# The Struggle
# Between
# England & France

# The Sequel
# to
# War and Peace

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# STANDARD GAME RULES

This Standard Game (SG) section details core rules for the game. The Grand Campaign Game (GCG) is in the following section. This rulebook contains the playtest rules for the new version of **WAR AND PEACE**. Previously, the Third Edition rulebook gathered all official Avalon Hill material. The Fourth Edition rulebook supports the new map. Finally, this sequel supports a very new map, a redesigned Grand Campaign Game and an updated Standard Game. **The Struggle Between England And France (TSBEF)** is a free to download game. The author of this work retains all rights to the work and does not provide permission for any person or entity to sell this work. However, printing for personal use is permitted.

## A. INTRODUCTION

**TSBEF** is a historical game recreating the vast European conflict known as The Napoleonic Wars. Since the outbreak of the revolution which deposed the French monarchy in the last decade of the Eighteenth Century, the new French republic had provoked the enmity and wrath of anxious crowned heads who ruled the rest of the Continent. Since 1792 France depended upon her largely amateur army for survival against the professional forces of her royalist enemies. In December 1804, the Corsican general who had risen to command that army was coronated Emperor and for the next ten years the fate of France and Europe hinged upon his unique military genius. Now, **TSBEF** traces the rise, fall, return and final defeat of history's greatest soldier, Napoleon Bonaparte.

**TSBEF** is organized as a series of mostly chronological scenarios each recreating a major Napoleonic Wars military campaign. These scenarios share a common set of basic rules augmented by special rules indicating the initial deployment, victory conditions and other circumstances particular to each individual scenario.

A scenario depicting Napoleon's first Italian Campaigns serves as an introduction to the game system. The Egyptian Campaign is next followed by the second Italian Campaign. These three scenarios comprise the pre-Empire portion of the game. Then there is Austerlitz-1805 and the Third Coalition.

The next scenarios, Jena to Friedland: 1806-1807, and Wagram-1809, represent the campaigns during which the Imperial French army reached its dominant position among major European powers. Napoleon in Russia-1812, and The War of Liberation- 1813, are finely balanced, massive campaigns for the control of eastern and central Europe. Napoleon at Bay-1814, and Waterloo-1815, are scenarios reflecting the last ditch efforts of Napoleon to stave off total defeat at the hands of the Allied sovereigns and their ever burgeoning armies.

The lengthy campaign waged for control of the Spanish Peninsula is divided into two scenarios, one of which simulates the entire six year conflict while the second is limited to the decisive period of 1811-1814. The 1812, 1813, and 1814 Spanish scenarios can be linked in to a new scenario depicting the long bloody epic defeat of Napoleon's France.

Finally, **TSBEF** includes a grand campaign scenario covering the entire ten-year struggle which raged from the mountainous coasts of Portugal to the scorched earth of the endless Russian steppes.

Each of the campaign scenarios is played on a portion of the 4th Edition map board and require between two and three hours to play. The two scenarios dealing with the war in Spain require relatively few pieces but may require from eight to twelve hours to play to completion. The grand campaign game which utilizes the entire map board and all of the playing pieces is a long-term historical immersion project which may last a maximum of 120 monthly Game-Turns.

All scenarios can be played solitaire or by several players, each of whom assumes control of one or more of the major belligerent powers. The grand campaign scenario can be played solitaire or by up to five players and is particularly suitable for team or club competition. Playing the grand campaign with fewer than 4 players may require some optional rules for play-balancing.

## B. GAME EQUIPMENT

Each game of **TSBEF** includes the following parts:
1. One Rulebook
2. Main Map
3. Playing Pieces
4. Two Player-Aid Cards
5. Two Dice
6. Game Box
7. Module for VASSAL, CyberBoard, or ADC2

## C. THE MAIN MAP

1. This map depicts the major terrain features and political boundaries which existed in Europe at the start of the Nineteenth Century. A hexagonal grid is superimposed upon the map to regulate movement and positioning of playing pieces and delineate the various terrain features affecting play. The map is scaled so that each hexagon (or hex) represents approximately 40 miles in width. The various terrain features the map depicts are illustrated with their effects on combat and movement explained by the Terrain Effects Chart.

2. The map is composed of four separate map areas numerically identified as follows: 1 = Spain, 2 = France, 3 = Germany (Austria/Prussia), 4 = Russia. The 4th Edition Map is shown below:

3. The map uses an alpha-numeric system to identify each hex. Whenever a particular hex is referred to in this text, the hex designation is followed by a parenthesized number identifying the map area in which that hex is located. Example: *Paris is located in hex Y16(2).*

4. The red political boundaries on the map delineate the territory of six major powers (Spain, England, France, Austria, Prussia and Russia) as they existed in 1805. The boundaries of many minor states are also depicted. Most, but not all of these minor states, have corresponding playing pieces and are referred to as "minor powers". There is one minor powers (the Rhine Confederation) which was created after 1805 and consequently not delineated on the map. Minor states which were allied or annexed by a major power prior to 1805 contain an abbreviation indicating the controlling major power. The minor states depicted on the map are: Ansbach (Pr), Baden, Bavaria, Bayreuth (Pr), Brunswick, Denmark, the Empire (a group of minor German states incorporated into a French satellite

known as the Rhine Confederation), Hanover, Hesse, Holland (Fr)-(in 1805, this territory was still known as the Batavian Republic), the Kingdom of North Italy (Fr), Naples (Fr), Portugal, Saxony, Sweden and Swedish Pomerania (considered a Russian satellite state in 1805), Switzerland (Fr), Westphalia (Pr), and Wurtemburg.

5. The major and minor cities depicted on the map are all considered fortifications. The capitol cities of the major powers are: Spain (Madrid), England (London), France (Paris), Austria (Vienna *and* Budapest), Prussia (Berlin *and* Konigsberg), and Russia (Moscow *and* St. Petersburg). The fortress of Gibraltar is an English possession located in hex A7(l).

6. Red and black infantry symbols indicate cities where reinforcements are "produced" during the grand campaign scenario. A city with a *red* infantry symbol may produce <u>any</u> *army* unit. A city with a *black* symbol may only produce landwehr. The city of *Portsmouth* is the only city with a *white* symbol and may solely produce English squadrons and transport units.

7. There are sixteen naval zones upon the map but only four are depicted as adjoining the European land mass (Baltic Sea, North Sea, Mediterranean Sea and Atlantic Ocean). All sixteen sea zones are delineated on the map board for use during Naval Movement.

# D. THE PLAYING PIECES

1. The die-cut playing pieces, hereafter referred to as unit counters, represent the armed forces and leaders which fought in the Napoleonic Wars. Armies and navies are abstractly and symbolically represented as infantry, cavalry, squadrons, or naval transport units. The large number printed on these units indicates their combat value measured in "strength points". Each infantry or cavalry strength point represents approximately 5,000 combat soldiers. Each naval strength point represents six vessels.

2. The army and navy units of each nationality are printed in several different strength point denominations like money, strength points of the same nationality and type may be exchanged for ease of use. At any time, a player may consolidate unit counters which occupy the *same hex* by replacing them with a larger denomination counter which represents the *same number of strength points* as the units being replaced. Conversely, a single counter may be replaced by several smaller denomination counters which collectively represent the same number of strength points, identical in nationality and type to the unit they replace. The process of consolidation or disbursement is limited only by the number of unit counters physically available for the transaction at any given time during the game. The playing pieces provided with WAR AND PEACE, except for status counters (e.g. supply (Rule M) or siege (Rule S)), may not be created if needed.

**Example**: *A unit representing five French infantry strength points may be replaced by one unit worth two infantry strength points, and three units, each representing one infantry strength point. French guard or militia units may not replace regular infantry strength points.*

3. Most of the important military commanders who participated in the Napoleonic Wars are represented by individual counters indicating the leader's name and relative leadership value (This is not a strength point value. Therefore, leaders are immune from attrition.). This leadership value, which has an important influence on combat, may range from zero (poorest) up to three (best). Many zero value leader counters represent lower-ranking commanders not

identified by name. Such leaders are indentified by a single alphabetical designation. The leaders of major powers have a capitalized designation. The leaders of minor powers have a lower case designation.

4. The nationality of each major power unit is identified by the *background* color of the unit counter and its national flag. There are six major powers identified by the following color scheme:

Spain (yellow), England (red), France (blue), Austria (white), Prussia (grey), Russia (green). The symbology of all major power units is printed in either *black* or *white.*

5. There are nineteen different minor powers represented in the game. The *background* color and flag of a minor power unit identifies the major power which generally dominated or was frequently allied with that minor power during the Napoleonic Wars (most minor powers became satellites of England, France, Prussia or Russia during the conflict). The symbology of all minor power units is printed in *yellow*. The various nationalities of the minor power units are also identified by a one or two letter abbreviation printed on their unit counters. These abbreviations are:

a. *English Satellite Powers:* H = Holland, Pt = Portugal, K = King's German Legion. **Note:** K.G.L. units are printed with white symbols (identical to regular English units) due to their incorporation into Britain's regular army; they did not serve as independent units in terms of this game's scale.

b. *French Satellite Powers:* B = Bavaria, D = Denmark, Da = Dalmatia, H = Holland, I = Italy, N = Naples, Pt = Portugal, Po = Poland, R = Rhine Confederation, S = Saxony, Sp = Spain, Sz = Switzerland, W = Westphalia, Wu Wurtemburg.

c. *Prussian Satellite Powers:* Br = Brunswick, He = Hesse, S = Saxony.

d. *Russian Satellite Powers:* Sw = Sweden.

e. *Austrian Satellite Powers:* Pm = Piedmont.

f. *Turkish Satellite Powers:* Mm.= Mameluke.

**Note:** The units of a minor power are usually controlled by the player who controls the parent major power. In certain scenarios, there are special rules governing the neutrality and possible political realignment of various minor powers.

6. There are five different types of infantry units represented in the game. Regular infantry is distinguished by strength and nationality (only). The four other types are also distinguished by a capitalized abbreviation as follows: G = Guard (France and Russia, L = Landwehr (England, Austria and Prussia), M = Militia (England and Spain), P = Partisan (Spain, England and France). There are three types of cavalry units: regular, Guard and Russian Cossacks (distinguished by a capital "C"). There are two different types of naval units: squadrons and transports (distinguished by a capital "T"). Different unit types may *never* be consolidated into larger denomination units.

7. For combat purposes, all army and navy units are assigned a basic morale value ranging from zero (poorest) to three (best), represented by "stars" upon each unit, according to the following listing:

Morale Value (3): All Guard units

Morale Value (2): All regular infantry and cavalry units with *white* symbols and all *English* squadrons

Morale Value (1): All regular infantry and cavalry units with *black* or *yellow* symbols and all non-English squadrons

Morale Value (0): All Cossack, Landwehr, Militia and Partisan

units. These units do not have any "star" imprinted upon them.

# E. THE PLAYER-AID CARDS

1. There are two player-aid cards included in the game. The first card includes all the charts and tables needed to play any of the first twelve scenarios-these include the Attrition Table, the Forced March Table, the Combat Results Table, the Combat Loss Chart, the Alliance Display, the Leader Display, and the Turn Record Track.

2. The second player-aid card provides additional charts and tables needed to play the grand campaign scenario-these include the Naval Tables and the major and minor power Force Pool Displays. The use of this card is fully explained in the grand campaign scenario rules (see Pg, 32, Section A for beginning of this rules section).

3. The Leader Display is provided to reduce the number of counters physically deployed on the map. For each leader in the game, there is a corresponding box on the Leader Display in which allthe unitsstacked with or accompanying a leader may be placed. The leader counter itself remains on the map board and is moved normally. Naturally, all units in a leader's display box are assumed present in the map hex the leader occupies. At any time during play, units may be removed from the display and placed directly under the corresponding leader counter on the map. Unless players are using the optional limited intelligence rule, they may freely examine an opposing player's unit stacks, either on the display or the map. There is *no* limit to the number of units which may be stacked in the same hex on the map or in any individual box of the Leader Display.

4. The Charts section of this rulebook (the final section, below) contain many charts replacing some charts on the Player-Aid Cards.

# F. SEQUENCE OF PLAY

1. **The Struggle Between England and France** is played in a series of turns each representing one month. A turn consists of a French player segment followed by a non-French player segment. Each player's segment is further divided into five phases for attrition, alliance, reinforcement, movement and combat activities. During a turn, the player whose segment is currently underway is called the active player; the opposing player(s) is called the inactive player(s). Each player's segment is executed in the following sequence:

a. Attrition Phase: The active player rolls one die and consults the Attrition Table whose result may require a strength loss in any hex containing three or more of the active player's strength points. This die roll may be modified as specified in the Attrition rules (see SG section G).

b. Alliance Phase: The active player rolls one die to determine if any political alliances are formed or dissolved according to the restrictions of the Alliance rules and special rules regulating the scenario being played (see SG section H).

c. Reinforcement Phase: The active player may deploy reinforcements or replacements scheduled for the current turn according to the scenario's Reinforcement and Replacement rules (see SG section I).

d. Movement Phase: The active player may move units and leaders upon the map in ccordance with the Movement rules and may conduct forced marches and execute overruns in accordance with those rules (see SG sections J, K and L).

e. Combat Phase: The active player announces all combats he cares to initiate and then resolves them in any sequence desired subject to the Combat rules (see SG sections N-S).

2. After both players complete their respective active player segments, the turn marker is advanced one month on the Turn Record Track and a new turn is immediately initiated.

3. The turn sequence is repeated until the number of turns specified for the scenario have expired or automatic victory is achieved. The victor is determined according to the victory conditions regulating the scenario.

# G. ATTRITION

1. During the Attrition Phase the active player rolls *one* die and uses the resulting number to determine the effect of attrition in each and every map hex currently occupied by *three* or more of the *active* player's strength points.

2. The effect of attrition is calculated separately for each hex by cross referencing the *original* die roll with the total number of strength points in the hex (ignoring any strength points controlled by the inactive player) and locating the result on the Attrition Table; if the result is greater than zero, the active player must immediately eliminate the indicated number of strength points from the hex. If the result is followed by an asterisk, the active player must eliminate one cavalry strength point in fulfilling the required loss if any cavalry are present in the hex. Within these restrictions, the required loss may be fulfilled in any manner the active player desires

3. In determining the effect of attrition in each hex, the original die roll may be modified by various criteria particular to that specific hex. The criteria which may cumulatively modify the attrition die roll are as follows:

a. (-1) if all the strength points in the hex are either French or French satellite units.

b. (-1) if all strength points in the hex are inside their home country.

c. (+1) if one or more strength point(s) in the hex is unsupplied.

d. (+1) if the current turn is a winter month.

e. (+1) if the hex is on map board areas 1 or 4.

f. If the strength points are inside a besieged city, the die roll is increased by the number on the siege status marker (see section S).

**Example of Attrition procedure:** *During an Attrition Phase, the non-French player has rolled a "three" on the die and wishes to determine the effect in a hex in Russia occupied by ten Russian strength points which are unsupplied during the December turn. The die roll (3), is modified as follows: (-1) because the Russian units are in their home country, (+1) because the units are unsupplied, (+1) because December is a winter month, (+1) because the hex is on map board area 4. Thus, the die is modified by a total of (+2) increasing the original result to (5). The player cross-references the modified die roll (5), with the total number of strength points in the hex (10) and reads the Attrition Table result which calls for a loss of 2\* strength points, one of which must be cavalry if any are present in the hex).*

4. During the Attrition Phase the *inactive* player(s) units are completely ignored; they do not affect or suffer any loss from the

attrition procedure.

5. The units of neutral states are *never* subject to attrition. When an initially neutral state enters the war during any scenario, that state's units become subject to attrition during the appropriate player's Attrition Phase (see SG section H).

6. The Attrition Phase for each player is always omitted on the *first* turn of any scenario.

# H. ALLIANCES

1. During the Alliance Phase, the active player has the option to roll *one* die and use the result to determine if he gains or loses the use of other major and/or minor states units whose allegiance is subject to change according to the scenario rules .

2. The die roll executed during the Alliance Phase is cumulatively modified as follows:

a. (-1) for each French victory point, city point, and pro-French power.

b. (+1) for each non-French victory point, city point, and anti-French power.

**Note:** In addition, the die roll may be modified for other reasons specified in the scenario's special rules; these rules also specify city point awards. Note: The status of major powers and minor power groups is only used in the grand campaign scenario.

3. The Alliance Display allows both players to keep track of the victory points, city points, and powers which modify each Alliance die roll. The display includes one box for each player's victory points, one box for each player's city points, one box for pro-French powers, one box for anti-French powers, and one box for neutral powers. The numerical counters may be used to record each player's point totals. In the grand campaign game (only), the counters representing the six major powers and four minor power groups may be used to record the current status of these powers.

4. During any Combat Phase, a player is awarded one victory point for each hex one or more of his units enter after battle which was occupied by *five* or more enemy strength points at the start of the Combat Phase. The non-French player receives two victory points if any of his units enter a hex which was occupied by *Napoleon* and five or more strength points at the start of the Combat Phase. **Note:** A player cannot receive victory points for entering a city hex if any enemy strength points are also in that hex at the end of the Combat Phase having retreated into a city to withstand siege (see SG section S).  Neither can a player receive battle victory points for a siege.

5. In certain scenarios, each player is awarded points for controlling cities specified by the scenario rules. City points are awarded to a player at the instant the player' units first occupy the specified city (see SG section S for a definition of city control).  If the city is subsequently recaptured, or vacated, the city point award is forfeited until it is reoccupied once again.

6. Regardless of the difference in point totals reflected on the Alliance Display, the Alliance Phase die roll may never be modified by more than plus or *minus four*. A modified die roll greater than six is always considered a "7". A modified die roll of less than one is always considered a "0".

7. The Alliance Phase die roll has similar effects in all scenarios. A modified result of "7" generally causes certain neutral states to enter the war against France, allowing the non-French player to use these countries' units. A modified result of "0" may prevent a neutral from entering the war or may cause a neutral state to ally with France, allowing the French player control of that state's units. A modified die roll of "1" through "6" has *no* effect in any scenario. **Note:** The scenario rules provide all information governing the effect of the Alliance Phase die roll.

8. IMPORTANT REMINDER: The active player is never required to roll; he may voluntarily omit his Alliance Phase resolution during any turn.

9. The Alliance Phase for each player is always omitted on the *first* turn of any scenario.

# I. REINFORCEMENTS AND REPLACEMENTS

1. During the Reinforcement Phase, the active player deploys on the map any reinforcements specified to arrive that turn. These reinforcements are taken from the unused portion of the counters provided for play.

2. During the Reinforcement Phase, the active player may also deploy any replacements specified for the current turn if the appropriate units are available. Replacements may only be taken from units previously eliminated during a scenario's play.

3. Each scenario, as well as the campaign game, provides instruction as to where reinforcements and replacements arrive on the map.

# J. GROUND MOVEMENT

1. During the Movement Phase, the active player may move as many or as few of his units in any order desired. Units, (aka a "force") may be moved in any direction or combination of directions. In general, each unit must be moved individually, however, units occupying the same hex at the start of the Movement Phase may be moved together as a stack for convenience (see this section's rule 4b). The active player moves each unit by physically tracing the path of movement through a series of adjacent hexes until the unit or stack enters the hex the player wishes it to occupy at the end of the Movement Phase. Thus, once a player begins moving a particular unit, he must complete its movement before another unit may be moved. The movement of a particular unit is also restricted by its type and movement allowance, and by terrain features and the presence of enemy units along the chosen path of movement.

2. The distance which a unit may be moved during a single Movement Phase is restricted by the unit's movement allowance; this allowance is expressed as a number of movement points. In general, as a player moves a unit, that unit must expend one movement point from its movement allowance for each hex entered. However, the cost to enter a specific hex will vary according to that hex's terrain features  (these varying entry costs are summarized on the Terrain Effects Chart).

3. During the Movement Phase, a unit may expend any portion of its movement allowance. Once a unit's movement allowance is exhausted, it may be moved no further (Exception: see SG section K, Forced Marching). If a unit's movement allowance is only partially expended during a Movement Phase, the unused portion is forfeited-it may not be saved or "lent" to another unit.

4. The movement allowance of a unit is based upon the unit's type. Leaders possess an allowance of *ten* movement points unless the leader is **Napoleon** or **Wellington**. Those two leaders possess an allowance of *twelve* movement points. Cavalry possess an allowance of *four* movement points. Infantry do *not* possess an intrinsic movement allowance. Infantry may only be moved according to the following restrictions:

a. Infantry may only leave a hex if accompanied by a leader which occupied the *same* hex as the infantry <u>at the start of the Movement Phase</u> (Exception: infantry may initiate combat regardless of the presence of a leader and may advance if otherwise allowed. See Advance After Combat, SG section Q).

b. No more than *ten* infantry strength points may accompany a single leader as that leader is being moved (Exception: *twelve* infantry strength points may accompany **Napoleon** and **Wellington**).

c. No infantry strength points may accompany a leader after that leader has expended *three* movement points unless this movement is accomplished by forced marching.

d. No infantry may  a leader which is not the same color as the infantry unit(s); infantry may accompany any leader of the same national color, regardless of whether that leader represents a major power or a satellite state.

e. As a leader is being moved, any infantry accompanying that leader may be detached (or "dropped off") in any hex the leader enters. Note, however, that infantry may *not* be "picked up" by a leader once that leader has expended even a single movement point. If the active player desires, he may continue moving a leader which has previously dropped off all the infantry which accompanied that leader in order to take advantage of the leader's full movement allowance.

**Example**: *At the start of the French player's Movement Phase. Napoleon and nine French infantry strength points are in Paris-hex Y16(2), one French infantry strength point is in Rheims-hex AA18(2), and one French strength point is in Verdun-hex BB20(2). Let us assume the French player wishes to have ten infantry strength points in Verdun at the end of his Movement Phase. To accomplish this, the French player moves Napoleon, accompanied by all nine points from Paris to Rheims, expending three Movement Points from Napoleon's movement allowance. Now, in order to move the infantry from Rheims to Verdun, the French player must attempt to force march the force an additional three movement points. Assuming the attempt succeeds, Napoleon may continue to Verdun still accompanied by the nine infantry points which occupied Paris at the start of the Movement Phase (notice that the infantry which occupied Rheims at the start of the Movement Phase may not accompany Napoleon to Verdun  although a leader may be accompanied by up to ten infantry strength points during its movement).*

*When Napoleon reaches Verdun, the French player may drop off the nine infantry points and continue moving Napoleon (alone), up to four additional movement points (Napoleon has already expended six movement points to reach Verdun from Paris). Thus, at the end of the French player's Movement Phase, Verdun is occupied by ten French infantry strength points while Napoleon continued on to Mainz-hex CC23(2).*

5. Unlike infantry, it is permissible to move cavalry independently during a Movement Phase. Alternatively, for the sake of con-venience, cavalry may accompany a leader within the limits of the cavalry's movement allowance provided the total number of strength points accompanying the leader never exceeds ten (Exception: **Napoleon** and **Wellington,** see preceding). Leaders may be moved independently or may be accompanied by other leaders and/or infantry or cavalry strength points (e.g. "Army Groups" are possible). Leaders must "pay" all terrain costs.

6. During the Movement Phase, only the active player's units may be moved; the units of the inactive player must remain stationary.

7. During the Movement Phase, no unit may enter a hex which is occupied by **any** of the inactive player's units (Exception: see Overrun, SG section L).

8. During the Movement Phase, combat is prohibited (Exception: see SG section L).

9. There is **no** limit to the number of strength points or leaders which may occupy the same hex at the end of the Movement Phase or at any other time during a turn.

# K. FORCED MARCHING

1. During the Movement Phase, the active player may attempt to increase the mobility of his cavalry and infantry by forced marching. A Leader, by itself, may not force march.

2. At any time during the movement of any number of infantry or cavalry strength points, the active player may announce the intention to attempt to force march those strength points either one, two or three *additional* movement points.

3. When a player wishes to attempt a forced march, before rolling the die, he must indicate the movement path his units will follow. He then rolls *one* die, applies all appropriate modifiers, and consults the Forced March Table to determine the result of the attempted forced march. The result is found by cross-referencing the modified die roll with the required number of additional Movement Points. This result is interpreted as follows:

a. If the result is "0", the strength points may move no further than the distance they are allowed by the standard Movement rules. The attempted forced march has completely failed.

b. If the result is a number, the strength points <u>may</u> move that number of additional movement points over and above the distance allowed by the standard Movement rules. If strength points are accompanying a leader, they must accompany that leader for the indicated number of additional movement points unless cavalry.

c. If the result is followed by an asterisk, the active player must eliminate *one* strength point of the player's choice from the total group that was attempting to force march.

4. Cavalry may be force marched either independently or as part of a group accompanying a leader. Infantry may only force march while accompanying a leader.

5. The die roll used to determine the result of an attempted forced march is cumulatively modified by the following:

a. (-2) if the moving strength points are all French Guard units (not mandatory).

b. (-1) if the moving strength points are all French units (not mandatory).

c. (+1) if the moving strength points were unsupplied at the start of the Movement Phase (mandatory).

d. (+1) if the moving strength points were on either map area 1 or 4

at the start of the Movement Phase (mandatory).

e. (+1) if the current turn is a winter month (mandatory).

f.(+1)if one or more moving strength points is cavalry (mandatory).

**Note:** When any French or French Guard strength points are being moved as part of a group, the active player may use the appropriate modifier(s) to determine how far these strength points may be force marched, although the non-French strength points in the group may not benefit from these modifiers. These modifiers are not mandatory and the decision to use or to not use them must be made prior to the die roll. The modifiers marked as "mandatory" must be applied.

