 cavalry; each fleet represents about fifteen ships of the line.

The game may be played by up to seven players. Each player controls one of the five major powers of this era: France, Britain, Russia, Austria, and Prussia; two additional players can play Spain and Turkey.

Each year has four game turns, representing a season in the following order: Spring, Summer, Autumn, and Winter.

During the Spring turn, the Budget phase occurs, during which each power can raise military units and perform various administrative tasks.

The game map consists of two maps with a hexagonal grid covering Europe and North Africa (as well as peripheral regions, portrayed as off-map boxes); the scale is 60 kilometres per hex.

Weather effects are abstractly taken into account via the attrition tables and the possibility of an early end of the operations phase during each season.

The game components include roughly 900 counters representing the actual units and markers used to play the game (should you run out of markers, you can make your own). The box for *Nations in Arms* contains:

- Four counter sheets
- A deck of 80 Event Cards
- A deck of 30 Tactical Cards
- Game map (two sheets)
- One “Playbook” Booklet
- This “Rules of Play” Booklet
- Two six-sided dice (“D6s”)
- Charts and Tables (on three cards)

Note: In any case of differences between the rulebooks and the Charts and Tables, the Charts and Tables take precedence.

Glossary



Corps: basic combat unit, usually with intrinsic artillery and with up to 2 steps; only corps can be part of an army.

Detachment: combat unit with a single step, can be useful to extend supply lines or to garrison fortresses.

Army: major organization which groups several corps and provides them with operational benefits; the army commander influences the army’s performance. An army is composed of its commander, an army marker, and up to 4 subordinate leaders. Its size in stacking points is determined by the army command capacity of its commander.

Force: group of units activated together.

Combat Unit: units with a combat value of at least 1; a supply unit is not a combat unit.

Zone of influence: armies exert some influence on the 6 surrounding hexes, which cut supply lines, as well as affecting combat avoidance and retreat paths.

Fleet: naval combat unit, which represents both the commanding admiral and combat ships; a fleet consists of 1 step.

Leader: general or personality who can lead combat units. Use the counter front face when not commanding an army. When a leader commands an army, use the counter’s reverse side, showing his army command capacity. Some leaders do not have the capacity of commanding an army. These are identified by having an “X” between their initiative rating and their combat bonus.

Overall Commander: leader commanding a force.

Absorption: operation by which a moving force stacks with an inactive unit so as to disband it, so its steps are distributed among the moving units. The opposite is also allowed, a moving unit which enters another unit’s hex, already activated or not, can transfer its own steps to the inactive unit. The absorbed unit can be a detachment or a corps.

Integration: This action is similar to absorption, except that the integrated unit is not disbanded and joins the integrating force as a combat unit.

Leader Pool: each player has several leaders, a few of which arrive each year as reinforcements. The leaders are placed

in the pool of available leaders and can be deployed later. The player chooses from this pool to place new leaders on the game map, to replace dismissed, wounded, or dead leaders. A leader who enters play for the first time or who leaves the map for any reason is put into this pool.

Artillery: Some corps and the army markers include an artillery capability, which greatly influences battle and siege resolutions.

Engineers: special units which allow easier river crossings and improve the efficiency of sieges.

Contact area: the contact area consists of the hex from which a combat unit entered an enemy occupied hex, plus both adjacent hexes; in theory, the enemy can neither avoid combat nor retreat into the contact area.

Fortress Value: each fortress consists of 1 to 3 permanent fortress points, as printed on the map. Each fortress point equals 1 combat point PLUS 1 artillery point. These points can be destroyed during sieges; markers are provided to show how many points are destroyed in each fortress. Note that Level 3 fortresses are sometimes called Citadels.

Inactive Fortress: this is a conquered fortress for which the new owner has opted not to detach troops and rearm it; it is no longer considered a fortress, but just a simple city. An “Empty Fortress” marker is placed on the hex.

Reactivated Fortress: this is a conquered fortress for which the new owner has opted to detach one supply unit or one step worth of troops, or has produced one garrison step during the production phase; the fortress recovers its printed strength for the use of its new owner.

Initiative Pool: the pool which contains the initiative markers for the current season.

Activation: a unit can usually be activated twice per seasonal turn; each time it is activated, the unit can move and fight battles or sieges. **The second activation is called Forced March and automatically triggers an attrition check.** Some events can allow you to choose units for a third activation during a single season.

MP: movement point.

MF/MA: movement factor/movement allowance.

DRM: Die Roll Modifier

Attrition: some moves and situations (such as loss of supply) can generate combat point losses.

Tactical Deck (optional): the tactical deck contains the 30 tactical cards used for the resolution of major battles.

Event Deck: these cards represent public or secret events.

Harbors: these can hold up to 3 fleets. Some harbors have a white blockade box (which means that this harbor has shipyards which can produce fleet steps). Other harbors have a blue blockade box (they cannot).

Corsairs box: This is where French corsairs are placed, before they attack British trade in the Spring. Coalition fleets can be moved into this box to fight the corsairs.

Continental System: this allows the Empire to close the continental mainland to British trade. The Continental System is in effect as soon as all harbors with a trade value from St. Petersburg to Zara are controlled by the Empire or its allies, or a major power subject to this peace clause.

Blockade box: each harbor has a blue or white box with an arrow pointing to the harbor. This is the box where fleets that are attempting to blockade enemy fleets within the harbor are placed. In addition, no trade points can be obtained from a harbor subject to an enemy blockade.

£: Pound. This is the monetary unit representing the financial resources of the powers. They are essential for production and for diplomacy. They are received during the Spring turn.

Empire: France and her allies, opponents of the Coalition.

Coalition: Britain and her allies, opponents of the Empire.

Neutral: minor and major countries, aligned with neither the Empire nor the Coalition.

National Territory: this territory consists of the provinces of a major or minor power in 1792, plus the provinces added after a conquest. *For example, Picardy is part of France's 1792 national territory, and Flanders, which is a conquered province, is part of France's national territory in 1805.*

Grand Empire: this so-called area consists of the territories which, when conquered by France, must be added to France's territory, even if these territories are minor countries with combat units.

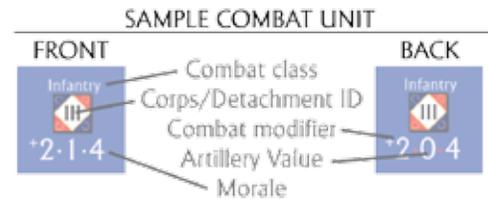
Province: an area providing £ resources.

Conquered minor: minor power invaded and conquered by a major power. The conquered minor's resources are treated as if it was a province of the national territory of the conquering power. The units of a conquered minor are removed from the map. Its resources are used to build the units of the conquering major power.

Allied minor: this minor power is still independent and can use its own budget and its own units.

Bloc: A group of allied major powers.

1.0 THE GAME UNITS



The game units represent the actual units that fought for the various nations during the Napoleonic Wars. Each country has a different background color:

France: Blue	Britain: Red
Russia: Forest Green	Austria: Grey
Prussia: Black	Spain: Mustard Brown
Turkey: Light Green	

Note: The 1792 national borders of each of the major powers have also been highlighted on the map in the uniform colors of their respective nations. The Polish provinces contain a “(P)” as well as the dates of partition (and the 3 Polish provinces that can later form the Duchy of Warsaw contain a Polish eagle as well). Those minor countries that in 1805 become part of French national territory (and/or the Grand Empire) are labeled “French 1805,” “French GE,” or both.

Minor power units are identified by a colored “button” around the units or leaders in their national colors (sometimes a minor power counter’s background color matches a major power to which they are usually allied—though this may change during the course of the game).

If a unit or leader name appears [in brackets], that counter is generally not available in the initial force pools; it enters play as a reinforcement or through special events, the creation of new states, etc. (or is optional).

1.1 Land Units

1.1.1 Combat Units One unit represents one army corps or one detachment (representing smaller forces). Detachments can be created by leaders commanding a corps or an army, or during the reinforcement phase. A combat unit is a unit with at least one combat point.

On the combat unit counters, the following elements are printed:

- the unit’s combat class (as listed below)
- the identity of the corps or detachment,
- the unit’s combat modifier,
- the artillery value,
- the unit’s morale.

Combat Class Descriptions

Detachment = detached unit

Infantry = standard line infantry

Cavalry = light cavalry

Cuirassiers = reserve or heavy cavalry

Grenadiers = Grenadiers (Austrian elite corps)

Old Grd. = French elite Guard corps

Young Grd. = French Guard corps

Note that the Old and Young Guard are the only units that keep an artillery value on their reduced side.

Grd. Cavalry = French elite Cavalry corps

Guard/s = elite corps

Militia = Various militia corps

Frontaliers = Austrian Border Corps

Reserve = Austrian Reserve corps

Cossacks = Russian irregular light cavalry

Province Name = Turkish feudal corps, or the various minor power’s corps

Janissaries = Turkish elite corps

Regulars = Turkish regular army (NC=“Nizami Cedid”)

Guerrillas = Portuguese guerrillas

Commander codename “in quotes” = Spanish guerrillas

1.1.1.1 Steps Each corps usually has 2 steps—and each detachment, depot, cossack, or guerrilla unit has only 1 step.

Each step is worth 1 combat point (except depots, which are worth ½ combat point per step).

Some units have only one step and their reverse side is blank. Otherwise, the front side of the counter represents the two-step side of the unit and the reverse side represents the unit with one remaining step. The two-step side of the unit is also indicated through the use of white dots separating its values, the one-step side of units (including one-step, one-sided units) has red dots separating its values.

The reverse side of a counter always represents the last step of the unit.

One-step units are removed as soon as they lose one step.

1.1.1.2 Movement Factor The movement factor for most units is **6 movement points** per activation.

Exceptions: the movement factor (MF) for leaders (see 1.1.4), for cossacks (see 1.1.3.4), and for cavalry units under a cavalry leader's command is 8 movement points (MP) per activation. The MF for guerrillas is 4.

When there is room on a given counter, the MF is listed as a reminder (MFs are distinguishable by black text).



1.1.2 Armies These markers represent the higher military and administrative organizations. Each marker has 2 artillery points on its front side, except for the Grande Armée which has 3 artillery points. The army artillery value is added to the various corps' artillery values.

The maximum size of an army depends on its commander's capacity. The maximum number of steps is printed on the reverse side of the leader's counter.

The corps belonging to and in the same hex as the army marker are placed in the corresponding army boxes on the side of the map, to limit stack size and to simulate some "fog of war." Only the army marker, the supply units, and the commanding officer counter are placed on the map.

Each army may contain up to 4 leaders subordinate to the army commander.

Corps in the same hex as the army counter and corps in hexes adjacent to the army counter may belong to that army.

The army marker can stay on the map as long as at least one army corps is part of the army. Failing that, the army marker is removed as soon as no corps remain in the army and is put into the pool of units that can be rebuilt later.

If not demoralized, an army exerts a zone of influence on the six hexes around its marker, even if occupied by an enemy unit or an unbesieged enemy fortress. This zone of influence cuts the supply lines and hinders combat avoidance. Retreats into a zone of influence are penalized as well.

In addition to these benefits, an army marker:

- increases the stacking capacity in a hex,
- allows subordinate units to use the army commander's ratings,
- increases the probability of "marching to the sound of the guns," etc.

An army engaged in battle does not exert a zone of influence.

Important: Army markers are considered to have an intrinsic (and permanent) engineer unit.

1.1.3 Support units, Guerrillas, and Cossacks There are two types of support units (engineers and supply):



1.1.3.1 Engineer Units Have no combat modifier, but only a siege modifier (S+1) and a movement factor. They are eliminated if an enemy unit enters their hex (no additional movement point is spent) or if all combat units stacked with them are destroyed. They give bonuses during sieges, unless out of supply. They also give benefits when crossing rivers. The (pontoon) bridge side of the counter shows this capability.



1.1.3.2 Supply Units These units have two sides. One side represents the mobile supply train unit, the other side represents the static unit, used as a depot.



Trains (mobile side) have no combat values. They are destroyed when an enemy unit enters their hex (no additional movement point is spent).



Depots (static side) have 1/2 combat point, and a morale value. These units are eliminated if the combat result requires a retreat, or if they lose a step.

They do not count against a leader's command capacity nor for the number of steps in a hex during attrition. They can also be used to reactivate a fortress.



1.1.3.3 Guerrillas Have an initiative of 1, a combat modifier (available only in difficult terrain, mountain passes, and mountains—written in brown as a reminder), a morale value of 1, and a movement factor of 4. They can move without a leader.

They can never stack with other units, including other guerrillas. Guerrilla units can never become part of any army.



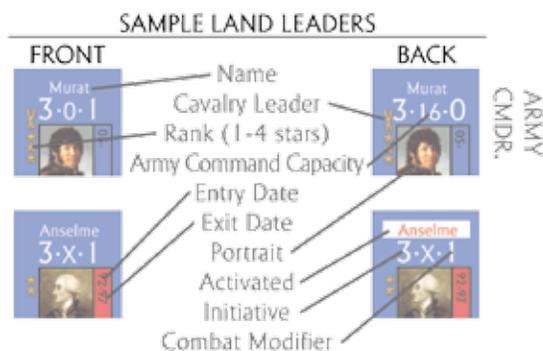
1.1.3.4 Cossacks Have an initiative of 2, a combat modifier in winter (written in light blue as a reminder), and a morale of 2. Their movement factor is 8. They can move and fight without a leader.

When a Russian cavalry leader is present, two cossack units can stack together (or one cossack unit and a cavalry corps). Cossack units can never be part of armies, except when stacked with a cavalry corps with a cavalry leader present.

1.1.4 Land Leaders Land leaders are the most important counters for land strategy. They are required to move corps and detachments, as well as to lead armies.

A leader can command a number of steps depending on his rank (see 4.1.1).

A cavalry leader can command a Cossack unit for free in addition to his cavalry corps, or he can command two Cossack units if he has no corps under his command.



On their front side, which is the corps leader side, they have the following values:

Initiative: this is the value which defines the leader's capability to move during the Operations Phase, and to perform interceptions and combat avoidances. The higher the number, the better the leader (1 to 5 depending on the leader).

Combat modifier: this is the leader's die-roll bonus when resolving combat, and the number of available combat tactics. When the modifier is colored, the leader can play 2 combat tactics instead of just one.

Rank: is shown as from 1 to 3 gold stars, which represents the leader's place within the hierarchy.



Sovereigns: these leaders have a fourth white star to identify them, and rank above all other leaders

Cavalry: some leaders have a gold crossed-sabres symbol, which means they have capabilities specific to cavalry (cavalry leaders).

Entry date: this is the year during which the leader appears in the pool of available leaders, during the

Spring turn. If a second year is listed on the counter, it is an exit date and means this leader cannot be used for scenarios starting after this year.

Note: For ease of reference, leaders (and fleets) whose entry and exit dates are coded in red are available in the pre-1805 scenarios only. White-coded leaders are available both before and after 1805. The leaders with blue-coded dates are available from 1805 on only.

On his reverse side, an army leader has his ratings as an army commander. For others, their name is highlighted in white showing that the leader has been activated already as a corps commander.

Army commanders have the same capabilities as corps commanders, plus a value, giving the number of steps the army under his command may contain. This is his command capacity.

The movement factor for leaders is 8 movement points.

If a leader not stacked with combat units is in a hex entered by enemy combat units, this leader is immediately placed into the leader pool. A leader may remain on the map or be placed in the leader pool when he has no remaining combat units (or during his activation if alone in a hex).

Note: Four Turkish leaders who are known only by their titles (Pasha, Agha, Khan, and Vizier) are shown with their names in parentheses (and without a portrait). They function as normal leaders in all respects.

1.2 Naval Units (Fleets)

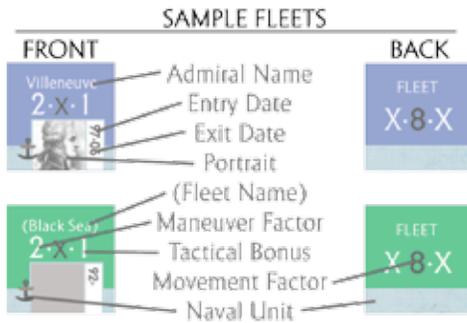
These are represented by fleet counters with either a geographical area (*note this is just the historical name of the fleet, not necessarily a restriction on their area of operations*), or the name of the admiral who commands it. Unlike land units, there is no difference between the fleet and its admiral: the counter represents both simultaneously.

The fleet counter's **front side** gives the fleet's or admiral's name, the maneuver factor, combat factor, and entry date. Just like with land leaders, if the admiral has a second date, it cannot be used in any scenario starting after this date.

Note: The colored entry/exit date reference coding for fleets follows the same schema as listed above for leaders.

The fleet counter's **reverse side** gives the fleet's movement factor.

Each fleet has ONE step; when it suffers a loss, the fleet is destroyed.



The detailed sequence of play is printed on the back of the playbook booklet; some actions occur only during the Winter or Spring turn.

3.0 INITIATIVE PHASE



1.3 Enemy Unit Intelligence (Optional)

It is forbidden to look at the contents of an enemy stack, except during combat resolution; only the leader of the stack is visible. The production of any player can be examined by any other player.