**Example:** *During the French player's Movement Phase, Napoleon is being moved accompanied by three French Guard strength points, two French infantry strength points, and one Bavarian (French satellite) infantry strength point. After Napoleon expends three movement points, the French player announces he wishes to attempt to force march this group two additional movement points. He then rolls the die and the result is a "5". This result is modified to a "3", for the French Guard strength points, a "4" for the French infantry strength points, and remains a "5" for the Bavarian infantry (which received a "0" on the Forced March Table); Napoleon could then expend one additional movement point accompanied by both the Guard and regular French infantry, and after dropping off all of the regular French infantry, Napoleon could expend one additional movement point accompanied by the Guard strength points. Finally, the French player must eliminate one strength point of regular French infantry because a "4" die roll on the Forced March Table includes an asterisk. Remember, it is not mandatory to expend forced march points as depicted in this example..*

6. The active player may *not* attempt to force march any strength point more than once in a single Movement Phase.

## L. OVERRUN

1. During the Movement Phase, if the active player is moving a force which is sufficient to achieve at least **4 to 1** odds against a hex which is occupied by one or more inactive player strength points , the moving force may enter that hex by expending one additional movement point (over and above the normal entry cost imposed by terrain) and immediately eliminate all of the inactive player's strength points in that hex. This procedure, which does not require the use of the Combat rules or the Combat Results Table, is called an overrun.

a. If a force occupies a Mountain hex or is entrenched, the active player must achieve at least **5 to 1** odds to overrun that force.

b. If the moving force is sufficient to achieve **6 to 1** odds against a hex, it may execute an overrun without expending the additional Movement Point which is normally required.

c. The moving force, comprised of any combination of infantry and cavalry, is limited in its size per normal movement rules. The total number of strength points accompanying a single leader can never exceed **ten** unless the leader is **Napoleon** or **Wellington**. **Twelve** strength points may accompany each of those two leaders. (See SG section **J.4.b.**, above). 2. The active player may only execute an overrun with units which occupied a single hex and were in supply at the start of the Movement Phase and are being moved together as a single group.

3. The active player may use forced marching to execute an overrun. However, an overrun may not be executed unless the moving force can expend the full movement point cost to enter the hex in which the overrun occurs. A force which executes an overrun may continue moving, may execute additional overruns, and may initiate combat during the active player's ensuing Combat Phase.

4. A force containing cavalry may only be overrun by a moving force which possesses an equal or greater number of cavalry strength points.

5. Strength points *inside* cities may never be overrun. During the Movement Phase, if the inactive player's units are occupying a city hex, the active player may move units adjacent and require the inactive player to announce whether his units are within or outside of the city in that hex. This is not an "all or nothing" decision: some inactive units may in within the city (per S2 limits), others outside it. If any inactive units remain outside of the city, they may be overrun. However, overrun movement may not end in the city hex. A city overrun may not be executed on units in a city hex unless the moving force can expend the full movement point cost to both enter and exit the hex in which the overrun occurs.

6. Leaders have no offensive or defensive influence on an overrun, and cannot be injured, killed, or eliminated during overrun movement. If a leader of the inactive player occupies a hex which is overrun, the leader is immediately redeployed to the nearest hex occupied by a strength point of the same color as that leader.

## M. SUPPLY

1. During his player segment, the active player must determine the supply status of his strength points for attrition, movement, and combat purposes. A strength point may either be "in supply," or "unsupplied", at the instant its supply status is determined.

2. The strength point(s) in a hex are in supply if the active player can trace a supply line of *three* or less movement points from a hex containing a supply source into the hex the strength points occupy. Terrain Effects are taken in to account for this calculation. This supply line may *not* be traced *through* any hex which is occupied by a strength point of the inactive player (Exception: the supply line may be traced through a hex if the inactive player's strength points are besieged, see SG section S). Any strength point which does not possess such a supply line is unsupplied. Use an "Unsupplied" Marker to designate such units.

3. A supply source may be any hex which is *not* occupied by a strength point of the inactive player and contains either of the following:

a. a *major* city in the home country or a satellite state of the home country of the strength points being supplied.

b. a city designated as a supply source according to the campaign rule (See GCG section I.2.c).

c. at least one strength point which itself is in supply and is the *same color* as the strength points being supplied. There is no limit to the number of strength points that may be used in this manner. These units may be "stringed" together to form a line of supply sources (Depots).

**Example:** *During the French player's segment, one French strength point is in San Sebastian-hex P10(1), one Bavarian strength point is in Burgos-hex M09(1), one French strength point*

*is in Madrid-hex J09(1). The French point in San Sebastian is within three movement points of Bayonne (a major city in France, the unit's home country) and is therefore in supply. The Bavarian strength point in Burgos is within three movement points of the French point in San Sebastian and since both points are the same color, the Bavarian point is also in supply. The French point in Madrid is not within three movement points of a supply source and is therefore unsupplied. While studying this example, notice that if the hex O11(1) was occupied by a strength point of the inactive (non-French) player, the entire French supply line would be negated and all French units in Spain would be unsupplied!*

4. A unit *inside* a city which is a supply source for that unit is automatically in supply, even if opposing units also occupy the hex.

5. A supply line may be traced *into* a hex which is occupied by a strength point of the inactive player, but may not be traced *through* such a hex, to a more distant hex, per 3c, unless the inactive player's strength point(s) are inside the city in that hex.

6. During the Attrition Phase, the attrition die roll is increased by *one* to determine the result in each hex occupied by un-supplied strength points.

7. During the Movement Phase, the forced march die roll is increased by *one* if the active player attempts to force march strength points which were unsupplied at the start of the Movement Phase. Strength points which were unsupplied at the start of the Movement Phase may not execute an overrun (L2)

8. During the Combat Phase, the active player's unsupplied strength points have their combat strength *halved* (this is done by first totaling these strength points and then halving the result, round the remaining fraction up). The inactive player's strength points retain their *full* combat value during the Combat Phase, even if unsupplied.

9. For combat, the supply status of all units is determined at the start of each round of combat.

# N. COMBAT

1. During the Combat Phase, the active player may initiate combat against a hex occupied by any strength points of the inactive player, providing that hex is directly adjacent to a hex which is occupied by at least one strength point of the active player and these two hexes are *not* separated by an all-sea hexside. IMPORTANT: A leader does *not* have to be present for strength points to initiate combat. If the inactive player's strength points occupy a hex which does *not* contain a city, the combat is called a **field battle.** If the inactive player's strength points occupy a city hex, and the active player announces intention to initiate combat against the hex, the inactive player must announce whether his strength points are inside or outside the city's fortifications. However, the number of strength points permitted within a city are limited: see rule S2 for a city fortification's capacity to shelter strength points. Strength points which remain outside a city's fortifications may be engaged in a field battle. Strength points which are inside a city's fortifications may either be **assaulted** or **besieged,** at the active player's option.

2. At the start of the Combat Phase, before any combat resolution may occur, the active player must specify each hex he wishes to initiate combat against, and for each such hex he must also specify which of his strength points will initiate that particular combat by

physically indicating the hex those strength points occupy. Each combat is initiated separately by the active player by indicating **two** hexes; the hex he wishes to attack, and the hex from which that attack is being initiated. An attack may *not* be initiated from more than one hex, although strength points from other adjacent hexes may subsequently reinforce a battle *after* at least one initial round of combat has been resolved. A maximum of one battle may be initiated *per* hex.

3. The active player may initiate as many attacks as he desires at the start of the Combat Phase but may *never* initiate additional attacks once the combat resolution process has begun. During the Combat Phase, the active player may only resolve attacks against the hexes specified at the start of the Combat Phase. For each specified attack, at least one initial round of combat must be resolved.

4. The initial round of combat must be resolved as soon as the active player has specified all the attacks he wishes to initiate. During the initial (or any subsequent) round of combat, the active player may resolve specified attacks in any sequence desired. During the initial round of combat, the active player must resolve all attacks specified at the start of the Combat Phase before commencing a new round of combat. That is, all initial round one combats must be resolved BEFORE any round two combat may be initiated; then all round two's before a single round three, etc..

5. The Combat Phase may consist of any number of rounds of combat. Once the active player initiates combat between a hex containing his strength points and a hex containing any inactive player strength points, he may continue executing *one* attack against that hex during each round of combat until either of the two original hexes is *completely* vacated at which time the combat is automatically terminated. After the initial round of combat, the active player is under no obligation to continue any specified attack, but if he voluntarily ceases a particular attack, the inactive player may immediately initiate a **counterattack.** A counterattack is governed by the same restrictions as an attack initiated by the active player, but is resolved by the inactive player at the end of the current combat round. The inactive player may continue attacking in subsequent rounds of combat but is under no obligation to do so. Multiple counterattacks are resolved in any order the inactive player desires at the end of the combat round in progress. It is possible for attack and counterattack to switch sides multiple times during one combat phase between the same two hexes with combat rounds continuing until both players decide not to attack or counterattack.

6. During the initial round of combat, all strength points in each pair of specified hexes are automatically considered committed to the battle initiated by the active player (Exception: Siege, see SG section S).

7. At the *end* of the initial (or any subsequent) round of combat, each player may attempt to commit additional strength points to any battle according to the following restrictions:

a. Strength points may only be committed to a battle if they occupy a hex which is adjacent to either of the two hexes in which that battle originated; strength points which are already committed to a battle during any round of combat must **withdraw** from that battle before they may be committed to a different battle (see SG section Q). The strength points may not be besieged or demoralized.

b. If a player wishes for the possibility of committing additional

strength points to a battle, he must announce that intention aloud and physically indicate the hex these strength points occupy. After doing this, he immediately rolls a single die which may be modified by adding the leadership value of any **single** leader which also occupies the hex. If the modified result is **five** or greater, the strength points in that hex are automatically considered committed to the battle. This procedure is performed separately for each hex occupied by strength points he wishes to commit. A player may *not* attempt to commit any strength point to battle more than once during a single round of combat. A leader does not have to be present to attempt to commit additional strength points.

c. *Every* strength point committed to a particular battle must occupy a hex which is adjacent to at least one enemy strength point already committed to that same battle. If strength points are committed in a hex adjacent to the enemy, their deployment is not altered. If strength points are committed in a hex which is not directly adjacent to the enemy, they are immediately moved into the *nearest* hex occupied by at least one friendly strength point which is adjacent and already committed to the same battle. Engaged units which become **not adjacent** to an enemy due to a withdrawal (Rule Q) and subsequent advance (Rule 8d) are immediately shifted to an adjacent hex occupied by at least one friendly strength point which **is** adjacent and already committed to the same battle.

d. As a result of committing additional strength points to a battle, *after the initial round of combat,* the strength points involved in a single battle may occupy several different hexes. Such a battle is always treated as a *single* combat situation for all combat resolution purposes.

e. During any round of combat, the active player must complete all attempts to commit additional strength points before the inactive player proceeds to do so.

8. Combat Sequence of Play

The following summarizes all steps performed for combat resolution.

a. The active player indicates all attacks he wishes to initiate through placement of "Battle Markers". **Note:** This step is omitted after the first round of combat.

b. The inactive player indicates whether any attacked forces located in a city hex are inside or outside of the city's fortifications.

c. The active player indicates all attacks he wishes to resolve during the current round of combat. For each attack, the two dice are rolled once and a result is obtained from the Combat Results Table. For each attack, any required loss is immediately eliminated from engaged force(s).

d. After all pre-designated attacks have been resolved, first the active and then the inactive player may withdraw any force which participated in combat voluntarily.(Rule SG section Q) Anytime a hex is completely vacated by a withdrawing force, the opposing force which participated in combat against the hex may immediately advance into that hex (per N7c).

e. After all voluntary withdrawals have been executed, first the active and then the inactive player may attempt to reinforce any force which participated in combat during the current round (N7c).

f. After all attempts to reinforce have been resolved; all forces which possess a current morale value of zero must withdraw according to the restrictions of Rule SG section Q.

g. Any possible advances may be performed along with corresponding withdrawals.

# O. COMBAT RESOLUTION

1. During each round of combat the players resolve each battle separately according to the following procedure:

a. Each player totals *all* of the strength points he has committed to the battle, taking into account the effects of supply and fortification. The player who possesses the greater total controls the *larger force.* If the opposing totals are exactly *equal,* the active player is considered to control the larger force.

b. For each battle, the combat odds ratio is determined by dividing the total strength of the larger force by the total strength of the smaller force. If the result of this division is two or greater, the odds ratio is "2 to 1". If the result is less than two but is equal or greater than one and one-half, the odds ratio is "3 to 2". If the result is less than one and one-half, the odds ratio is "1 to 1". Each odds ratio is printed on a separate horizontal line on the Combat Results Table.

c. After determining the odds ratio, *the player who controls the larger force rolls two dice-the* resulting number may then be increased or decreased by taking into account all of the appropriate combat modifiers. The final modified result is then located opposite the previously determined odds ratio. Directly above this number, at the *top* of the Combat Results Table, a result affecting both the larger and smaller force is indicated. This result is immediately applied to both forces, before any other battle may be resolved.

d. If the odds for any combat are determined to equal or exceed 4 to 1, the smaller force automatically suffers a "D3" result. If the smaller force loses more than **one** Strength Point, the larger force automatically suffers a "1" result; otherwise the larger force is unaffected.

2. The two dice roll used to resolve a battle may be increased or decreased by taking into account modifications which represent the influence of leadership, morale, and various terrain effects. These modifications are as follows:

a. **Leadership**: Each player may use one and only one leader to influence each battle. This leader must occupy the same hex as the majority of friendly strength points committed to the battle, and must also be the same color as the majority of committed friendly strength points (if a force has equal numbers of different colored strength points, the player may choose the color of the leader he wishes to influence the battle). The dice roll is increased by the value of the leader of the larger force and decreased by the value of the leader of the smaller force. If either force does not possess a leader, its leadership value is zero (Design Note: This is to encourage players to emulate the historic approach of having the largest number of strength points with the leader who is to command the battle. It is therefore possible for a fine leader such as Wellington to get sidelined if his stack of units do*es* not contain the largest number *of strength points comprising the total* force engaged in a field battle).

b. **Morale**: Each force committed to a battle is considered to possess the morale value of the largest group of strength points which share the same morale value of that force. The dice roll is increased by the morale value of the larger force and decreased by the morale value of the smaller force. **Note:** If a force is composed of *equal* numbers of strength points of two or more different morale values, the morale value of the force is automatically the lowest morale value present in the force.

**Example:** *A force consists of three regular Austrian infantry points (morale value 1), two regular Prussian infantry points (morale value 1), and four Austrian landwehr points (morale value 0). The morale value of the force as a whole is one because the regular infantry points combined outnumber the lower valued landwehr points.*

c. **Terrain Effects**: The dice roll used to resolve a *field battle* may be increased or decreased if either force occupies a hex containing forest, lake, swamp, mountain, or river terrain-these effects are summarized on the Terrain Effects Chart.

d. **Entrenchment**: The dice roll used to resolve *a field battle* is increased by one if the larger force is attacked in a hex containing an Entrenchment marker. The dice roll is decreased by one if the smaller force is attacked in a hex containing an Entrenchment marker.

e. The two dice roll used to resolve *a field battle* may be cumulatively modified for leadership, morale, terrain and entrenchments, up to a maximum of plus or minus *four*. A modified roll of less than two is treated as a "2". A modified roll greater than twelve is treated as "12".

f. The modifiers which affect combat resolution are re-determined during each round of combat.

**Example of Combat Resolution:** *During his Combat Phase, the French player initiates an attack by specifying that he is committing the force in hex CC36(3) to attack an Austrian force in hex BB35(3). "Battle Markers" are placed to designate the two hexes. During the first round of combat, the attack is resolved as follows:*

*a. The French force in hex CC36(3) consists of Napoleon (leadership value 3), five French infantry strength points (morale value 2), three French cavalry strength points (morale value 2), and five Bavarian (French satellite) infantry strength points (morale value 1). Thus, the French force has a leadership value of "3", and a morale value of "2".*

*b. The Austrian force in hex BB35(3) consists of Charles (leadership value 2), seven Austrian regular infantry strength points (morale value 1), three Austrian cavalry strength points (morale value 1), and eleven Austrian landwehr strength points (morale value 0). Thus, the Austrian force has a leadership value of "2" and a morale value of "0".*

*c. There are two types of terrain which will modify the dice roll; the larger Austrian force is being attacked in a Mountain hex, therefore the dice roll is increased by two. The Austrian force is also being attacked from a River hex, therefore the dice roll is increased by an additional two bringing the total modification for terrain to plus four.*

*d. Although the French player initiated this attack, the Austrian player who controls the larger force will roll the dice to determine the result. The dice roll will be increased by the Austrian leadership value (2), the Austrian morale value (0), and the Mountain and River terrain effects (4), giving a total of plus six. The dice roll will be decreased by the French leadership value (3), and the French morale value (2), giving a total of minus five. Thus, the net result is that the dice roll will be increased by one.*

*e. The combat odds ratio is determined by dividing the strength of the larger Austrian force (21), by the strength of the smaller French force (13), which yields a ratio of 3 to 2.*

*f. The Austrian player rolls two dice. The result is an "8", which is increased to "9". At the ratio of 3 to 2, this yields the following result: L = 1, S = D1. To implement this result, the Austrian player*

*cross-references his "1" result with the total strength of the smaller French force (13) on the Combat Loss Chart which indicates that the Austrian force loses **two** strength points. Similarly, the French player cross-references his "D1" result with the strength of his own smaller force and finds the Combat Loss Chart dictates the loss of **three** strength points.*

*g. The Austrian player fulfills his required loss by eliminating two landwehr strength points.*

*h. The French player fulfills his required loss by eliminating one French infantry strength point, one French cavalry strength point, and one Bavarian infantry strength point.*

*i. The French player finally places a "D1" Demoralization marker on top of his force. If the battle continues, during the next round of combat the French morale value is reduced from two to one.*

# P. EXPLANATION OF COMBAT RESULTS

1. Each time the dice are rolled to resolve a field battle or a city assault, the Combat Results Table yields a result which affects both opposing forces. The result indicated under the letter "L" is immediately applied to the larger force. The result indicated under the letter "S" is immediately applied to the smaller force.

2. If a force receives a "0" result, it is assumed to suffer a minimal loss with *no* strength points actually eliminated from the force.

3. If a force receives a result of "1", "D1", "D2", or "D3", the owning player immediately consults the Combat Loss Chart, cross-referencing the combat result obtained from the Combat Results Table with the total number of strength points in the *smaller* force (even if the player is determining the larger force's loss). The player must then immediately eliminate a number of strength points equal to the number indicated by the Combat Loss Chart by following the restrictions specified below:

a. At least fifty percent of strength points eliminated must possess the same morale value as the morale value used by the force during the current round of combat. **Note**: If the force is composed of equal numbers of strength points of two or more different morale values, the morale value of the force is automatically the **lowest** morale value present in that force.

b. At least fifty percent of the strength points eliminated must be the same color as the leader whose value was used by the force during the current round of combat.

c. Whenever a force receives a "D" result, and is required to lose *more* than one strength point, it must lose at least one cavalry strength point if any are available in that force. **Note:** If there is a conflict as to which strength point must be eliminated, players should try to follow this rule's priority sequence. If there is still more than one alternative, the decision should be made at random by placing the units in a cup and picking one.

d. An unsupplied force is treated identically to a supplied force.

e. A force inside a city is treated identically to a force outside a city.

4. When a force receives a "D1", "D2", or "D3", combat result, it is considered demoralized and the appropriate Demoralization marker is immediately placed on top of the force. The morale value of the force is thereafter reduced by the number indicated on the Demoralization marker.

5. The effect of demoralization is cumulative. If a demoralized

force is again demoralized during a subsequent combat round, the current demoralization level is added to the previous level. Note, however, that the morale value of a force may never be reduced below zero.

6. If, prior to the end of a combat round, a demoralized force is reinforced by an equal or greater number of *un-demoralized* friendly strength points (which the owning player commits to the same battle), the Demoralization marker is removed and the force regains its normal morale value. These reinforcements may originate from more than one hex (7Nc).

7. At the end of any combat round a force committed to a field battle must *withdraw* if its current morale value is zero (see SG section Q).

8. At the end of any combat round, a force *inside* a city which was assaulted during the current combat round is eliminated if its current morale value is zero (such units surrender in the grand campaign scenario). Exception: if all of the opposing assaulting strength points have either withdrawn from that field battle, or have been eliminated by combat, the inside force is not eliminated.

9. At the end of each *Combat Phase,* all Demoralization markers are removed and each demoralized force regains its normal morale before battle/city assault engagement value.

10. If all of the combat units accompanying a leader are eliminated, the owning player immediately rolls two dice to determine if the leader is wounded or killed (see Leader Casualties, SG section R). If the leader is unharmed and his force was eliminated in a field battle, the leader is immediately moved to the nearest hex (in terms of movement points counted from the battle hex) containing an unbesieged unit of the same color. If the leader's force was eliminated inside a city, the leader is automatically eliminated (the leader is considered captured by the opposing player in the grand campaign scenario). Captured leaders may be exchanged for other captured leaders, or by any agreement which is not expressly forbidden in the rules. **Note:** If a leader is moved to another hex, he may not be used to influence combat for the remainder of the Combat Phase.

11. A force unable to effect a mandatory withdrawal is automatically eliminated (captured in the campaign game).

# Q. WITHDRAWAL, RETREAT AND ADVANCE AFTER COMBAT

1. At the end of each round of combat, immediately *before* attempting to commit additional strength points, each player may voluntarily withdraw any of his forces committed to a round of *field battle* according with the following restrictions:

a. If a withdrawing force does not occupy a city hex, it must retreat **one** hex *in any direction*, providing the withdrawal ends no further from a friendly supply source (in terms of Movement Points) than the hex originally occupied. If such a retreat would be impossible; the withdrawing force may move in a direction increasing the distance from a friendly supply source (in terms of Movement Points) by as little as possible. Unit owner's choice if equidistant.

b. If a withdrawing force occupies a city hex, it may retreat into an adjacent hex (as regulated by a, above), or it may retreat *inside* the city in the hex occupied providing there are no enemy strength points already *inside* the city, and that the hex was occupied by at least one friendly strength point before any enemy unit(s) entered that hex. **Note:** The number of strength points which may withdraw

inside a city is limited by the Fortress Capacity of that city (see section S).

c. A withdrawing force may be divided into any number of smaller forces each of which may retreat separately in any manner that does not violate the restrictions stated above. If a demoralized force is divided; each component force inherits the current Demoralization level of the original parent force. Place demoralization markers accordingly.

d. A force may retreat into an enemy occupied hex, if no other retreat path is open. However, it may not end its retreat in a hex occupied by an enemy unit. The force must continue its retreat until it enters a hex is free of enemy units. Such a retreating force automatically loses *one* strength point for each enemy occupied hex entered during its retreat. **Note:** A unit may end its retreat *inside* a city, even if there are enemy strength points (outside the city), in the same hex. (siege lines are considered porous)

e. A force may *not* retreat into a hex containing friendly strength points currently committed to a battle. If a player wishes to withdraw a force from one battle in order to commit it to another battle, he must announce that he wishes to withdraw; he may then follow the normal procedure used to commit additional strength points battle (requiring a modified die roll of five or more). If the attempt succeeds, the force may be immediately withdrawn to join the neighboring battle. If the withdrawal attempt fails, the force must remain in place and remains engaged in its original battle.

f. Units inside a city may *never* retreat into an adjacent hex. In order to retreat into an adjacent hex, a unit must be withdrawn from a field battle.

g. Units may not retreat across an all-sea hex side (Exception, see the Denmark & Walcherin Island Crossings).

h. Any force which withdraws from a field battle automatically loses one strength point (of any type) if the opposing force possesses more cavalry strength points than the force which is withdrawing.

i. If a withdrawing force is *unsupplied*, the **opposing** player determines where it may retreat. He may **not** retreat the force into a hex his units occupy if any other hex is available. The enemy force must retreat **one** hex *in any direction*, subject to prior described restrictions, providing it ends its withdrawal no further from a friendly supply source.

j. Withdrawal from either of the two original "Battle Marker" hexes ends the battle. Consult 7Nc for the effect of any other hex containing strength points being withdrawn from the overall force committed to battle. Their withdrawal does not end the battle (e.g. a hex containing units reinforcing the original battle).

2. At the end of any round of combat, after both players have had the opportunity to commit additional strength points; a force committed to a field battle *must* withdraw if its current morale is zero. This withdrawal is governed by the restrictions given in 1and P7, above.

3. At the end of any round of combat, any unit committed to a field battle <u>may</u> advance into any hex in which all of the opposing strength points have either withdrawn, or have been eliminated by combat (the hex is completely vacated). Similarly, any unit committed to a field battle may withdraw if all opposing strength points have either withdrawn from that field battle, or have been eliminated by combat. **Note:** Unsupplied units may *not* advance after combat.

4. Neither withdrawal nor advance after combat is considered regular movement. There is no movement point cost for any movement executed during a Combat Phase (e.g. reinforcing units per 7Nc). Both infantry and cavalry strength points may advance or withdraw either with or without an accompanying leader and vice versa. This could result in a force placed in a hex it might have been unable to reach during the preceding movement phase

5. Un-demoralized units which advance or withdraw after combat may be committed to other previously initiated field battles. Units which withdraw from a field battle *into* a city may be assaulted during subsequent combat rounds of the same Combat Phase. In all other cases, units which withdraw or advance after combat may not participate in any additional combat for the remainder of the Combat Phase.

6. Engaged units which become **not adjacent** to an enemy due to a withdrawal and subsequent advance (Rule N8d) are immediately shifted to an adjacent hex occupied by at least one friendly strength point which **is** adjacent and already committed to the same battle.

# R. LEADER CASUALTIES

1. At the end of each Combat Phase (*not* round), each player rolls two dice for each of *his named* leaders which occupied a hex in which any friendly strength points were committed to a battle during the Combat Phase. At player's option, flip such vulnerable leader pieces upside down to indicate their susceptibility to possible casualty dice roll at the end of the combat phase. If the result is less than twelve, the leader is unharmed. If a "12" is rolled, the leader is considered a casualty and the player immediately rolls *one* additional die. If the result is 1-5, the leader is removed from the map and placed on the Turn Record Track (roll "1" the leader is placed in next turn's box, roll "2" place the leader in the box representing two turns in the future, etc.). If the second die roll is a "6", the leader is considered killed and is *permanently* removed from the game.

2. During the Reinforcement Phase, the active player may remove a leader from the current turn box of the Turn Record Track and deploy the leader in any hex containing a supplied strength point the same color as the leader.

3. If a *named* leader is temporarily or permanently removed from the map, the owning player may immediately replace him with any available unnamed leader of the same color. If all unnamed leaders of the same color are already on the map, no replacement is made.

4. Unnamed leaders can never be killed or injured.

5. IMPORTANT: In the Grand Campaign Game Napoleon cannot be killed but can be injured. For example, a roll of "12" followed by a "6" would require Napoleon be placed on the Turn Record Track 6 months in the future.