2.0 ABBREVIATED SEQUENCE OF PLAY



SPRING INTERPHASE

- Events Phase
- Economics and Budget Phase (*Spring only*)
- Reinforcement and Replacement Phase

GAME TURN

- Diplomacy Phase
- Create the Initiative Pool
- Activation Phase
 - A) Supply
 - B) Rally
 - C) Land or naval movement
 - D) Movement attrition
 - E) Combat
- Final Attrition Phase
- Conquest Phase
- Victory Phase

(If no automatic victory, return to the Diplomacy Phase)

3.1 Initiative Pool

During this phase, the players put into an opaque container the initiative markers that will be used during the Operations Phase.

These markers are:

- the land markers for both sides (numbered 1, 2, 3, and 4).
- the Empire Naval 1 marker and the Coalition Naval 1 marker; once per year, each side can add an additional naval marker into the pool.
- the Neutral land marker and the Neutral naval marker.
- the “Winter Quarters” marker, which may shorten the operations phase; **this marker is not placed into the pool during the Summer turn**, so all markers will be played.



The effect of the “Winter Quarters” marker is to immediately end the Operations Phase during winter turns.

During Autumn turns, ignore the first time this marker is drawn and put it back into the pool after a playable activation marker is drawn. The second time “Winter Quarters” is drawn, the Operations Phase ends. During Spring turns, ignore the first two times the “Winter Quarters” marker is drawn and put it back into the pool after a playable activation has been drawn. The third time “Winter Quarters” is drawn, the Operations Phase ends, **provided both naval markers have been drawn**. If not, a naval activation is performed by the side which has not played its naval marker; if both sides have not played their naval markers, the Empire plays its naval round first.

3.2 Use of the Initiative Pool

Once the pool is ready, the Activation Phase begins. During the first turn only, scenario special instructions

may state which player activates first. This player can choose a marker from the Initiative Pool and begin the Activation Phase with it.

The player may choose an enemy initiative marker, to force his opponent to play first. **He cannot deliberately choose “Winter Quarters.”**

Subsequently, the markers are randomly drawn by each side or each player in succession; in multi-player games, the players should follow the Diplomacy Phase order.

Limitation: The same side cannot be activated twice in a row with a land marker. Ignore neutral and naval markers for this rule.

For example, a Coalition land marker is drawn and some leaders are activated. If the next drawn marker is also a Coalition land marker, it is put back into the initiative pool and the process continues until an Empire marker is drawn.

A sequence Coalition (land), Neutral, Coalition (land) is not allowed. An Empire (land) marker must be drawn prior to the second Coalition marker. On the other hand, a sequence Coalition (naval), neutral, Coalition (land) is allowed.

If a side draws a playable land marker but activates no leaders, the next activated side will nevertheless be the opposite side.

During subsequent turns, the first marker is randomly drawn. However, the first marker drawn cannot be:

- “Winter Quarters” If this marker is drawn, it is ignored; It is set aside and will be put back into the pool as soon as an activation marker is drawn.
- A land activation marker for the side which had the last activation during the previous turn. This marker is put aside and returned to the pool once a valid activation marker is drawn.

4.0 STACKING AND RANK



4.1 Stacking

4.1.1 Land Stacking In a single hex, there can be only one force. A force consists of one of the following:

- one combat unit (1 or 2 steps) without a leader,
- one single-star leader with 2 steps,

- one two-star leader with 4 steps,
- one three-star leader (or four-star sovereign), with 6 steps and a subordinate leader,
- one army as explained in the glossary, the size of which varies according to the leader’s command capacity, plus 4 subordinate leaders,
- two armies,
- three armies.

If a leader (on his reverse side) and an army marker are present, the player can assign to the army a number of steps equal to the leader’s command capacity.

A lower-ranked leader cannot command a leader with a higher rank.

These rules are not cumulative; if an army stops (please note that simply moving through a hex without stopping is allowed) in a hex with a detachment, the detachment must be absorbed (and the proper amount of MPs spent), and its steps must be absorbed into the units assigned to the army. If there is not enough room, or if the player does not want or cannot spend the required movement points, the excess steps are eliminated.

If a leader was stacked with these eliminated steps, he is put back into the leader pool.

The same would apply to a corps exceeding the stacking limits.

In an army, corps of different major powers can be stacked together if they belong to allied powers.

Limit: the number of allied steps must be less than (but not equal to) half the number of steps of the same nationality as the army counter.

This limit does not apply to forces other than armies.

For example, a Russian three-star leader can command 2 Russian steps and 4 Prussian steps with a Prussian two-star leader.

Guerrilla units can never stack with any other unit, including other Guerrilla units.

A Cossack unit can stack with another Cossack if a cavalry leader is present, or with a Russian cavalry corps.

Any number of supply units (trains or depots) and engineer units can stack freely within a force.

4.1.2 Sea Stacking Three fleets of the same side can stack together in a sea area, a blockade box, or a harbor.

A group of fleets is called a naval squadron.

4.2 Rank

This rule governs which leader takes precedence for movement and combat.

4.2.1 General Rule The leader with the most stars commands all troops in a hex. If two leaders have the same number of stars, the owning player decides which leader is the overall commander.

Exception: Armies. Once a leader is in command of an army, he remains in command until replaced—even if a higher ranking leader enters the hex the army is in.

A sovereign always outranks all other leaders.

4.2.2 Army Command in an Army with Allied Nationalities In an army with several nationalities, the army commander is the senior leader among the leaders from the major power indicated by the army marker.

If there is no army marker, the senior leader commands the force. In case of ties, the owning player chooses.

Limit: if one of the leaders belongs to an allied minor power, and both leaders are of the same rank, command is given to the major power leader.

For example, a Russian two-star leader and a Swedish two-star leader form a force. Command is given to the Russian leader and the Swedish leader returns to the leader pool. If the Russian leader was a three-star leader, the Swedish leader could have stayed in the stack.

Units from allied minor powers can be commanded by a leader from the controlling major power.

4.2.3 Command of a Hex with Allied Armies If several allied armies are in the same hex, the leader commanding the army with the most steps will be the overall commander. If tied, the players should agree which leader will be the overall commander. If the players cannot reach an agreement, the overall commander will be decided by the highest ranked power in diplomacy phase order (that is, Britain highest).

4.2.4 Replacing Army Commanders Once a leader is assigned to command a force, he can lose his assignment only in the following cases:

1) If the leader is voluntarily dismissed during the reorganization sub-phase of the Spring budget phase; the leader is removed from the map and placed into the leader

pool and a new leader is **chosen** from the leader pool; the chosen leader cannot be the dismissed leader. The new leader sets up stacked with the force.

If an army commander is dismissed, the same procedure as above applies, except that the new army commander must be chosen among the leaders belonging to the army (including the newly chosen leader) according to the rank rules described above.

2) If replaced by a new leader with or without units who arrives in a hex (including movement with absorption or integration) containing:

- an army; this new leader must be **senior in rank** to the soon-to-be-replaced leader. As soon as both leaders are in the same hex, the substitution takes place and the replaced leader is put back into the leader pool.
- a leader with a force other than an army; the rule is the same, except the new leader must be **equal to or senior in rank** to the soon-to-be-replaced leader.

For example, Berthier commands the Grande Armée in Bavaria. Napoléon is alone in Strasburg. He is activated and he joins Berthier. At the end of Napoléon's move, he takes command of the army, and Berthier is placed back into the leader pool.

Another example: a three-star leader with 3 steps moves into a hex containing a two-star leader with 2 steps. The arriving leader can integrate this force into his own force. If the arriving leader was only a two-star leader, one of the two leaders would be placed back into the leader pool.

3) After a defeat in a minor or major battle, the overall commander may be dismissed at once.

A sovereign can be dismissed only after a defeat in a major battle. The player chooses a replacement leader from the leader pool and designates the army commander according to the rank rules.

4.2.5 Activating Subordinate Leaders within an Army Within an army, it is possible to activate subordinate leaders to command units from the army without activating the army itself, provided the limits on nationality are applied (4.2.2).

4.2.6 Leaders moving Alone Leaders can voluntarily leave their units while moving, but they cannot pick up units with or without leaders if moving alone.

4.2.7 Naval Squadron Command For naval units, the French and British admirals are automatically overall commanders. Between admirals with the same nationality, the overall commander is the admiral with the best maneuver factor; if still tied, the player chooses.

Admirals cannot be dismissed.

5.0 MOVEMENT



5.1 The System of Operations

During the Activations Phase, each player in turn randomly draws a marker from the initiative pool.



5.1.1 Naval Markers If a Naval marker is drawn, the involved side executes its naval operations as explained below.



5.1.2 Neutral Land Markers If the neutral land marker is drawn, units from neutral major powers only are activated. This will be their only activation for the current turn. As a consequence, neutral units cannot Force march.

Please note that neutral major powers are played by one of the sides as explained in the Diplomacy rules.

Neutral major powers even if played by a physical player can move only under a neutral activation chit.



5.1.3 Land Markers If a land marker is drawn, the leaders belonging to the involved side and whose initiative value is greater than or equal to the marker value **can** be activated.

At the end of this activation, a “first activation” marker is placed on the leader or the leader counter is flipped if he has no army command capability. For armies, flip the army counter.

If, later during the turn, another marker is drawn, with a value which allows that leader to be activated a second time, or even a third time, through an event, this leader can be activated, but **his move will be a Forced March which will result in an attrition check.**

A “1st Activation” marker is flipped to the “End of activation” side or an “end of activation” marker is put on the leader.



For example, the British player has two leaders on the map. The first, Graham, has initiative 2 and the other one, Silveira (what a lemon!) has initiative 1. A level-2 Coalition marker is drawn. Only Graham can move (2 greater than or equal to 2). Later, a level-3 Coalition marker is drawn. No leader can be activated. Then, a level-1 Coalition marker is drawn and Silveira can at last move. Graham can also move, but in doing so, he will suffer the effects of a Forced March, because he has already moved. Please note that leaders with an initiative 1 can never Force March because, unless a special event is triggered, they can be activated only once per turn.

5.1.4 Leaders Without Units A leader without units can move each time an initiative marker allows it.

For example, a leader with initiative 4 can move four times during a Summer turn.

5.1.5 Absorption Absorbing units is possible even between units with different activation levels.

Absorption by a leader with a lower rank is not allowed.

When units are absorbed into a force, the activation level of the force does not change.

For example, if a unit with an “End of activation” marker is absorbed by a force with a “first activation” marker, the unit does not change the activation status of the absorbing force.

5.1.6 Integration If units with a higher activation level are integrated into a force with a lower activation level, they raise the activation level of the integrating force, **except if the receiving force is not activated during this activation phase. In this case, the activation level is not modified.**

For example, a unit is activated for the first time. It integrates into a force which has not moved yet. This force receives a “1st activation” marker, unless it is not activated this activation phase.

5.1.6.1 Armies Activating Units with Different Activation Levels An army commander can command and activate units with an activation level higher than his own, but in this case, these units cannot stack with

the Army marker. However, if the units choose to stack with the army marker, the activation marker for the army is replaced with the higher activation marker of these integrated units.

5.1.6.2 Armies Activating Units Adjacent to the Army Marker If an army activates units adjacent to the Army marker, these units receive the same activation level as the army, unless the exception above applies.



For example, the Austrian Army of the Rhine is activated for a second time, withdraws and in doing so, integrates an Austrian corps in Salzburg. Although this corps has not moved yet, it is marked as having been activated twice.



The First Russian Army has not been activated yet. The Russian player decides that this army will command two adjacent corps with a “First activation” marker. If, at the end of the movement, neither corps is integrated into the Army marker, the First Russian Army will be marked with a “First activation” marker and both corps with an “End of activation” marker. But if one of these corps integrates into the army, after a march to the sound of the guns for example, the whole army is marked with an End of activation marker.

5.1.7 When These Rules Apply These rules apply at all times during the following operations: retreats, interceptions, combat avoidances, absorptions, integrations, landings, etc.

A unit detached from an active force is considered to have the same level of activation as the force.

If, in the same hex, only part of the force is activated and moves, the other units receive no activation level.

For example, an Austrian army with a “1st activation” marker decides to detach a subordinate leader with 2 steps, because the initiative marker allows this leader to be activated. Only this leader moves and receives an “End of activation” marker. The army commander can be activated later.

5.1.8 Detachments A detachment without a leader never receives an activation marker.



A corps activated without a leader receives a “First activation” marker.

5.2 Land Movement

5.2.1 General Case Units can move only when commanded by a leader.

Exceptions:

- Cossacks, Turkish Feudal units, and guerrillas
- Detachments and corps can move on their own, but with a provisional initiative of 1. In addition, they cannot enter a hex adjacent to an enemy combat unit or a hex with an active enemy fortress, unless this fortress is besieged by units friendly to the corps or detachment.

Note that engineer units and supply units need a leader to move.

Leaders can move without units (remember that their movement factor is always 8 MP). They can use extended march and forced march with no attrition checks.

Units spend movement points simultaneously with the leaders to which they are assigned in the following cases:

- Movement: the number of MPs spent to enter a hex is printed on the Terrain Effects Chart (TEC).
- Integrate a corps into an army: +1 MP, except if the corps was assigned to an army at the beginning of the activation.



For example, an Austrian army is led by a leader with a command capability of 12 steps. 6 steps are stacked with the army marker and 4 are adjacent to it. The Army marker moves and absorbs 2 steps, that were not adjacent to it at the beginning of the phase. The army spends 1 MP doing so. At the end of movement, the 4 steps initially adjacent to the Army marker merge with the Army marker but do not have to spend any additional MP.

- Absorb a detachment or a corps’ steps into a force: +1 MP for the moving force.

Note that the activation level of the force is not modified.

- Integrate a depot, train, or engineer unit into a force: free.
- Aggregate armies with another army: +2 MPs per hex.
- Overrun combat: +1 MP.
- River crossing: +2 MP / +1 MP if engineers are present.
- Rally from a demoralization after battle: 3 MP.

5.2.1.1 Absorption of Minor Country Steps Steps from a major country and from allied minor countries can be absorbed into forces from the allied major power and allied minor powers, provided the combat modifiers of both units differ at most by one point and the units are of the same type.

Eligible types are: line infantry, militia, feudal units, cuirassiers, and light cavalry. Absorption of all other unit types on the production table are not allowed, including guards and grenadiers.



For example, a French corps with a +1 modifier can absorb a detachment from Switzerland with a 0 modifier.

But another French corps with a +2 modifier cannot (the difference is 2, greater than 1).



Another example: an Austrian detachment can be absorbed into an Austrian reserve corps, but not a Grenadier corps, for two reasons: the combat difference (+2) and the unit type: Grenadiers are not eligible.

Another example: an Austrian detachment can be absorbed into an Austrian reserve corps, but not a Grenadier corps, for two reasons: the combat difference (+2) and the unit type: Grenadiers are not eligible.

5.2.2 Army Groups

As long as the stacking rules are observed, groups of armies can aggregate during movement, or armies can start their movement together and some of them can be dropped off during movement.

Armies, even in an army group, check attrition separately.

5.2.3 Types of Land Movement:

As explained above, when a leader is activated, he spends movement points (MPs) to enter adjacent hexes, depending on their cost.

The activation of one leader must be complete before activating another leader.

Important: Movement operations must *always* follow this sequence:

1. Normal or extended movement
2. Interception
3. Combat avoidance
4. Overrun

A leader can drop off units in his path or create detachments at no MP cost, provided stacking rules are observed. Once created, the detachment stays in its hex until the next operations segment.

A lone detachment never receives an activation marker.

To create a detachment, just mark a loss on an active corps by flipping the corps counter, and place the detachment counter on the map.

A leader commanding a force can absorb or integrate units in his path by spending 1 MP per aggregated hex, provided the rank and stacking rules are obeyed. Likewise, a corps or detachment may merge with another unit (corps or army) during movement by spending 1 MP.

When units are absorbed or integrated by another force, the leaders that were in command are put back into the leader pool, or they are assigned to the army (up to the limit of 4 leaders per army), or they are assigned to a force led by a 3-star leader; at the player's choice.

If units are in the same hex at the beginning of their activation, they can swap combat points at no MP cost, provided they belong to the same nation or they belong to minor powers allied to the major power, provided rule 5.2.1.2 is obeyed, and provided the units are exactly the same type according to the production table.

Two major powers may not swap combat points, even if allied.

A leader commanding an army can integrate forces within the limits of his command capacity, by spending 1 MP per hex, not per unit.

For example, if 2 corps in the same hex are absorbed at the same time, the army commander spends only 1 MP.

All these absorption or integration operations can occur anytime during movement operations. No MP is spent for combat avoidance, retreat, interception, or naval transport landing, etc.

A leader ends his movement when:

- he has spent his entire MA (Movement Allowance) or the entire MF (Movement Factor) of the units stacked with him,
- he has lost a battle of any size.

If he still has MPs remaining, he may continue his movement without units only if commanding a corps or detachment. **A leader commanding an army cannot leave his army.**

For example, a leader starts his movement stacked with a corps with 6 MPs. He moves into 5 clear hexes, spending 1 MP per hex. Since he is leading a corps, he is not obliged to stay with this corps, so he can drop this corps off in the fifth hex and spend his remaining 3 MPs to reach another detachment. But he cannot integrate a corps or detachment with his remaining 3 MPs, since he has no units with him at the moment of integration.

A leader must stop moving if he enters a hex occupied by an enemy unit or an unbesieged enemy fortress.



Exception: if the hex is solely occupied by a train or an engineer unit (in any mode), the unit has no influence on the movement. The lone enemy unit is destroyed at no MP cost.

The moving player must indicate with a specific marker through which hexside the leader entered the hex. This hexside and the two adjacent hexsides will usually not be available to the defending player if forced to retreat. If the defending player has no other choice, he will suffer severe penalties.

These three hexes constitute the contact area of the active player; the non active player never has a contact area.

No combat avoidance is allowed through these hexes, even if occupied by a friendly unit or an unbesieged fortress.

Any unit assigned to an army and benefiting from the army commander's bonus must start and stop its movement in the army marker hex or adjacent to it. This movement must obey this rule, without considering the risks of interception during movement, provided they have enough MPs.

The army marker always moves first, and then the corps that will end stacked with or adjacent to it.

There is no MP costs for the corps belonging to the army which are stacked with the army marker.

For example, the Austrian Army of the Rhine, which comprises 5 corps with 2 among them adjacent to the army marker, opts to move the army marker with 3 corps and enters an enemy-occupied hex where overrun is not possible. This ends movement and triggers a battle. The other 2 corps can then move either to enter the hex where the army has stopped (with a global attrition check) or to enter hexes adjacent to the one where the army is. In the latter case, this may cause other battles with different enemy forces, or it may allow a "march to the sound of the guns." Anyhow, the two corps will check for attrition separately from the army's main body.

5.2.3.1 Extended Land Movement Units and leaders can increase their movement factor by **half** if, during movement, they do not move adjacent to an enemy combat unit or **enter** an unbesieged enemy fortress hex—and if they never execute an action other than movement, absorption, integration, and dropping-off of units.

An attrition check is mandatory at the end of movement, even if this is the first movement for this force during the turn.

5.2.3.2 Interception Interception is available only to forces commanded by a leader.

Demoralized units cannot intercept.

The interception zone of a leader includes all six adjacent

hexes, **except when there is an unbridged river between the leader's hex and the adjacent hex.**

Exception: A unit with engineers (or an army, with intrinsic engineers) may attempt interception across an unbridged river—but with a -3 penalty.

As soon as the phasing enemy leader enters the interception zone, the friendly leader can attempt to intercept by moving his force (in whole or in part) into the interception hex, triggering a battle **with a +1 die roll bonus for combat resolution during the first round.**

Note: The moving player is still considered the attacker.

Interception is resolved by rolling **10+ on 2D6** with the following DRMs (die roll modifiers):

- light cavalry except cossacks: +1
- Cavalry leader:: +1
- If the MP cost to enter the interception hex is 2+: -1
- Unbridged river when interception attempted with engineers or an army: -3
- Initiative of intercepting units greater than initiative of phasing leader: +1
- Initiative of intercepting units lower than initiative of phasing leader: -1
- At least 2 major power's units involved in the interception: -1

If an army succeeds in intercepting the moving force, at least one corps must be sent into the hex the phasing units entered. The interception hex can be occupied by friendly units or occupied by enemy units. If friendly units are present and the intercepting units integrate or absorb them, remember to adjust the activation and demoralization levels. Stacking rules must be obeyed strictly.

Several leaders may be eligible to intercept the phasing units. The intercepting player must designate in succession which leaders will attempt to intercept. As soon as one leader intercepts successfully, all subsequent attempts are cancelled. **Obviously, only one force can intercept, other forces will have to march to the sound of the guns to join the battle.**

5.2.3.3 Avoiding Combat The defending player, whose hex has been entered by the moving player, can attempt to escape from this hex to avoid combat, **provided a leader is present in the hex, or the defenders are cossacks or guerrillas.**

The leader rolls 2D6 to check for combat avoidance and succeeds by rolling 10 or more.

If a leader commands only cavalry units, his combat avoidance check is automatically successful, unless the phasing player has **only** undemoralized cavalry units. In this case, the player performs a normal combat avoidance check.

If demoralized units opt to avoid combat, the avoidance check succeeds automatically. Guerrillas in a mountain (or mountain pass) hex also automatically avoid combat, as well as forces which can withdraw into a friendly fortress.

The DRMs are:

- Leader's initiative: + #
- Difficult terrain (at least 2 MPs to enter): +1
- Light cavalry present, except cossacks: +1
- Crossing an unbridged river with engineers or an army: -3
- Cossacks or guerrillas alone in a hex: +5
- Negative initiative differential with moving leader: -#
- Cavalry leader present: +1

The total DRM has a range of -3 to +3 (except for when cossacks and guerrillas are alone in a hex).

When avoiding combat, units can withdraw into an adjacent hex under the following conditions:

- The hex may not be occupied by an enemy unit, except if an overrun is possible. In this case, no MP is spent.
- The hex may not be within a contact area, even if it contains only friendly units or an unbesieged friendly fortress.
- Avoidance movement may not cross an unbridged river.

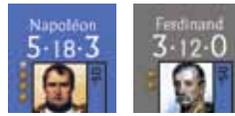
Exception: if the unit is an army or it is stacked with engineers, it can cross a river.

- The hex into which the unit withdraws is not within the area of influence of another enemy army. The moving army has only a contact area for the purpose of the present rule.
- The hex into which the unit withdraws does not contain an unbesieged active enemy fortress.

If the hex contains a friendly fortress, the units can withdraw into the fortress without any check.

If the phasing player still has movement points, he can continue moving, which may force his opponent to attempt another combat avoidances.

If the combat avoidance check fails, or if combat avoidance simply is not possible, a combat will take place. The player who failed the avoidance check will suffer a -1 DRM during the first combat round.



For example, Napoléon (initiative 5) and his army enter a clear terrain hex occupied by an Austrian Army, led by Ferdinand (initiative 3), and without light cavalry. Ferdinand can avoid combat by rolling a 10, using the following modifiers: +3 (Ferdinand's initiative), -2 (Ferdinand's initiative is lower than Napoléon's) for a +1 total modifier.

5.2.3.4 Overrun A leader must stop moving upon entering a hex occupied by enemy units, except if he is able to overrun those units.

This can occur when the enemy is outside a fortress and the phasing units' printed combat value is FIVE times greater than the enemy's printed combat value (count only combat points, do not count artillery; ignore trains as they have no combat effect; do not apply terrain effects). If this is the case, the defender is destroyed and the moving leader can continue his movement, after having spent 1 additional movement point. If the overrunning units do not have enough MPs, movement ends.

Even if the overrunning force spends its last MP entering the overrun hex, the enemy units are destroyed anyway.

Destroyed enemy leaders are placed back in their leader pool.

Corps markers, army markers, detachments, depots, engineers, etc. are destroyed and put back into their owner's pool. They can be rebuilt.

For example, Napoléon's Grande Armée, with 12 combat points, spends 3 movement points and then enters a hex occupied by an Austrian corps (+1 MP). This corps is led by Ferdinand and its strength is 2 combat points. It fails to avoid combat, is overrun, and eliminated. The Grande Armée has a residual MF of 1 (6 - 4 - 1 = 1). The Grande Armée may continue to move with its remaining MP.

5.2.3.5 Force March This is a land movement (basic or extended) where the units have already moved once during the season. It is executed exactly as described above, but an attrition check is required (see Attrition 7.0).

5.2.3.6 Special Terrain



Fortresses: have a value of 1 to 3. A force must stop its movement upon entering an

enemy fortress hex, **except if it can drop off a screening force to besiege the fortress.** The number of steps of the dropped off screening force must be greater than or equal to the fortress value, while still obeying stacking limits. Place a “Siege 0” marker.

Exception: A level-3 fortress can be besieged or screened only by an army.

The screening units can perform only one siege attempt after the activation of the main force.

A fortress can give shelter to an unlimited number of steps, but only a number of steps equal to the fortress’ value will be supplied. The excess steps will incur an attrition check during the final attrition check.

To besiege a fortress, the fortress hex may not contain any combat units friendly to the fortress outside of the fortress.

When a force enters a fortress hex with enemy units, these units must decide:

- either to stay in open ground and fight a battle,
- or to withdraw automatically inside the fortress,
- or to avoid combat by withdrawing into an adjacent hex which requires an avoidance check.

Some forces can withdraw into the fortress while others attempt to avoid combat. If this combat avoidance fails, the units can no longer opt to withdraw into the fortress.

Rivers: can be crossed at no cost where a bridge is printed on the map.

On the other hand, to cross a river without a bridge, the force must spend 2 additional MPs, except if the force is supported by engineers. In this case, the penalty is only 1 MP.

The presence of engineers reduces the combat penalty for crossing an unbridged river hex from -3 (without engineers) to -1 (with engineers), which is the same as the bridge combat penalty.

Remember: Armies have an intrinsic (and permanent) engineer unit.

If an engineer unit on its bridge side is adjacent to a river, the player can consider that there is a bridge on *one* hexside. The engineer unit must be in supply and may not have moved during the activation segment in which it is flipped in order to give this benefit. When flipping the engineer unit, point the arrow towards the hexside which will benefit from the pontoon bridge.

At the beginning of the activation, the engineer unit must be stacked with a leader to perform this operation.

For example, a leader and his corps, adjacent to a river, are stacked with engineers. The leader activates, flips his engineer unit to its pontoon side and crosses the river with his corps at no cost, leaving the engineers who will have to wait until another leader can pick them up and allow them to move again.

 **Straits:** Crossing a strait (red arrow) is forbidden if an enemy fleet is present in the sea area corresponding to this strait. Otherwise, crossing a strait costs 2 additional MPs.

Mountain Passes: The MP benefit of a mountain pass is available only if the pass is crossed following the drawing on the map.

Mountains: Entering a mountain hex costs 4 MPs. Crossing a mountain hexside costs an additional 2 MPs.

For example, from 4227 to 4228, 4 MPs; from 0128 to 4228, 2 MPs; from 4228 to 0129, 4 MPs; from 4228 to 4227, 1+2 MPs; from 3535 to 3534, 1+2 MPs, from 3634 to 3534, 2 MPs.

Swamps: From 1798 on, swamps within Russia’s national territory cost 3 MPs instead of the 2 on the rest of the map.

5.2.3.7 Off-Map Boxes Some parts of the map are off-map boxes, with entry/exit hexes.

Entering an off-map box costs 3 MPs. **Exiting this off-map box is not allowed before the next turn**, and the cost is 2 MPs in addition to the exit hex cost.

Units from opposing sides can be present in the same off-map box, but in this case combat is mandatory.

Combats are allowed in an off-map box. Retreats are executed through the entry hexes of the box. Combat avoidance and interception are possible both from and to an off-map box (treat the box as difficult terrain).

“Marching to the sound of the guns” is not allowed between the map and an off-map box.

Attrition and supply rules are in effect in off-map boxes. For supply, a supply link must be present in the box to build a supply chain.

5.2.3.8 Geographical Restrictions

- French, Russian, Portuguese, and Spanish militia units (as well as guerrillas) cannot leave the national territory of their respective major powers.
- British militia can be deployed in Britain, Gibraltar, Malta, or in foreign wars.
- Danish, Prussian, and Swedish fleets cannot leave the following sea areas: Baltic Sea and Kattegat.
- Russian fleets cannot leave the Baltic Sea, the Kattegat, and the Black Sea, except for ONE fleet which can sail anywhere.

5.3 Naval Movement

In a given sea area, there can be only one naval squadron (3 fleets maximum) AT SEA for each side.



Each fleet or naval squadron is activated separately, but it can aggregate another fleet during its movement by spending 1 movement point. The aggregated fleet is considered activated, and it can take command of the group if required by the rank rules explained above.

Each movement point allows a fleet to do the following:

- Enter or exit a harbor.
- Move to another sea area.
- Enter an enemy blockade box or an enemy harbor.
- Land units in an enemy harbor, enemy-occupied or not.
- Aggregate a fleet.
- (Phasing player) retreat after a naval defeat.

If fleets are located in a harbor which is captured by the enemy, they must put out to sea immediately and end movement in a friendly harbor within range of their MF. Enemy interceptions are possible, and even automatically successful, if a blockade is in effect.

If such a redeployment is not possible, the fleets are destroyed.

5.3.1 Naval Movement Procedure

1) **Within A Sea Area** When a fleet enters a sea area, an enemy naval squadron AT SEA can attempt to intercept, followed by naval squadrons blockading harbors, while obeying the rule above on the 3-fleet limit at sea in an area. If a naval squadron's interception is successful, naval combat occurs immediately.

If a blockading naval squadron succeeds in intercepting a moving fleet, it is placed in the sea area. If a friendly naval squadron is already at sea, the new naval squadron must obey the stacking limit of 3 fleets per area, while combining with the already present naval squadron. If this is not possible, the blockading naval squadron may send only part of its fleets to intercept and fight the moving fleets at sea.

If the interception succeeds, a naval combat occurs. The intercepting player is the attacker.

If all interception attempts fail, the moving fleet can continue its movement or attempt to engage in combat a naval squadron belonging to the inactive player.

The target fleets can attempt to avoid combat.

If combat avoidance fails, a naval combat occurs.

2) **To initiate a naval combat**, the attacker must designate the defending naval squadron, which can attempt to avoid combat. **No avoidance is allowed if the naval squadron is currently blockading a harbor.**

Avoidance and Interception are resolved with 2D6 and are successful on a dice roll of 10 or greater.

The dice roll is modified by the maneuver factor of the highest-ranked fleet performing interception or avoidance.

Please note that the use of the maneuver factor is optional. Not using it allows the owning player to conceal whether the fleet is a real one or a decoy.

If avoidance succeeds, the player can:

- move his fleet into a friendly harbor in the same sea area,
- move his fleet into an adjacent sea area.

Afterwards, the phasing player can continue to spend movement points.

5.3.2 Blockade Boxes Each harbor has a blockade box. A fleet must spend 1 movement point to enter such a box.

If an enemy fleet is present in the harbor, it may choose to initiate combat without needing to roll for interception; the combat occurs outside of the coastal battery shield.

Exception: if a blockade is already in effect, when a fleet enters the box to take over from another fleet, no combat can take place.

If the moving fleet is defeated, it must leave the blockade box and be placed in the linked sea area. If it is victorious in combat, the blockade takes effect and the losing fleet must withdraw into its harbor.

If the fleet in the harbor does not want to fight, no combat takes place and the blockade takes effect.

The effects of a blockade are the following:

- Automatic interception of fleets leaving the harbor.
- No trade £ can be received from a blockaded harbor.
- No sea supply.

Instead of blockading a harbor, a fleet can enter an enemy occupied harbor and naval combat is triggered, the defending unit benefiting from the protection of its coastal batteries. This movement costs 2 MPs, 1 for the blockade box and 1 for the harbor.

A fleet that blockades an enemy harbor can still intercept other fleets in the adjacent sea area, but these actions can break the blockade because the fleet will have to move out of the blockade box into the sea area.

A fleet blockading a harbor cannot avoid combat.

5.3.3 Naval Transport Each national or allied fleet step can transport:

- 2 combat points
- plus one supply unit, or one engineer unit, or one army marker
- plus any number of leaders.

If a naval combat results in step losses, the first eliminated fleets are the fleets transporting no troops. If their number is insufficient to satisfy losses, each subsequent fleet loss implies the loss of its cargo as well. The owning player chooses which fleet is lost.

To be carried by naval movement, a land unit must already be in a friendly harbor or island when a fleet enters this harbor or island. The land unit must disembark before the end of the **operations** phase. Failing that, the land units are eliminated.

If the destination hex is occupied by enemy units, a naval invasion occurs automatically with penalties against the invader (-3) for combat resolution, but these penalties do not apply to subsequent siege attempts.

A naval invasion cannot take place in a hex without either a **harbor, city, or an island**.

A naval invasion may be attempted only by units which have no activation marker; fleets can start their movement from the same port or a different port picking up ground units during their movement.

If the harbor is a fortress, the naval invasion procedure is as follows:

- naval combat against coastal batteries;
- the assault units land;
- a combat is resolved with the units outside the fortress;
- **two** siege attempts are resolved.

Following the second siege attempt, if the fortress is not captured, the assault is repulsed and the surviving invaders are removed from the map and are brought back into play as reinforcements during the next Spring turn; the fleets are placed in the sea area connected to the invaded harbor.

If the invasion is successful, the force is given a “1st activation” marker and the fleets can enter the harbor.

5.3.4 Bosphorus and Gibraltar

Gibraltar has no influence on naval movement.

Fleets from all nations may cross the Bosphorus as long as Turkey is neutral.

When Turkey is allied to a side, only fleets from allied countries can cross the Bosphorus.

If Constantinople is no longer controlled by Turkey but by another major power, the naval movement of major powers enemy to the controlling power are prohibited, unless the controlling power grants crossing rights.

As an exception to the rules above, Turkey can at any moment decide to prohibit the crossing of the Bosphorus by another major power but this starts a war with the other power.

6.0 SUPPLY



6.1 General Rule

Naval units (fleets) are always in supply.

6.1.1 When Supply is Assessed Supply is assessed:

- at the beginning of each leader activation,
- during combat resolution for the defender,
- at the end of each combat resolution for the phasing player.

Note: Sieges are not combat.



6.1.2 Out of Supply Effects Out of supply units receive a marker showing their status at the time supply is checked and they keep it until the next check. The effects of being out of supply are:

- Mandatory attrition when activated.
- Artillery is unavailable for combat and sieges.
- Negative DRM for combat and sieges.
- Engineer capabilities are unavailable.
- Demoralized units cannot be rallied.

6.2 Supply Conditions

To be in supply, a force must be able to trace a supply line to one of the following:

- an active controlled fortress on national territory,
- a capital city of the unit's country
- the capital city of an allied minor if this capital contains an active fortress
- the capital city of the major power the minor is allied to.