# S. FORTRESSES AND SIEGES

1. During the game, the player who currently controls a particular city is permitted to use that city's Fortress Capacity to shelter an equal or smaller number of friendly strength points (and any number of friendly leaders) occupying the hex in which the city is located. Control of a city is determined as follows:

a. At the start of a scenario, a player automatically controls each city in his home country and in each country allied to his home country, providing no enemy strength points are initially deployed *inside* the city. The player whose units are initially deployed inside a city is always considered in control of that city at the start of a scenario.

b. During the Alliance Phase, if a player gains the allegiance of a major or minor power, he automatically gains control of each city in that power's territory, providing there are no enemy strength points *currently* inside the city.

c. At any time during the game, a player automatically gains control of a city, if at least one of his strength points and *no* enemy strength points occupy the hex in which the city is located. Thus, control of a particular city may "change hands" any number of times during the course of a scenario..

d. An unoccupied city is considered under control of the last player who had control of the city. Use the game's control flags when needed to clarify who controls a given city.

2. The Fortress Capacity of each major city is *six* strength points. The Fortress Capacity of each minor city is *four* strength points. The Fortress Capacity of a city can never be increased, decreased or destroyed.

3. There are Fortress markers provided which either player may use. In general, any time a hex contains units both inside and outside of a city, the units which are inside the city should be placed under a Fortress marker.

4. During the Movement Phase, units inside a city may *not* be overrun.

5. During the Combat Phase, units inside a city may *not* be attacked if there are any friendly strength points remaining outside the city in the same hex (see 7, below).

6. At the start of any combat round, the player who controls a city hex has two options if his units are attacked:

a. All his units may be deployed outside the city and be committed to a field battle.

b. Any number of strength points equal or less than the city's Fortress Capacity (as well as any leaders in the hex) may be placed inside the city. All remaining units in the hex are deployed outside the city and are automatically committed to a field battle.

**Note:** The player who controls a city may freely transfer units in and out of the city at the start of any round of combat. Only units outside a city may participate in, or be affected by, a field battle.

7. At the start of any round of combat, if all enemy strength points in a hex are inside the city, the attacking player has two options:

a. The units inside the city may be assaulted (see 8, below).

b. The units inside the city may be besieged (see 9, below).

8. City Assault: The procedure used to resolve an assault is identical to that used to resolve a field battle except:

a. The strength of the units inside the city is doubled when determining the combat odds ratio.

b. Units possessing a basic morale value of zero are considered to possess a morale value of *one* when inside a city. If this value is reduced to zero, all defenders are immediately eliminated (per P11 & S9c ),

c. The dice roll used to resolve the assault combat is *not* modified for terrain effects or Entrenchment.

**Note:** In order to assault a city, the active player must initiate combat in the hex at the start of the Combat Phase, not with units after an advance after combat from another hex. He may be required to first fight a field battle in the hex before the city may be assaulted. A player *is* permitted to resolve a field battle and after-

ward assault a city in the same hex during the same Combat Phase. During each round of combat, the assault may be continued or "broken off" at the attacker's option, exactly like a field battle.

9. City Siege: At the start of any round of combat, if all enemy strength points in a hex are inside the city, the attacking player may immediately advance any or all of his attacking units into the hex to besiege the city. The besieging force may include units which advanced into the city hex after combat from another hex. A siege is subject to the following restrictions:

a. Minimum Strength to Besiege: The units inside a city are considered besieged at the end of each Combat Phase if there are an equal or greater number of supplied enemy strength points which occupy the same hex.

b. Siege Markers: At the end of the first Combat Phase in which a city is besieged, the besieging player places a "1" numerical marker on top of his besieging force. At the end of each besieging player's Combat Phase, the numerical marker is increased by one (from "1" to "2", etc.) if the city remains besieged.

c. Besieged City Surrender: Immediately after placing the appropriate marker on a besieged city, the besieging player rolls a single die. If the result is equal or less than the number of the marker, *all* of the units inside the city are immediately eliminated (in the grand campaign game such units are considered to surrender and are treated as prisoners of war). **Note:** There is no "6" marker provided, thus a siege may continue indefinitely.

d. While a city is besieged, *no* units inside the city may leave the hex and *no* additional units of the besieged may enter the city. Besieged units may, however, deploy outside the city and attempt to break the siege by initiating a field battle. If such a field battle does not eliminate the besieging force or cause it to retreat, the besieged units may only retreat back into the city and are still considered besieged without effect on the current siege marker.

e. If, at the end of *any* Combat Phase, the besieging player cannot meet the Minimal Strength to Besiege conditions given in rule 9a, the siege is considered broken. The numerical marker is removed from the map and the besieging force must be immediately withdrawn from the city hex according to SG section Q.

f. During the Attrition Phase, if the active player's units are inside a besieged city, the attrition die roll is increased by the number on the numerical (siege status) marker.

10. While a city is besieged, friendly forces may engage in combat with the besieging force.

a. If the friendly force outside the city hex initiates combat with the besieging force the besieged force inside the city may attempt to reinforce combat, as may other forces adjacent to the city hex, starting on the second round of combat.

b. If the besieged force inside the city initiates combat the friendly force outside the city may attempt to gain reinforcement starting on the second round of combat. The besieging force remains in the hex and receives any relevant terrain bonuses.

c. If the besieging force withdraws or retreats, it must leave the hex; if the besieged are defeated, they retreat or withdraw into the city (even if a relief force from outside the city was involved in the field battle).

# T. ENTRENCHMENTS

1. During the Movement Phase, the active player may entrench any friendly force of three or more strength points which remain stationary by placing an Entrenchment marker in the units hex. This is not movement and does not require a leader.

2. The two dice roll result used to resolve *a field battle* is increased by one if the larger force *is attacked* in a hex containing an Entrenchment marker. The dice result is decreased by one if the smaller force is *attacked* in a hex containing an Entrenchment marker. Units which initiate a battle (or a counterattack) never benefit from the presence of an Entrenchment marker in the hex they occupy.

3. During the Movement Phase or the Combat Phase, when an entrenched force vacates a hex, the Entrenchment marker is immediately removed from the map.

4. An Entrenchment marker may not be placed in a hex that contains a major city or a capitol city.

**Note:** Unlike fortifications there is no limit to the number of strength points that may be entrenched in one hex.

# U. MANOEUVRE SUR LES DERRIÈRES (Optional Rule)

Napoleon's most successful and epic battles often resulted from maneuvers to the rear of the opposing force, severing their lines of communications, sowing panic and disorganization, and converging on the battle's point of focus with devastating effect. This optional rule enables that operational maneuver. It allows pro-French players to use more than one hex to initiate a field battle (rule N1).

1. At the **start** of the **initial** round of combat only (immediately following initiation of combat), the pro-French player (only) may attempt to commit additional strength points to any battle according to the following:

a. Strength points may only be committed to a battle if they occupy a hex which is adjacent to the hex containing anti-French forces in which that battle was initially initiated, and are **not** adjacent to the hex containing French forces that initiated the battle. This reinforcing force is referred to as the surrounding force.

b. The strength points in the surrounding force may **not** have initiated combat with any other hex.

c. To perform the surrounding maneuver, the pro-French player must announce his intention aloud and physically indicate the hex these strength points occupy. After doing this, he immediately rolls a single die whichis modified by adding the leadership value of any **single** leader which also occupies the surrounding force hex. If **Wellington** is present in the force being attacked his leadership value may be subtracted from the die roll (the English player decides). If the modified result is **five** or greater, **all** strength points in that hex are immediately picked up and moved to the hex where the battle was initiated from. They are considered committed for the first round of combat and may participate in the battle normally. Such placement is not considered movement. It could result in a force placed in a hex it might have been unable to reach during the preceding movement phase. This procedure is performed separately for each surrounding forces hex occupied by strength points he wishes to commit. A player may *not* attempt to commit any strength point to battle more than once as a surrounding force. A leader **must** be present for the attempt to be made.

d. If a surrounding force is successfully committed to a battle the first round of combat is modified by +1 if the initiating force is the larger force or by -1 if the initiating force is the smaller force. The

modifier only applies for the first round of combat - all subsequent rounds are resolved normally.

e. The player may **not** attempt to commit more than one surrounding force to the same battle.

f. Any surrounding force that is not successfully committed may be used as a reinforcing force at the *end* of the first round of combat for any combats the force is eligible to reinforce.

*Example: Napoleon with 2 infantry is located in hex W38, Lannes with 2 infantry is located in hex X39, and Charles with 3 infantry is located in hex X38. Napoleon initiates combat against Charles.*



*The French player declares Lannes will attempt to perform the surrounding maneuver and one die is rolled. The result is a 3, modified to a 5 by the leadership modifier for Lannes, and the effort is successful. Lannes and all of the strength points in the hex with him are picked up and placed in the hex with Napoleon. The initiated combat will now be modified by +1 for the successful maneuver.*

# V. CAVALRY CHARGE (Optional Rule)

1. At the start of any round of combat, if a force possesses any cavalry strength points, the player may announce he is committing them to perform a charge. Both the active and inactive players may signal a cavalry charge. The player with the larger force has the first option to announce a charge. If a cavalry charge is used in combat, there are several special effects:

a. The two dice roll used to resolve a field battle is increased by one if the larger force uses a cavalry charge. The dice roll is decreased by one if the smaller force uses a cavalry charge.

b. As far as possible, any loss the force suffers must be filled by eliminating cavalry strength points. All cavalry strength points must be eliminated before any infantry unit(s). Ignore Rule P3c.

# W. FRENCH IMPERIAL GUARD (Optional Rule)

1. At the start of any round of combat (field battle or city assault), if a French force under Napoleon's leadership possesses any Guard strength points, the French player may announce he is committing the Imperial Guard. If the French Guard is committed, there are special effects:

a. The French force is automatically considered to possess a morale value of *three* during the current round of combat.

b. As far as possible, any loss the French force suffers must be filled by eliminating Guard strength points. All Guard strength points must be eliminated before any other unit suffer loss

c. If the French force is demoralized, its morale value is automatically reduced to *zero.*

# X. RUSSIAN PATRIOTISM (Optional Rule)

1. The morale value of any regular Russian infantry or cavalry unit on map board area 4 is increased to three.

2. The morale value of Russian Cossack units on map board area 4 remains at zero.

# Y. DEMORALIZED COMBAT (Optional Rule)

1. At the end of any round of combat, if the morale value of a force is zero, the owning player rolls one die. This die roll is *decreased* by the leadership value of the force. If the modified result is greater than zero, the owning player must immediately eliminate the resulting number of strength points. These units are considered to surrender and are treated as grand campaign game prisoners of war.

2. IMPORTANT: If this rule is used, a force is never required to withdraw from a field battle or surrender a fortress simply because its morale value is zero.

# Z. FOG OF WAR (Optional Rule)

1. A player may not examine the units in an enemy force (either on the map or on the Leader Display) until he initiates combat against that force and until all combats have been declared.

2. If a player wishes to overrun an enemy force, he must reveal the total strength of the moving force to the opposing player who must honestly inform the active player if the overrun can be executed.

3. Players may "simulate" forced marching of a leader by rolling on the appropriate table. The leader may not exceed the ten movement points allowance.

4. If a player wishes to, any leader(s) not adjacent to an unfriendly unit may be flipped to the "flag" side. Should an unfriendly unit be moved adjacent to any such "flag-side" leader the leader may be flipped back to the non-flag side.

# THE SCENARIOS

1. **TSBEF** includes twelve separate scenarios. Each scenario is fully explained in a separate section of these rules. The scenario rules sections are organized as follows:

2. To begin a scenario, refer to the scenario rules and set out the components listed in Section B.

3. The scenario rules specify the month in which the scenario starts and ends. At the start, the Game-Turn marker is placed in the starting month, and the Game End marker is placed in the ending month on the Turn Record Track. At the end of each turn, the Game-Turn marker is advanced one month. When the Game-Turn marker reaches the final month, after both players complete their segments, the scenario ends and the winner is determined in accordance with the victory conditions specified in Section C of the scenario rules. For multi-year scenarios, a Game Year marker is

also provided.

4. In each scenario, Section D contains special rules particular to that scenario. In certain instances, these rules may conflict with the standard game rules. Whenever such a conflict occurs, the scenario rules *supersede* the standard rules.

5. The initial forces and starting locations are listed in Section E of the scenario rules. Player should take care to use the proper nationality and unit types:

a. Leaders are usually listed by name. If the rules specify "Leader (0)", any unnamed leader of the appropriate nationality may be used.

b. The letter "I" refers to infantry strength points. The letters "GI" refer to guard infantry. The letter "L" refers to landwehr. The letter "M" refers to militia. The letter "P" refers to partisan.

c. The letter "C" refers to cavalry strength points. The letters "GC" refer to guard cavalry. The letters "CC" refer to Cossack cavalry.

d. The letter "S" refers to naval squadron strength points. The letter "T" refers to naval transports.

e. The nationality abbreviation of a satellite force is parenthesized. Example: 3I, 2C (B) indicates three Bavarian infantry strength points and two Bavarian cavalry strength points.

f. Units which are required to deploy at a certain city must be placed in the hex in which the city is located. Units which are specified "within one hex of", may be deployed in or adjacent to the indicated hex, and the forces may be divided in any way desired. If opposing units are deployed in the same city hex, the rules specify which units begin inside the city.

6. Reinforcements are specified in Section F of the scenario rules. At the start of the scenario, reinforcements should be placed in the appropriate box on the Turn Record Track. In a multi-year scenario, before starting the January turn, players should place the new year's reinforcements on the track. Reinforcements are taken from previously *unused* units.

7. In some scenarios, replacements are also specified in the scenario rules. Replacements may only be taken from units previously *eliminated* during the scenario (thus players should reserve a space in which to place eliminated units). If the indicated replacements are not available on the specified turn, they are forfeited.

# I. THE ITALIAN CAMPAIGN OF 1796-97

## Scenario I Version A

NOTE: Scenario version A is in very rough form as of Oct 2011.

## A. INTRODUCTION

*The Coalition against Revolutionary France went in to full swing with the beheading of King Louis XVI on 21 January, 1793 as Britain joined Austria and Prussia to oppose the budding Republic. Spain would join the coalition later that same year. Over the course of the following 22 years 6 more coalitions would be formed to combat France. However, the wars fought during the years of this first coalition would not end until a young general, Napoléon Bonaparte, would resoundingly make his entrance on to the world's stage.*

*In 1793 the French were fighting with a Revolutionary zeal scarcely dreamt of by the leaders of the small, professional armies opposed to France. One opponent after another was defeated by these Republican forces. By 1796 only Austria and the small state of Piedmont opposed France on the continent. The two sides were*
*squared off with enormous opposing armies in Germany, while the rich lands of Italy had been all but written off by the small, ill-fed and underequipped French Army located there. General Bonaparte, having gained respect for his abilities through his actions at Toulon and having gained popular recognition through his actions in the streets of Paris to hold off the Royalists, became seen as a political threat to the directors of the Republic. The decision was made to relegate him to the sideshow theater in Italy. This decision missed its intended mark however. Having been born a Corsican, "Napoleone di Buonaparte" had heavy Italian influences throughout his upbringing. He understood its people and its politics as no one else in his position in the Republican Army could and he quickly made use of these skills. General Bonaparte also had a flair for igniting the passions of soldiers and he had no respect for the slow Prussian methods of war so popular in Europe at the time. What would follow would leave the world a witness to the birth of history's greatest captain.*

**Note:** This scenario includes both an introductory and an advanced version. The introductory scenario is intended as an introduction to the game system and should be played by those first learning it. Certain historical elements have been simplified for this purpose to keep the breadth of rules to a minimum. The advanced scenario is more historically accurate but requires a better understanding of the standard game rules. Rules within the scenario marked for use in the introductory scenario should only be used if the introductory scenario is being played. Those marked for use in the advanced scenario should only be used if the advanced scenario is being played. All other rules, not specifically marked as either introductory or advanced, should be considered in play regardless.

## B. GAME EQUIPMENT

1. The scenario is played on map board areas 2 and 3.

2. The introductory scenario requires Austrian, and French Army units. The advanced scenario also requires Piedmontese and Prussian Army units.

## C. VICTORY CONDITIONS

**1. Introductory Scenario**

a. France wins automatically if it controls Genoa, Milan, Toulon, Turin and one other of these cities: Mantua, Innsbruck, or Venice.

b. Austria wins by denying France their victory conditions.

c. The scenario begins April 1796 (or May and Bonaparte is in Turin?) and ends, how about September 1796 to avoid winter rules?

**2. Advanced Scenario**

NOTE: Must have victory cities along the Rhine to ensure Austria doesn't pull all its forces down to Italy.

a. France wins automatically if it controls Vienna or Prague.

b. Starting December 1796 Austria wins automatically if it controls all of the cities of North Italy

c. France wins automatically if it occupies Genoa, Turin, Milan, Venice, Florence, Leghorn, Innsbruck, and Munich.

d. Austria wins automatically if it occupies Genoa, Turin, Milan, Leghorn, Florence, and either Toulon or Lyon.

e. Austria wins automatically if it occupies Toulon, Marseille, Lyon and Avignon.

f. The scenario begins April 1796 and ends January 1797.

## D. SPECIAL RULES

1. Introductory Scenario - Sequence of Play

Both the Alliance Phase and the Reinforcement Phase are ignored.

2. Political Boundaries

a. Areas on the map board marked as The Holy Roman Empire, Bavaria, and The Kingdom of North Italy are all considered to be a part of Austria for all purposes.

b. Switzerland is a Neutral country. No units from any state can enter it.

3. Supply Sources

a. Introductory scenario - French: The supply source for all French units is any major city in France.

b. Introductory scenario - Austrian: The supply source for any Austrian unit is any major city in Austria. For the purposes of this scenario the following are considered to be a part of Austria: The Kingdom of Italy, Bavaria, and Dalmatia.

c. Advanced scenario - French: The supply source for all French units is any major city which the French player controlled at the start of the scenario. If the non-French player gains control of such a city, it may not function as a French supply source for the remainder of the game.

d. Advanced scenario – anti-French: The supply source for any Austrian, Piedmontese, or Prussian unit is any major city in that unit's home country. Additional supply sources for Austrian units are any major city in The Kingdom of Italy, any major or minor city in The Holy Roman Empire, and any major city in Bavaria.

4. Advanced Scenario - Piedmont

a. During the first Alliance Phase in which the French player controls Turin, Piedmont switches her allegiance from Austria to France. All Piedmontese units are immediately removed from the map board.

5. Advanced Scenario - Prussia (Optional Rule)

If Austria moves any forces initially deployed within one hex of Prague France may begin rolling for a Prussian alliance during the next French Alliance Phase. City Points are counted. Every major city taken counts. A 0 or less (is it that way for the French, yes?) results in Prussia entering the war as an ally of France's.

NOTE: Need to add a bit more on this one using some of the work already done in other scenarios.

NOTE: Unless this optional rule is in play there is no Alliance Phase for the advanced scenario.

6. Advanced Scenario - Armies of Observation (Optional Setup)

Austria and Prussia had a long history of conflict and mistrust. Consequently both maintained considerable forces along the border between the two states. These forces were there strictly to observe the other and as such were strategically important in the roles they performed. That is not to say these forces could not have come in to play during this time period. Consequently they are included as part of the setup in the Initial Deployment and can become active under certain conditions detailed above. Should the players choose to these forces do not have to be set up and it can be agreed, by mutual consent, the above rule is not in play. No Prussian forces need be set up nor the Austrian forces at or by Prague. However, including these as part of the setup provides a glimpse of the epic struggle happening at this time and will add to the player's historical understanding of the overall situation.

7. Advanced Scenario – Bonaparte's Opening Gambit (Optional Rule)

General Bonaparte burst in to action in early April while his opponents were still spread out in winter quarters. To further reflect the advantage and the speed of movement at this time Bonaparte may move a 2nd time following completion of combat

resolution. He may bring along infantry and cavalry totaling not more than 10 strength points. One other leader may accompany him. Following this additional movement combat declaration and resolution may be performed a 2nd time for Bonaparte only. This extra movement and combat is available during the April 1796 turn only. If it is not used at that time it is not available for the remainder of the game.

## E. INITIAL DEPLOYMENT

**1. Introductory Scenario - French Player** (deploys first)

a. At Montenotte (Hex P23): *Bonaparte, Massena, Augereau, Leader (0),* 11I, 1C * At Hex P22: *Leader (0),* 2I, 1C.

**2. Introductory Scenario - Non-French Player**

a. Austrian forces: At Montenotte (Hex P23): *Leader(0),* 4I, 1C * At Turin: *Beaulieu,* 5I, 1C * At Hex P25: *Leader (0),* 1I, 1C * At Milan: *Leader (0),* 1I, 1C * At Hex P27: 1C

**3. Advanced Scenario - French Player** (deploys first)

a. Same as the Introductory Scenario with the following additions: At the Moselle R and North.: *Jourdan, Leader (0),* 15I, 1C * At Strasbourg and South: *Moreau, Leader (0),* 16I, 2C * Within one hex of Lyon: *Kellerman,* 3I, 1C * At Paris: *Leader (0),* 2I, this allows the player to pick one of the two armies facing Germany and make it more capable of movement, or bolster Bonaparte in Italy.

**4. Advanced Scenario - Non-French Player**

a. Austrian forces: At Montenotte (Hex P23): *Leader (0),* 1I, 1C * At Turin: *Beaulieu,* 5I, 1C * At Hex P25: *Leader (0),* 1I, 1C * At Milan: *Leader (0),* 1I, 1C * At Hex P27: 1C

Argenteau & 8,000 is close to Colli

Beaulieu and about 15,000 southwest of Milan

(Optional): Within one hex of Prague: 2 *Leader (0),* 14I, 2C

b. Piedmontese forces: Within 2 hexes of Turin: *Colli,* 5I (Pm)

c. Prussian forces (Optional): Within one hex of Dresden in Saxony: *3 Leader (0),* 12I, 4C

## F. REINFORCEMENTS AND REPLACEMENTS

**1. French Reinforcements:**

a. May 1796-At Lyon: *Kellerman,* 3I, 1C * At Toulon: 1I * At Geneva: *Leader (0),* 1I

b. July 1796-*Joubert* place with *Massena* * At Lyon: 1I

c. August 1796-At Lyon: 1I

d. September 1796-At Lyon: 2I * At Toulon: 1I

e. November 1796-At Lyon: 2I

f. January 1797-At Lyon: 3I

**2. French Replacements:**

Every Turn-At Rheims or Lyon: 1I

**3. Austrian Reinforcements:**

a. July 1796-At Innsbruck: *Wurmser, Davidovich, Quasdanovich, Meszaros,* 9I, 4C * REMOVE: *Beaulieu*

b. August 1796-At Innsbruck: 1I

c. September 1796-At Munich: 2I

d. November 1796-At Munich: 1I

e. January 1797-At Munich: 3I

**4. Austrian Replacements:**

Every Turn-At Frankfurt or Munich: 1I

**5. Reinforcements and Replacements**

If a location is occupied by the opposing nationality, then the units that are supposed to appear in that location are instead placed in the closest friendly held city within the area described as within play.

## G. OTHER SCENARIO NOTES

## Scenario I Version B
## Derived from Fire & Movement No. 146. Design by Tom Cundiff

## A. INTRODUCTION

*Unable to rest Belgium from the French, Austria turned her eyes upon a campaign to clear the French from the seized provinces of Savoy and Nice. England also pressed Austria for action, supporting their offensive with money. The King of Piedmont, of course, was more than willing to join with the Austrians, ancient enemies though they were, if it meant his resumption of rule in these two provinces. Thus, Austrian General Beaulieu marched into northern Italy seeking a union with the Piedmontese General Colli, the purpose of which was to jointly push the French out of Savoy and Nice.*

*Bonaparte, following the Royalist Uprising of 1795, was an up and coming political force, and taking advantage of his numerous writings upon the failures of the Army of Italy commanded at the time by General Scherer, Italy was seen by the French Directory, and by Barras himself, as the perfect opportunity to relegate Bonaparte to an obscure and failing operation. General Scherer was replaced and Bonaparte, a 26 year old newly minted general with no real experience commanding armies was given command of the Army of Italy. The Army of Italy was probably the worst army France possessed at the time. It hadn't been paid, it had very little in the way of clothing, food was forage only for all intents and purposes, and ammunition was scant. Artillery and cavalry were also in short supply. Morale, needless to say, was abysmal. Little was expected of Bonaparte, at least as far as the Paris politicos were concerned, and in fact his failure and discredit was desired.*

*But, what the Paris politicians didn't know was that Bonaparte, better than anyone else, understood Italian politics. He was a Corsican himself, not really a Frenchman. He understood well the true feelings of the Italians regarding the Austrians, and he also knew that deep in their heart of hearts all men believed in personal freedom, at least they knew what they had and any change had to be for the better as far as the simple peasant understood and came to enthusiastically support. Thus, Napoleon banked upon his ability to smash the Piedmontese Army and infuse his own men with the grandeur of their own success. Success would breed further success and an army beaten by the parsimonious effects of the Paris penny pinchers could be welded into a victorious juggernaut.*

**Note:** This scenario was designed for the original map boards, with heavy modification by the 4th Edition PM. I have attempted to modify it for use with the new map. This required some research and is limited by the design decisions inherent in that map. The designer's original statements about this scenario are still true: no attempt has been made to balance it. This is history. Play as you may.

## B. GAME EQUIPMENT
1. The scenario is played map board areas 2 and 3.
2. The scenario requires Austrian, French and Piedmontese Army units.

## C. VICTORY CONDITIONS
1. France wins automatically if it occupies Genoa, Turin, Milan, Venice, Florence, Leghorn, Innsbruck, and Munich.