For example, Munich is not a supply source for her French ally. On the other hand, Milan is a supply source.

Another example: if Venezia is integrated into the Kingdom of Italy (the capital city of which is Milan), then Venice is a supply link, but not a supply source for French units.

Only Milan is a supply source for French units. Venice is a supply source for Italian units.

A besieged fortress cannot be used as a supply link or supply source. Only a number of steps equal to the fortress value are supplied by the fortress. Excess steps will check for attrition either when they are activated or at the end of the action phase.

On the other hand, **the -4 out-of-supply combat penalty does not apply to besieged units, except when the besieged units sortie and at least one sortieing step is unsupplied.**

Only the intrinsic fortress points and the supplied steps do not check for attrition and suffer no combat penalty.

6.2.1 Supply Links

The supply links are:

- An allied (major or minor) unbesieged fortress,
- A captured and reactivated enemy fortress,
- An active controlled fortress in the national territory,

- A depot (as soon as it is flipped to this side),
- A detachment.

Each major power must have its own supply line; minor powers can use their own or the supply line of their allied major power.

For the major allies' corps which are integrated into an army of another nation, use the supply line of the army marker's nation to check whether the unit is supplied.

For example, a Russian army contains two Prussian corps. These corps use the Russian supply line.

The maximum distance between two supply links is **4 movement points**. The distance is computed starting from the unit (which does not count) to the source or link.

A supply line cannot cross:

- The area of influence of an enemy army, even if friendly units or fortresses are present. Beware: armies no longer have a zone of influence when they are in a battle hex.
- The area of contact of an enemy army, even if friendly units or fortresses are present.
- The main contact hex of a leader without an army. The two adjacent hexes do not block supply.
- Enemy combat units.
- Enemy guerrillas, cossacks, and depots.
- Unbesieged enemy fortresses.
- Forbidden terrain.



If an engineer unit on its bridge side is adjacent to a river, you can consider that ONE river hexside as bridged. For this, the engineer unit must be in supply and be flipped to its bridge side during the activation segment (or a previous segment) to give this benefit.

6.2.2 Supply Units Supply units are either static (hereafter referred to as "depots") or mobile (hereafter referred to as "trains"). Only a depot can be part of a supply line. A train can be flipped to its depot side at any time during its activation.

A depot can be flipped over to its train side when a leader integrates it into his force, either at the beginning of or during his activation.

During an attrition check, a stack can spend (and eliminate) either a depot or train, and benefit from a positive DRM. **Only one supply unit can be spent per force and per attrition check.**

A depot in a controlled harbor (even if besieged) can be used as a supply source—if this harbor is linked to another supply source by sea areas which are not under the exclusive control of enemy fleets.

Straits do not block supply, but the sea area must not be under the exclusive control of enemy fleets.

For example, the British cross the Channel and land in Boulogne. If they place a supply unit in Dover and convert it to a depot, they are supplied because the distance between Boulogne and Dover is 3 MPs.

7.0 ATTRITION



7.1 Exemptions from Attrition Checks

Guerrillas, engineers, depots/trains, and permanent fortress points **never check supply**. They are not counted when computing hex occupation for attrition.

Movement for combat avoidance, interception, “marching to the sound of the guns,” and retreat after combat **never** trigger an attrition check.

7.2 Attrition Checks

An attrition check is required in the following cases:

- 1) A force is out of supply when it is activated; an attrition check takes place before each battle (or at the end of movement if no battle took place during movement).
- 2) A force is activated for a second time in the current turn. If it is out of supply, a negative DRM will apply to the attrition check.
- 3) Use of extended movement.
- 4) During the final attrition phase for:
 - demoralized units,
 - out-of-supply units that were not activated during the current turn,
 - besieged units.

7.3 When Attrition Checks Take Place

An attrition check is performed before combat resolution of the involved force.

If the force does not engage in combat, the attrition check is executed at the end of movement and/or siege operations.

If some corps of a moving army are in different hexes at the instant an attrition check is executed, roll for each hex separately.

The same applies to combined movement and to dropped-off units from any kind of force.

Armies check for attrition separately in every occasion.

For example, an unsupplied force or a force which executes a forced march spends 2 MPs and engages in combat. An attrition check is executed. The force wins and continues its movement (+1 MP), then spends 2 more MPs and engages in another battle. A second attrition check is required.

If the force drops off a unit during its move, this dropped-off unit must execute a separate attrition check.

The number of MPs used accumulates from the beginning of an activation until the attrition check; the more you move, the more the attrition risk increases.

7.4 Attrition Effects

The attrition check result depends on the number of combat points involved and the result is a number of step losses.

*For example, a demoralized French 3-step force in 1812 spends 5 MPs and rolls 2D6. The result is 10, modified by +3 (demoralization) and -1 (French) for a final result 12 = *.*

Only the activated leader suffers the effects of attrition, and only the number of steps of the activated force is tallied when checking for attrition.

Terrain penalties apply when a unit has entered this terrain type at least once during the current movement segment—between two battles for instance.

DRMs due to the presence of some nationalities are available when at least half of the involved steps belong to these nationalities. **The first loss is suffered by the nation which gave the DRM.** The additional losses are distributed as the owning player wishes. A player is not forced to use this DRM, if he does not want to lose steps from this nation.

For example, a Russian army contains 5 Russian steps and 4 Austrian steps. The Russian -1 DRM is available. If the result

is the loss of a single step, this loss will apply to a Russian unit. If the result is the loss of two steps, the player can choose between losing two Russian steps, or losing one Russian step and one Austrian step. If the player chooses not to apply the Russian -1 DRM, all losses can apply to the Austrian steps.

8.0 COMBAT PROCEDURE



A battle takes place in a hex where troops from both sides are present and when the defending player could not avoid combat (or did not want to).

The phasing player is the attacker, while the non-phasing player is the defender.

An overrun is not a battle, even if the committed forces match the required criteria for a minor or major battle.

When a battle is resolved, if the force ratio reaches a certain level, the weaker player's force is considered completely destroyed and no combat is resolved.

There are three types of battles: skirmishes, minor battles, and major battles. They differ in the size of the involved forces.

A major battle involves at least 21 steps, with at least 9 steps from the weaker side.

A minor battle occurs when 9 to 20 steps are involved, or the weaker side does not have 9 steps present *even if at least 21 steps are involved.*

Skirmishes occur when no more than 8 steps participate in the combat.

For example, if a side has 6 steps and the other has 9 steps, this is a minor battle, because the total number is 15, in the 9 to 20 range.

Army markers, engineers, and supply units are not taken into account for force size.

The size of the battle determines which combat results table will be used and how many losses will occur.

8.1 Preliminary Phase

8.1.1 Marching to the Sound of the Guns First, any leaders allied to the attacker can attempt to join the battle by "Marching to the Sound of the Guns" if they are

adjacent to the battle hex and if they pass a 2D6 check by rolling 10 or more.

The 2D6 roll is modified by:

- combat bonus of the leader attempting the march: + #
- Army commander's combat bonus if an army is present in the battle hex (or if it joins one of its corps) and provided the command capacity is not exceeded: + #
- Crossing an unbridged river: -4 (only -2 if engineers are present)
- Demoralization: -4
- Out of supply: -4

Then the defender checks for his own March to the Sound of the Guns.

These movements do not trigger attrition checks.

A force may march to the sound of the guns to reinforce an army corps by absorbing or integrating it. The same applies to a detachment which will be absorbed into the force. Pay attention to the activation levels.

A 2- or 3-army force can reinforce another force. In this case, either the force leader performs a single check, or each army commander performs a check, as the player chooses.

8.1.2 Force Morale Each side computes the morale of his force, which is the morale of the most numerous steps.

If equal numbers of steps have different morale values, the player chooses which morale value will apply to the force, but half the losses (rounding up) will apply to the steps with the morale value used.

For example, a 7-step force contains 2 steps with morale 4, 3 steps with morale 3, and 2 steps with morale 2. The most numerous steps have morale 3, so the force has morale 3.

The army morale affects the combat results.

8.1.3 Choosing Tactics (Major battles only, Optional)

1) Each player, starting with the attacker, can pick tactical cards from the tactical deck (of 30 cards). The number of drawn cards is:

- 1 card automatically,
- plus the overall commander's combat value,
- plus 1 if the commander's nation has accomplished its military reform (France 1794, Russia 1797, Britain 1800, Austria, and Prussia 1813). Allied minor powers benefit from the military reform of their major allies.

Unless triggered by a prior event, the military reform is effective during the spring turn of the given year.

The cards drawn by the attacker are no longer available to the defender, who draws from the remaining tactical cards.

2) Each player can use one card, except leaders with a combat value 2 or more, who can use an additional card.

This second card requires another subordinate leader. This leader will be able to use this card by rolling 1D6 modified by his combat value and getting a net result equal to or greater than 5. If this check is successful, the leader will be allowed to use this tactical card, which might in turn require another check specific to this tactic.

If a leader has used his tactic, he will undergo a casualty check, no matter what the result of the battle is.

The cards are secretly chosen by each player. Following that, the attacker and then the defender reveal their cards.

Some card bonuses are not automatically successful, but depend on a die roll check and on the composition of the army.

Playing tactical cards occurs in the phase specified in the Sequence of Play. Some tactical cards give a bonus during cavalry charges, others give a bonus for artillery, etc.



For example, in 1805, the Austrian leader Charles has a combat bonus of 2. He picks 3 cards from the deck (basic 1, plus 2 for his combat bonus).

But he will play only 2, that is the minimum 1, plus another 1 with a subordinate leader, because of his combat value of 2.

In 1809, if Austria reforms its army, Charles would have picked 4 cards, but he would still play only 2.

8.1.4 Calculating Combat Odds Each side calculates its combat value by adding the combat points of all units, possibly modified by terrain effects. **Artillery points do not apply.**

Combat odds are rounded toward the nearest entry on the table. Round fractions from .01 to .49 down, and fractions from .50 to .99 up. *For example, 2.5-1 rounds up to 3-1 and 2.24-1 rounds down to 2-1.*

The combat odds give:

- a DRM for the attacker only. If combat odds after the tactics are applied is 5-1 or more, the weaker side is entirely destroyed.

- if the combat ratio is 3-1 or more, the leaders from the stronger side are exempt from casualty checks mandated by the combat results table. The checks mandated by the use of additional tactics or by the use of a subordinate leader are still in effect.

8.1.5 Artillery Superiority The side with more artillery points receives a +1 combat DRM.

If one side has twice as many artillery points as its opponent, the DRM is +2.

8.1.6 Cavalry Superiority The side with more cavalry points receives a +1 combat DRM. If one side has twice as many cavalry points as its opponent, the bonus is +2.

If tied, the side with the most cavalry leaders benefits from cavalry superiority.

For this calculation, Cuirassier and Guard Cavalry points are multiplied by 1.5 (retaining fractions, i.e. $3 \times 1.5 = 4.5$).

8.1.7 Terrain Effects on Cavalry Superiority Some terrain limits cavalry superiority effects:

- Mountains: Reserve cavalry SPs count as 1 for computing cavalry superiority, and the combined cavalry-artillery superiority bonus is limited to +1
- Woods: Reserve cavalry SPs count as 1 for computing cavalry superiority, and the combined cavalry-artillery superiority bonus is limited to +1.
- Swamps: No cavalry superiority bonus except in winter, when the normal rules for cavalry superiority computation apply.

8.2 Combat Resolution

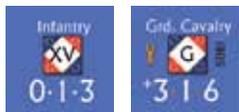
8.2.1 Terrain Effects Depending on the defender's terrain, each side is given a DRM (see the TEC).

8.2.2 Leader Effects Each overall commander uses his combat value as a positive combat DRM.

8.2.3 Lead Assault unit and Subordinate Leader Modifier Each player may:

- designate a corps as its lead assault unit whose combat modifier will apply to the battle. The downside is that the first loss will be applied to this corps.

- designate a subordinate leader to benefit from his combat modifier. This leader will have to check for a casualty.



For example, a French army consists of a 2-point corps with no modifier and the one-step Guard cavalry corps with a +3 modifier. The French chooses to spearhead the attack with his cavalry. He is therefore entitled to the +3 modifier. The combat result is a victory with 2 step losses. The first loss destroys the cavalry and the remaining loss applies to the infantry corps.

Using both DRMs during the same battle is allowed.

If the battle is a siege battle, the cavalry DRM cannot be used. Treat cavalry as having a 0 modifier for the purposes of this rule.

When a force contains only one unit, the unit's combat modifier is **always** used, even if this is a negative rather than positive DRM.

8.2.4 Combat Resolution Once all these modifiers are calculated, they are added together to obtain the final DRM. Each side calculates its DRM separately.

Each side simultaneously rolls 2D6 on the same column of the combat results table (depending on the battle magnitude) to determine how many losses the enemy will suffer, and to know if leaders will be affected.

The result is the number of enemy combat points eliminated.

The owning player selects losses according to the above rules.

If a "C" is obtained, at least one cavalry step must be lost as part of the result if cavalry is present. Cossacks are considered cavalry.

A cavalry step loss can be replaced by two step losses of other troops, if the owning player chooses to.

The lead assault unit suffers the first loss, before taking into account the "C" for cavalry; a spearhead cavalry step counts for both conditions.

A side cannot inflict more casualties than its current combat step size.

For example, if the defender, with 2 combat steps obtains a result of "3," the attacker will lose only 2 steps.

8.2.5 Leader Casualty Checks The leader casualty table must be consulted in the following cases:

- Subordinate leader using his combat bonus,
- Leader using a second tactical card,
- The result from the combat table includes an "L."

If several conditions apply to the same leader, this leader will check for casualties as many times as required.

If a side has a 3:1 or more superiority, no leader casualty checks will be resolved for this side.

An army leader never checks for casualties.

If an "L" result is obtained, the leader who will check for a wound is the lowest ranked leader. If tied, the **owning** player chooses.

In the casualty table, the overall leader criterion applies to leaders commanding a force which is not an army.

1) If a leader is wounded, he will be returned to the reserve pool during the reinforcement phase of the next spring turn.

A replacement leader can be **randomly** picked from the reserve pool if there are any.

For example, a leader wounded in summer will be returned to the leader pool during the next spring reinforcement phase.

2) If a leader is killed, he is removed from the game and a replacement leader is immediately picked (at random) from the leader pool (if there are any leaders available).

3) If a unit is destroyed, its leader is returned to the leader pool.

4) If there are no more replacement leaders in the leader pool and if the stacking limits in the hex are exceeded, remove any excess steps immediately.

8.3 Combat Results

8.3.1 Victory The winning side is the side which inflicts the most step losses on its enemy. Use the results from the table, not the real number of eliminated steps.

If the loss results are equal, a side wins if the enemy's result does not include a "+" and its own result does.

If neither result includes a "+," the attacker may choose to fight a second round or to retreat. If he opts to fight, the defender then chooses to fight or to retreat.

If both sides decide to fight, neither has lost the battle yet and no demoralization check takes place.

If a second round is resolved, and if, following this round, the defender has not been forced to retreat, the attacker has lost the battle and must retreat. The retreating side is the loser of the battle. The second round is resolved exactly like the first, with the same phases, including “marching to the sound of the guns,” morale, combat odds, tactics, etc.

8.3.2 Retreat The retreating player can choose to retreat one or two hexes.

The force cannot retreat into the hex from which its opponent entered the battle hex.

The phasing player must retreat into the hex from which he entered the battle hex. This applies also to an intercepting force even if some friendly forces were already in the interception hex.

The non-phasing player must retreat according to the following priorities:

- Retreating units must try to end their retreat closer to their supply source.
- Retreating units cannot retreat into a hex with an unbesieged enemy fortress.
- Retreating units cannot retreat into a neutral country.
- Retreating units cannot enter a hex with enemy units except if they can overrun them; in this case, the retreating force loses 1 step for each destroyed enemy step.
- Retreating units can retreat across an unbridged river hexside but at an additional 2-step loss, except if an engineer unit or an army marker is present: in this case, the retreating units lose only one step.
- Retreating units must try to avoid retreating into an opponent’s contact area and its zones of influence; if the retreating units must choose to retreat into one or the other, they must retreat through the enemy zones of influence first. It costs 2 additional step losses to retreat through each enemy zone of influence and 3 through each enemy contact area. Losses are reduced by one step loss for each such hex if it contains a friendly unit or a friendly unbesieged fortress.

If no retreat is possible, the retreating force is destroyed entirely.

You can always retreat into a friendly unbesieged fortress in a hex.

Each overall commander can retreat in a different direction and drop off units in the first retreat hex only. A retreating force can absorb or integrate friendly units during its retreat, possibly modifying their activation and demoralization levels.

If units in a harbor must retreat, and if there are a sufficient number of fleets in the hex to carry these units, the force can redeploy into a friendly harbor within the fleets’ MF. This redeployment can be subject to interception and naval combat. This retreat is automatically intercepted when a blockade is in effect.

If no such friendly harbor exists, the retreat must be a land retreat using the rules above.

8.3.3 Demoralization Check The loss of a minor or major battle triggers a demoralization check. The loss of a skirmish does not.



The losing side executes a demoralization check by rolling 1D6. The army is demoralized if the modified result is greater than the army morale.

The force receives a “demoralized” marker.