2. France wins automatically if it occupies Vienna regardless of the status of any other city on the board.
3. Austria wins automatically if it occupies Genoa, Turin, Milan, Leghorn, Florence, and either Toulon or Lyon.
4. Austria wins automatically if it occupies Toulon, Marseille, Lyon and Avignon regardless of the status of any other city on the board.
5. If none of the Automatic Victory Conditions listed in 1 to 4 above have been met by the end of the January 1797 turn, then Victory is determined according Victory Points gained by the occupation of the specific cities as listed below. The player with the greater number of VP's is the winner. If both players possess the same number of VP's then the game ends in a draw.

| City | French VP's | Austrian VP's |
|------|-------------|---------------|
| Turin | 1 | 1 |
| Leghorn | 1 | 1 |
| Florence | 1 | 0 |
| Milan | 1 | 2 |
| Genoa | 1 | 2 |
| Toulon | 0 | 3 |
| Lyon | 0 | 3 |
| Mantua | 2 | 1 |
| Venice | 2 | 1 |
| Verona | 2 | 1 |
| Innsbruck | 3 | 1 |
| Munich | 3 | 0 |

6. The scenario begins April 1796 and ends January 1797.

## D. SPECIAL RULES
### 1. Alliance Phase
There is no Alliance Phase, ignore it.

### 2. Austria and Piedmont
Consider any city occupied by Piedmontese troops as Austrian occupied for VP purposes.

### 3. Piedmont
Piedmont was a small Kingdom on the border of France existing between Austrian held territory in what is now northern Italy and the French. Its capitol is Turin.

a. If Turin is occupied by French units, the Piedmont government immediately sues for peace. Any Piedmontese army units and leaders are immediately removed from their current locations on the map and placed in Turin.

b. In order for the Piedmontese to again declare war on France and take part in the war, the Austrians must occupy both Genoa and Toulon. The Piedmontese get no replacements or reinforcements for the duration of the game. The Piedmontese forces are represented by their commander General Colli and 5 infantry strength points. Their supply source is Turin. If forced to retreat after a battle, they must retreat toward Turin by a path consisting of the least number of movement points. The Piedmontese army Morale is Zero. They may attack for one round of combat only and then are forced to withdraw from combat (regardless of the result). (The Piedmontese people generally sided with France, not because of any great love for the revolution or its principles, but because the French were fighting their mortal enemy the Austrians, and the Piedmontese were not happy about being allied with the Austrians, thus, they were not inclined to put up much of a fight on behalf of their Austrian ally.) If Turin is taken by the French, and the remnants of the Piedmontese Army is relocated there, consider the city to be French occupied. The only way the Austrians can again re-take Turin is to declare war on the Piedmontese by attacking

Turin and the Piedmontese army therein. If the Austrians attack the Piedmontese, then the Piedmontese Army units possess an upgraded Morale of 1. If after the Austrians declare war upon the Piedmontese they take Turin, the remains of the Piedmontese army will continue to fight with the French as French satellite units.

### 4. French Morale
France begins the war with a morale of 1. Any time after they defeat an Austrian or Piedmontese Army of 5 or more Strength Points, their morale increased to 2 (Two).

### 5. Austrian Morale
Austrian morale begins at 2 and drops to 1 (One) if at any time Napoleon defeats an Austrian army of 5 or more Strength Points, or Turin is captured and the Piedmontese Army deserts the cause and returns to their capitol (Turin).

### 6. Bavaria
Bavaria is considered to be part of Austria for all purposes.

### 7. Switzerland
Switzerland is a Neutral country and no one can enter it. The French May 1796 reinforcements that appear at Geneva must leave Switzerland by the end of their May 1796 movement phase.

### 8. Playing Area
The playing area is restricted to that area bounded by the Rhone River in the West, Switzerland in the North, the Bavarian border (with the exception of Munich, and the Austrian border. The northern areas will not be used, which is a line roughly from Nantes to Warsaw. When in doubt, settle the dispute with a friendly roll of 1 die.

### 9. Beginning Set Up of Bonaparte and Colli
The units commanded by Bonaparte and Colli begin the game set up outside of the unlisted city of Montenotte and in the same hex. This is the only time units of opposing armies may occupy the same hex (exception, see sieges and city assaults). After Turn 1, all armies must be located in hexes occupied only by units of their own alliance (French, Non-French).

### 10. New Leaders
There are new leader counters introduced for both the Austrians and the French. The Piedmontese leader has already been introduced.
FRANCE:
Bonaparte 2, Augereau 1, Kellerman 1 (introduced by the Marengo Scenario), and Joubert 1
AUSTRIA:
Beaulieu 0, Wurmser 0, Davidovich 1, Quasdanovich 0, and Meszaros 0
PIEDMONT:
Colli 0
SUPPLY SOURCES:
France: Lyon or Toulon
Austria: Munich or Vienna
Piedmont: Turin

## E. INITIAL DEPLOYMENT
### 1. French Player (deploys first)
At Montenotte (Hex P23): *Bonaparte, Massena, Augereau, Leader (0), Leader (0),* 11I, 1C * At Hex P22: *Leader (0),* 2I, 1C.

### 2. Non-French Player (All units are Austrian unless designated "Pm" for Piedmontese)
At Montenotte (Hex P23): *Colli,* 5I (Pm), *Leader (0),* 1I, 1C * At Turin: *Beaulieu,* 5I, 1C * At Hex P25: *Leader (0),* 1I, 1C * At Milan: *Leader (0),* 1I, 1C * At Hex P27: 1C

## F. REINFORCEMENTS AND REPLACEMENTS
### 1. French Reinforcements:
a. May 1796-At Lyon: *Kellerman,* 3I, 1C * At Toulon: 1I * At Geneva: *Leader (0),* 1I
b. July 1796-*Joubert* place with *Massena* * At Lyon: 1I
c. August 1796-At Lyon: 1I
d. September 1796-At Lyon: 2I * At Toulon: 1I
e. November 1796-At Lyon: 2I
f. January 1797-At Lyon: 3I

### 2. French Replacements:
Every Turn-At Lyon: 1I
Every time a named leader is killed, he is immediately replaced in place by an unnamed *Leader (0)*.

### 3. Austrian Reinforcements:
a. July 1796-At Innsbruck: *Wurmser, Davidovich, Quasdanovich, Meszaros,* 9I, 4C * REMOVE: *Beaulieu*
b. August 1796-At Innsbruck: 1I
c. September 1796-At Munich: 2I
d. November 1796-At Munich: 1I
e. January 1797-At Munich: 3I

### 4. Austrian Replacements:
Every Turn-At Munich: 1I

### 5. Reinforcements and Replacements
If a location is occupied by the opposing nationality, then the units that are supposed to appear in that location are instead placed in the closest friendly held city within the area described as within play.

## G. OTHER SCENARIO NOTES
### Notes by the Designer Tom Cundiff
This scenario represents Bonaparte's first command as a General in charge of an entire campaign. You will find he has been downgraded from a 3 to a 2 rating. This is because the original W&P game begins in 1805, a good 10 years following Napoleon's arrival on the battlefield as Europe's preeminent tactician and strategist. His command staff hadn't been formed and most of the cadre of field marshals upon whom he relied from Austerlitz and beyond were mostly low ranking battalion officers at the time of the First Italian Campaign. Some have even argued that the mystique of Napoleon was due to the indomitable spirit of the man in this earlier period, and not due to his skill as a combat commander. Thus, his command rating has been lowered. You will also find no French Guards in this campaign. They didn't exist at this time, even the vaunted French Guard Cavalry existed only as a nebulous company sized unit with their leader Bessieres ranking only as a Captain and later in this campaign promoted to a major. There has been no attempt to balance this campaign. This is a historical recreation of the event. It concentrates only upon the Italian Campaign of 1796-97, and does not concern itself with the French Army of the Rhine and Austrian Archduke Charles' armies in the region of Strasbourg – Ulm.

### Conclusion
The First Italian Campaign solidified Bonaparte as not only a field commander of great expertise, but he also became a political force that was able to remove the ineffectual Councils and Directories that had been France's fate since 1789. Italy made him the rising star in France and it was inevitable that, although there were other men of perhaps greater political savvy (Bernadotte, Suchet, and St. Cyr) they had not the desire to seize power. But, Italy had only wetted Bonaparte's appetite and had set the stage for 20 years of

warfare across the fields of Europe and indeed the world. Ω

# II. THE ARMY OF THE ORIENT: BONAPARTE IN EGYPT 1798-99

## A. INTRODUCTION

*Following his successful Italian campaign, ending in 1797, General Bonaparte was suddenly in the spotlight in Paris and had gained notoriety throughout Europe. How would he follow up to this success? Inspired by Alexander the Great Bonaparte designed to strike at the English in India, by way of Cairo. Partially out of a desire to send the vibrant young Corsican away from Paris and partially out of a need for more successes on France's various fronts, the Directory agreed to his ambitious idea for a campaign to conquer Egypt with hopes of cutting the English trade route to India.*

*General Bonaparte wasted no time gathering the best and the brightest including a core of veteran soldiers from The Army of Italy. He gathered 40,000 soldiers and an armada of 335 ships varying in size and shape from tiny ships to the enormous battleship 'Sans-Culotte' newly titled 'L'Orient'. With this force he would conquer Egypt, sidestep the Ottoman Empire, and finally drive the English out of India.*

*Very early on, however, events would not go according to plan. Nelson's forces achieved a stunning victory over the larger French Fleet anchored off of Aboukir Bay. The French Foreign Minister, Charles-Maurice de Talleyrand-Périgord, refused to make the promised journey to Constantinople to assuage the Turks who then declared war on France. Eventually even the dreaded bubonic plague, the disease that had ravaged Europe centuries earlier, would assault his ambitions. Embattled on all sides, General Bonaparte would prove his resilience and leadership time and again, but would eventually return to Paris, leaving his Army of the Orient behind.*

## B. GAME EQUIPMENT

1. The scenario is played on the Egypt area of the map board. The remaining map board areas may be used if the optional naval rules are in play.

2. The scenario requires French, Mameluke and Turkish units. If optional naval rules are used British units are also required.

## C. VICTORY CONDITIONS

1. The French player wins a Decisive Victory if the current City Points is 9-11 at the end of the scenario, a Marginal Victory if the current City Points is 6-8, a Tie of the current City points is 5.

2. The Non-French player wins a Decisive Victory if the current City Points is 0-2 and a Marginal Victory if the current City Points is 3-4 at the end of the scenario.

3. The scenario begins in July 1798 and ends in October 1799.

## D. SPECIAL RULES

### 1. Alliance Phase

a. There is no Alliance Phase prior to the August 1798 game turn. During the August anti-French Alliance Phase a siege marker is placed in Syria and incremented to '2'. A die is rolled. If the result is equal to or less than the value on the siege marker Turkey becomes anti-French. Each subsequent Alliance Phase the siege marker is incremented by one and the die then rolled again. If Turkey is still neutral during the anti-French player's November Alliance Phase the status is immediately changed to anti-French and the siege marker removed from play.

b. At the start of the scenario Spain is pro-French, Austria, Prussia and Turkey are neutral, and both England and Russia are anti-French.

c. Pro-French forces may not enter Syria as long as Turkey is neutral.

d. Turkish forces may not be moved as long as Turkey is neutral.

e. A single City Point is awarded for each of the following cities controlled by pro-French forces: Alexandria, Aswan, Damietta, El Arish, Gaza, Jaffa, and Jerusalem. Two City Points are awarded for each of the following cities controlled by pro-French forces: Acre, and Cairo.

### 2. Supply Sources

a. French forces are supplied from the city of Cairo so long as one of two possible conditions is true: (1) Cairo is unbesieged, controlled by France, and Bonaparte is within 1 hex of Cairo, or (2) Cairo is unbesieged, controlled by France, and Aswan is controlled by France. Any unit in a hex with the Nile River on a hex side is supplied as long as Cairo is unbesieged and controlled by France. If, at the start of any French Attrition Phase, the hex containing Cairo has fewer than 6 strength points of French forces roll one die. A result of 3 or less and the Nile River cannot be used as a supply source for that turn, including the current Attrition Phase (this die roll must be made prior to Attrition determination for French forces).

b. Mameluke forces under Ibrahim Bey are supplied from Cairo, El Arish, or any city in Syria, so long as the city is not occupied or besieged by French forces. A city in Syria can only be a supply source if Turkey is allied with the Anti-French.

c. Mameluke forces under Murad Bey and Hassan Bey are supplied from either Cairo or Aswan as long as the city is not occupied or besieged by French forces. Any unit in a hex containing the Nile River is supplied so long as Aswan is not occupied or besieged by anti-French forces.

d. Mameluke forces under Murad Bey or Hassan Bey are supplied from the Bawiti Oasis if both Cairo and Aswan are controlled by France.

e. Turkish forces in Syria are supplied from any hex on the last hex row on the Northern border of Syria.

f. The supply source for Turkish units in Egypt is, in addition to any supply line through Syria, any port city if there is at least one un-besieged Turkish strength point *inside* the city being used as a supply source.

g. French forces are considered in supply for the duration of turn 1, regardless of the situation.

### 3. The Mamelukes

For Attrition purposes Mameluke Cavalry strength points that are not in the same hex as a Leader have their die roll modified by +2. Mameluke Cavalry in the same hex as a Mameluke leader are placed under that leader's counter and may not move to an adjacent hex or any other hex without that leader moving along with the unit(s).

**Note:** The leader counter does not have the same limitation and may move as per the standard rules.

### 4. Sieges

Any Assault on a fortress has the die roll modified by +1 if the Defender is the Smaller Force and by -1 if the Defender is the Larger Force.

**5. French Casualties**

a. French strength points lost to Attrition are sent to France's Force Pool. All other losses are removed from play without being sent to the Force Pool.

b. French forces that suffer a Combat Loss of 1 or more strength points do not automatically lose the strength point(s). Roll 1 die. The leadership value of any leader involved in the combat may be added to the die roll. If the modified value is 5 or greater 1 strength point is reduced from the losses sustained by the French force. If the original loss was 1sp the French suffer no losses. Otherwise treat the Combat Result normally.

**6. Overrun**

The overrun rule in the standard rules is not in effect for this scenario. Disregard rule L.

**7. Combat Resolution**

The Combat Resolution rules for odds of 4:1 or greater, or 1:4 or less, are not in effect. **Disregard rule O.1.d.**

**8. Morale**

a. The Turkish and Mameluke forces have morale of 1.

b. Any French units in combat with either Bonaparte or Desaix have their normal morale of 2. Otherwise their morale is 1.

**9. The Turkish Amphibious Invasion**

a. During the non-French player's June 1799 Reinforcement Phase, he receives the following Turkish forces: *Mustapha,* 6I. These may be placed in any coastal hex no further than 3 hexes from Alexandria so long as no French forces are present.

b. During his Combat Phase, the non-French player may use these Turkish units to initiate an attack against any adjacent port city even if the attacked hex is unoccupied. If the hex is unoccupied, the Turkish units may immediately advance and take control of the city. If the hex is occupied by French units, the normal Combat rules are used to resolve the combat. If the opposing force withdraws, the Turkish units may advance into the hex.

c. If the non-French player captures any port city in Egypt, the city may be used as a Turkish supply source (see 2d, above).

d. If the non-French player gains a Turkish supply source from one of the port cities in Egypt the next Reinforcement Phase he receives the following Turkish forces at that city: 6I.

**E. INITIAL DEPLOYMENT**

**1. French Player** (deploys first)

At Alexandria: *Bonaparte, Desaix, Lannes, Kleber, Murat* 14I, 1C

**2. Non-French Player**

a. Mameluke Forces: At Damietta: 1C(Im) * One hex East of Cairo: *Ibrahim Bey,* 3C(Im) * At Cairo: *Murad Bey*, 4C(Md)

b. Turkish Forces: At Gaza: *Leader (0),* 2I * At Jaffa: 1I * At Acre: 2I * At Jerusalem: *Djezzar,* 3I.

**F. REINFORCEMENTS AND REPLACEMENTS**

**1. French Replacements:**

Every other month starting in October 1798-At Cairo: 1I

Replacement months are: October and December 1798, February, April, June, August and October 1799

**2. Mameluke Reinforcements:**

October 1798-At Aswan: *Hassan Bey,* 4C(Hn)

**3. Mameluke Replacements:**

Every month so long as Aswan is not controlled by pro-French forces-At Aswan: 1C(Im)

**4. Turkish Reinforcements:**

April 1799-At any hex on the North edge of Syria that does not contain 1 or more strength points of French forces: *Abdallah,* 14I(T).

May 1799-If at least one of the following cities is not controlled by the French an additional 7I may be placed at any *one* of the uncontrolled cities: El Arish, Gaza, Jaffa, Jerusalem or Acre.

September 1799-At Acre: *Leader (0),* 10I

**G. OPTIONAL RULES AND OTHER SCENARIO NOTES**

**1. Notes by the Designer John W. Gant**

This scenario is the greatest deviation possible from the original game's purpose, while still remaining within the list of Napoleon's campaigns. The scale of the Egyptian Campaign was smaller in most every way from that of his other campaigns. The use of naval forces, one exception, was different in every way from previous campaigns. It was one of only three campaigns he would lead when not Emperor of France. Finally, it was the only time Napoleon would face the forces of Turkey in battle. These unique characteristics made the design of this scenario challenging, but fun. The scale of the game has mostly been halved from that of the original *War and Peace* scenarios. Instead of strength points representing 5,000 men they represent roughly 2,500 men. Instead of a Fleet Unit representing 6 ships of the line it represents roughly 3 ships. Other special rules help the scale of this game to more accurately reflect the campaign while still remaining within the bounds of the original game's design.

While historical accuracy is very important, I want this scenario to be fun and challenging as well. Some liberties were taken to further that end, and some abstractions were required to tighten the timeline in question. The invasion of the Island of Malta has been removed completely, with the game starting at approximately the time Napoleon's forces were landing in Egypt.

Also the Arabic irregular forces, that displayed little or no interest in combat, have been excluded in their entirety. Thus the force under Ibrahim Bey that is listed at 100,000 in David Chandler's *The Campaigns of Napoleon* is limited to the small Mameluke force under his direct command.

The overall lack of artillery in this theatre of operations made fortresses more effective than in many of the European campaigns. Consequently, a full siege was more likely to happen in the Egyptian campaign. This increases the chances of the siege of Acre occurring during the scenario.

Finally, occurrences such as the blockade of Naples and the attack on Corfu are abstracted out of this scenario and represented only in the most peripheral of ways such as the removal of Nelson.

All together this scenario should provide a fun and exciting challenge for fans of both *War and Peace* and of the Egyptian Campaign.

**2. Optional Rule for the Bubonic Plague.** Any force in a River Nile hex, including a city hex, is susceptible to the plague. On an Attrition die roll of 6 another die roll is performed for each River Nile hex containing a phasing force. This is considered to be a second Attrition die roll. Both Attrition results are then applied to forces in that hex.

**Note:** These losses are moved to their respective Force Pools and, if French, are available as Replacements.

**3. Optional Naval Units.** Bonaparte's campaign to Egypt was unique for him in that it involved substantial naval forces successfully delivering his ground forces. Nelson had many close calls with the French fleet and could have disrupted Bonaparte's plans with just a little bit of luck. This optional rule incorporates naval units in to the scenario. It is recommended players use this as practice for the naval rules to be used in the Grand Campaign Game.

a. The rules section of the Grand Campaign Game titled "Naval Units" is in play for this optional rule.

b. Naval Transports in this scenario have a capacity double that listed in the GCG: 4 strength points of infantry, or 2 strength points of cavalry, or 2 infantry with 1 cavalry, and any quantity of leaders.

c. French Initial Setup: At Toulon: 4T, 5S. All French ground units also setup in Toulon instead of in Alexandria.

d. Mameluke Initial Setup: Add the following force: At Alexandria: 1C(Im).

e. English Initial Setup: "At Sea" in West Mediterranean: *Nelson*, 4S.

f. English Reinforcements:

October 1798-*Nelson* and 1S are removed from play.

January 1799-"At Sea" in West Mediterranean: 1S

October 1799-"At Sea" in West Mediterranean: 1S

g. Turkish Reinforcements:

June 1799-"At Sea" in Mediterranean: *Mustapha,* 6I, 3T, 2F

h. Russian Reinforcements:

July 1799-"At Sea" in East Mediterranean: 1S

i. If Bonaparte is in any city inside of France on the last turn of the scenario a single City Point is awarded to the pro-French player.

j. A single city point is awarded to the pro-French player for control of Valletta on Malta.

k. The victory conditions are replaced with the following:

* The French player wins a Decisive Victory if the current City Points is 10-13 at the end of the scenario, a Marginal Victory if the current City Points is 7-9, a Tie of the current City points is 5-6.

* The Non-French player wins a Decisive Victory if the current City Points is 0-2 and a Marginal Victory if the current City Points is 3-4 at the end of the scenario.

l. The forces of Egypt are considered neutral and not in play until pro-French forces move in to any land hex in Egypt.

m. Forces under Bonaparte may amend the naval rule Z.X.F.3.b. A force of up to 12 strength points, of any combination of Cavalry and Infantry, may move normally the same player segment as a naval transport landing if accompanied by Bonaparte. Any additional leaders may also move with Bonaparte, though no additional strength points may be stacked with those leaders.

n. The scenario begins in June 1798.

**4. Optional Rules for removing Nelson.** Starting in the August 1798 anti-French Reinforcement / Replacement phase roll 2 dice. With a result of 8 or greater *Nelson* and 1S (English) are removed from play. This Optional Rule replaces the standard scenario rule for removing Nelson.

**5. Optional Rule for Hidden Naval Movement.** If the optional naval rules are used it is recommended the hidden naval movement rule be used (in the GCG optional rules section). <mark>NOTE:</mark> If the "Fleet" concept is used the French get 3 Fleet units they can use however they choose, dummy fleet(s), etc.

# III. MARENGO – THE ITALIAN CAMPAIGN OF 1800
## From General Volume 26 Issue 6

## A. INTRODUCTION

*In late 1799, the new French Republic was in poor shape. At war with Great Britain and Austria, the French faced hostile armies in Italy, Holland and on the Rhine, as well as political upheaval inside France itself. In early November, Napoleon and a coalition of generals and ministers launched the Brumaire coup; through a series of blunders, confrontations and Machiavellian political ploys, Napoleon became First Consul. Determined to retrieve France's military situation, the general turned-consul immediately began preparations for a two-pronged assault on Austria.*

*The ensuing campaign was a wild, back-and-forth struggle. Napoleon, betrayed by one of his own generals and caught off guard by a simultaneous Austrian offensive, rebounded brilliantly. Defeating the Austrians at Marengo on 14 June 1800, he followed up his success by advancing deep into Austrian Italy. By early 1801, Austria was willing to sign a separate peace, thus leaving British Prime Minister William Pitt's Second Coalition in a shambles.*

## B. GAME EQUIPMENT
1. The scenario is played on map board areas 2 and 3.
2. The scenario requires Austrian, French and some British units.

## C. VICTORY CONDITIONS
1. The French player wins by fulfilling *any one* of the following victory conditions:

a. Occupy Mantua, Milan, Venice and any three cities in Austria or Bavaria, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory.

b. Force Austria to become neutral through the Alliance Table die rolls (not possible before November 1800), in which case the game ends in an immediate French victory.

c. Occupy Vienna or Budapest, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory.

2. The Non-French player wins by preventing the French player from winning by the end of January 1801 game turn *or* by occupying any five French cities (or Paris), in supply, at the end of any non-French player-rum.

3. The scenario begins in April 1800 and ends in January 1801.

## D. SPECIAL RULES
### 1. Alliance Phase
There is no Alliance Phase prior to the November 1800 game turn. During and after the November turn, the French player (only) may roll to make Austria neutral. Both players receive victory points toward that die roll for battles won by their forces; however, the defeat of an army led by Napoleon is only worth two victory points, not three as per the standard rules.

### 2. Supply Sources
a. French forces are supplied from any city in France that is not occupied or besieged by anti-French forces.

b. Austrian forces are supplied from any city in Bavaria, Austria or Italy that is not occupied or besieged by French forces.

c. English forces may be supplied from coastal hexes or port cities occupied by English forces.

**3. British Forces**

a. The British forces begin the game "at sea". They may use sea movement to land at any coastal hex or city that is currently occupied by a non-French unit. British units in port hexes may move from that port to any other port occupied by friendly forces instead of moving by land. British units on coastal hexes may move out to sea or to friendly port hexes.

b. British units (only) may move by sea but may not combine land and sea movement in the same turn. They may fight adjacent French units.

c. The British player receives special reinforcements dependent upon the status of Florence and Genoa. The British player receives one infantry strength point of reinforcements "at sea" on each turn that both Genoa and Florence are free of French units.

**4. Reduced French Quality**

All French forces that are stacked with *Napoleon* have their normal morale of "2". Any other French units have a morale of "1". French forces may still force-march and take attrition as normal French units.

**5. Austrian Morale**

All regular Austrian units are considered to possess a morale of "2".

**6. Bavaria**

Bavaria is considered to be part of Austria for movement and supply purposes.

# E. INITIAL DEPLOYMENT

**Note:** Initial deployment instructions assume counters do not exist for certain leaders. This may or may not be the case so use the correct counter where possible.

**1. French Player** (deploys first)

At Mainz: *Moreau* (use *Ney*) 8I, 2C * At Coblenz: *Leader (0)*, 4I * At Strasbourg: *Leader (0)*, 5I, lC * At Geneva: *Lannes*, 4I. * At Dijon: *Kellerman* (use *Murat*), *Leader (0)*, 6I, 1C * At hex P24(2): *Soult*, 3I * At Genoa: *Massena*, 6I, 1C * At Turin: *Leader (0)*, 2I * At Paris: *Napoleon* * At Toulon, Marseille and Lyon: 1I each.

**2. Non-French Player**

a. English Forces: "At Sea" in Mediterranean: *Leader (0)*, 2I.

b. Austrian Forces: At Milan: *Melas* (use *Bellegarde*), 8I, 1C * At Mantua.: *Leader (0)*, 5I, 1C * At Venice: *Leader (0)*, 4I, 1C * At Baden: 3I * At Stuttgart: *Kray* (use *John*), 6I, 1C * At hex Y23(2): *Leader (0)*, 5I, 1C * At Ulm: 1C * At Wurzburg: 3I, 1C * At Frankfurt: 2I, lC * At Innsbruck, Munich, Ratisbon and Leoben: 1I each * At Florence: 4L * At Frankfurt: 1L.

# F. REINFORCEMENTS AND REPLACEMENTS

**1. French Reinforcements:**

a. May 1800-At Dijon: 2I

b. September 1800-At Paris: 1C

c. Each turn, beginning in May 1800-At Lyon, Strasbourg or Paris: 2I or 1C

**2. Austrian Reinforcements:** Each turn-At Vienna or Budapest: 2I or 1C

**3. Replacements:** There are **no** replacements in this scenario.

# G. OPTIONAL RULES

**1. Charles** In the latter stages of the campaign of 1796, Charles was given command of the Austrian forces facing Napoleon and performed quite credibly. In 1800, however, the Archduke did not possess separate command and, indeed, was not given one during the entire campaign. As a play balance aid, allow the Austrian player the following reinforcement, in addition to those regularly scheduled: October 1800-At Vienna: *Charles*, 4I, 1C.