The morale DRMs are:

- Overall commander’s combat bonus: +#
- The overall commander (except army) is killed: -1
- Difference between the loser’s **effective** losses and the winner’s effective losses (**including losses incurred during retreat**) = -1 for each combat point lost. This difference takes into account losses during the last round only. If a battle has ended after the second round, **only the losses from the second round are subtracted**, the losses during the first round do not decrease or increase the difference.



For example, a Prussian army, with a morale 3 (based on the morale of the largest number of combat steps) and led by Blücher (combat value of 1) has sustained 2 more step losses than its enemy. It is demoralised if it rolls greater than $3 + 1 - 2 = 2$.

8.3.3.1 Demoralization Effects

Cavalry pursuit: If there is surviving cavalry on the winning side, it can pursue the defeated demoralized units. The demoralized force loses one step or one supply unit for:

- each pursuing light cavalry step,
- each pursuing Guard cavalry step,
- every 2 cuirassier cavalry points total.

For example, 3 cuirassier cavalry points and 1 light cavalry point pursue. The demoralized force loses 2 steps.

The player owning the demoralized force freely distributes the pursuit loss steps.

These losses are doubled if the player retreats across an unbridged river with no engineers.

Other effects:

A demoralized force can automatically avoid combat if attacked again.

The force morale is lowered by 1 point while demoralized. This penalty applies to subsequent rally attempts.

The force can no longer intercept enemy forces and an army loses its area of influence.

If involved in another combat and demoralized again, the force is **completely destroyed**.

A -2 DRM applies to demoralized units in combat.

Length of Demoralization effects:

Demoralization is in effect until the end of the operations phase of the following winter turn (unless the overall commander rallies the army during a subsequent rally phase). The units will therefore suffer from attrition during the final attrition phase of the current and following turns, as long as it is demoralized.

For example, a unit demoralized during the Summer 1805 turn may stay demoralized until the end of the Winter 1805 operations phase.

If units in good order integrate a demoralized force, these units are demoralized upon their integration.

If a major or minor country surrenders, the defeated demoralized troops immediately remove their demoralization markers.

8.3.3.2 Rally At the beginning of an activation, a leader can attempt to rally his supplied demoralized units by rolling 1D6 (modified by the leader's combat value) and spending 3 MPs.

- If the die roll is equal to or lower than the present force morale (apply -1 because of demoralization), the force rallies. Failing that, its state does not change.
- The player can execute as many rally attempts as the force's movement factor allows.



For example, an Austrian army, led by Charles (combat value 2) has a

basic morale of 3 (based on the morale of the largest number of combat steps), which is lowered to 2 because the army is demoralized. This army will rally on a die roll of 1, 2, 3, or 4 (morale 2 + Charles' combat value 2).

8.3.4 Movement After Combat If the phasing player is victorious in the combat, he can continue his activation and spend his remaining MF, lowered by 1 MP because of the battle.

9.0 SIEGES



9.1 Prerequisites for a Siege

- 1) To lay siege to a fortress, the attacking player must have as many steps as the fortress value (or an army marker for citadels). In addition, in the hex, all units allied to the fortress must be inside the fortress.
- 2) The leader must spend as many MPs per siege attempt as the fortress value.

Exceptions:

- If the phasing player has won a battle in the fortress hex, he can immediately make a siege attempt at no MP cost.
- If, at the end of the besieger's movement, the siege has been laid without a preliminary battle, a siege attempt can be executed.

For example, a Spanish army spends its 6th movement point to enter a Portuguese fortress hex with 2 fortress points. The army can attempt to besiege the fortress without spending MPs.

- 3) If a siege is laid during a forced march, an attrition check must occur after movement, siege attempts, and remaining moves—and before battle, if any.

For example, the Spanish player has laid siege to a Portuguese fortress during his first activation. During his second activation (forced march), he continues the siege and executes 2 attempts which cost him 2x2MPs (this is a level-2 fortress). After the second attempt, the fortress surrenders. The Spanish player decides to move his units with his remaining 2 MPs to

attack a Portuguese unit which cannot avoid combat. Before resolving combat, the Spanish player will have to check attrition.

4) A siege is not a battle and the phasing player can resume his movement after the siege if the force has any remaining MPs. A player can execute several siege attempts during the same activation if he has enough movement points.

9.2 Siege Attempt Resolution

1) The besieging phasing player reads the siege table according to the fortress level, with the relevant modifiers to determine the result.

A fortress has a combat value and artillery value equal to its level.

All fortresses have a morale value of 3.

If troops are present in the fortress and if there are more steps than the fortress value, use their morale.

The following DRMs are taken into account:

- Artillery Superiority: determined by the difference between the Besiegers and besieged. The fortress level represents steps and artillery points.
- Leader combat bonus differential: +/- a leaderless fortress is value 0.
- Supplied Engineer units: +1 per unit.
- Army markers: +1 per marker for its intrinsic engineer
- Siege duration: +1 for each level of siege duration

2) When resolving combat after a Breach or Assault result, the following special rules apply:

- There are no terrain effects.
- No cavalry pursuit is possible. Cavalry modifiers cannot be used.
- No tactics are available.
- Only the skirmish column is used.
- **The besieged side cannot cause more casualties than its remaining permanent fortress points plus the combat points of the units within the fortress.**
- The besieged side benefits from a leader's combat bonus if such a leader is present.
- Only one combat round is resolved.
- The losing side does not retreat after combat.

For the besieged side, the fortress' intrinsic value and a number of steps equal to the base fortress value are not subject to attrition. Any steps greater than the fortress value do suffer attrition. They can be demoralized.

The besieging side never checks its morale during a siege attempt.

9.3 Siege Results



- **NE** = no effect, the siege round did not yield any result. Place a siege continuation marker with an increased level on the fortress.
- **R or R*** = the attack has been repulsed with a possible attacker loss. Place a siege continuation marker with an increased level on the fortress.
- **A** = a 1-round assault is resolved on the skirmish table. If the assault does not result in the capture of the fortress, place a siege continuation marker with an increased level on the fortress.

In addition, the besieged sides' step loss results in this assault can be satisfied either by reducing the strength of the units in the fortress, or by reducing the fortress level (in which case, use the Fortress -1/-2 markers to show this).



If the combat result is tied which means each player receives the same result on the Combat Results Table (CRT), the besieging units are repulsed.

If at the end of the assault, the besieged units lose the battle and are demoralized, the fortress surrenders and the units present in the fortress are destroyed.

The result is the same if the fortress only has its permanent points.

Exception: Citadels only surrender when every permanent point is eliminated. A citadel is never demoralized.

Surrender can also occur if all besieged units, including the permanent fortress points are eliminated. Players should keep track of the number of eliminated permanent points, while keeping in mind that this does not reduce the fortress level (siege table). Use a loss marker for this purpose.

If the attacker is destroyed at the same time as the fortress points, the hex is still controlled by the defender but it will be empty and it will no longer benefit from the fortress advantages as long as it is not reactivated.

- **B = breach.** A round of combat is resolved, but the besieged units are automatically destroyed at the end of the round. If all attackers are destroyed, fortress control switches to the attacker, but as an empty fortress.
- **H = honors of war.** The fortress surrenders and is deactivated, but the besieged force returns during the next Spring reinforcement segment.

If the fortress is captured, it immediately becomes the property of the besieger with its printed value, provided the winner spends a supply unit or assigns a combat point from a unit in the hex. Later, if a supply point or combat point are not spent, during the reinforcement phase the player will be able to produce a garrison point. In the interim, put a “Fortress Removed” marker on the fortress. As long as this is not done, the fortress is considered a simple city.



9.4 Raising the Siege

If the number of steps necessary to maintain the siege is not met, the siege is raised and the besieging units must redeploy into adjacent hexes, using the retreat rules and, whenever possible, as close as possible to their supply sources.

If a force friendly to the besieged fortress enters the hex, a battle occurs, but the besieged units do not take part in this battle.

10.0 NAVAL WARFARE



When enemy fleets either have failed to avoid combat or have opted not to avoid combat, a naval battle occurs.

10.1 Resolving Naval Battles

This naval battle is resolved as simultaneous fire volleys between the fleets.

Roll 1D6 for each fleet, and modify the result by the fleet's tactical bonus. If a naval squadron takes part in a

battle, each admiral applies his own bonus to the fleet he commands.

Each side tallies their total and compares it to the other side's total:

- If the difference is between 1 and 3, the losing side retreats with no losses.
- If the difference is between 4 and 7, the losing side eliminates a fleet and the surviving fleets retreat.
- If the difference is between 8 and 11, the losing side eliminates 2 fleets and the survivors retreat.
- If the difference is 12 or more, the losing side is eliminated.



For example, a naval squadron consists of two British fleets, the first one with a +0 admiral, the second one with a +1 admiral. This group attacks a French fleet with a +0 admiral.

The British player rolls 1D6 with no modifiers and 1D6 with a +1 modifier. The modified results are 2 and 6+1, for a total of 9. The French rolls once and gets a 5. The difference is 4, thus the French lose one fleet and are destroyed.

10.2 Victory in case of ties

If tied, the non-phasing player decides first whether to retreat or stay. If he retreats, he is considered the loser. If he stays, the phasing player then can choose to retreat or stay. If the phasing player decides to retreat, he is considered the loser. If both stay, a second round is fought.

And so on...

10.3 Retreat

The destination of a retreat can be:

- A harbor in the same sea area (both sides), which ends the phasing fleet's activation.
- A friendly harbor within MF range of the fleet. This movement cannot take place through sea areas under the exclusive control of enemy fleets at sea (non phasing player).
- The sea area from which the fleet entered the battle area (phasing player), at a cost of 1 MP.

If the losing side retreats into a harbor, the winner included the non-phasing player can pursue the loser and blockade this harbor (if he has enough MPs to do so).

Retreating into a harbor or establishing a blockade ends movement for the activated fleet.

If the activated fleet loses the combat, but does not retreat into a harbor, it can resume its movement and spend MPs, but it cannot reenter the sea area where the battle took place. If the fleet does not have enough MPs, its movement ends.

If a fleet in a blockaded harbor is defeated, it can only retreat into its harbor.

10.4 Naval Combat in a Harbor

Naval combat can take place in a harbor if the phasing player decides to attack the enemy fleets sheltered in this harbor.

In this case, the fleets in this port cannot avoid combat. On the other side, they benefit from the protection of coastal batteries:

- A harbor with no fortress has no coastal batteries.
- Each permanent fortress point gives a +2 DRM to the 1D6 roll if fleets are present. If no fleets are present in the harbor, roll a 1D6 (and every fortress **level** after the first provides a +2 DRM).

For example, a harbor with a level 2 fortress currently has no fleets. If an enemy player wants to land in this harbor, naval combat takes place and the fortress will roll 1D6 with a +2 DRM. If a fleet was anchored in the harbor, the defending player would have rolled 1D6 for the fleet with a +4 DRM.

If the attacker loses the battle, he retreats as explained above, except if he has attacked from the blockade box with a blockade already in place. In this case, he retreats into the blockade box and resumes the blockade. No additional combat round takes place.

If the defender loses the battle, he retreats to a friendly harbor within MF range, and during this retreat can be intercepted by other enemy fleets which did not take part in the battle.

If the attacker wins the battle and the fleets from the harbor have retreated, the attacker can pursue them by spending any remaining MPs.

10.5 Loss of Naval Leaders

Only admirals can be killed (not geographically-named fleets). During each battle, roll 2D6 for each named admiral whose fleet has been sunk.

On a 12, the admiral is killed. Remove his counter from the game permanently.

10.6 Decoy Fleets



Some fleets are nothing more than decoys. They move like other fleets and have a maneuver modifier but they have no combat modifier. If a decoy fleet takes part in a battle, it is automatically destroyed, no matter what the outcome of the battle is.

10.7 Corsairs



Corsairs are a special type of French naval unit. On their front side is the admiral's portrait, an anchor symbol, a skull-and-crossbones symbol, and a single rating representing their effect on British trade.

When produced, corsairs are drawn randomly and placed in the corsairs box. During the spring budget phase, they can be attacked by coalition fleets. The surviving corsairs will be able to attack British trade.

A coalition fleet can be placed in the "corsairs" box during the naval round of the activation phase. Just remove the counter from the sea area and put it in the box. This is not possible if the fleet is blockaded or if its movement has geographical restrictions.

The fleets can exit the corsairs box to reenter the map in a national port during a naval impulse; this costs the entire movement allowance of the fleet.

10.8 Example of a naval operation

2 French fleets leave Toulon (Gulf of the Lion, 1 MP), enter the Western Mediterranean (1 MP), and Cape Saint-Vincent (1 MP) where a British fleet fails to intercept. They continue into the South Atlantic (4th MP), Bay of Biscay (5th MP) where they engage a British fleet (0 MPs) which does not try to avoid combat. A naval battle occurs, but the French fleets lose. They can opt to retreat into a Biscay harbor. This will end their movement and allow the British fleet to pursue them and blockade them. Or they can opt to retreat into the South Atlantic (6th MP) with 2 MPs remaining to complete their naval operation, but without being able to enter the Bay of Biscay.

11.0 DIPLOMACY AND EVENTS PHASE



This phase occurs at the beginning of each turn.

When certain actions require the players to play in a specific order, use the following sequence: **Spain, Turkey, Prussia, Austria, Russia, France, and Britain.**

Unless specified otherwise, a “bloc” means France or the Coalition, plus their major allies that are not played by a physical player.

11.1 Events Phase

This phase takes place during each turn but the major activities only occur during the Spring turn.

During the Spring turn, new cards are added to the deck and Major powers (in the diplomacy phase order) randomly draw cards from the events deck and, in the case of public events, play ONE immediately before the next player or bloc.

There is a set of cards common to all scenarios. There are also sets of cards specific to the Revolutionary period (1792-1800) and a set of cards specific to the Empire period (1805-1815).

France draws 2 cards. She can draw an additional card (to a maximum of 5 cards) for each of the following:

- she controls Flanders,
- she controls or is allied to Lombardy, Venezia, Romagne, Tuscany, Piedmont, and Genoa (also called Northern Italy)
- the Rhine Confederacy and Kingdom of Bavaria are established.

France loses a card if a war of Liberation exists in Spain.

Britain draws 2 cards. She loses one card for each of the following events:

- another major power has more fleets than Britain, or if enemy forces (whether supplied or unsupplied) are present on Britain’s national territory at the beginning of the Spring turn.
- the Continental System is in effect.

Every spring turn each allied major power, except Spain and Turkey, is allowed to draw one additional event card.

Note: In a multi-player game, each major power played by a physical player (except France and Britain), including Spain and Turkey, can draw one event card, whether this power is at war or not.

11.1.1 Events Deck The events deck is shared by all players. The deck is composed of the cards from the common deck (C) and those from the time period covered by the scenario played—either Revolution (R) or Imperial (I).

At the beginning of the Spring events phase, new cards with a date corresponding to the current year are added to the deck, which is then shuffled with the remaining available cards

Previously played cards are set aside and they are returned to the deck only when there are no more playable cards available to build a new deck.

There are public events, marked with the notation “PUBLIC,” which must be played and revealed immediately **at a rate of one public event per bloc per turn.**

A public event must be played immediately, even if it is detrimental to the player who picked it.

Other events can be kept by the player and played at the moment he deems most appropriate.

During the budget phase, a player can sell an event card to another player, for a freely negotiated price. The price must be paid immediately.

The nature of the events differs. Some events are of a military nature and can be played during the action phase (strategic movement, automatic success for a tactical check, etc.), others allow the entry of new units or the declaration of war by some countries (Tyrol rebellion, war between USA and Britain, foreign wars (FW), etc.).

Some cards are removed from the game when played; other cards played are set aside and are returned to the deck only when there are no more cards available to be drawn.

The players can keep the cards they have drawn subject to the previous conditions of use.

For example, France during Spring 1809 can draw 4 cards because she controls Flanders, northern Italy, and the Confederation of the Rhine—minus one for a War of Liberation in Spain. She picks 2 public events and 2 secret ones. She is forced to play one public event during Spring and one more during Summer.

11.2 Diplomacy Phase

11.2.1 The Diplomacy Track There is on the map a track with the name of each major power with an “allied” box, a “neutral” box, and a “satellite” box.



In 2-player games, the diplomacy markers for major powers (except France and Britain) are placed in the “allied” box of either France or Britain (or in the neutral box), but the diplomacy markers of allied minor powers stay in their own boxes.

11.2.2 Diplomacy Actions and Minor Countries During each turn, each player (either a bloc or a major power played by a physical player) can attempt to influence ONE minor country not allied with another power, without spending any £.

In a 2-player game, it is possible to execute an attempt by each major power allied to a bloc; that is, Prussia, Austria, Russia.

In addition, each side may pay to dispatch an embassy which will perform an additional attempt. This embassy costs 4£.

This second attempt is performed after the first diplomacy round and in the same order as above. Each player will state only at this moment whether he wants to dispatch an embassy and pays the cost.

These attempts can be executed in the name of an allied power and using their budget.

A minor country can have 3 different statuses:

1) **Neutral:** no effect. If attacked by another power, the country immediately enters the war allied to the other bloc and its marker is placed in France’s or Britain’s allied box. Its units are controlled by France or Britain.

2) **Allied:** the minor country immediately enters the war allied to the controlling power, and its troops are set up on the map. Only this status allows the minor country to produce its own troops during a peace or war period, and it allows allied troops to halt within its territory (during peace as well as during war against another minor or major power). The minor country may also receive subsidies to build units during the Spring budget phase. Lastly, a minor ally can only leave this allied status if conquered by another power (or through a random event).

Exception: the Coalition may attempt a diplomacy action against a minor power allied to France if this power is part of the Continental System and not a satellite state.

A -1 DRM applies for each French step present in the minor power.

A -1 DRM applies to diplomacy attempts by other powers during the current diplomacy phase.

3) **Satellite:** This status applies only to minor powers allied to France and is announced at the beginning of the Conquest phase of the Winter turn.

No supplied foreign force can be present in the minor power’s territory when this declaration is made.

The minor power is then immune to diplomacy attempts by the Coalition and to enemy random events.

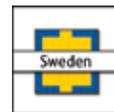
Only those minor powers sharing a border with France and those minor powers created during the game (Italy, Rhine, Poland, and Westphalia) can benefit from this status.

11.2.2.1 Diplomacy Check Resolution The player rolls 2D6, modified by the political bonuses associated with each minor power.

A power can influence the die roll by spending £2 per +1 DRM, for a maximum of +2. This money is spent as bribes to various people not represented in the game. Therefore, nobody receives these £.

If the modified result is 12 or more, the check succeeds and the minor country the minor country’s political status shifts by one in the direction of the successful checking major power (i.e. Allied to Neutral to Enemy Allied).

Players must wait until the last roll of the dice to know the final statuses of the minor countries.



For example, Sweden is in the “Neutral” box and France spends 4£ (and rolls a 10 +2 DRM for a 12), moving Sweden to the French “Allied” box.

The diplomacy phase proceeds, and the British player performs his diplomacy actions. He targets Sweden, spending 4£ for a +2 DRM and, despite the -1 DRM for the just concluded Swedish-French Alliance, he rolls an 11+2-1 for 12. Britain succeeds in its attempt, and the Swedish marker moves back to the “Neutral” box. (Had Britain failed this check, Sweden would have become a permanent French ally and no further attempts would have been allowed.)

11.2.3 Games With Unplayed Major Powers In a multi-player game, each player can attempt to influence neutral major powers unplayed by a physical player. Each attempt per turn and per neutral major power costs £4. Embassies are allowed with the same £4 cost.

As long as they are neutral, the units of these countries are played under neutral activation chits by one bloc in the following manner including production:

- France: Spain and Turkey.
- Britain: Prussia, Austria, and Russia.

11.2.3.1 General Rule These attempts occur after the diplomacy round for minor powers, in the diplomacy phase order. The cost for these attempts is spent from the checking major power’s budget.

In 2-player games, only France and Britain execute diplomacy checks. France checks first, and Britain second.

11.2.3.2 Diplomacy Checks and Modifiers The mechanism for these attempts is similar to the mechanism for minor powers. **Success is on a 2D6 roll of 12 or more.**

Modifiers are:

- National modifier: see the “Diplomacy Modifiers and Force Set Up” table.
- Major power defeated by the bloc during a prior war: -1 for the winner, +1 for the losing bloc.
- Financial support: +1 per £4 spent each turn (maximum +2).

These amounts are not added to the target power’s budget. They find their way into the pockets of various personalities involved in the negotiations.

11.2.3.3 Possible Statuses

Neutral Status: The power can produce units as described in the production rules while abiding by possible peace clauses that could have been dictated to this power previously. During the diplomacy phase, the neutral major power can only act if played by a physical player.



When activated by the “Neutral” initiative marker, land units can move within the borders of their national territory. Fleets can move anywhere on the map, but they must end their movement in a harbor in their country or in an allied minor.

Allied Status: The diplomacy marker can no longer be moved, except if a random event mandates it or if the marker was moved into the “Allied” box because of the “Mandatory Alliance” peace clause. **Exception:** Turkish (14.2) and Spanish (14.4) Instability.

The major power immediately declares war on the enemy bloc.

11.3 Declaration of War Phase

Each power, following the diplomacy order printed above, can declare war on some powers and ally with other powers.

A power cannot invade a neutral country before declaring war on it.

12.0 ECONOMICS AND BUDGET PHASE



All the budget sub-phases are simultaneous, except for the reinforcement sub-phase which is performed sequentially according to the **diplomacy phase** order.

Each power can use a budget fuelled by resources from its controlled provinces, trade, subsidies from allies, and war indemnities.

Each major or minor country’s budget for each scenario is printed on either the Major or Minor Powers Resource Chart, on the play aid.

During the Spring turn, the major and minor powers compute their resources as pounds (£). One trade point generates £1.

They can build units, pay back their debts, or spare some cash to allow diplomacy actions during the following turns.

Each power has a limit on how many combat steps it can build during a budget phase. This limit is called “recruitment level” and is printed on the Resource Charts.

For example, in 1805, France has a 22/7 recruitment level, which means that she can build 22 combat steps, including 7 cavalry steps.

At the end of the Winter turn, the major powers except Britain lose all unspent £. Britain can save any amount from one year to the next.

12.1 Special Rule: French Conscripts

(Scenarios 1805-1815 only)

This rule is available from Spring 1808 until the end of the game, and can be used twice during the Grand Campaign game. It cannot be used in consecutive years. France can call for conscripts and double its recruitment level (but not the cavalry recruitment level), and the number of £ collected is multiplied by 1.5 in that Spring turn.

The second time France calls for conscripts, use the following penalties:

- Infantry corps I to VI lower their combat modifiers to +1 instead of the printed +2.
- France loses her attrition bonus (the one shared with Russia). It keeps its other bonuses until 1812.
- France loses all diplomacy bonuses towards minor countries.

For example, in 1809, Napoléon calls for conscripts. In 1812, he calls again for conscripts; from this point on, France suffers the penalties described above.

12.2 Collecting Resources

12.2.1 Provinces During the Spring budget phase, each player checks his starting budget to determine whether this budget has been increased or decreased.

During a war, a province controlled by the enemy causes a £2 loss to its former owner (£4 if it is a key province).

A province is controlled by the enemy if:

- he controls its capital city with a supplied enemy combat unit or a reactivated fortress.
- all its fortresses have been destroyed or reactivated by the enemy.

 *For example, France and Austria are at war with each other. France conquers Innsbruck, the capital of Austrian Tyrol and its only fortress. During the following Spring turn, France receives nothing from the Tyrol, because at the beginning of the war this province was Austrian. On the other hand, Austria loses 2 £.*

When a major power is conquered, each province transferred to the victor provides him with £3 (£6 if it is a key city province) and the same amount is subtracted from the former owner's revenue. The recruitment level remains the same, unless the province is a former minor power in which case it does impact the recruitment level of the conqueror by adding the minor power amounts.

12.2.2 Allied and Conquered Minor Countries

1) A **conquered minor country** gives nothing to the conquering major power as long as it is not integrated into the major power's national territory during the next Winter conquest phase. If the minor power is integrated, the conquering major power will receive the minor power's whole budget and the recruitment level will be modified accordingly.

If the major power decides to reinstate the minor power during a Winter turn, the minor power will be able to produce its own units with its own resources.

2) Each **minor country allied** to a major power can produce its own troops using its own resources. The allied major power can give £4 to the minor country but only during Spring turns.

The minors cannot save £. At the end of the Spring budget phase, any remaining £ are lost.

A minor country allied to no major power does not produce anything. If attacked, its units are deployed according to the "Diplomacy Modifiers and Force Set Up" chart.

If the capital city of a minor is occupied by the enemy, the minor produces nothing, even if it has not yet surrendered. This is the case when, for example, the minor still controls at least one of its fortresses.

12.2.3 Trade Each harbor has a trade value printed in the corresponding blockade box. This value is the number of £ the harbor gives to both the harbor owner and Britain.

An enemy-controlled harbor provides nothing to Britain and to its owner if they are at war.

The number of trade points collected during the Spring budget phase depends on the political situation between Britain and the countries that control the harbors in the sea area:

- **Alliance between the country and Britain** Britain and the country receive the printed amount, except if the harbor is enemy-controlled or blockaded.
- **War between the country and Britain** No trade points are received by either side.

Yet, if Britain occupies the harbor, she will receive the trade points.

- **The country participates in the Continental System** The Continental System can be dictated by France as a peace treaty condition. A minor power allied to France is automatically part of the Continental System.

No trade £ are collected by Britain or France if part of the Continental System.

Diplomacy attempts by enemy powers on minor powers allied to France are allowed and receive a +1 die roll bonus.



12.2.3.1 Corsairs and British Trade Once the various countries have computed how many trade points they receive, Britain computes how many trade points she will receive and checks the influence of the corsairs located in the Corsairs box, with the following procedure:

- Attack of the corsairs by coalition fleets present in the box:

To attack corsairs, the coalition fleets must first detect them.

Each fleet can attempt to detect ONE corsair in the box by rolling 1D6 and obtaining a 5 or more. The die roll is modified by the admiral's maneuver value (bonus) and the corsair value (penalty).

Detected corsairs can be attacked by the fleets which found them. Each fleet fires once at the corsair, by rolling 1D6 and modifying the result by the admiral's combat value. The corsair is sunk on a result of 5 or more.

- Surviving corsairs roll the dice to determine how many £ they rob from Britain, as shown on the corsair table.

For example, the Corsairs box contains 3 British fleets with 2 French corsairs. The coalition attempts to detect the first corsair with 2 fleets and the second one with 1 fleet. The first corsair is detected by the two fleets but not the other. The coalition rolls two dice, one per fleet, and sinks the corsair. But the surviving corsair can use the table to hinder Britain's trade.



12.2.4 Spanish Gold Each winter (and if no event contradicts this rule) Spain can receive gold from the New World, for a total of £5, provided she has an unblockaded fleet and a free harbor west of Gibraltar (inclusive).

12.2.5 Gifts and Loans No matter their respective statuses (neutral or at war), the major powers can give £ to other major and minor powers. The decision and the amount are chosen during the budget phase, and they are declared and paid for at that instant.

Except for **Britain** which has no limit, major powers can transfer a maximum of £6 to each other major power.

Major powers can transfer a maximum of £4 to each minor power.

Each major or minor country cannot receive a **total amount of gifts greater than its self-produced budget**. In other words, the budget can at most be doubled by gifts.

12.2.6 War Indemnities War indemnities can be imposed on a power as a peace clause by the winner, and they are paid during the next Spring budget phase.

12.3 Production

To create new units, the power must have £ available, according to the schedule printed on the Production Chart on the play aid.

The new units are available during the reinforcement phase of the turn during which they were created.

Each power can produce only the units provided in the game.

Production and set-up occur only in the Spring budget phase, unless an event allows otherwise.

Each major and minor power has a recruitment level which represents the maximum number of steps that can be produced during each Spring budget phase.

Fleets can be built only in a shipyard (white blockade box). **Each shipyard can produce only one fleet per budget phase.**

Corps can be produced with only one step. They are deployed with a flipped counter. The single step usually does not include artillery.

Note: There are no cavalry detachments, only infantry detachments.

Players can produce replacement steps to replenish flipped corps if they are located in a reinforcement site. In this case, the player just has to produce a combat step and flip the counter to its full-strength side.

During each budget phase, 2 steps can be added to each supplied army to replenish depleted units including cavalry units.

Flipped corps can be disbanded to replenish other corps of the same type and located in the same hex, during the budget phase of any season.

For example, an army is composed of 5 flipped infantry corps during the production phase. The player builds two steps to replenish two corps and disbands 1 corps to replenish a third corps.

12.4 Reinforcement Phase

1) **New Unit Deployment:** New units are the steps produced as explained above and which set up in the capital of the country or in unbesieged fortresses on the national territory. Stacking rules are in effect.



To create an army, a player must have at least two steps in the same supplied hex anywhere on the map, and chooses an additional leader from the reserve leader pool. The highest ranking leader in the hex assumes command of the army.

An army can be created **at the beginning of any activation, without spending any MP**. The only requirement is a sufficient number of £.

2) **New Leader Deployment:** When a new leader is received as a reinforcement, his counter is put in the leader pool during the Spring turn of the year printed on the counter.

Players can **choose** new leaders to set up on the map. The leaders set up on the reinforcement locations with or without combat units.

Exception: leaders that replace dismissed leaders appear in the hex where the replaced leader was.

Leaders from a major power can be set up on minor allied units while obeying the criteria above.

12.5 Example of Production



Russia begins its spring 1811 production with £15. The £ reserve is lost because only Britain can retain £ from one year to the next.

Russia has lost no provinces and therefore receives £55. Its alliance with Britain gives her £5 for trade, for a total of £60. Britain gives a £12 financial gift, which raises the budget to £72; Britain is not limited to £6 as other major powers for the subsidies she gives.

Now, Russia builds new units, taking into account the recruitment level of 18/6. She decides to rebuild the Imperial Guard in St. Petersburg. She must build 2 guard infantry steps (£10), plus the corps' artillery for the counter's front side (£1), for a total of £11. This leaves £61 and a recruitment level of 16/6.



Russia opts to build a cavalry corps. It builds 2 cavalry steps (£12), plus the corps' artillery for the counter's front side (£1), for a total of £13. This leaves £48 and a recruitment level of 14/4.

Two campaigning armies have reduced light cavalry corps. The Russian player wants to reinforce these corps, which is possible, since he is allowed to build two steps per supplied army. Since the corps markers already exist, only two light cavalry steps are built, for a cost of £10 (£38 remain) plus two artillery points (+2 £), for a total cost of £12. This leaves £36 and a recruitment level of 12/2.

4 flipped Russian corps are in reinforcement hexes. The Russian player decides to bring them up to their maximums, which requires the production of 4 infantry steps (4 x £3) and 4 artillery points (4 x £1). The cost is £16. £20 remain, with a recruitment level of 8/2.



Russia decides to build 3 infantry detachments to join units at the front. Detachment markers are free and the only cost to pay is the three infantry steps, that is, £9. £11 remain with a recruitment level of 5/2.

Russia decides to keep this £11 reserve for the next four turns for some possible diplomacy actions.

13.0 CONQUESTS AND PEACE



The conquest and peace phase is performed at the end of each winter turn for minor countries, and at the end of each turn for major countries.

13.1 Minor Countries

A minor country is conquered if, during the winter conquest phase:

- its capital city is occupied by a supplied enemy combat unit, or the fortress of the capital city has been reactivated by the enemy
- AND all its fortresses have been captured by the enemy (they can be reactivated or still inactive).

If units from different allied powers simultaneously occupy the capital city, the power with the most combat points assumes control of the conquered country. If tied, control is given to the power with the best diplomatic bonus towards that minor country. If still tied, each tied power rolls 1D6 and the highest roller wins, and controls the minor country.

13.1.1 Effects of Conquest The country may become a province of its conqueror **if it has no combat units**.

Otherwise, its land units are destroyed and removed from the game—except for **Polish units which stay under France’s control (but cannot be rebuilt)**.

Half of the fleets are destroyed, as well (rounded up).

Exception 1: If the minor power is located within the Grand Empire area (Flanders, Piedmont, Genoa, Tuscany, Papacy, Geneva, and Neufchatel), it must be integrated into France’s national territory (whether this minor country has troops or not).

Exception 2: If the minor country is not adjacent to the national territory of its conqueror (or to one of its minor allies), it cannot become a province of the conquering major power.

13.1.2 Reinstating a Minor Country Starting with the conquest and peace phase of the current winter turn, the major power can “reinstale” the minor, which becomes an ally of this power. The diplomatic marker of the minor country is placed in the major power’s allied box and the minor can produce troops again.

This minor power can receive the status of a satellite according to the conditions of rule 11.2.2.1.

Important: A minor with available combat units *must* be reinstated at this time, except if adjacent to the original national territory of the conquering power, which can annex it.

The same applies to a unitless minor country which is not adjacent to the original national territory of the conquering power (or one of its minor allies).

The fortresses of a reinstated minor are immediately reactivated if they have been removed.

The power can also reinstale the minor and integrate it during the winter turn into a new state, like the Confederation of the Rhine or the Kingdom of Italy.

13.2 Special Case: A Minor Country with More Than One Province

When their capital city is taken as explained above, these minors are not conquered, but they surrender.

The capital city is the capital city listed in the diplomacy chart with the state’s name.

The conqueror chooses one province, adjacent to his national territory, no matter whether this province

contains the minor power’s capital city or not.

The diplomacy marker of the minor power is placed in the neutral box.

The minor country and the major power cannot declare war on each other for the next four game turns.

Alternatively, the major power that controls the minor power can propose a peace with the major power that triggered the invasion as soon as the invader controls one province. **The invader must accept this peace proposal, which ends the conflict.** The province now belongs to the aggressor major power, and the diplomacy marker of the minor power is placed in the neutral box.

The minor country and the major power cannot declare war on each other for the next four game turns.

Diplomacy actions are allowed from the turn following the beginning of peace, with no restrictions. They can occur during the 4 turns of mandatory peace.

For example, Russia declares war on Sweden. The Russian forces take Finland but not Stockholm. Sweden decides to sue for peace and gives Finland to Russia. It may happen that, in the following turns, Russia will add Sweden to her allies through diplomacy actions.

13.3 Major Powers

Conquering a major power does not aim at annexing it, but at dictating peace conditions which benefit as much as possible the victorious bloc.

13.3.1 Conditions for Peace If all the “criterion cities” of a major power are occupied by supplied enemy **combat** units, or if the corresponding fortress has been reactivated by the enemy, **the power must sue for peace. In all cases, the enemy must control the capital city plus one of the combinations of criterion cities.**

For each power, the criterion cities are (the first city listed is the capital):

Austria (2): loss of **Vienna**, and either Budapest or Prague.