**2. Moreau** The French general *Moreau* was one of Napoleon's most bitter rivals in the early days of the Consulate. In the 1800 campaign, *Moreau* was in command of' France's largest army, the Army of the Rhine. According to Napoleon's plan, *Moreau* was to advance against and pin the Austrian army in Bavaria and to detach General Lecourbe's corps of upwards of 25000 skilled veterans. However, *Moreau* defiantly ignored Napoleon's orders; although he did sluggishly advance against the Austrians under General Kray, he sent Napoleon only 14000 "scrappings" composed of odd and untried units to reinforce the Army of Italy. To reflect *Moreau's* attitude and his popularity among his troops, enact the following special rules:

a. If *Moreau* is in a stack of French units within six hexes of Strasbourg, he is automatically the commander of all forces in that stack and his leadership value is utilized in combat.

b. The French player must always stack at least five strength points with *Moreau*. On any turn in which *Moreau* has fewer than five strength points, no French units within six hexes of Strasbourg may move farther away from that city (in terms of movement points) until enough units have been moved into the hex with *Moreau* to bring his command up to five strength points.

c. If Strasbourg is currently occupied by non-French forces or if *Moreau* is killed or temporarily removed from play by wounds, the restrictions are not applied.

**A Short Note on Play**

It is important for the French player to realize the strategic value of Switzerland. From this central position a French force can threaten the rear of Austrian armies in Bavaria and Italy. By using the three passes to best advantage and with average luck on forced-march die rolls, the French can launch a major attack against either front and gain a local advantage in numbers.

Genoa must be held at any cost, both to prevent English reinforcements and to keep the Austrians bottled up in northern Italy. Massena can usually hold the city long enough to allow the French to build a relief force nearby to recapture Genoa should the Austrians storm and capture it. Although English troops do not necessarily spell doom for Napoleon, they are extremely difficult to guard against because of their naval movement, ease of supply and constant reinforcement rate.

The French should attempt to hold the Austrians on the Rhine and concentrate on the Italian cities. France's main goal is to force Austria out of the war, preferably by use of the Alliance Phase method. To this end, the French should take Mantua as soon as possible, and run up a string of victory points.

Austrian strategy is rather straightforward: contain the French. One should try to utilize the rivers on the Franco-Bavarian border to force the French into an unwise attack situation, and thereafter try to block the Swiss mountain passes. No serious advance from the headwaters of the Danube should be contemplated unless the French have been badly defeated.

In Italy, the Austrian should quickly isolate Massena. If strong enough, assault Genoa, but usually the city must be taken by siege. Once Genoa has fallen, let the English strengthen its defenses while Austrian troops form as large a field army as practical. The primary factor is speed; if the Austrians do not move quickly in the early stages of the game, the French Reserve Army will issue from the Alps and fall upon the Austrian rear. And Northern Italy will fall.

# IV. THE SUN OF AUSTERLITZ - 1805

## A. INTRODUCTION

*In the late summer of 1805, Napoleon assembled nearly 200,000 men on the Channel coast for a planned invasion of England. Together, with Austria, Russia, and several minor powers, England had formed the Third Coalition, an alliance seeking to depose Napoleon and dismember the French Empire. By early autumn, Austrian troops had swarmed into Bavaria and northern 1taly while a Russian army began marching west to join her allies. England supported the war effort with economic aid and minor coastal invasions in Italy and Germany.*

*Napoleon reacted with unexpected speed, transferring the bulk of his forces south to meet the Austrian advance. In September, the "Grande Armee" surged across the Rhine. Within a month, the Austrian army in Bavaria surrendered the fortress of UIm, and the allied forces were retreating out of Italy. By mid-November, Napoleon held Vienna, the Austrian capitol. Prussia, although favoring the coalition, remained a cautious neutral. In early December, the Russians and the remnants of the Austrian army attacked Napoleon at Austerlitz, northeast of Vienna, and were severely beaten. After this disaster, the Russians retreated and Austria sued for peace. Although the coalition foundered, England won the most important battle of 1805. On October 21, Admiral Nelson destroyed the French Fleet at Trafalgar off the southwest coast of Spain. For the remainder of his life, Napoleon's continental Empire would be curtailed by England's indisputable control of the sea.*

## B. GAME EQUIPMENT
1. The scenario is played on map board areas 2 and 3.
2. The scenario requires Austrian, Russian, French and French satellite units. There is a possibility that Prussian units may also be needed.

## C. VICTORY CONDITIONS
1. The French player wins the game if there is at least one un-besieged French strength point in Vienna at the end of the scenario.
2. If the French player does not achieve his victory condition, the non-French player wins the game.
3. The scenario begins in August 1805 and ends in December 1805.

## D. SPECIAL RULES
1. Alliance Phase
a. The French player receives one City Point for controlling Vienna.
b. The non-French player receives one City Point if a French unit enters any territory controlled by Prussia (including Ansbach, Bayreuth, Saxony, and Westphalia). Once only.
c. If a modified die roll of "0" occurs during an Alliance Phase, Prussia remains neutral for the remainder of the game.
d. If a modified die roll of "7" occurs during an Alliance Phase,

Prussia declares war against France and the non-French player may immediately deploy and may use the following Prussian forces: At Magdeburg: *Brunswick, Ruchel,* 10I, 1C * At Dresden: *Leader (0),* 4I, 1C * At Weimar: *Hohenlohe,* 6I, 1C * At Berlin, Posen, and Thorn: 1I each.
e. If a modified die roll of "0" or "7" occurs, the Alliance Phase is deleted for the remainder of the game.
f. Austrian and Russian units may not enter Prussian territory unless Prussia declares war against France.
2. Supply Sources
a. The supply source for all French and French satellite units is Milan or any major city in France.
b. The supply source for all non-French units is any major city in the unit's home country.

## E. INITIAL DEPLOYMENT
1. French Player (deploys first)
a. French forces: In France, within one hex of Strasbourg: *Napoleon, Lannes, Ney,* 8I, 2GI, 4C * within one hex of Metz: *Davout, Soult,* 12I, 1C * At Milan: *Massena,* 3I, 1C * At Coblenz: *Marmont,* 3I, 1C * At Cologne: *Bernadotte,* 3I * At Florence: *Leader (0),* 4I * At Brest: *Leader (0),* 4I * At Amsterdam: 3I * At Hanover, 1I.
b. French satellite forces: At Wurzburg: *Leader (0),* 3I, 1C (B) * At Amsterdam: *Leader (0),* 3I (H) * At Milan: 4I, 1C (I) * At Baden: 1I (R) * At Geneva: 1I (Sz) * At Stuttgart: 2I (Wu).
2. Non-French Player
a. Austrian forces: In Bavaria, within one hex of UIm: *Ferdinand, Mack,* 11I, 3C * Within one hex of Venice: *Charles, Hiller,* 14I, 4C * At Innsbruck: *John,* 3I, 1C * At Vienna: *Leader (0),* 2I * At Prague and Ratisbon: 1I each.
b. Russian forces: At Brest-Litovsk: *Buxhowden, Constantine,* 5I, 2GI, 1C, 1GC * At Lublin: *Bagration, Kutuzov,* 7I, 1C * At Grodno: *Bennigsen,* 3I, 1C.

## F. REINFORCEMENTS AND REPLACEMENTS
1. The French player receives no reinforcements or replacements.
2. The non-French player receives Austrian reinforcements and replacements:
a. Reinforcements: At Budapest: 1I each turn.
b. Replacements: At Vienna: 1I each turn.
3. Reinforcements and replacements are forfeited if the opposing player controls the specified city on the scheduled turn of arrival.

## G. OPTIONAL RULES
1. Alternate Start Month. To make this scenario more difficult for the French player, the start turn can be moved to September.
2. Alternate Start Month. To make this scenario more difficult for the anti-French player, the end turn can be moved to January 1806.

# V. NAPOLEON'S APOGEE: 1806-1807

## A. INTRODUCTION

*After the victorious 1805 Campaign, Napoleon established a number of German satellite states the most important of which was known as the Rhine Confederation. In the autumn of 1806, Prussia, which resented the growing French influence in Germany, declared war against France. The Prussian army, officered by elderly men who had served a half century earlier during the*

*campaigns of Frederick the Great, had become an outdated 18th Century formation. In less than six weeks, the "Grande Armee" crushed the Prussians, defeating them at Jena and Auerstadt, after which the French strategic pursuit captured virtually every Prussian fortress west of the Vistula. By the end of the year, the Prussian army had been reduced to a single refugee corps. During the winter of 1806-1807, however, the allied Russian armies began crossing into East Prussia to oppose the French onslaught. Along the Baltic coast, small Prussian and Swedish garrisoned fortresses threatened Napoleon's communications.*

*In early February 1807, the French and Russians fought a bitter winter battle at Eylau (near Konigsberg) which ended in a draw. In the same vicinity, four months later, Napoleon decisively defeated the Russian army at the Battle of Friedland. The Russian Tsar, Alexander, quickly sued for peace. The French Empire now stretched from the Pyrenees to the Russian border.*

## B. GAME EQUIPMENT

1. The scenario is played on map board areas 2 and 3.

2. The scenario requires Prussian, Russian, French and French satellite units. There is a possibility that Austrian units may also be needed.

## C. VICTORY CONDITIONS

1. The non-French player wins the game if there is at least one unbesieged non-French strength point in any major city in Prussia, Saxony or Hanover at the end of the scenario.

2. If the non-French player does not achieve his victory conditions, the French player wins the game.

3. The scenario begins in October 1806 and ends in July 1807.

## D. SPECIAL RULES

1. Alliance Phase

a. The French player receives one City Point for controlling Berlin.

b. If a modified die roll of "0" occurs during an Alliance Phase, Austria remains neutral for the remainder of the game.

c. If a modified die roll of "7" occurs during an Alliance Phase, Austria declares war against France and the non-French player immediately deploys and may use the following Austrian forces: At Vienna: *Charles,* 7I, 3C * At Prague: *Ferdinand,* 7I, 3C * At Budapest: *John,* 7I, 3C.

d. If a modified die roll of "0" or "7" occurs, the Alliance Phase is deleted for the remainder of the game.

e. No unit may enter Austrian territory unless Austria declares war. If Austria declares war, both players' units may enter Austria. **Note:** In this scenario, and all subsequent scenarios except the Campaign Game, Austria does *not* control any territory on map board area 2. Also, North Italy controls Venice, and Bavaria controls Innsbruck.

2. Supply Sources

a. The supply source for all French and French satellite units is Milan, Munich, or any major city in France or Holland.

b. The supply source for all non-French units is any major city in the unit's home country.

c. Non-French units are automatically in supply in any city on the Baltic coast.

3. Russian Naval Movement

a. During each non-winter turn in 1807, the non-French player may transport a maximum of two Russian strength points (with or without a leader) from any Baltic city he controls to any other

Baltic city he controls, even if either city is besieged. The Baltic cities are Lubeck, Stralsund, Stettin, Danzig, Konigsberg, and Memel.

b. Russian naval movement is executed at the end of the non-French player's Movement Phase. The transported units may not move normally during the Movement Phase.

c. If units are transported to a besieged city, they may not be placed inside the city unless the siege is broken.

4. Saxony and Poland

a. During the first Alliance Phase in which the French player controls Dresden, Saxony switches her allegiance from Prussia to France. All (gray) Saxon units are immediately removed from the map board. During his next Reinforcement Phase, the French player receives one (blue) strength point of Saxon infantry at Dresden.

b. During each French Reinforcement Phase, if the French player controls Warsaw, he receives one strength point of Polish infantry at Warsaw.

## E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Mainz: *Napoleon,* 2I, 2GI * At Stuttgart: *Davout,* 5I, 1C *At Wurzburg: *Lannes, Murat,* 3I, 4C * At Ratisbon: *Soult,* 5I, 1C * At Ulm: *Ney,* 4I * At Ansbach: *Bernadotte,* 4I, 1C * At Florence: *Massena,* 2I, 1C * At Milan: *Eugene,* 3I * At Trieste: *Marmont* * At Frankfurt: *Leader (0),* 4I * At Boulogne: *Leader (0),* 5I.

b. French satellite forces: At Amsterdam: *Leader (0),* 3I, 1C (H) * At Milan: 4I, 1C (I) * At Florence: 5I (N) * At Munich: 2I, 1C (B) * At Ulm: 1I (B) * At Trieste: 2I (Da) * At Wurzburg: 2I (Wu) * At Baden, Cologne, and Frankfurt: 1I (R) each.

2. Non-French player

a. Prussian forces: At Leipzig: *Brunswick,* 10I, 3C * One hex south of Leipzig: *Hohenlohe,* 4I, 1C * At Weimar: *Ruchel,* 4I, 1C * At Berlin: *Leader (0),* 4I, 1C * At Posen: *Leader (0),* 4I, 1C * At Breslau, Stettin, Danzig, Thorn, Warsaw, and Konigsberg: 1I each.

b. Prussian satellite forces: One hex south of Leipzig: *Leader (0),* 2I, 1C (S) * At Brunswick: 1I (Br) * At Cassel: 1I (He).

c. Russian satellite forces: At Stralsund: 2I (Sw) * At Lubeck: 1I (Sw).

## F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements:

a. In October 1806, At Mainz: *Leader (0),* 2I.

b. Each turn beginning in November 1806, At Mainz: 2I or 1C.

2. French Satellite Reinforcements:

a. October 1806-At Munich: 1I (B) * At Cologne: 1I (R).

b. November 1806-At Frankfurt: 1I (R).

c. December 1806-At Frankfurt: 1I (R).

d. January 1807-At Cologne: 1I (H).

e. February 1807-At Milan: 3I(I) * At Florence: 3I (N).

3. Prussian Reinforcements: At Berlin: 1I each Turn.

4. Russian Reinforcements:

a. November 1806-At Grodno: *Bennigsen,* 10I, 1C, 1CC.

b. December 1806-At Kovno: *Buxhowden,* 10I, 1C, 1CC.

c. January 1807-At Brest-Litovsk: *Leader (0),* 4I, 1C.

d. February 1807-At Kovno: *Bagration,* 2I, 2GI, lGC.

e. Each turn beginning in March 1807, At Memel: 1I.

5. Reinforcements are forfeited if the opposing player controls the

specified city on the scheduled turn of arrival.

6. There are **no** replacements in this scenario.

# VI. WAGRAM - 1809

## A. INTRODUCTION

*After Austerlitz, the Austrian possessions in Italy became French satellite kingdoms, the Tyrol passed to Bavarian rule and the thousand year old Holy Roman Empire was dismembered by France.*

*Within three years, however, the bulk of Napoleon's army had been sent to Spain and Austria began planning a war of revenge. England agreed to send men and money to the continent and Prussia seemed ready to renew the struggle against France. Throughout Germany, there was a growing resistance movement which might be sparked into open rebellion. Although nominally Napoleon's ally, the Russian Tsar might realign if the anti-French forces appeared likely to triumph.*

*Initially surprised by the offensive Austria began in March 1809, Napoleon reacted swiftly. Assuming command, the French Emperor halted the Austrian advance in Bavaria in the early battles at Eggmuhl and Ratisbon in April. Pursuing Charles, Napoleon once again entered Vienna in May, but was nearly defeated by the Austrian counterattack in the Battle of Aspern-Essling (May 21-22). The French strategic situation was complicated by a British amphibious expedition in Holland and a rash of uprisings in northern Germany which threatened the French lines of communication. In July, Napoleon re-crossed the Danube and finally defeated the Austrians in the two day Battle of Wagram (July 5-6)-the largest battle to date. The defeated Austrian army retreated towards Prague, but on July 10, Charles requested an armistice. In the north, the British withdrew, leaving the French still firmly in control of Germany after Napoleon's brother, Jerome Bonaparte, rapidly suppressed the unsupported German rebellion. With Austria and Germany again subdued, Napoleon returned his attention to Spain, and to the equally important and no less difficult task of maintaining peace on the rest of the continent.*

## B. GAME EQUIPMENT

1. The scenario is played on map board areas 2 and 3.

2. The scenario requires Austrian, English, French and French satellite units. There is a possibility that Prussian and Russian units will also be needed.

## C. VICTORY CONDITIONS

1. The French player wins if he controls Vienna, Prague, and Cassel, at the end of the game and none of these cities are besieged at that time.

2. If the French player does not achieve his victory conditions, the non-French player wins the game.

3. The scenario begins in March 1809 and ends in October 1809.

## D. SPECIAL RULES

1. Alliance Phase

a. The French player receives one City Point for each major city in Austria which he controls.

b. The non-French player receives one City Point for each major

city he controls in any French satellite state. The French satellite states include **all** of the minor powers on map board areas 2 and 3. The Grand Duchy of Warsaw, Napoleon's Polish satellite state, is represented by the city of Warsaw. Venice is a major city in the French satellite Kingdom of North Italy and is not part of Austria for Alliance or Supply purposes; it is part of the French satellite state for Alliance and Supply purposes.

c. If a modified die roll of "0" occurs during an Alliance Phase, Russia declares war against Austria and the French player may immediately deploy and use the following Russian forces: *At Grodno: Leader(0),* 5I, 1C.

**Note**: If Russia has already declared war against either France or Austria, the die roll has no effect on Russia.

d. If a *second* modified die roll of "0" occurs, the Alliance Phase is deleted for the remainder of the game.

e. If a modified die roll of "7" occurs during an Alliance Phase, Russia declares war against France and the non-French player receives the Russian forces listed in c, above. If Russia has already declared war, the die roll has no effect on Russia (see f, below).

**Note:** The Russian forces scheduled to arrive in Grodno may be deployed in any hex on the east edge of mapboard area 3, within three hexes of Lvov.

f. If a modified die roll of "7" occurs during an Alliance Phase, the non-French player may immediately deploy and use the following rebellious Prussian satellite forces: At Prague: *Brunswick,* 1I (Br) * At Brunswick: *Leader (0),* 1I (Br) * At Cassel: *Leader (0),* 1I (He).

g. If a *second* modified die roll of "7" occurs during an Alliance Phase, Prussia declares war against France and the non-French player may immediately deploy and use the following Prussian forces: At Berlin: *Blucher, Kleist, Yorck,* 6I, 2L, 1C-(in addition, see h, below).

h. If a *second* modified die roll of "7" occurs, a portion of the French satellite forces immediately desert. The French player must immediately eliminate **one** strength point from each of the following satellite forces: Bavaria, Rhine, Saxony, and Wurtemburg. **Note:** If there are no strength points of these nationalities currently on the map, the French player ignores the required loss.

2. Supply Sources

a. The supply source for all French and French satellite units is any major city which the French player controlled at the start of the scenario. If the non-French player gains control of such a city, it may not function as a French supply source for the remainder of the game.

b. The supply source for any Austrian, Prussian or Russian unit is any major city in that unit's home country.

c. Prussian satellite units are automatically in supply.

d. The supply source for English units is Walcherin Island-hex HH4(2). In addition, English units may use either Antwerp or Amsterdam as a supply source if there is at least one un-besieged English strength point *inside* the city being used as a supply source.

3. The English Amphibious Invasion

a. During the non-French player's July Reinforcement Phase, he receives the following English forces: At Walcherin Island-hex HH4(2): *Leader (0),* 8I.

b. During the non-French player's August and September Reinforcement Phases, he receives the following English forces: At

London: 1I each Turn.

c. During his Movement Phase, the non-French player may move English units from London to Walcherin Island (or vice-versa) with or without an accompanying leader.

d. During his Combat Phase, the non-French player may use English units on Walcherin Island to initiate an attack against either Antwerp or Amsterdam, even if the attacked hex is unoccupied. If the hex is unoccupied, the English units may immediately advance and take control of the city. If the hex is occupied by French units, the normal Combat rules are used to resolve the combat. If the opposing force withdraws, the English units may advance into the hex.

e. If the non-French player captures either Antwerp or Amsterdam, the city may be used as an English supply source (see 2d, above). If either city becomes an English supply source, the non-French player may move English units directly to that city from London during his Movement Phase, however, such units may not move normally during the same Movement Phase.

f. Non-English units may never move onto Walcherin Island or attack English units which occupy Walcherin Island.

4. Special Movement Restrictions

a. During the first turn of the scenario, the French player may only move his leaders. No French or French satellite strength points may be moved on the first turn.

b. No units may enter Berlin unless Prussia declares war. Units of either player may enter any other hex in Prussian territory anytime during the scenario.

c. A unit must expend *two* additional movement points to cross a river which the active player currently controls. This rule is ignored beginning in July 1809.

### E. INITIAL DEPLOYMENT

l. French Player (deploys first)

a. French forces: At Paris: *Napoleon* * At Dresden: *Bernadotte* * At Florence: *Murat* * At Venice: *Eugene* * At Warsaw: *Poniatowski* * In Bavaria, within two hexes of Ratisbon: *Davout,* 4I, 6C * In Bavaria, within two hexes of Ulm: *Leader (0),* 4I * Three hexes south of Trieste: *Marmont,* 2I * At *Ulm: Massena,* 8I * At Strasbourg: 2I, 2GI, 1GC * At Mainz: 1I, 1C * At Antwerp, Bremen, Danzig, Hamburg, Hanover, Stettin, Stralsund, and Thorn: 1I each.

b. French satellite forces: At Cassel: *Jerome Bonaparte,* 3I (W) * At Amsterdam: *Leader (0),* 4I, lC, (H) * At Munich: *Leader (0),* 5I, lC (B) * At Venice: 3I, lC (I) * At Florence: 4I (N) * At Dresden: 2I, lC (S) * At Warsaw: 2I, 1C (Po) * At Frankfurt: 2I (R, Pt) * At Stuttgart: 2I (Wu) * At Baden: 1I (R) * At Lubeck: lI (D) * Three hexes south of Trieste: 1I (Da).

2. Non-French Player

a. Austrian forces: Within four hexes of Vienna: *Charles, Hiller, Louis,* 25I, 4C * Within two hexes of Leoben: *John, Leader (0),* 8I, 6L, 2C * Within two hexes of Prague: *Two leaders (0),* 9I, lC * At Lublin: *Ferdinand,* 7I, 1C * At Vienna: *Leader (0),* 2I * At Budapest: 3I * At Innsbruck: 3L * At Leoben and Olmutz: 1L each.

### F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements

a. Each turn, At Strasbourg: 1I.

b. April 1809-At Strasbourg: *Lannes, Bessieres and Victor* * At Milan: *Leader (0),* 2I.

c. May 1809-At Mainz: 3I, 1C.

d. July 1809-At Paris: 8I * At Mainz: 3I.

2. French Satellite Reinforcements

a. April 1809-At Milan: 3I (I).

b. June 1809-At Warsaw or Thorn: 1I (Po).

3. Austrian Reinforcements

a. April and May 1809-At each major city in Austria: 1L.

b. June, July, and August 1809-At each major city in Austria: 2L.

c. September and October 1809-At each major city in Austria: 1L.

4. English Reinforcements

a. July 1809-At Walcherin Island-hex HH4(2): *Leader (0),* 8I.

b. August and September 1809-At London: 1I each turn.

5. Reinforcements are forfeited if the opposing player controls the specified city on the scheduled turn of arrival.

6. There are no replacements in this scenario.

# VII. THE CAMPAIGN IN RUSSIA - 1812

## A. INTRODUCTION

*After Austria's defeat in 1809, Napoleon again dominated most of Europe. The Russian Tsar remained his ally. Austria became another French ally through Napoleon's marriage to a Hapsburg princess. French troops continued to occupy Prussia and the rest of Germany was apportioned among loyal princes and former French generals. For the next two years, only England and Spain remained at war with France.*

*Gradually, however, Napoleon's Continental system, which forbade trade with England, undermined the Russian economy, and the Tsar was increasingly pressured to sever the strangling pact he had signed after the Battle of Friedland. By 1812, the relations between France and Russia had greatly deteriorated and both powers had begun preparing for war.*

*In June, Napoleon invaded Russia with an army of more than a half million men. Initially outnumbered, the Russians steadily retreated throughout the summer as attrition rapidly eroded the Grande Armee. After the bloody but indecisive Battle of Borodino (September 5-7), Napoleon entered Moscow with barely 100,000 remaining troops. For the next two months, the French occupied the Russian capitol while Napoleon waited in vain for the Tsar's capitulation.*

*Unable to sustain his army at Moscow, in November, Napoleon began retreating in order to shorten the French supply line. But the combined effect of the severe Russian winter and the harassing hordes of enemy Cossacks transformed the retreat into a cruel nightmare from which only a handful of the Emperor's troops escaped. By the end of the year, Prussia had defected, Austria had concluded a separate peace agreement with Russia, and the mood of the German rebellion was spreading rapidly as the Russians neared the Vistula. The tide had turned against Napoleon's Empire.*

## B. GAME EQUIPMENT

1. The scenario is played on map board areas 3 and 4.

2. The scenario requires Austrian, Prussian, Russian, French and French satellite units.

## C. VICTORY CONDITIONS

1. The French player wins if he controls Warsaw, Smolensk, and

*either* Moscow or St. Petersburg, and none of these cities are besieged, at the end of the game.

2. The non-French player wins if there are no un-besieged French strength points in any city on map board area 4, at the end of the game.

3. If neither player achieves his victory condition, the game is considered a draw.

4. The scenario begins in May 1812 and ends in December 1812.

## D. SPECIAL RULES

1. Alliance Phase

a. The French player receives one City Point for each major city on map board area 4 which he controls.

b. The non-French player receives one City Point for each major city on map board areas 3 or 4 which he controls.

c. If a modified die roll of "0" occurs during an Alliance Phase, the French player may immediately deploy the following Austrian reinforcements: At Lublin: 1I.

d. If a modified die roll of "7" occurs during an Alliance Phase, all Austrian and Prussian forces desert and are immediately eliminated from the map (see e, below).

e. If a modified die roll of "7" occurs during an Alliance Phase, Napoleon must immediately return to Paris (to suppress an attempted coup d'etat) and is removed from play for the remainder of the game.

f. The Alliance Phase is deleted until the start of the **November** 1812 turn.