France (3-4): loss of **Paris**, Bordeaux, and Lyon. (In the 1805-1815 scenarios, add Antwerp.)

Britain (1): loss of **London**.

Prussia (2 -3): loss of **Berlin** and Konigsberg, as well as Warsaw (if this city is Prussian).

Russia (2-3): loss of both **Moscow** and St. Petersburg, or loss of Moscow along with both Kiev and Odessa.

Spain (1): loss of Madrid.

Turkey (1): loss of Constantinople.

Exception: If the capital city of a major power is enemy-controlled and if all armies on the national territory are demoralized or destroyed at the end of a turn, **remove one criterion city from the conditions above.**

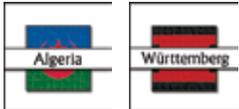
13.3.1.1 Free Peace Proposal A major power can always propose peace at the end of a turn, even if the conditions above are not met.

The opposing major power or bloc can freely accept or refuse, and the clauses are negotiated as the players see fit.

If the opposing bloc refuses the peace proposal, the alliance credit is raised by 1 point (optional rule).

13.3.1.2 Continuation of War Theoretically, a major power fulfilling the conditions above must sue for peace. Yet, the major power can opt to refuse to sue for peace and continue the fight for *two* more turns. If, at the end of those additional turns, the surrender conditions are still met, the major power will have to sue for peace **and will be subject to 8 peace conditions instead of just 4.**

13.3.2 Effects of Peace



Control of Minor Countries during a Conflict: All the minor countries conquered from the opponent switch

to the permanent control of the major power that has conquered them and which can annex or reinstate them as per rule 13.1.

Beware, a former minor conquered by a major power is a province of this major power, not an allied minor. *For example, Venezia for Austria in 1805.*

13.3.2.1 Diplomatic Status of Defeated Major Powers

The diplomacy marker of the defeated power is placed in the neutral box in two-player games.

In multi-player games, the major power becomes a neutral power.

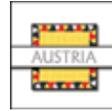
Diplomacy actions against the defeated major power are not allowed during the length of the mandatory peace.

13.3.2.2 Mandatory Peace

1) Duration and Conditions of the Mandatory Peace:

The defeated major power and the victorious major power cannot declare war on each other during a number

of turns equal to the result of a 2D6 dice roll (with a minimum of 6 turns).



For example, France has defeated Austria in Winter 1809. They roll 2D6 and obtain a 9. There will be a mandatory peace between these two powers which will last for nine turns, until the end of Spring 1812. If the dice roll result had been a 4, the mandatory peace would have lasted 6 turns.

If the defeated power's territory contains units from its former allies, these units must immediately leave its territory. Just move these units to the nearest friendly fortress in a province controlled by the owning bloc. If several provinces are eligible, the owning player distributes the units between the provinces as he sees fit. A demoralized unit stays demoralized.

The defeated power's former allies can no longer enter the defeated power's territory, except by declaring war on it or concluding a new alliance at the end of the mandatory peace period.

Exception: If the defeated power chose a continuation of war for 2 more turns, its former allies can enter the provinces adjacent to their national territory even after the surrender of the major power, as long as they are still at war with the conquering power.

For example, Prussia chose to continue the war but was defeated in Winter 1806. Russia can still move into Eastern Prussia and Masovia, as long as she is at war with France.

The defeated power's fortresses are reactivated for free.

During the mandatory peace, the victor's units can cross the territories of the defeated power and its minor allies' territories and even stop within. Stacking of units belonging to the two nations is possible, and each country must separately obey the stacking rules.

It is possible to trace a supply line across the territory of the defeated country during the mandatory peace, but only detachments and supply units from the conquering power can be used as supply links. The defeated country's fortresses can be used neither as supply links nor as supply sources.

At the end of the mandatory peace period, the units of the victorious major power must leave the defeated country's territory before the end of the mandatory peace. Failing that, they are immediately destroyed.

In a multi-player game, the defeated country recovers its full freedom of action at the end of the mandatory peace.

In some cases, a mandatory alliance may be proposed to

the defeated power. In a two-player game, the diplomacy marker is placed in the allied box of the conquering power.

2) “The Rights of the People:”

A major power defeated by another major power can be subject to another declaration of war by its former conqueror, at the end of the mandatory peace.

If this new declaration of war occurs before the vanquished major power has benefited from at least 4 Spring production turns, international opinion is shocked, which results in the following consequences:

- All currently neutral major powers ally themselves to the attacked power.
- All major powers in a mandatory peace with the aggressor can ally themselves with the attacked power.
- All major powers in a mandatory alliance with the aggressor can ally themselves with the attacked power.

13.3.2.3 Choosing Peace Conditions The victorious bloc or major power can choose 4 peace conditions. It can choose 8 conditions if the defeated major power has opted to continue the war once the conditions to sue for peace were met.

The victor chooses two conditions, then the vanquished chooses two conditions, and so on. If several major powers have defeated the same enemy, the choice of conditions is performed using the reverse diplomacy order.

For example, Russia and Austria have conquered Turkey. Russia will choose the first peace condition, Austria will choose the second one, and Turkey will choose the last two conditions.

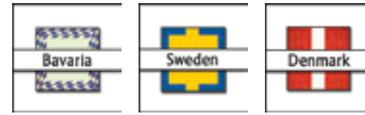
The six possible peace conditions are:

1) **Territorial concessions;** this can be chosen or conceded for a maximum of three peace conditions, even if eight peace conditions are available. Each of the following cases represents one peace condition. The four options are:

- One province from the defeated major powers’ national territory. This cannot be a key city province as long as other eligible provinces are available. The province must be adjacent to the victor’s national territory or to the territory of a minor allied to the victorious major power.
- A non-adjacent province that will be annexed to a minor ally to form a new state (i.e. Duchy of Warsaw, Kingdom of Italy, Bavaria, etc).
- A province that was originally part of the territory of a minor allied to the victor.

• Each province chosen on the defeated major powers’ national territory can be replaced on a one-for-one basis:

- a) by a province from a multi-province minor power still allied to the defeated major power (for example Bavaria, Sweden, Denmark etc.), even if not adjacent to the victorious major power, OR



- b) by an alliance with a single-province minor country still allied to the defeated major power.

2) **The victor may opt to receive war indemnities,** which count as 2 peace conditions. The amount of the war indemnities is equal to **half** the power’s budget. This amount will be paid during the next Spring budget phase.

3) **The victor can choose military aid from the defeated power,** which counts as 1 peace condition. This military aid will last for the duration of the mandatory peace, and the defeated power will provide one infantry corps plus one cavalry corps and a supply unit, neither of which can be Guards. These units are considered as units from a minor allied to the victorious major power but they must trace supply to their own supply sources.

These units are lent to the victor as soon as they are available.

At the end of the mandatory peace, the defeated power’s troops are automatically moved to their own country through the shortest path, unless the owner cedes control of the units as a token of goodwill to its former conqueror.

In any case, these units are moved by the power that controls them.

4) **Establishment of the Continental System** by the defeated major power and its minor allies. This counts as 1 peace condition.

5) **Extending the mandatory peace:** the victor may roll a third D6 to extend the mandatory peace, which counts as 1 peace condition. **This condition is possible only if the defeated power has used the continuation of war rule.**

6) **The victor can also propose a mandatory alliance** which will take effect at the end of the mandatory peace described above. This counts as 2 peace conditions.

This choice is available only if:

14.0 SPECIAL RULES



- the vanquished power has opted to continue fighting *and* if each criteria city is occupied by an enemy supply unit or a reactivated fortress, **OR**
- the major power is vanquished for the second time by the same opponent.

The vanquished power grants the use of its territory to the victor for the duration of this mandatory alliance. The victor still has to maintain his own supply lines, but can use the defeated power's fortresses as supply links.

For example, France defeats Prussia which had decided to continue fighting. Prussia is allied to Sweden and Saxony. France occupies Ansbach, one of Prussia's two Polish provinces, Saxony, and Swedish Pomerania. Saxony has been reinstated by France. Peace is concluded by choosing 8 peace conditions and France chooses the first two conditions.

Napoléon chooses to annex Magdeburg province, which is adjacent to French Hanover. He chooses also to establish the Continental System. Prussia offers war indemnities to France. Then, France dictates an alliance which will take effect at the end of the mandatory peace. Lastly, Prussia offers two Polish provinces, one of which is French-controlled.

France creates the Grand Duchy of Warsaw and confirms the annexation of Ansbach.

13.3.2.4 Mandatory Alliance in 2-player games A mandatory alliance is in effect for an undetermined duration.

This kind of alliance can be broken in different ways which cause the involved power to switch to the other side:

- either when an event is played,
- or after a diplomacy action by the other side; this diplomacy action is performed during the usual diplomacy phase, and costs the same as a diplomacy action against a neutral major power. The conditions for success are the same, with additional DRMs:

- if the conquering power suffered a major defeat during the turn preceding the attempt: +1.
- for each full year after the first: +1 per year.

The units of the former conqueror take control of the fortress in their hex. If enemy units fulfill the criteria, a siege begins immediately. Failing that, they are moved into an adjacent hex.

If the hex contains no fortress, the weakest side is destroyed, and the strongest side loses as many steps as the weakest side had. If tied, both sides are completely destroyed.

14.1 Foreign Wars

Some events are wars occurring outside of the game map (USA, Persia, India, etc).

Only one Foreign War (FW) can begin during a calendar year.

Some events require that an expeditionary force must be dispatched to this war and placed in the "foreign wars" box with this event card.

If a player fails to sustain the proper expeditionary force, the player loses a number of £ equal to the price required to build the corresponding units. If he does not have enough £ to pay the price, the remainder will be subtracted from his earnings during the **next Spring budget phase**.

Starting with the next Winter turn, the player can attempt to end the war by rolling 1D6. The war ends on a result **greater than or equal to the number printed on the card**.

Each calendar year of war provides a +1 DRM.

When the war ends, the player rolls 1D6 for each step and for each fleet. On a 6, the step or fleet is destroyed. If a corps no longer contains any steps, it is destroyed.

In addition, each leader performs a casualty check.

The surviving units can be repatriated to the game map during the next Spring reinforcement phase.

14.2 Turkish Instability



Through 1806, Selim III reigns over Turkey. In Spring 1807, Mustafa IV succeeds him on the throne, and in Summer 1808 Mahmut II succeeds him.

Each time a succession occurs, during the diplomacy phase, the Turkish sovereign is removed from the map and replaced by his successor.

During the next diplomacy phase, the Turkish player rolls 1D6. If the result is 4 to 6, Turkey immediately reverts to neutrality if at war with another major power. Her units are immediately moved to Turkish territory and any

Feudal units are disbanded. Any conquered provinces are returned to their previous owners so as to return to the status quo before the war. Only allied minors that were conquered or reinstated stay under the control of their conquerors.

In games in which Turkey is played by a physical player, alliances are immediately broken and Turkey is neutral again.

14.3 National Revolts

The major powers that control national uprisings which may be triggered by random events are printed on the event card.

The national insurgent units cannot leave their national territory, except if stated otherwise on the event card.

They are always in supply.

As long as an insurgent is present in a province, the owning major power loses £2.

The insurgents can strengthen their forces with one replacement strength point per Spring budget phase if they control the capital city of their province.

14.4 Spanish Instability

Spain is an ally proud of her glorious past and quick to take offense.



14.4.1 Diplomacy Actions Against Spain

Even when allied to a power, Spain can be subject to another power's diplomacy actions.

Spain does not allow the the presence in (or crossing of) her territory by an allied major power unless:

- The “Bayonne Trap” card has been played, OR
- Spain has suffered a defeat in a major or minor battle, OR
- Spain no longer has any fleets in play.

During each diplomacy phase when Spain is allied to another major power, she can be the target of a diplomacy influence check if the corresponding £ are spent.

The major power succeeds its influence check by rolling 2D6 and obtaining the following result:

- not possible in 1804 and before,
- 14 in 1805,
- 13 in 1806,
- 11 in 1807,

- 10 in 1808,
- 8 in 1809,
- 7 in 1810-1815.

The 2D6 roll is modified by -1 for each full increment of 2 allied combat steps deployed on Spanish territory.

If the check succeeds, Spain immediately joins the bloc of the major power that made the diplomacy check, and a liberation war begins if combat steps or fleets belonging to the former ally are present on Spanish national territory.

If there are none, the possible conquest will be achieved by the capture of the criterion cities without any war of Liberation.

The “Dos de Mayo” event also triggers a change of alliance to the opposite side if there are former allied combat steps within Spanish national territory.

For example, in Summer 1808, France and Spain are allied and 5 French steps have entered Spain after a minor defeat. Britain executes a diplomacy check by spending £8 and rolling 2D6, modified by -2 (5 French steps) and +2 (financial subsidies). The result is $11 - 2 + 2 = 11$, Spain breaks her alliance with France and joins the coalition. Since some French steps are present, a liberation war begins.

In a multi-player game, Spain can break her alliance with a major power as soon as steps from this major power have entered her national territory and the “Dos de Mayo” event has been played. A liberation war begins, with the same rules as described in 14.4.2 below:

14.4.2 Liberation War A liberation war begins in the following cases:

- A Spanish instability check has occurred (and is successful) and troops from the former ally are present on Spanish national territory, as in the example above,
- Troops from the former ally have invaded Spain following the shift of alliance and the enemy bloc plays the “Dos de Mayo” event.
- In the multi-player game, when the “Dos de Mayo” event card is played while foreign troops are present in Spain.

Effects of the Liberation War:



Any two Spanish guerrillas are deployed on the map and the others can be produced during the next budget phase.



The Portuguese guerrillas counter can be produced only if enemy units are present in Portugal.

They are deployed the same turn they are raised. They deploy anywhere in Spain (or Portugal depending, on their nationality) but not adjacent to an enemy unit or an active enemy fortress.

They need no leader to move (initiative 1) or to attack (use a notional leader 0/0 for combat).

As long as the enemy player does not control the capital city and all the fortresses of a province, the Spanish player receives the £ from the province.

Spanish land units cannot leave Spain as long as any enemy units are present on her national territory.

When Madrid and all Spanish and Portuguese harbors are controlled by the enemy, Spain is conquered and must accept the peace proposed by the victor with 4 peace clauses.

The liberation war only ends with the conquest of Spain as above.

14.5 Special Units



14.5.1 Austrian Frontalier Corps

Austria has two frontalier corps which appear automatically any time war is declared on Turkey. They appear in any province adjacent to Turkey.

The strength of a frontalier corps can be replenished and the frontalier corps can be rebuilt like other units.

When peace is signed, they are removed from the map.

If a new war is declared, they appear again at full strength.

The units from this corps can move and fight only within the Austrian and Turkish provinces adjacent to the border between these two countries.



14.5.2 Turkish Feudals

The Turkish player can use feudal troops in his whole empire. He can raise these troops anytime during war, within the following limits:

- If Turkey is attacked by another major power, all the feudals can be raised until peace occurs.
- If Turkey declares war on a neutral minor power, only the feudals from a province adjacent to the enemy territory can be raised.
- If Turkey declares war on a neutral minor power in Asia or Africa, only the feudals from Anatolia can be raised.

The Turkish player must announce this during the declaration of war phase. The feudal counters are identified by their named province.

The feudal corps are deployed in the capital city of their province. The counter represents both the troops and their leader.

The feudal troops can be rebuilt like other units. The reduced feudal corps are replenished for free during the Spring production phase if the corps is in the capital city of its province of origin.



For example, the Rumelian feudal corps, with a basic manpower of 2 combat points, is currently reduced to 1 point. During the Spring turn, if the Rumelian feudal corps is in Phillipopolis, it can recover its missing combat point for free.

From the moment Turkey is at peace, the feudal corps are disbanded. If Turkey declares war again, even as soon as the next turn, the feudal corps can be raised again with full manpower.

14.5.3 Austrian and Prussian Landwehr

When the “Landwehr” random event is drawn, the corresponding power receives for free 3 infantry steps per Spring budget phase.

15.0 OPTIONAL RULES



15.1 Alliance Credit

In 2-player games, from the instant when a major power joins a bloc, the player should compute the “Alliance Credit” for this power, which measures how much the power is committed to this alliance.

As soon as this credit is spent (0 box), the power leaves the alliance and becomes neutral again. Yet, the power is still subject to the peace conditions imposed by the other side.

The Alliance Credit basic value is 7 **points**, plus 1 point per minor country allied to this power.

For each £4 paid, add 1 **point** to the alliance credit, up to a maximum of 3. This can happen only when the power joins the alliance. The power does not receive the money, which is spent on political personalities as bribes, etc.

Later, the credit varies with the following events and circumstances:

- The capital city of an allied minor is lost: -1
- Major defeat of your troops (see the conditions to classify a battle as major) which demoralizes your army: -2
- Loss of the capital city: -3
- The capital city of an allied major country is lost: -1
- The capital city of an enemy major power is captured by your troops: +3
- The capital city of an enemy minor country is captured by your troops: +1
- Major victory of your troops (see the conditions to classify a battle as major) which demoralizes the enemy army: +2
- Major victory/defeat in which the power did not actually take part: +1 / -1
- Enemy loss of an army marker in battle with your troops: +1
- **Destruction/loss of an army marker containing your troops:-1**
- £4 given to various officials (i.e. not the major power): +1. This can happen only once per subsequent Spring turn diplomacy phase.
- Refusing a voluntary peace: +1 (max +2)

As soon as the alliance credit falls to 0, the power must sign a peace with its enemies at the end of the turn.