2. Supply Sources

a. The supply source for all French and French satellite units is any major city which the French player controlled at the start of the scenario. If the non-French player gains control of such a city, it may not function as a French supply source for the remainder of the game.

b. The supply source for Austrian, Prussian, and Russian units is *any* city in the unit's home country. If the opposing player gains control of a city, it may not be used as a supply source for the remainder of the game.

c. Austrian and Prussian units (only) may never voluntarily enter a hex in which they would become unsupplied.

3. Cossacks

a. Cossack units possess a basic morale value of zero.

b. At the *start* of any round of combat, if a committed force contains Cossacks, the Cossack strength points may withdraw unless the opposing force contains a larger number of cavalry strength points.

4. Russian Patriotism

The basic morale value of all regular Russian infantry and cavalry on map board area 4 is increased to three.

5. Davout's Leadership

In this scenario (only), the French leader Davout may move accompanied by up to *fifteen* strength points.

## E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Dresden: *Napoleon, Leader(0)* * At Danzig: *Davout,* 12I, lC * At Posen: *Bessieres,* 6GI, 1GC * At Thorn: *Ney,* 5I, lC * Within two hexes of Thorn: *Eugene,* 3I, lC * Within one hex of Thorn: *Murat,* 4C * Within one hex of Danzig: *Leader (0),* 6I

* In Prussia, within one hex of Warsaw: *Poniatowski, Leader (0)* * At Stettin: *Victor,* 2I * At Konigsberg: *Leader (0).*

b. French satellite forces: In Prussia, within one hex of Warsaw: *Jerome, Leader (0),* 6I (Po), 3I (S), 3I (W), 2C (Po), lC (S), 1C (W) * Within two hexes of Thorn: *Leader (0),* 5I (B), 4I (I), 1I (Pt), lC (B), lC (I), lC (Po) * At Danzig: 2I (R), 1I (Sz) * At Dresden: 2I (I), 1I (N), 2I (R) * At Hanover: 1I (W) * At Konigsberg: 1I (Po), 1I (W) * At Lubeck: 2I (D) * At Posen: 2I (Po), 1I (R) * At Stettin: 1I (Po), 3I (R) * At Thorn: 1I (Da), 3I (Wu).

c. French allied forces: At Konigsberg: *Yorck,* 4I, 1C (Prussian) * At Lublin: *Schwarzenberg,* 5I, 2C (Austrian).

2. Non-French Player

a. Russian forces (deploy in Russia): Within one hex of Vilna: *Barclay, Constantine,* 3I, 3GI, 1GC * Within one hex of Brest-Litovsk: *Bagration,* 8I, 2C, 2CC * Within one hex of Grodno: *Docturov,* 4I, 1C, 2CC * Within one hex of Pinsk: *Tormazov,* 7I, 2C * Within one hex of Kovno: *Wittgenstein,* 4I * At Vilna: *Bennigsen,* 3I * At Kovno: *Leader (0),* 3I, lC * At Moscow: 2I * At Riga: 2I * At Kharkov, Kiev, Minsk, and Vitebsk: 1I each.

## F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements

a. Each turn-At Dresden: 1I.

b. October 1812-At Danzig: 2C

c. The French player may *replace* one strength point of satellite infantry each turn. Polish replacements appear at Warsaw. All other satellite nationalities are replaced at Dresden.

d. French reinforcements and replacements are forfeited if the non-French player controls the specified city on the scheduled turn of arrival.

2. Russian Reinforcements

a. Each turn-At Moscow: 2I * At Kiev: 1I.

b. August 1812-At Kiev: *Leader (0),* 5I, 2C.

c. September 1812-At Moscow: *Kutusov* * At St. Petersburg: *Leader (0),* 5I.

d. October 1812-At Moscow: 2CC * At Kiev: lCC.

e. The non-French player may *replace* one strength point of Cossack cavalry each turn at Moscow.

f. If the French player controls a city on a turn when Russian reinforcements are scheduled to appear at that city, the reinforcements arrive at the **nearest** city which the non-French player controls.

# VIII. STRUGGLE OF NATIONS – 1813

## A. INTRODUCTION

*After the disastrous* 1812 *Campaign, the remnants of the Grand Armee fought a skillful delaying action against the Russians but were eventually forced to abandon most of Prussia, including Berlin. In March 1813, Prussia mobilized and declared war on France. Austria, although preparing for war, could not afford to risk another defeat and remained neutral throughout the spring and early summer.*

*In France, Napoleon improvised a new conscript army of almost a half million troops. Although inferior at marching and foraging, the newly formed Army of the Main soon proved itself an effective fighting force despite a serious shortage of cavalry resulting from the losses suffered in Russia. In May* 1813, *Napoleon assumed the offensive and quickly netted a pair of victories at Lutzen (near*

*Leipzig) and Bautzen (between Dresden and Breslau). By early summer, however, the combatants had been wasted by disease, attrition, and battle casualties. In June, the opposing forces agreed to an armistice during which both sides hoped to reorganize and rebuild their forces.*

*In August, the armistice came to an ominous end when Austria finally declared war against France. With almost 400,000 men in central Germany, Napoleon was now virtually surrounded by enemy armies-Austrians to the south, Russians to the east, Prussians and Swedish troops to the north. Soon, his German satellite forces began to waver and desert.*

*Despite his worsening situation, the first battle of the new campaign resulted in a French victory at Dresden (August 26-27), after which Napoleon's enemies adopted a new, effective strategy. For the next month, the Allies shunned battle against the Emperor and concentrated against the smaller forces led by the French marshals.*

*By October, Napoleon had fallen back to Leipzig and been surrounded by four separate opposing armies. The Battle of Leipzig (October 16-18) became the largest battle of the Napoleonic Wars-more than 500,000 troops struggled over one bloody field, and by the third day Napoleon had been decisively defeated. The French reeled back towards France and the remaining German satellite forces defected en masse. By the end of the year, the French Empire had been reduced to France itself – the allies would soon be threatening Paris.*

## B. GAME EQUIPMENT

1. The scenario is played on map board areas 2 and 3.

2. The scenario requires Prussian, Russian, French and French satellite units. Austrian units may also be needed.

## C. VICTORY CONDITIONS

1. The French player wins if he controls any un-besieged major city on map board area 3 at the end of the game.

2. If the French player does not achieve his victory condition, the non-French player wins the game.

3. The scenario begins in April 1813 and ends in December 1813.

## D. SPECIAL RULES

1. Alliance Phase

a. The French player receives one City Point for controlling Berlin.

b. The non-French player receives one City Point for each of the following cities he controls: Berlin, Breslau, Dresden, Hamburg, Leipzig, Magdeburg, or *any* city on map board area 2.

c. The Alliance Phase die roll is automatically increased by one in June 1813. In July, the die roll is increased by two. In August, and in each succeeding month, the die roll is increased by three until Austria declares war.

d. If a modified die roll of "0" occurs during an Alliance Phase, the initially neutral French satellite states become active French allies-the French player may immediately turn these units face-up and begin using them like normal French satellite units. These initially neutral states include Bavaria, Naples, Saxony and Switzerland.

e. If a modified die roll of "7" occurs during an Alliance Phase, the initially neutral states, Austria and Sweden, declare war against France-the non-French player may immediately turn these units face-up and begin using them as normal non-French units.

f. If a *second* modified die roll of "7" occurs during an Alliance Phase, all Bavarian, Naples, Rhine, Saxon, Swiss, and Wurtemburg French satellite units are immediately removed from the map

board. The Bavarian units are immediately replaced with an equal number of Austrian landwehr strength points. The Saxon, Rhine, and Wurtemburg units are immediately replaced with an equal number of Prussian landwehr strength points. The Swiss and Naples units are *not* replaced by enemy landwehr. All landwehr strength points are initially deployed in the same hex as the units they replaced. However, if there are any remaining French (or loyal French satellite) units in the same hex the landwehr is immediately moved into any adjacent hex which is free of French units. The newly deployed Austrian and Prussian landwehr are treated as normal non-French forces for the remainder of the game. **Note:** When Bavarian units are replaced by Austrian landwehr, the non--French player may deploy an unnamed Austrian leader in the same hex.

g. If a second modified die roll of "7" occurs, the Alliance Phase is deleted for the remainder of the game.

h. The following French satellite states remain loyal to the French player throughout the scenario and are not affected by the Alliance Phase rules: Denmark, Italy, Poland and Westphalia.

2. Neutrals

a. The following states are considered neutral at the start of the scenario: Austria, Bavaria, Naples, Saxony, Sweden, and Switzerland.

b. The units of a neutral state are initially deployed face-down on the map board and may not be moved until the state joins the war at which time the units of that state are immediately turned face-up. All neutral states except Saxony join the war according to the special Alliance Phase rules. As soon as the French player controls Dresden and Leipzig, all Saxon units are turned face-up and may be used as normal French satellite units.

c. The units of a neutral state may not be overrun or attacked and do *not* suffer attrition.

d. During the Movement Phase, the units of the active player *may* move into any neutral state except Austria. The units of the active player may *never* enter a hex occupied by neutral units or trace a supply line through a hex occupied by neutral units.

e. No foreign unit may enter Austrian territory until Austria declares war (exception: see f, below). If Austria declares war, both French and Non-French players' units may enter Austria. **Note:** In this scenario, Austria does not include any territory on map board area 2.

f. The Polish satellite units which are initially deployed in Austria may move through Austria but may never enter a city hex in Austria while Austria is neutral. While in Austria, the Polish units are automatically unsupplied. If the Polish units leave Austria they may not return while Austria remains neutral.

3. Supply Sources

a. The supply source for all French and French satellite units is Hanover, Milan, or any major city in France.

b. The supply source for all non-French units is any major city in the unit's home country.

c. Neutral units are always considered supplied and are never subject to attrition.

4. Reduced French Quality

a. French and French satellite units do *not* receive the standard (-1) Attrition and Forced March die roll modification. French guard units retain the standard modification.

b. The basic morale values of French and French satellite units

remain unchanged.

## E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: Within two hexes of Mainz: *Napoleon, Soult, Bessieres, Marmont, Ney,* 13I, 2GI, 1GC * Within one hex of Hanover: *Davout,* 4I, 2C * At Brunswick: *Eugene, Victor,* 8I, 1GI, 1C * In Bavaria, within two hexes of Munich: *Two Leader (0),* 5I * At Cracow: *Poniatowski* * At Florence: *Murat* * At Danzig: 6I (entrenched) * At Milan: 2I * At Magdeburg: 1I * At Stettin: 1I (inside fort) * At Thorn: 1I (inside fort).

b. French satellite forces: At Bremen: 3I (D) * At Milan: *Leader (0),* 4I, 1C (I) * In Bavaria, within two hexes of Munich: 2I (I) * At Cracow: 2I, 1C (Po) * Within two hexes of Mainz: 1I (Po) * At Frankfurt: 1I (R) * At Wurzburg: 1I (R) * At Brunswick: 1I (W) * At Stuttgart: 3I (Wu) * Initially Neutral French satellite forces (deploy face-down): At Munich: *Leader (0),* 4I, 1C (B) * At Florence: 4I (N) * One hex north of Dresden: 2I (S) (entrenched) * At Geneva: 2I (Sz) * At Basel: 1I (Sz) * At Neuchatel: 1I (Sz).

2. Non-French Player

a. Prussian forces: At Dresden: *Blucher,* 4I, 2C * Within one hex of Berlin: *Bulow, Kleist, Yorck,* 6I, 1C * At Lubeck: *Leader (0),* 2L * Within one hex of Danzig: 3L (entrenched) * At Stettin: 2L (besieging French) * At Berlin: 1L * Prussian satellite forces: At Lubeck: 2I (He).

b. Russian forces: At Breslau: *Constantine, Tormazov,* 3I, 2GI, 1GC * Within one hex of Berlin: *Wittgenstein,* 2I, 1C, 1CC * Within one hex of Thorn: *Barclay,* 3I, 1C * Within one hex of Cracow: *Leader (0),* 3I, 1C * Within one hex of Danzig: 3I (entrenched) * At Leipzig: *Leader (0),* 3I, 1C, 1CC * At Brest-Litovsk: *Leader (0),* 2I * At Lubeck: 2CC * At Posen: 1I * At Warsaw: 1I * At Thorn: 1I (besieging French) * Russian satellite forces (initially neutral, deploy facedown): At Stralsund: *Bernadotte,* 5I, 1C (Sw).

c. Austrian forces (initially neutral, deploy face-down): At Prague: *Schwarzenberg, two Leader (0),* 10I, 2C * At Leoben: *Hiller, Leader (0),* 2I, 2L, 1C * In Austria, within one hex of Ratisbon: *Leader (0),* 5I, 1C.

## F. REINFORCEMENTS AND REPLACEMENTS

1. French and French Satellite Reinforcements

a. May 1813-At Mainz: 2I * At Hanover: 2I (W) * At Milan: 1I (I) At Stuttgart: 1I (Wu).

b. June 1813-At Mainz: 8I * At Milan: 3I (I) * At Stuttgart: 1I (Wu). **Note:** The French leader *Soult* was sent to Spain at this time. If players wish to incorporate this historical fact, *Soult* is removed from play for the remainder of the scenario. This is an Optional Rule, all players must agree to this rule prior to start of play if it is to be used.

c. July 1813-At Mainz: 10I, 6GI, 6C.

d. August 1813-At Mainz: *Leader (0),* 2I, 1C.

e. September 1813-At Mainz: 4I * At Munich: 1I (B) * At Hanover: 1I (W).

f. October 1813-At Mainz: 2I.

g. November 1813-At Mainz: 2I.

2. Prussian Reinforcements

a. Each turn-At Berlin: 1I, 1L.

b. Each turn-At Breslau: 1I, 1L.

3. Russian Reinforcements

a. Each turn-At Brest-Litovsk: 2I.

b. June 1813-At Brest-Litovsk: *Bennigsen, Docturov,* 8I, 2GI, 2C, 2CC.

4. Austrian Reinforcements

a. Each turn-At Prague: 1I, 1L.

b. Each turn-At Leoben: 1I, 1L.

c. May 1813-At Prague: 1C.

d. June 1813-At Prague: 1C.

5. If the opposing player controls a city where a *major power* is scheduled to receive reinforcements, these reinforcements may arrive at any major city in their home country which is not controlled by the opposing player.

6. If the non-French player controls a city where French satellite reinforcements are scheduled to arrive, these reinforcements are forfeited.

7. Neutral states automatically receive scheduled reinforcements. Once an initially neutral state enters the war, the arrival of that state's reinforcements is governed by the two preceding rules.

8. There are no replacements in this scenario.

# IX. NAPOLEON AT BAY – 1814

## A. INTRODUCTION

*After the Battle of Leipzig in October 1813, most of the French satellite states were invaded, occupied, and forced to realign, further swelling the ranks of Napoleon's enemies. By the end of the year over a half million troops comprising the armies of Spain, England, Austria, Prussia, and Russia stood ready to invade France. Greatly outnumbered by these combined enemies, Napoleon fought a masterful campaign in eastern France in early 1814. But the strategic odds had now become insurmountable and before the end of March, the allies captured Paris.*

*On April 6, Napoleon abdicated and was exiled to the island of Elba where he was permitted to retain a token force of 1,100 veterans of the Imperial Guard. With this small force, he would return and recapture Paris in the spring of 1815, and within a hundred days he would lead his army in a final, desperate battle against Wellington at Waterloo.*

## B. GAME EQUIPMENT

1. The scenario is played on map board areas 1 and 2.

2. The scenario requires units of all nationalities.

## C. VICTORY CONDITIONS

1. The non-French player wins if there is at least one un-besieged, supplied, non-French strength point *inside* Paris at the end of the game.

2. If the non-French player does not achieve his victory condition, the French player wins the game.

3. The scenario begins in January 1814 and ends in May 1814.

## D. SPECIAL RULES

1. Alliance Phase

There is no Alliance Phase during any turn in this scenario.

2. Supply Sources

a. The supply source for all French and French satellite units is any city in France or Italy which is not occupied by an enemy unit.

b. The supply source for Austrian, Prussian, Russian and Swedish units is either Munich or Munster.

c. The supply source for Spanish units is any city in Spain.

d. The supply source for all red (English, Portuguese, and Dutch)

units is any city in Spain or Holland, or any port city occupied by a red unit. Any city in a coastal hex is considered a port.

3. English Sea Movement

Each turn, during the Movement Phase, the non-French player may move a maximum of *two* English strength points and one leader from any port city to any other port city which is not controlled by the French player. Units moved in this manner may not move normally during the same Movement Phase.

4. Dutch Revolt

During the first turn in which the non-French player controls the cities specified below, the player receives the following *red* units which represent rebellious Dutch reinforcements:

a. At Amsterdam: *Leader (0),* 1L.

b. At Antwerp: 1L.

c. At Brussels: 1I (H).

5. Partisans

a. During the **first** turn in which a **hex** in France is occupied by an enemy unit, the French player receives **two** strength points of French partisans during his Reinforcement Phase. The partisans may be deployed in any forest, mountain, or city hex in France which is not occupied by another (pro-French **or** anti-French) unit.

b. A partisan unit may never occupy the same hex as any other unit, including another partisan unit.

c. A partisan unit is not subject to attrition, may not be overrun, and has a basic morale value of zero.

d. During the phasing player's Movement Phase, the owning player may move each partisan unit a maximum of one hex. **Note**: partisans may not be stacked with or accompany a moving leader.

e. During the Combat Phase, a partisan unit may initiate combat and may be attacked by an opposing force. A partisan unit, however, is capable of avoiding combat. If a partisan unit is attacked in a non-clear terrain hex, it may immediately withdraw into an adjacent hex thus avoiding combat. If a partisan unit is attacked in a clear terrain hex, it may only withdraw if there are no cavalry strength points in the opposing force. A partisan unit may never withdraw into a hex occupied by another unit.

f. If a partisan unit is eliminated, it may be replaced during the next appropriate Reinforcement Phase, within the restrictions of a, above.

## E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Paris: *Napoleon, Joseph,* 6I, 1GI * At Bayonne: *Soult,* 11I, 2C * At Coblenz: *Marmont, Ney,* 2GI, 1C * At Strasbourg: *Victor,* 2I, 1C * At Venice: *Eugene* * At Rheims: *Leader (0),* 2I, 1GI * At Liege: *Leader (0),* 2I, 1C * At Antwerp: *Leader (0),* 3I * Within one hex of Barcelona: *Leader (0),* 6I, 1C * At Mainz: 3I * At Amsterdam: 2I * At Namur: 1GC * At Brussels, Cologne, Frankfurt, Geneva, Lyon, Neuchatel, Toulouse, and Wurzburg: 1I each.

b. French satellite forces: At Cologne: *Jerome* * At Venice: 8I, 1C (I) * At Milan: 1I (I) * At Metz: 1I (Po).

2. Non-French Player

a. Spanish forces: At Barcelona: *Cuesta,* 5I, 1C * At San Sebastian: *Blake,* 2I.

b. English forces: At San Sebastian: *Wellington, Beresford, Hill,* 5I, 1I (K), 1C * At Barcelona: *Leader (0),* 4I * Within one hex of Amsterdam: *Leader (0),* 2I * English satellite forces: At San Sebastian: 6I (Pt).

c. Austrian forces: Within one hex of Zurich: *Schwarzenberg, Leader (0),* 9I, 5L, 2C * At Trieste: *Hiller,* 7I, 3L, 1C * At Ulm: *Leader (0),* 4L, 1C * At Baden: *Leader (0),* 3L * At Florence: 5L * At Innsbruck: 1I, 1L * Inside Switzerland, within one hex of Geneva: 2I.

d. Prussian forces: Within one hex of Coblenz (east of the Rhine): *Blucher, Yorck,* 3I, 1L * Within one hex of Amsterdam: *Bulow,* 3I, 2L, 1C * At Munster: *Kleist,* 1I, 1L, 1C * Within two hexes of Munich: *Leader (0),* 2I * Prussian satellite forces: Within one hex of Frankfurt: *Leader (0),* 2I (He).

e. Russian forces: Within two hexes of Munich: *Barclay, Constantine, Wittgenstein,* 3I, 4GI, 1C, 1GC, 2CC * Within one hex of Frankfurt: *Leader (0),* 4I, 1C, 1CC * At Frankfurt (besieging French): *Leader (0)* 5I, 1C, 1CC * At Munster: *Leader (0),* 5I, 2C, 1CC

## F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements

a. Each turn-At Paris: 3I * At Lyon: 1I.

b. January 1814-At Paris: 1GI, lC.

c. February 1814-At Paris: 3GI, lC.

d. French reinforcements are forfeited if the non-French player controls the specified city on the scheduled turn of arrival.

2. Non-French Reinforcements

a. Each turn-At Barcelona: 1I (Spanish) * At London: 1I (English) * At San Sebastian: 1I (Pt) * At Munich: 1I, 1L (Austrian), 1I (Russian) * At Munster: 1I, 1L (Prussian), 1I (Russian).

b. January 1814: At Munster: *Bernadotte,* 3I, 1C (Sw) * *Leader (0),* 1L (Prussian) * 3I (S) * 1I (Br).

c. February 1814-At Trieste: *Bellegarde,* 2I, 1L, 1C (Austrian) * At London: 2I (English) * At Munster: 1I (Prussian).

d. If the French player controls a city where non-French reinforcements are scheduled to arrive, the reinforcements arrive at the **nearest** city which is not controlled by the French player.

3. There are **no** replacements in this scenario.

# X. THE WATERLOO CAMPAIGN - 1815

## A. INTRODUCTION

*In March 1815, Napoleon escaped from Elba and returned to France to reclaim his imperial crown. His enemies reacted swiftly, branding him an international outlaw. By early summer, the allied armies of Austria, England, Prussia and Russia had mobilized more than 500,000 troops and were ready to advance on Paris.*

*In the hundred days since his return, Napoleon had scraped together a quarter million soldiers to defend France. Realizing the strategic situation would steadily worsen if he delayed, in early June Napoleon launched his last offensive. In one of his most brilliant and daring maneuvers, he rapidly concentrated his newly designated Armee du Nord between the Anglo-Dutch and Prussian armies bivouacked in Belgium. On June 16, the French engaged both the Prussians at Ligny, and Wellington's Anglo-Dutch force at Quatres Bras, south of Brussels. Although the Prussians withdrew at nightfall, Wellington's army remained undefeated and retreated in good order to a more defensible position a few miles to the north.*

*On Sunday, June 18, 1815, Napoleon and Wellington fought the most famous of all battles at Waterloo. Throughout the day, the French exhausted themselves in a series of fruitless assaults*

*against the English ridged position. In the later afternoon, the surprise reappearance of the Prussians made Napoleon's situation desperate. Gambling his last reserve, the French Imperial Guard was committed and was dramatically repulsed by English volleys at sunset along the summit of the ridge. The failure of the Guard shattered French morale. In minutes, Napoleon's army dissolved in a headlong rout.*

*Six weeks after Waterloo, the allies reached Paris and forced Napoleon's second abdication. His final years were spent in exile at St. Helena, a desolate island off the coast of Africa. In 1821, Napoleon Bonaparte died, leaving a legacy of glory which remains unparalleled to this day.*

## B. GAME EQUIPMENT
1. The scenario is played on map board area 2.
2. The scenario requires units of all nationalities.

## C. VICTORY CONDITIONS
1. The non-French player wins and the game automatically ends if there is at least one un-besieged, supplied, non-French strength point *inside* Paris at the end of any turn.
2. If the non-French player does not achieve his victory condition, the French player wins the game. **Note:** This is an exceedingly difficult scenario for the French player to win. For competitive purposes, we recommend that the players play this scenario twice with each player taking the French side in one game. The French player who maintains control of Paris for a greater number of turns should be considered the winner of the match.
3. The scenario begins in June 1815 and ends in December 1815.

## D. SPECIAL RULES
1. Alliance Phase
There is no Alliance Phase in any turn in this scenario.
2. Supply Sources
a. The supply source for all French and French satellite units is any city in France or Italy which is not occupied by an enemy unit.
b. The supply source for Austrian units is Munich or Milan.
c. The supply source for all red (English) units is Antwerp or any port city occupied by a red unit.
d. The supply source for Prussian units is Liege, Mainz or Munster.
e. The supply source for Russian units is Frankfurt or Wurzburg.
3. English Sea Movement
The special rule governing English Sea Movement in Scenario VIII (1814) is utilized in this scenario.
4. Dutch Forces
a. If the French player controls Brussels during his Reinforcement Phase, all *red* units bearing an "H" (Holland) nationality abbreviation are permanently removed from play.
b. Each turn, if the French player controls Brussels, he receives one strength point of *blue* "H" (Holland) satellite infantry at Brussels during his Reinforcement Phase.
c. If the non-French player regains control of Brussels, all *blue* "H" satellite infantry units are removed from play immediately and neither player may receive any additional Dutch reinforcements for the remainder of the game.
5. Partisans
The special rules governing Partisans in Scenario VIII (1814) are utilized in this scenario.
6. French Demoralization
During any Combat Phase, if a force containing Napoleon is demoralized, the basic morale value of all French regular infantry

and cavalry is *permanently* reduced to one at the start of the next player's segment.
7. Special First Turn Restrictions
a. During June 1815, French units may only be moved by forced marching.
b. During June 1815, the non-French player must keep six strength points *inside* Brussels until the end of the *second* round of combat. In addition, the non-French player may not commit additional strength points to any battle initiated by the French player until the end of the *second* round of combat.

## E. INITIAL DEPLOYMENT
1. French Player (deploys first)
a. French forces: Within two hexes of Paris: *Napoleon, Soult, Ney,* 6I, 3GI, 1GC * At Lille: *Leader (0),* 4I * At Metz: *Leader (0),* 3I * At Lyon: *Leader (0),* 4I, 1C * At Strasbourg: *Leader (0),* 4I, 1C * At Amiens: 5I * At Rheims: 4C * At Tours: 2I * At Geneva: 2I * At Marseilles: 1I * At Paris: *Davout* * At Florence: *Murat.*
b. French satellite forces: At Florence: 8I, 1C (N) * At Geneva: 1I (Sw) * At Amiens: *Jerome.*
2. Non-French Player
a. Austrian forces: At Munich: *Schwarzenberg, Ferdinand,* 10I, 10L, 4C * At Milan: *Bellegarde,* 8I, 2L, 2C * At Zurich: *Leader (0),* 7L, 1C * At Ulm: *Leader (0),* 7L, 1C * Within one hex of Florence: *Leader (0),* 4I, 1C * At Baden, Stuttgart and Wurzburg: 1I each.
b. English forces: At Brussels: *Wellington, Uxbridge,* 5I, 1I (K), 2L, 2C * At Antwerp: 2I, 1L * English satellite forces: At Brussels: 5I, 1C (H).
c. Prussian forces: At Namur: *Blucher, two Leader (0),* 9I, 6L, 2C * At Liege: *Bulow:* 3I, 2L, 1C * At Coblenz: *Kleist,* 3I, 2L, 1C * At Brussels: *Brunswick* * At Mainz: *Hohenlohe* * Prussian satellite forces: At Brussels: 1I (Br) * At Mainz: 3I (He).

## F. REINFORCEMENTS AND REPLACEMENTS
1. French Reinforcements
a. Each turn-At Paris: 4I.
b. Each turn-At Lyon: 1I.
2. Austrian Reinforcements
a. Each turn-At Munich: 1I, 1L.
3. English Reinforcements
a. Each turn-At London: 2I.
4. Prussian Reinforcements
a. Each turn-At Munster: 1I, 1L.
b. August 1815-At Munster: *Leader (0),* 2I, 2L, 1C.
5. Russian Reinforcements
a. August 1815-At Frankfurt: *Barclay, Leader (0),* 10I, 2C, 2CC.
b. August 1815-At Wurzburg: *Constantine, Leader (0),* 6I, 4GI, 1C, 1GC, 2CC.
6. If the opposing player controls a city where reinforcements are scheduled to arrive, the reinforcements arrive in any hex adjacent to that city.
7. There are **no** replacements in this scenario.

# XI. THE PENINSULAR WAR
## A.INTRODUCTION
*Although initially an ally of France, after Nelson's victory at Trafalgar in 1805, relations between Spain and France began to*

*deteriorate. Like Russia, Spain refused to comply with the Continental System and continued a clandestine trade with England. Aware of the bitter power struggle among the Spanish royal family, in early 1808, Napoleon dispatched 100,000 troops to the Iberian Peninsula, ostensibly to occupy Portugal and assist the Spanish king suppress a local revolt. The French army quickly seized Portugal, a staunch ally of England, and prepared the groundwork for a military takeover in Spain.*

*In May 1808, the Spanish king was dethroned and Joseph Bonaparte, Napoleon's brother, was installed as the new ruler. Both the army and the Spanish populace revolted against the imposition of foreign rule and Napoleon responded with brutal force. Before the end of the year, the Emperor himself arrived to lead the French forces in the Peninsula but in 1809, he was forced to turn over the command to his marshals. For the next six years, a sizable portion of Napoleon's resources were expended in a demoralizing guerrilla war. In support of Spain, England rebuilt the Portuguese army and sent Wellington and most of the British army to contest the French. After a long, grueling campaign, in 1814, Wellington finally expelled the French from the Peninsula and was victoriously advancing into southern France when the news of Napoleon's abdication suddenly brought the war to an end.*

## B. GAME EQUIPMENT

1. The scenario is played on map board areas 1 and 2.

2. The scenario requires Spanish, English, French and French satellite units. **Note:** Portuguese forces are represented by red (English) satellite units.

3. The Spanish, English and French Force Pool sections of the Campaign Game Card should be used to show which units may be taken as replacements. The Production Track on the Campaign Game Card may be used to keep track of the Replacement Points available each turn (see section F).

## C. VICTORY CONDITIONS

1. The French player wins and the scenario automatically ends if there is at least one French strength point (besieged or un-besieged) *inside each* city on map board area 1 at the end of any Combat Phase.

2. The non-French player wins and the scenario automatically ends if there are no French units *inside* any city on map board area 1, and there is at least one un-besieged, non-French strength point *inside* both Bayonne and Toulouse, on map board area 2, at the end of any Combat Phase.

3. If, at the end of the scenario, neither player has achieved an automatic victory, the French player wins the game if there is at least one un-besieged French strength point in Bayonne, Toulouse, and in any city on map board area 1.

4. If neither player achieves any of the specified victory conditions, the game is considered a draw.

5. The scenario begins in May 1808 and ends in April 1814, unless prematurely ended by either player achieving an automatic victory.

## D. SPECIAL RULES

1. Alliance Phase

There is no Alliance Phase during any turn in this scenario.

2. Supply Sources

a. The supply source for French and French satellite units is Bayonne or Toulouse. **Note:** Many French units are unsupplied at the start of the scenario.

b. The supply source for Spanish units is any city in Spain which is

not occupied by a French unit.

c. The supply source for English and English satellite units is Gibraltar or any city in Portugal which is not occupied by a French unit. In addition, a maximum of *five* English (or English satellite) strength points may be automatically supplied in any coastal hex but only one such hex may be automatically supplied during any given turn.

3. Special Movement Restrictions.

a. Militia and partisan strength points may never leave their home country.

b. A maximum of *two* Spanish infantry strength points and one Spanish leader may leave Spain. Spanish units outside of Spain may only be moved if accompanying an English leader.

c. Each turn, during his Movement Phase, the non-French player may move a maximum of *two* English (or English satellite) strength points (and any number of English leaders) from any *coastal* hex to any other coastal hex which is not occupied by a French unit.

Units moved in this manner may not move normally during the same Movement Phase.

d. During any Combat Phase, any English (or English satellite) units which are besieged or committed to a battle in a *coastal* hex may be withdrawn "by sea". Units which are withdrawn by sea are immediately removed from the map. During his next Reinforcement Phase, the non-French player may redeploy these units in any coastal hex which is not occupied by a French unit. **Note:** Withdrawal by sea is subject to the standard rules governing withdrawing units from combat except that besieged units may withdraw by sea without being required to come out of the city.

4. Gibraltar and Lisbon

a. Non-French units inside Gibraltar may be besieged but may not be attacked providing there is at least *one* strength point of English infantry inside Gibraltar.

b. For victory determination, the French player may ignore Gibraltar (he is not required to capture Gibraltar to win the game). The non-French player must control Gibraltar to win the game.

c. For replacement purposes, Gibraltar is *not* considered a Spanish city.

d. For movement, combat and supply purposes, the only land hex which is considered adjacent to Lisbon is hex D14(l). The other two hexes adjacent to Lisbon are considered to be separated from Lisbon by sea hexsides.

5. Partisans

There are special rules governing the movement, creation and replacement of partisan units in this scenario (see 3, above, and section F, below). In all other respects, the use of partisans in this scenario is governed by the Partisan rules in Scenario VIII.

## E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Madrid: *Murat,* 5I, 1C * At Burgos: *Bessieres,* 3I * At Cordoba: *Leader (0),* 2I * At Lisbon: *Leader (0),* 4I, 1C * At Toledo: 3I * Within two hexes of Valencia: 2I * At Barcelona and Pamplona: 1I each.

b. French satellite forces: At Madrid: 1I (Po) * At Burgos: 1I (Sz) * At Cordoba: 1I (Sz) * At Barcelona: 1I (I).

2. Non-French Player

a. Spanish forces: At Corunna: *Blake,* 5I, 1C * At Saragossa: *Pallafox,* 5I, 1C * At Seville: *Castanos,* 5I, 1C * At Ciudad Rodrigo: *Cuesta,* 2I * At Valencia: 3I * At Granada: 2I * Spanish

Force Pool (on Campaign Game Card): 10M, 6P.

b. English forces: At Gibraltar: 1I * English satellite forces (English Force Pool): 8I, 1C (Pt), 6M, 3P. **Note:** All units bearing an "M" represent Portuguese militia. All units bearing a "P" represent Portugues partisans.

# F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcement Schedule. **Note:** This schedule includes French Replacement Points and French and French satellite reinforcements and withdrawals. Reinforcements and replacements arrive at either Bayonne, Toulouse, or the nearest city in France which is not occupied by an enemy unit. On certain turns, the French player is required to withdraw specific leaders and numbers of strength points. During his Reinforcement Phase, the French player must remove such units from the map board unless the specified units are currently besieged in which case an equal number of un-besieged strength points are immediately removed and the originally specified units are withdrawn as soon as they become un-besieged, or are eliminated by the besieging player. If there are no strength points of a type required to withdraw currently on the map, the strength points are removed from the French Force Pool and an equal number of un-besieged strength points are simultaneously removed from the map board. When leaders are withdrawn, they are placed in the French Force Pool. Strength points which are withdrawn are permanently removed from the game. Except where specified leaders and unit types are named, the choice of which units to withdraw is up to the French player.

a. 1808: Replacements: **one** point each turn beginning in June * Reinforcements: June: *Victor, Leader (0),* 10I * July: *Joseph,* Withdraw *Murat* * October: *Napoleon, Lannes, Ney,* 14I, 2GI, 2C, 1GC, 2I (I), 1C (I), 1I (Po), 1I (Pt), 1I (R), 1I (Sz) * November: *Soult,* 4I, 2C.

b. 1809: Replacements: January-June: **one** point each turn. July-December: **two** points each turn * Reinforcements: January: 1I, 1I (Po), 1I (Sp), Withdraw *Napoleon* * February: Withdraw 1GI, 1GC * March: *Leader (0),* Withdraw *Bessieres, Lannes,* 1I (Pt).

c. 1810: Replacements: **two** points each turn * Reinforcements: January: *Bessieres, Marmont, Massena,* 3I * February: 3I * March: 6I * April: 4I * May: 6I * June: 4I.

d. 1811: Replacements: **two** points each turn * Reinforcements: January: 1I, 1I (N) * April: 4I * July: 4I.

e. 1812: Replacements: January-June: **two** points each turn. July-December: **one** point each turn * Reinforcements: April: Withdraw *Bessieres, Ney, Victor,* 3I, 2 (any satellite units) * August: 3I.

f. 1813: Replacements: Roll **one** die each turn (1,2,3 = no points – 4,5,6 = one point) * Reinforcements: February: Withdraw *Soult,* 3I, 1C * July: *Soult,* 2I * December: Withdraw 3I and all "R" and "Sz" satellite units even if currently besieged (if units are removed from the French Force Pool, do **not** remove additional strength points from the map board).

g. 1814: Replacements: Same as in 1813 but die roll is reduced by one * Reinforcements: January: Withdraw 4I and one strength point of satellite cavalry.

2. English (Allied) Reinforcement Schedule-**Note:** This schedule includes English Replacement Points and English and Spanish reinforcements. English reinforcements and replacements may arrive in any coastal city hex which is not occupied by a French unit, or in *any coastal hex* which is not occupied by a French unit if

all coastal cities are occupied by French units. Spanish reinforcements may arrive in any coastal hex in Spain which is not occupied by a French unit. English reinforcements (only), may be delayed "at sea" indefinitely at the non-French player's option. Reinforcements which do not arrive at a city may **not** be moved during the turn of arrival.

a. 1808: English Replacements: **one** point each turn beginning in August * Reinforcements: August: *Wellington,* 2I * September: *Moore, Leader (0),* 3I, 1I (K), and the following Spanish reinforcements: *La Romana,* 2I * November: 2I (English).

b. 1809: English Replacements: **one** point each turn * Reinforcements: April: *Beresford, Uxbridge,* 1I.

c. 1810: English Replacements: **one** point each turn * Reinforcements: February: 1I * March: 1I.

d. 1811: English Replacements: Roll **one** die each turn (1,2,3 = one point – 4,5,6 = two points) * Reinforcements: None.

e. 1812: English Replacements: **one** point each turn * Reinforcements: April: 1I, 1I (K), 1C.

f. 1813-1814: English Replacements: Roll **one** die each turn (1,2,3 = no points-4,5,6 = one point) * Reinforcements: None.

3. Spanish and Portuguese Replacement Points

a. Unlike French and English Replacement Points, Spanish and Portuguese Replacement Points are not derived from the Reinforcement schedule. Instead, during his Reinforcement Phase, the non-French player receives Spanish Replacement Points for each city in Spain which is not occupied by a French unit, and Portuguese Replacement Points for each city in Portugal which is not occupied by a French unit. In each country, the non-French player receives **two** Replacement Points for each major city and **one** Replacement Point for each minor city which is not occupied by a French unit.

b. The Spanish and Portuguese City Point markers are used to record the number of Replacement Points each country has available. At the start of the scenario, the non-French player should record twenty Spanish and four Portuguese Replacement Points on the Production Track printed on the Campaign Game Card. During the course of the scenario, whenever the French player occupies a major city, the appropriate marker is reduced by **two** points. When the French player occupies a minor city, the appropriate marker is reduced by **one** point. If the non-French player recaptures such a city, or if the French player simply vacates a city, the appropriate marker is immediately increased by the appropriate number of points.

4. How Replacement Points Are Used

a. During the scenario, whenever any unit is eliminated it is immediately placed in the appropriate Force Pool on the Campaign Game Card.

b. During his Reinforcement Phase, the active player receives a certain number of Replacement Points which he may immediately use to purchase strength points from the Force Pool. Units purchased from the Force Pool may immediately enter the map board as replacements. **Note:** Replacement Points may never be accumulated. At the end of each Reinforcement Phase, any unused Replacement Points are forfeited.

c. French Replacement Points may be used to purchase French or French satellite strength points. English Replacement Points may be used to purchase English or English satellite strength points. Spanish Replacement Points may be used to purchase Spanish

strength points. Portuguese Replacement Points may be used to purchase Portuguese strength points (only).

d. Replacements are purchased at the following cost per strength point:

* English, French or French satellite infantry = 1 Replacement Point.

* English and French cavalry or guard = 2 Replacement Points.

* Militia = 4 Replacement Points.

* Partisans = 6 Replacement Points.

* Portuguese and Spanish infantry = 6 Replacement Points.

* Portuguese and Spanish cavalry = 12 Replacement Points.

e. Whenever the French player receives more than one Replacement Point, he must replace at least one satellite strength point if any are available in the French Force Pool.

f. Portuguese and Spanish Replacement Points may not be used to purchase infantry or cavalry replacements unless there are no militia or partisan strength points remaining in the Force Pool.

g. The active player may purchase cavalry replacements by making a "down payment" of half of the normal purchase cost. The purchased cavalry unit is deployed face-down on the map board-it is not subject to attrition and it may not move or participate in combat until the remaining purchase cost is paid during a subsequent turn at which time the cavalry unit may be turned face-up and begin operating normally. If, a hex containing a face-down cavalry unit is attacked, and all friendly strength points in the hex either withdraw or are eliminated, the cavalry unit is automatically eliminated and the "down payment" is forfeited.

h. French and English replacements are deployed on the map board exactly like reinforcements of the same nationality.

i. Portuguese and Spanish infantry, cavalry and militia may be deployed in any city in their home country which is not occupied by a French unit. Partisans may be deployed in any unoccupied mountain or city hex in their home country.

j. A maximum of two replacement strength points may be deployed in any single hex during any Reinforcement Phase.

5. Special Spanish Replacements

If a non-French strength point is **inside** Madrid during the non-French player's Reinforcement Phase, he receives **one** strength point of Spanish militia (free) from the Spanish Force Pool. **Note:** The blue satellite Spanish infantry unit is automatically added to the French Force Pool at the instant a French unit enters **Madrid**. The blue satellite Portuguese infantry unit is automatically added to the French Force Pool at the instant a French unit enters **Lisbon**. **Note:** This rule is also in effect in Scenario XI and the GCG.

# XII. SPAIN: 1811-1814
## A. INTRODUCTION

*By the end of 1810, the French had driven the Spanish out of central Spain and were besieging the remaining garrisons at Cadiz, Valencia, and the far northern ports. Wellington's army had retreated to an impregnable defense line near Lisbon where it was virtually besieged by Marshal Massena. Although they had nearly achieved victory, the French marshals had also reached the end of their tether: the partisan guerrillas, the long supply lines, the harsh climate and the indefatigable English opposition soon began to erode the French position.*

*No longer able to feed his army, Massena fell back from Lisbon*

*into Spain. After reorganizing their forces, Soult and Massena initiated a new offensive in May 1811 but the French were defeated first at Fuentes de Onoro (May 5) by Wellington, and two weeks later they lost a second battle at Albuera (May 16) to the Anglo-Spanish army commanded by Beresford.*

*Armed with a functional siege train, in 1812, Wellington took the offensive and captured the key forts of Ciudad Rodrigo (January 19), and Badajoz (April 19). In July, Wellington defeated Marmont at Salamanca then liberated Madrid in August.*

*Pushing the French steadily toward the Pyrenees, Wellington's offensive continued in 1813, finally culminating in another major victory at the Battle of Vittoria (June 21). By early 1814, the French had been driven out of the peninsula and Wellington's army had entered France. The last battle of the Peninsular War was fought near Toulouse in April 1814, a few days after Napoleon's forced abdication.*

## B. GAME EQUIPMENT
The components required to play this scenario are the same as those used in Scenario X (The Peninsular War).

## C. VICTORY CONDITIONS
The victory conditions are identical to those in Scenario X. This scenario begins in June 1811 and ends in April 1814.

## D. SPECIAL RULES
All special rules from Scenario X are in effect.

## E. INITIAL DEPLOYMENT
1. French Player (deploys first)

a. French forces: At Ciudad Rodrigo: *Marmont, Ney,* 8I, 1C * At Burgos: *Bessieres,* 5I, lC * At Badajoz: *Soult,* 4I, lC * At Madrid: *Joseph, Leader (0)*, 4I * At Seville: *Victor,* 2I * At San Sebastian: *Leader (0),* 4I * At Barcelona: Baylen, Cordoba, Granada, and Toledo: 2I each * At Pamplona, Saragossa, and Talavera: 1I each * With any French force(s) in Spain: *two Leader (0),* 2I, 1C * In French Force Pool: 12I, 1GI.

b. French satellite forces: At Barcelona: *Leader (0),* 1I (I) * At Saragossa: 1I (I) * At Pamplona: 1I (N) * At Seville: 1I (Po) * At Granada: 1I (R) * At Talavera: 1I (R) * At Madrid: 1I (Sp) * With any French satellite force: lC (I) * In French Force Pool: 1I (Po), 1I (Sz), 1I (I), 1C (I).

2. Non-French Player

**Note:** Unit types "P" and "M" from Scenario X are in effect.

a. Spanish forces: In Portugal, within one hex of Badajoz: *Blake, Castanos,* 2I * At Corunna: 2I, 1M * At Valencia: 2I, 1M * At Cadiz: 1I, 1M * At Cartagena: 1I, 1M * With any Spanish infantry unit: *Pallafox, Cuesta* * In any vacant hex in Spain: 6P (one per hex) * In Spanish Force Pool: 14I, 3C, 6M.

b. English forces: In Portugal, within two hexes of Ciudad Rodrigo: *Wellington,* 4I, 1I (K) * In Portugal, within one hex of Badajoz: *Beresford,* 2I * At Lisbon: *Hill,* 1I * At Cadiz: *Leader (0),* 1I * At Gibraltar: 1I * In English Force Pool: 2I * English satellite forces: In Portugal, within two hexes of Ciudad Rodrigo: 2I, 1C (Pt) * In Portugal, within one hex of Badajoz: 2I (Pt) * Any vacant hex(es) in Portugal: 6M, 3P (no more than 1 partisan strength point per hex) * In English Force Pool: 4I (Pt).

## F. REINFORCEMENTS AND REPLACEMENTS
1. All Reinforcement and Replacement rules from Scenario X are in effect. The Reinforcement schedules from Scenario X are used

beginning with June 1811.

2. At the start of the scenario, the non-French player should record seven Spanish Replacement Points and six Portuguese Replacement Points on the Production Track printed on the Campaign Game Card.

# XIII. THE FINAL GLORY

## Rules to Link the 1812, 1813 and 1814 Scenarios of WAR AND PEACE
## A. INTRODUCTION

*Napoleon's marshals were not overly in favor of his grand scheme to conquer Russia in one swift blow. Many of these old warriors argued for a halt at Smolensk, where the army could collect its far-flung detachments, repair the failing supply lines and comfortably spend the winter before pushing on to Moscow in early 1813. The emperor, fearful for his throne, 1,500 miles away in Paris and distrustful of his Prussian and Austrian "allies" overruled the marshalate and struck out for the Kremlin, only to meet disaster. Abandoning his army shortly after it recrossed into Poland, Napoleon set about rebuilding an army to counterattack the growing Allied forces which had forced the remnants of the Grand Armee, now under Eugene, back through Poland, Prussia and to the banks of the Elbe. The disastrous 1813 and 1814 campaigns which followed resulted in the complete collapse of Napoleon's empire.*

## B. GAME EQUIPMENT

1. The scenario begins with map board areas 3 and 4, with map board areas 2 and 1 added to play at later intervals.

2. Initially, the scenario requires French, French satellite, Russian, Prussian and Austrian units, although British and Spanish units may be added later in the scenario.

## C. VICTORY CONDITIONS

1. The players set up and complete the 1812 scenario (Scenario VI). If the French player wins, the game is over. If the Russians win or there is a draw, play continues through the addition of the special rules listed below.

2. At anytime in the game, the French player may win if, at the end of a turn, he has fulfilled the 1812 victory conditions, namely, he controls Warsaw, Smolensk and either Moscow or St. Petersburg. If these conditions are met on or after the end of the December, 1812 game turn, the game is over and is declared a French victory.

3. If the French player fails to gain a victory under the 1812 rules, the game continues through December, 1814. If the French control Paris, un-besieged, at the end of the December, 1814 game turn, they win. Otherwise, they lose and the non-French player wins the game.

## D. SPECIAL RULES
### 1. Linking the Scenarios

a. The players set up and complete the 1812 scenario (Scenario VI). If the French have not achieved a victory, the rules for the scenario (including Russian and French reinforcements and replacements) are continued through the February, 1813 game turn.

b. In March, 1813, map board area 2 is brought in to play and all special rules from Scenario VI and Scenario VII (1813), including allegiance rules are in effect, as modified by the Reinforcements and Replacements section of this linkage scenario.

c. In January, 1814, mapboard area 1 is brought in to play and all special rules from all three scenarios (VI, VII and VIII) are in effect except where contradictions are listed below, in which case these rules take effect.

### 2. Alliance Phase

a. All alliance phase rules for the 1812 scenario are in effect until January, 1813, after which the 1813 scenario alliance rules become effective instead of the 1812 rules. The French do receive one city point for each major city inside Russia and for Berlin and Warsaw, if occupied, un-besieged, by pro-French units. These city points are effective from January, 1813 until the end of the game.

b. If, at any time, both Prussia and Austria are at war with France, the alliance phase is deleted for the remainder of the game.

### 3. Prussia

a. Prussia enters the war against France automatically on the turn in which non-French player forces occupy, un-besieged and in supply, Konigsberg or Berlin. The following Prussian forces are IMMEDIATELY placed in or adjacent to that city: *Blucher, Bulow, Kleist, Yorck* (unless already in play) *Leader (0)*, 10I, 3C, 8L. Prussia is considered a non-French country and on the next non-French player turn they may be moved normally.

### 4. Sweden

a. Swedish forces listed in the 1813 Scenario as Russian Satellite Neutral forces arrive at or adjacent to Stralsund in April, 1813 and remain neutral until activated in the Alliance Phase as per the 1813 scenario rules.

### 5. Supplies

a. Supply sources, after January, 1813, are major cities in the home country of a state and the major city of a minor state which is controlled by that major state.

b. English forces are supplied in any coastal hex and may trace supplies inland from any major port occupied by a red unit.

## E. INITIAL DEPLOYMENT

1. Set up the 1812 (Scenario VI) forces as listed.

## F. REINFORCEMENTS AND REPLACEMENTS
### 1. French Reinforcements

a. Each turn, May, 1812 through February, 1813-At Dresden: 1I

b. October, 1812-At Danzig: 2C

c. April, 1813-At Mainz: 18I, 2GI, 1GC (only if not already in play), *Marmont, Soult* and *Napoleon* (unless already in play).

d. May, 1813-At Mainz: 2I

e. June, 1813-At Mainz: 8I

f. July, 1813-At Mainz: 10I, 6GI, 6C

g. August, 1813-At Mainz: *Leader (0)*, 2I, 1C

h. September, 1813-At Mainz: 4I

i. October, November and December, 1813-Each month at Mainz: 2I

j. January, 1814-At Paris: *Joseph*, 8I * At Bayone: *Soult* (if not in play) 11I, 2C * Within one hex of Barcelona: 7I, 1C

k. January-August, 1814-Each turn: At Paris: 3I * At Lyon: 1I

### 2. French Replacements

a. January-August, 1814, each turn-At Paris: 1GI

### 3. French Satellite Reinforcements:

a. December, 1812-Withdraw: All Saxon, Naples, Swiss and Bavarian satellite units.

b. January, 1813-At Milan: 2I (I) * At Stuttgart: 2I (Wu) * At Frankfurt: 1I (R) * At Cassel: 1I (W) * Initially Neutral French

Satellites (deploy face down): At Munich: 4I, 1C (B) * At Florence: 4I (N) * At Dresden: 2I (S) * At Geneva: 4I (Sz)

c. May, 1813-At Hanover: 2I (W) * At Milan: 1I (I) * At Stuttgart: 1I (Wu)

d. June, 1813-At Milan: 3I (I) * At Stuttgart: 1I (Wu)

**4. French Satellite Replacements**

a. May-December, 1812-The French player may replace **one** strength point of satellite infantry each turn. Polish replacements appear at Warsaw, all other satellite nationalities appear at Dresden.

b. January, 1813-August, 1814-The French player may replace **one** strength point of satellite infantry each turn. Units are placed at the production city of their minor state. Units may not be built in production cities which are occupied by non-French player units.

**5. Non-French Player Reinforcements**

a. Russian player uses forces listed in Scenario VI up through December, 1812.

b. March, 1813: Place all Austrian forces listed in Scenario VII face down (Initially Neutral). (If Schwarzenberg and any Austrians have remained in play as French allied units they remain loyal to France and remain so until Austria declares war, at which time they become non-French units.) All Swedish units listed in the 1813 Scenario are deployed as listed, as neutral forces.

c. April-December, 1813-Each turn-At Prague: 2I, 2L (Austrian) * At Berlin: 2I, 2L (Prussian)

d. May, 1813-At Prague: 1C (Austrian) * At Berlin: 1C (Prussian)

e. June, 1813-At Prague: 1C (Austrian) * At Berlin: 1C (Prussian)

f. January, 1814–All English, Portuguese, and Spanish forces listed in Scenario VIII.  January-August, 1814-Each turn-At Prague: 1I, 1L (Austrian) * At Berlin: 1I, 1L (Prussian) * At London: 2I (English) * At San Sebastian: 1I (Pt), 1I (Spanish) *

g. February, 1814-At Prague: *Bellegarde* (Austrian)

**6. Non-French Player Replacements**

a. Each turn January, 1813-August, 1814: At Brest-Litovsk: 2I, 1C, 1CC (Russian).