15.2 Antwerp Harbor

This harbor provides special bonuses to France as long as it is controlled and not besieged.

The fleets within the harbor cannot be attacked by enemy fleets.

Each even-numbered year, during the spring budget phase, the French player may roll 1D6. If the result is 4 or more, a French fleet is built for free in Antwerp.

15.3 French Imperial Guard

The infantry of the Imperial Guard was the most dreaded unit during the Napoleonic Wars, but it was seldom committed to battle.



If the French player decides to use the Old Guard (not the Young Guard Inf Corps) as a spearhead, and if the combat result calls for a French demoralization check, French morale is reduced by 1 point if the Guard has lost one step.

15.4 Bernadotte



At the end of the 1810 Summer turn, remove the French leader Bernadotte and replace him with the equivalent Swedish counter. This leader is placed in Sweden if this country is in play, or in the reserve pool for Sweden.

16.0 VICTORY IN 2-PLAYER GAMES



Each side can obtain an automatic victory if the following criteria are fulfilled during the victory phase of any turn:

16.1 Automatic French Victory

This occurs if:

- Britain is conquered, OR
- the Continental System has been in effect for at least two Winter victory phases, OR
- this is Winter 1813 or later— and France has defeated Austria, Prussia, and Russia—and is allied to or has defeated Spain—and all are currently at peace with France.

16.2 Automatic Coalition Victory

This occurs if France is conquered.

16.3 No Automatic Victory

If no automatic victory has occurred before the 1814 Winter turn, France wins if she controls every capital city fortress hex in the whole Grand Empire territory. Failing that, the Coalition wins.

Designer's Notes

Nations in Arms is the last step on my path to what I would consider to be the best strategic game of the Napoleonic era (from my subjective criteria). I was impressed by Avalon Hill's *War and Peace*, a game I played often during my time as a student, even if it lacked some diplomacy rules (and the Ottoman Empire). Undoubtedly *Nations in Arms* can claim an affiliation to this game much more than with games like *Empires in Arms* or *The Napoleonic Wars*, two other clever designs.

When I started to work on this project in 1995 during my period in the army in Africa, my goal was to provide a game where players have to deal with the economic, diplomatic, and of course military affairs—but within historical limits—to prevent modes of play I saw in *Empires in Arms* and *The Napoleonic Wars* that I felt fell too far from the constraints of this period. The first attempt was *Le Grand Empire*, which I designed for my company Pratz Editions, with first (2007) and second editions (2008). The game has been much-played and some fans clamored for a kind of “tournament” ruleset to speed the game up, especially for the grand campaign scenario.

I found the idea excellent and started to develop a new version just for fun—and it turned out to be a great success. Players gave me more and more ideas to streamline the rules and to skip some game routines which were not worth the value trade-off in pleasure of play; for instance the heavy cavalry table was deleted, and we simply increased the combat value of Cuirassier corps. We also managed to speed up the economics phase with one main one (instead of four a year) and by combining two resource values into only one. The result was a reduced playtime, by at least a third.

Another common request was to include the French Revolutionary period in the game; the two periods are quite different and require a real effort for the publisher to provide them within the same box. Eventually we decided to split the two periods without including a big scenario from 1792 to 1814 as it appears too specific and too many special rules were needed. Of course, players are free to try!

Because a strategic game is often long to play and the grand campaign (1805-1814) in *Nations in Arms* also requires some time to play to a conclusion, I feel it important that players can enjoy some shorter scenarios which can

be considered stand-alone games. Some scenarios are training scenarios which give you the opportunity to learn how to manage your units in a theater of operations, others are truly games within a game (like the Peninsular War and the First Coalition campaign).

Another important point was to share the enjoyment of play among the players—I hate sitting round a table for hours waiting for my opponent to finish his move—and to take into account the chaos of war that characterized the period. The perfect tool was a seasonal turn, with alternating play of leaders depending on their quality (a true advantage for the French during a large part of the game). Thus, the turns are interactive and players must make their own choices every impulse.

Once the core of the system was drawn, I had to choose the right scale for the combat units and leaders; although there are good games at the operational level (like the OSG series) where you can understand the skill you need to command an army in that period, at the strategic level you do not see too many games which deal with that (except for *War and Peace*). It was fundamental to represent how the Napoleonic Wars were wars of attrition, and to explain why you are able to engage in the decisive battle of the campaign with only a third or a fourth of your initial forces.

The operational part of the game focuses on the importance of lines of communication; you must build them with your depots or your detachments, and you must protect them against the manoeuvres of your opponent. Breaking a line of communication is often more valuable than a battle, especially if your army is not an elite one.

So the game retains the corps as the basic structure—with a few armies and detachments to add some flexibility. I wanted to distinguish the different kinds of troops of the period, to give an opportunity to players to build their forces to function in their objectives and in the styles of the different major powers involved. This is especially true with cavalry: you need light cavalry for intelligence and pursuit, and you need heavy cavalry—named cuirassiers in the game in memory of those men of legend—to gain victory during battles. Artillery is included in the corps and armies to gain substantial die-roll bonuses, as is morale (to show how high-morale forces can hold their ground in the face of hordes of irregulars or low-quality line corps).

Last but not least, you need “heroes” to lead these men—and as usual, quality prevails over quantity; we tried to provide every leader who distinguished himself during this *épopée*. Each is rated for combat performance and initiative (please do not underestimate the latter). An army led by a good leader with competitive subordinate leaders (like the Grande Armée was in 1805) is terrific.

Once you master how to move your forces with a solid line of communications you can engage in battle; I have tried to simulate the importance of decisive battles because I feel that in many other games, the loss of such decisive combats were not taken into account; for instance why did Austria surrender after Wagram while still having considerable forces in good fighting condition? I assumed players in such a situation would go on against the “ogre!”

In *Nations in Arms*, a defeated army whose morale breaks is demoralized and suffers a costly pursuit and is totally destroyed if defeated again (and even more, this destruction is an objective criteria for the conquest of the country). Be cautious before engaging in a decisive battle if your army has a low morale value.

The other way to simulate this peak of the campaign is linked with the economic aspect of the game. *Nations in Arms* is not a “civilization” game; you play the role of the emperor who builds his army each year to conduct campaigns. And you will see how a beautiful army is expensive, especially the necessary units to reign over battlefields: artillery, cavalry, engineers, etc. For instance, Austria needs at least two to three years to rebuild an army, so the coalition players should think at a strategic scale before burning their troops.

It is even more true with fleets (which are also included in the game); unlike ground forces, I combine on the same counter admirals and ships. The sea side of the game is much more unpredictable than the land warfare because the naval markers which allow you to move your fleets are rare and drawn randomly. This gives the French player a little chance to make the crossing, especially against an overconfident British player. And beware of the infamous event cards!

Indeed, *Nations in Arms* contains three decks of event cards: a Revolution deck, an Imperial deck, and a common one which is mixed up with one of the two previous ones depending on the period you are playing. These events do not win the game, but do add a period

feel (and allow us to simulate some rare situations without complex exceptions—like the War of Liberation in Spain, or certain diplomatic situations).

The game has been designed for two to seven players. I consider this time as a struggle between France and Britain, and that is why they are the main major powers. We have also had great fun playing the grand campaign with five players (adding Austria, Prussia, and Russia). Playing with Spain and Turkey is also allowed, but I didn’t want to build in specific victory conditions to enhance their capacities beyond their historical ones. Every major power can win either an automatic victory during the course of the game, or a substantive victory at the end based on historical perspectives.

I would like to thank Compass Games for their support during this adventure; we are proud that Compass Games and Ken Dingley put some interest into this project from Europe. A great thanks to the artist, Mark Mahaffey who did such a great job, and a special thanks to Don Katz who helped me to check every element of the game.

I am proud of this game because it is the Napoleonic game I wanted, and has been updated by those who played it.

—Stanislas Thomas

Artist’s Note

We spent a great deal of time and effort on portrait research for *Nations in Arms*. Should anyone know of a portrait of any of those leaders shown with silhouettes, please let me know via email at mhssoftware@hotmail.com and they will be added to any future edition. Or you may visit the discussion thread at boardgamegeek.com/thread/796375 to see the current list of missing portraits and join the hunt.

—Mark Mahaffey

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Sheet 1 Down: Europa & Russia

2-1-4	2-1-4	2-1-4	2-1-4	2-1-4	2-1-4	1-1-4	1-1-4	1-1-4	1-1-4
Algeria 3-0-1	Algeria 3-0-1	Bahrain 2-0-1	Bahrain 2-0-0	Bahrain 3-0-0	Bahrain 3-0-1	Bahrain 3-0-2	Bahrain 3-0-0	Bahrain 2-0-0	
1-1-4	1-1-4	1-1-4	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	1-0-3	1-0-3
Bahrain 5-0-3	Bahrain 3-0-0	Bahrain 3-0-1	Chad 3-0-1	Chad 2-0-0	Chad 3-0-1	Chad 3-0-1	Chad 3-0-1	Chad 3-0-0	Chad 3-0-0
1-0-3	1-0-3	3-2-6	2-2-5	3-1-6	2-1-5	0-1-5	0-0-5	0-0-5	0-0-5
Chad 2-0-0	Chad 3-0-1	Chad 4-0-3	Chad 3-0-1	Chad 3-0-1	Chad 4-0-2	Chad 3-0-0	Chad 3-0-1	Chad 3-0-1	Chad 3-0-1
2-0-5	2-0-5	2-0-5	0-0-4	0-0-4	0-0-4	0-0-4	0-0-4	0-0-4	0-0-4
Chad 2-0-0	Chad 3-0-1	Chad 3-0-1							
1/2-4	1/2-4	1/2-4	0-0-4	0-0-4	0-0-4	0-0-4	0-0-4	0-0-4	0-0-4
Chad 3-0-1	Chad 3-0-1	Chad 4-0-2	Chad 3-0-0	Chad 2-0-0	Chad 4-0-2	Chad 3-0-2	Chad 3-0-1	Chad 3-0-1	Chad 3-0-1
3-0-1	3-0-1	3-0-1	2-0-0	2-0-0	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1
3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1

Match 11 Rows
 Year to Maximize: The use of Russian Eurostars opens
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1/2-4	1/2-4	1/2-4	2-2	2-2	2-2	2-2	2-2	2-2	2-2
Chad 4-0-1	Chad 4-0-2	Chad 3-0-0	Chad 3-0-1	Chad 3-0-1	Chad 4-0-2	Chad 4-0-2	Chad 4-0-2	Chad 3-0-1	Chad 3-0-0
0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3
Chad 3-0-1	Chad 4-0-1	Chad 3-0-2	Chad 3-0-1	Chad 3-0-1					
0-1-3	0-1-3	2-2-3	2-2-3	2-2-3	0-1-3	0-1-3	2-2-3	2-2-3	0-1-3
Chad 3-0-1									
3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1
3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1	3-0-1

Sheet 2 Down: Russia, Belarus, Georgia, Portugal

1-1-4	1-1-4	1-1-4	2-0-5	0-0-4	1-1-4	3-0-1	2-0-5	0-0-4	0-0-4
X-X	0-2	2-1	2-1	2-1	2-1	0-2	1-1	2-0	2-0
Bahrain 3-0-0	Bahrain 2-0-0	Bahrain 4-0-2	Bahrain 3-0-1	Bahrain 4-0-1	Bahrain 2-0-0	Bahrain 3-0-1	Bahrain 3-0-0	Bahrain 3-0-1	Bahrain 3-0-1
1/2-4	1/2-4	1/2-4	1/2-4	1/2-4	2-1-5	1-1-4	1-1-4	0-1-4	0-1-4
Chad 3-0-1	Chad 3-0-0	Chad 2-0-0	Chad 2-0-0	Chad 3-0-0					
0-1-4	0-1-4	0-1-4	0-1-4	0-1-4	0-1-4	0-1-4	0-1-4	0-1-4	0-1-4
Chad 4-0-2	Chad 3-0-0	Chad 3-0-1	Chad 3-0-0	Chad 3-0-1	Chad 3-0-0	Chad 3-0-1	Chad 4-0-1	Chad 3-0-1	Chad 4-0-1
1-0-2	1-0-2	1-0-2	1-0-2	1-0-2	1-1-4	1-1-4	1-0-4	1-0-4	1-0-4
Chad 2-0-1	Chad 3-0-0	Chad 3-0-1	Chad 3-0-0	Chad 3-0-0	Chad 5-0-3	Chad 3-0-1	Chad 2-0-0	Chad 3-0-1	Chad 3-0-1
3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0
3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0	3-0-0

Match 11 Rows
 Year to Maximize: The use of Russian Eurostars opens
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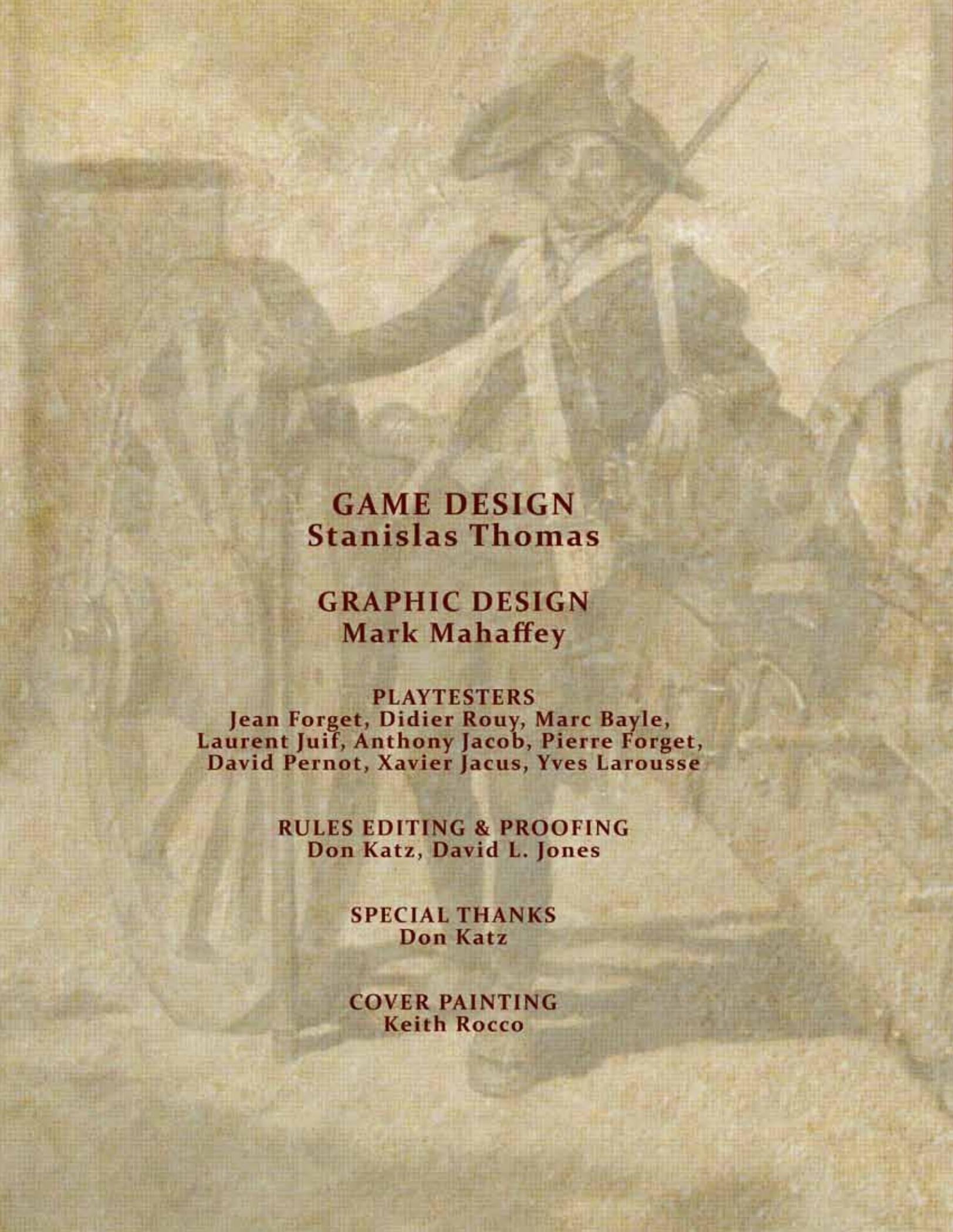
2	2	2	2	2	2	2	2	2	2
Chad 3-0-1									
1-1-3	1-1-3	1-1-3	1-1-3	1-1-3	1-1-3	1-1-3	1-1-3	1-1-3	1-1-3
Bahrain 3-0-1	Bahrain 3-0-0	Bahrain 3-0-0	Bahrain 2-0-0	Bahrain 3-0-1	Bahrain 3-0-0	Bahrain 3-0-1	Bahrain 3-0-0	Bahrain 3-0-1	Bahrain 3-0-0
0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3
Chad 3-0-1	Chad 3-0-0								
0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3
Chad 3-0-1									
0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3
Chad 3-0-0	Chad 3-0-1	Chad 3-0-0							
0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3
Chad 3-0-1									
0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3	0-0-3
Chad 3-0-1									

Sheet 3 FRODO, PIRATES, SHIPS, TORNAHO, VANCOCK MINE

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Sheet 4 FRODO, VANCOCK MINE, MARKERS

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