**7.** All non-French player forces scheduled to arrive at a city which is occupied by French player forces may arrive at the nearest major city in that country's home state. French player forces scheduled to arrive at a city which is occupied by non-French player forces are eliminated instead.

# THE GRAND CAMPAIGN GAME: WAR AND PEACE 1805-1815

## A. INTRODUCTION

*On December second, 1804, Napoleon Bonaparte was coronated Emperor of France. By placing the crown upon his head with his own hands, Bonaparte brought Europe to the brink of war. For by its very nature, the act of self-coronation threatened the rule and challenged the legitimacy of every government then in existence.*

*To safeguard the sanctity of divine right and position based on noble birth, the European monarchies branded Bonaparte an international outlaw and pledged to remain at war with France until the Corsican usurper was overthrown and the Bourbon rule restored. For the next ten years, the fate of the French Empire rested on the abilities of one man; as a warrior, and as a peacemaker.*

*The Grand Campaign Game is based upon the Standard Game scenarios but in length and scope it far surpasses them. Including naval units, production, and a self-regulating political system which still leaves room for inter-player diplomacy, the Grand Campaign Game is especially well suited for traditional two player gaming as well as solitaire or multiplayer games.*

The Grand Campaign Game (GCG) contains special rules. In certain instances, these rules may conflict with the Standard Game (SG) rules. Whenever such a conflict occurs, the Grand Campaign Game rules supersede the Standard Game rules.

## B. GAME EQUIPMENT

1. The game is played on all four map board areas.
2. The game requires units of all major and minor states.
3. The Campaign Game Card which includes the Campaign Turn Sequence, the Naval Results Tables, and the Force Pool Display, is used in this game.

## C. VICTORY CONDITIONS

Victory Condition number 1 should be used for all sessions. The remaining rules are divided by the number of players involved. Use only the victory conditions relevant to the number of players in the session.

1. The scenario begins at the start of September 1805 and ends in August 1815 unless an automatic victory is achieved through any of the following conditions:

a. The game ends if a player achieves an automatic victory.

b. The game may be terminated at the end of any turn by mutual agreement of all of the players. The player in control of the most production cities is the winner. If two or more players control an equal number of production cities they may be considered joint victors.

c. Only the cities that are marked with a red, black, or white infantry symbol are counted as production cities for victory determination.

d. Only the cities that are marked with the port anchor symbol are counted as port cities for victory determination.

e. The player who controls the largest number of strength points which occupy a city hex is considered to control the city in that hex at the end of the game.

f. The player who controls the city that enables a conquest at the moment of conquest is considered to be the conqueror of that state.

g. If Napoleon returns from exile and France is conquered the game ends automatically at the instant of conquest.

**2-Player Game and Solo Play: England vs. France**

2. The French player wins a Decisive *automatic* victory under either of the following conditions.

a. If the French player conquers England and controls at least **fifteen** production cities (anywhere on the map) at the instant of conquest/control. The cities controlled must include Paris and may include those within England.

b. If the French player controls Paris and Moscow and controls at least **thirty five** port cities (anywhere on the map) at the instant of control. The port cities controlled must include Lisbon and Antwerp. **\*\*Possible Marker to be used on the Production Track to help keep track of port cities controlled\*\***

3. The French player may win a Marginal *automatic* victory if the following condition is met.

a. If the French player controls Paris and Moscow and controls at least **nineteen** port cities that are also major cities or capitol cities (anywhere on the map) at the instant of control. The port cities controlled must include Antwerp, Corunna, Hamburg, Konigsberg, and Lisbon. At the instant the conditions are met the French player may accept an automatic victory. If the French player refuses to accept the victory this condition may not be accepted for the remainder of the game. **\*\*Possible Marker for this refusal\*\***

4. The French player wins a Marginal victory if the following condition is met.

a. If there is at least one un-besieged French strength point inside Paris at the end of the game. **All** of the following conditions must also be met: (1) France is an active (non-neutral) state which has never been conquered. (2) Spain was invaded by France prior to 1809. (3) Russia was invaded prior to 1813. (4) France controls **at least four** production cities (anywhere on the map). **Note:** See Invasion, below, for Spain and Russia.

5. The game ends in a draw if the following condition is met.

a. If Napoleon returns from exile and there is at least one un-besieged French strength point inside Paris at the end of the game, neither player is victorious.

6. The English player wins a Marginal victory if the following condition is met.

a. If there is at least one un-besieged French strength point inside Paris at the end of the game. **All** of the following conditions must also be met: (1) France is an active (non-neutral) state which has never been conquered. (2) Spain was invaded by France prior to 1809. (3) Russia was invaded prior to 1813. (4) France controls **fewer than four** production cities (anywhere on the map). **Note:** See Invasion, below, for Spain and Russia.

7. The English player wins a Decisive *automatic* victory if the following condition is met.

a. If Napoleon returns from exile and the English player conquers France at the instant of conquest.

8. The English player wins a Decisive victory if none of the previous conditions are met.

**3 Player Game**

9. Use the 2 Player Game Victory Conditions numbers 2-5.

10. The player controlling Austria, England, and Spain wins a Marginal victory if the following condition is met.

a. If Austria, England or Spain conquers France, Prussia was conquered 1 or more times, Austria was conquered 2 or fewer times and Spain was never conquered by France.

11. The player controlling Prussia and Russia wins a Marginal victory if the following condition is met.

a. If Prussia or Russia conquers France, Austria was conquered 2 or more times, Prussia was conquered 1 or fewer times and Russia was never conquered by France.

12. The player controlling Austria and England wins a Decisive *automatic* victory if the following condition is met.

a. If Napoleon returns from exile, Austria, England or Spain controls Paris at the end of the game, Prussia was conquered 1 or more times, Austria was conquered 2 or fewer times and Spain was never conquered by France.

13. The player controlling Prussia and Russia wins a Decisive *automatic* victory if the following condition is met.

a. If Napoleon returns from exile, Prussia or Russia controls Paris at the end of the game, Austria was conquered 2 or more times, Prussia was conquered 1 or fewer times and Russia was never conquered by France.

14. The player controlling Prussia and Russia wins a Decisive victory if the following condition is met.

a. If there are no un-besieged French strength points inside Paris at the end of the game, Austria was conquered 3 or more times, Prussia was conquered 1 or fewer times, and Russia was never conquered by France.

15. The player controlling Austria, England and Spain wins a Decisive victory if none of the other 3 Player Game conditions are met (including 2-5).

==**Possible Marker for Number Times a Major State is Conquered**==

==**Could possibly use a marker on a track for each state, located on the map or Force Pool [1, 2, 3]**==

**4 Player Game**

16. Use the 2 Player Game Victory Conditions numbers 2-5.

17. The player controlling Austria and Prussia wins a Marginal victory if the following condition is met.

a. If either Spain or Russia was conquered by France at least once, Austria was conquered 2 or fewer times, Prussia was conquered 1 or fewer times, and either Austria or Prussia conquers France.

18. The player controlling England and Spain wins a Marginal victory if the following condition is met.

a. If Spain was never conquered by France, Austria was conquered 2 or more times, Prussia was conquered 1 or more times, and either England or Spain conquers France.

19. The player controlling Russia wins a Marginal victory if the following condition is met.

a. If Russia is never conquered by France, Austria was conquered 2 or more times, Prussia was conquered 1 or more times, and Russia conquers France.

20. The player controlling Austria and Prussia wins a Decisive *automatic* victory if the following condition is met.

a. If Napoleon returns from exile, either Spain or Russia was conquered by France at least once, Austria was conquered 2 or fewer times, Prussia was conquered 1 or fewer times, and either

Austria or Prussia controls Paris at the end of the game.

21. The player controlling England and Spain wins a Decisive *automatic* victory if the following condition is met.

a. If Napoleon returns from exile, Spain was never conquered by France, Austria was conquered 2 or more times, Prussia was conquered 1 or more times, and either England or Spain controls Paris at the end of the game.

22. The player controlling Russia wins a Decisive *automatic* victory if the following condition is met.

a. If Napoleon returns from exile, Russia is never conquered by France, Austria was conquered 2 or more times, Prussia was conquered 1 or more times, and Russia controls Paris at the end of the game.

23. The player controlling Russia wins a Decisive victory if the following condition is met.

a. If there are no un-besieged French strength points inside Paris at the end of the game, Russia was never conquered by France and one of the following is also true: (1) Austria was conquered 3 or more times and Prussia was conquered at least once, or (2) Prussia was conquered 2 or more times and Austria was conquered at least twice.

24. The player controlling England and Spain wins a Decisive victory if none of the other 4 Player Game conditions are met (including 2-5).

**5 Player Game**

25. Same as the 4 Player Game. The English and the Spanish player each get credit for any victory by England and/or Spain.

# D. INITIAL POLITICAL STATUS AND MULTIPLAYER RULES

**1. Major States**

At the start of the game, the political status of the six major states is as follows:

a. Pro-French states: France and Spain.

b. Anti-French states: England, Austria and Russia.

c. Neutral states: Prussia.

**2. Minor States**

At the start of the game, the political status of the minor states is as follows:

a. French satellite states: Bavaria, Holland, Italy, Switzerland, and Wurtemburg.

b. English satellite states: Portugal.

c. Prussian satellite states: Brunswick, Hesse, and Saxony.

d. Austrian satellite states: The city of Munich is Austrian controlled but Bavaria is a French satellite.

d. Neutral minor states: Denmark and Sweden.

e. Unformed minor states: Dalmatia, Naples, Poland, the Rhine Confederation, and Westphalia (these are states which the French player may create during the game, usually by occupying the state's production city - see GCG section H).

f. Hanover is unformed and controlled by France.

==**Note:** The political status of all minor states and any major state which is not controlled by an individual player is subject to the Alliance rules (see GCG section G) along with any rules relevant to each state.==

**3. Number of Players**

By following the guideline provided below, **WAR AND PEACE**

may be played solitaire, or by as many as five players:

a. **Solitaire**: The player controls the units of all states in a fair manner, pursuing an automatic French victory while moving pro-French units, and attempting to gain control of Paris while moving anti-French units. With the exception of France and England, the political status of all major and minor states is subject to the Alliance rules. France is a permanent pro-French state. England is a permanent anti-French state.

b. **Two players**: The French player controls all pro-French states. The non-French (English) player controls all anti-French states. If a neutral state is invaded by either player, it immediately joins the faction controlled by the opposing player.

c. **Three players**: The French player controls all pro-French states. One player controls Austria and England and will control Spain if it becomes anti-French. One player controls Prussia and Russia.

d. **Four players**: The French player controls all pro-French states. One player controls England and will control Spain if it becomes anti-French. One player controls Austria and Prussia. One player controls Russia.

e. **Five players**: As in a four player game but including a separate Spanish player who controls all Spanish forces. The English and Spanish players are coop - a victory for one will result in a victory for the other.

# E. CAMPAIGN TURN SEQUENCE

**Note:** The Campaign Turn Sequence which is printed on the Campaign Game Card is used in this game instead of the standard sequence of play. The Campaign Turn Sequence proceeds as follows:

**1. Neutral Player(s) Segment**
**Note:** During this segment, each player who controls a neutral major state is considered an active player.
a. Naval Phase: The active player may move the naval units he controls in accordance with the Naval Movement rules. Neutral naval units may not initiate any form of naval combat (see GCG section F).
b. Production Phase: The active player may purchase units from his nation's Force Pool and deploy these units on the map board in accordance with the Production rules (see GCG section J).
c. Ground Movement Phase: The active player may move the leaders and army units he controls in accordance with the standard Movement rules. Neutral units may not leave their home country or initiate any form of combat. **Note:** The units of a neutral state which is not controlled by an individual player may not be moved until the state joins either the pro or anti-French faction during an Alliance Phase or as a result of being invaded by pro or anti-French forces.
d. Alliance Phase: The active player must announce if he is remaining neutral or joining either the pro or anti-French faction. If an active player joins either faction, the marker representing his state is immediately repositioned on the Alliance Display. When a player joins either faction, his state immediately forfeits its neutrality. **Note:** No player may join the pro-French faction without the consent of the French player.
**2. Pro-French Player(s) Segment**
**Note:** During this segment, each player who controls a pro-French major state is considered an active player.
a. Naval Phase: Proceed as in 1 a, above.

b. Attrition Phase: The French player follows the standard Attrition rules-the die roll he executes is used to determine the effect of attrition in each hex occupied by active (pro-French) units.
c. Alliance Phase: The French player rolls the die to alter the political status of one major state (see GCG section G).
d. Production Phase: Proceed as in 1b, above.
e. Ground Movement Phase: Proceed as in 1c, above. Each active player may move his own units or may allow another active player to move his units. The movement of all active players' forces occurs simultaneously during this phase.
f. Combat Phase: The active player initiates and resolves all combat in accordance with the standard Combat rules. Each active player may allow another active player to control his units for combat purposes. An active player may only initiate combat against a force controlled by an inactive player.

**3. Anti-French Player(s) Segment**
**Note:** During this segment, each player who controls an anti-French major state is considered an active player. This segment proceeds exactly like the preceding segment except that the English player rolls the die during the Attrition and Alliance Phases.

**4. End**
At the end of the anti-French Player(s) Segment, the Turn marker is advanced and a new turn is immediately initiated.

# F. NAVAL UNITS

**Russia and Sweden should not be able to join the battles in the Atlantic. Perhaps a movement restriction until a certain year?**

**1. Naval Unit Types**
a. There are two types of naval units: squadrons and transports. A stack of naval units may be referred to as a Fleet.
b. Each squadron unit represents a naval combat unit which possesses a Naval Combat strength of one point, and a morale value of one (except English squadrons which possess a morale value of two). Squadron units may never transport army units (Exception: leaders may be transported by squadrons).
c. Each transport unit represents a non-combat naval unit which possesses the ability to transport production, supply, and army units across all-sea hexsides and from one sea zone to another (see GCG F.3, below).
d. In this game, all major states except Austria and Prussia possess naval units. The minor states which possess naval units include Denmark, Portugal, and Sweden (only).
e. During this game, the only states which may build new naval units are England and France. Other states may replace previously eliminated naval units but may not build new units (see GCG section J).
f. Naval units **can** suffer attrition while "at sea". If the Attrition die roll is an unmodified 6 and the rolling player has any naval units "at sea" attrition **may** occur. Roll one die for each **sea zone** containing naval units of the rolling player. A result of 5 or greater results in Naval Damage to the player's squadrons in the sea zone (see Naval Damage, below). The owning player immediately consults the Naval Attrition Table, cross-referencing with the total number of strength points in the force that is "at sea". The player must immediately mark as damaged a quantity of units as indicated on the Table.

**2. Naval Movement**
a. All naval units possess a Movement Allowance of four

movement points.

b. Naval units may be moved individually or as part of a stack (Fleet) of naval units of the same nationality. Naval units of different nationalities may only move together as one Fleet if they have formed a "Combined Fleet". Naval units in the same alliance that *start* the naval movement phase in the same sea zone or coastal hex may form a Combined Fleet. Simply stack all units together and move as one stack. Units not in the same stack may not be moved together. **Note:** Units in a combined fleet may be "dropped off" or divided in to smaller Fleets during movement without restriction.

c. Naval units from Russia or Sweden may not form a "Combined Fleet" with any other major or minor power. Sweden can become a satellite of Russia and may then form a Combined Fleet with Russian naval units.

**NOTE  Renumbered from this point on**

d. Naval units may only enter sea zones. Sea zones are divided between coastal hexes and non-coastal areas. Any hex which is partially covered by the blue sea color is considered a coastal hex (Exception: London and Bordeaux are also considered coastal hexes). If such a hex contains a city, the hex is also considered a port hex, is marked with a naval anchor symboland is considered a port city. Any area on the map board that is completely covered by the blue sea color or is within a white circle is considered to be a non-coastal portion of a sea zone. A naval unit which is in a sea zone, but is not in a coastal hex in that sea zone is considered "at sea".

e. There are sixteen sea zones delineated by white circles on the map board. Solid white boundary lines connect these zones. Four of the sixteen sea zones are also on the map board delineated by dashed white boundary lines and the blue sea color. These are the Atlantic Ocean, the Mediterranean Sea, the North Sea and the Baltic Sea that are the European Sea zones. The remaining twelve are the Global Sea zones. The boundaries between the four European Sea zones are printed in such a way that certain ports lay directly on the boundary. Such ports are considered to be located in both bordering sea zones. Thus, Gibraltar is considered to be in both the Atlantic and Mediterranean sea zones. Brest and Plymouth border both the Atlantic and North Sea zones. Copenhagen is considered in both the Baltic and North Sea zones. All other ports are clearly inside only one sea zone.

f. During the Naval Phase, the active player may move the naval units he controls into any coastal hex or sea zone within the limit of the naval unit's Movement Allowance. **Note:** Naval units may be moved independently-no leader is required to accompany a moving naval unit.

g. Wherever sea zones are connected by a solid white line, a moving naval unit may make a change of location between sea zones. A naval unit must expend the movement point cost listed in the sea zone as "MP" to enter the sea zone (exception, movement between sea zones via coastal hexes is allowed and does not require the MP point cost). One movement point is required to enter a port city coastal hex. A naval unit must expend two movement points to enter a non-port coastal hex. If insufficient naval movement points remain to perform the movement the move may not be made. A naval unit may move from a coastal hex to an adjacent coastal hex regardless of the sea zone at the movement cost of the coastal hex. If this movement results in a change of location between sea zones

all relevant rules apply. **Note:** No movement cost is expended to move a naval unit between a sea zone delineated by a white circle and a sea zone delineated by dashed white boundary lines so long as the zones are named identically. They are considered to be the same sea zone.

**Example #1:** *At the start of the Naval Phase, the English player is active and wishes to move an English transport from Gibraltar-hex A7(1) to Walcherin Island-hex GG17(2). The transport, which is deployed in Gibraltar at the start of the phase must expend one movement point to enter the Atlantic sea zone. It must spend a second movement point to move from the Atlantic into the North Sea zone. Finally, it must spend two movement points (the remainder of its Movement Allowance) to enter the hex containing Walcherin Island because it is not a port hex.*

**Example #2:** *At the start of the Naval Phase, the French player is active. French Naval unit bound for North America would leave Brest and enter the Atlantic naval zone at the cost of one MP. It would then be transferred directly to the Atlantic sea zone on the Global Naval Movement display, and could move to the North Atlantic zone at the cost of one MP, then to the North American zone at the cost of two more MPs.*

h. At the end of his Naval Phase, the active player's naval units may occupy any coastal hex, or may remain "at sea" in any sea zone. Units which remain at sea may be positioned anywhere in the non-coastal area of the sea zone they occupy. For convenience, each player's naval units may be deployed as a separate stack (Fleet) within each sea zone.

i. The fortress of Gibraltar is an English possession located in hex A7(l) on the southern coast of Spain. Gibraltar is a special port which cannot be assaulted or besieged as long as it is occupied by at least one army and one naval squadron strength point.

j. Both London and Bordeaux are inland port cities. These should be treated exactly as other port cities. The coastal hexes in which these cities reside may be accessed directly from their corresponding sea zones: neither hex FF13 nor hex S12 must be traversed to move between the port city and the sea zone containing the port city. Hexes FF13 and S12 are treated exactly as other coastal hexes.

**3. Naval Transport**

a. During his Naval Phase, the active player may transport army units, supplies and English production points via naval movement. A major state's naval transports may only be used to transport army units of the same major state or satellite state thereof. A naval transport of a satellite state may only transport army units of its own or from the major state it is a satellite of. Only English naval units may transport production points. Whenever a unit is being transported by a naval unit, it is placed directly under that naval unit.

b. A naval unit may embark or disembark cargo or army units in any coastal hex (including a friendly controlled port city) it occupies during the Naval Phase. A leader must be present in the hex of embarkation for infantry to embark but is not required to disembark the infantry. There is no movement point cost (neither naval nor ground movement) to embark or disembark cargo or units, however, if an army unit is transported by naval movement it may not move in the Ground Movement Phase (overland) during the same player segment. **Note:** Army units transported by naval movement are automatically considered supplied for the remainder

of the player-segment.

c. A squadron may only transport leaders. A maximum of **ten** leaders may be transported

d. A transport unit may transport a maximum of **five** production or supply points, **two** infantry strength points, or **one** cavalry strength point. **Two** production or supply points may be transported along with **one** infantry strength point. The transport unit may also transport a maximum of **ten** leaders regardless of what else is being transported. The numerical markers may be used to represent production or supply points (face-up for supply, face-down for production). In order to transport supply points, a naval unit must begin the Naval Phase inside a port which the active player controls. In order to transport production points, an English naval unit must begin the Naval Phase inside an English production city.

e. Cargo and army units must be disembarked at the end of the Naval Phase. A naval unit may not remain "at sea" with any cargo aboard.

f. The hex in which supply points are disembarked becomes a limited supply source for the remainder of the current player segment. The disembarked supply points may be used to supply an equal number of army strength points which can trace a supply line of three or less movement points from the disembarkation hex to the hex the strength points occupy. Regardless of whether or not the disembarked supply points are used, the numerical marker is removed from the map board at the end of the current Player Segment. **Note:** Only army strength points of the same color as the naval transport which disembarked the supply points may use the disembarkation hex as a supply source. If even one strength point in a force is unsupplied due to a scarcity of supply points, the entire force is considered unsupplied.

g. Production points may be disembarked in any coastal hex in a major or minor state. The player who controls that state may use the production points to purchase replacements during the next Production Phase (see GCG section J). All other rules around production also must be applied.

h. If a naval unit is sunk during the Naval Phase, its cargo is automatically eliminated. If a naval unit is captured, its cargo is eliminated and all army units on board become prisoners of war (see GCG section G).

**4. Naval Interception**

a. Whenever the active player moves a naval unit **into** a sea zone, the inactive player may attempt to intercept the moving unit(s) with any un-blockaded squadron(s) he controls which is located in that same sea zone. Also, whenever the active player moves a naval unit from a coastal hex to a non-coastal area within the **same** sea zone the inactive player may attempt to intercept. Both Naval Interception and Naval Pursuit (see GCG section F.5, below) use the Naval Pursuit Table.

b. At the instant the active player's unit(s) perform a movement that is eligible for an interception attempt the inactive player must announce that he wishes to intercept the moving squadrons. The active player must temporarily cease his unit's movement until the inactive player finishes resolving all interception attempts he wishes to make against the moving unit(s).

c. The inactive player may roll the die separately for each squadron attempting to intercept the moving unit(s), may roll the die once for the entire Fleet, or any combination desired so long as it is announced before the die roll(s). If an intercepting squadron is already "at sea", in the same sea zone as the moving unit, the interception die roll is increased by one. The resulting die roll is also adjusted by the Interception Modifier (IM) printed in the sea zone, and by Nelson if relevant (see GCG section F.10., below), and the result is located on the Naval Pursuit Table. If the indicated result is an "I", the inactive player's squadron intercepts the moving unit(s) and may attack the moving unit(s) before the active player may continue his movement. The inactive player may resolve as many interception attempts as he desires, and may then attack the moving unit(s) with all squadrons which succeed in intercepting the active player's force.

d. A squadron inside a blockaded port may never attempt interception.

e. Once a squadron successfully intercepts an opposing naval force, it may not attempt to intercept a different force for the remainder of the Naval Phase.

f. Stationary interception is possible. If at the *start* of the active player's Naval Movement Phase both the active and the inactive player have Fleets in the "+1" box on the map for that sea zone the player may attempt an interception on those units and '+1' is added to the Naval Pursuit Table die roll for this type of interception.

==**Naval Searching Phase??***==

g. At the start of the active player's Naval Movement Phase, following any '+1' interception attempts and before Naval Movement, the active player may move any Fleets (either the active or the inactive player's squadrons or transports) in any sea zone in to the "+1" box on the map in the *same* sea zone. This is not considered Naval Movement. Fleets may not be placed in the "+1" box as a part of normal Naval Movement.

h. If a naval unit wishes to leave a sea zone, no interception may be attempted by enemy units in the same sea zone. However, if it enters a new sea zone containing other enemy naval units, those units may attempt to intercept the moving unit(s) during the active player's Movement Phase, taking into account the new sea zone's IM.

i. Interception can only occur with or against one Fleet, including Combined Fleets. If more than one Fleet of different nationalities are in the same sea zone (are not combined) and a *stationary interception* is attempted the phasing player must announce which Fleet the interception attempt is being made against. If combat results from the interception attempt only the intercepted Fleet may be used to resolve the combat.

**5. Naval Pursuit**

a. Both Naval Interception (see GCG section F.4, above) and Naval Pursuit use the Naval Pursuit Table.

b. After each round of Naval Combat, the victorious player is permitted to try to pursue the opposing player's force. In this situation, the pursuing player rolls the die once for his entire force and consults the Naval Pursuit Table. If the result is an "I", the pursuing force intercepts the opposing force and may immediately initiate another round of combat. This procedure may be repeated after each round of combat is resolved (see GCG section F.7, below). Nelson's bonus may apply to this die roll (see GCG section F.8., below).

**6. Naval Blockade**

a. During the Naval Phase, the active player may blockade any port in which his squadrons equal or exceed the squadrons controlled by the inactive player.

b. When a port is blockaded, all of the inactive player's naval units are placed under a Fortress marker and the active player's squadrons are placed directly on top of this marker. If, at any subsequent time, the blockading squadrons become outnumbered, the blockade is negated and the marker is immediately removed. **Note:** If a port is also besieged, the army units which are inside the city are placed under the same Fortress marker. If, however, there is an enemy army strength point inside the city at the end of any Combat Phase, all blockaded naval units in that city are considered captured.

c. A naval unit which is inside a blockaded port may only leave that hex by "running the blockade" during the owning Player's Naval Phase. In order to attempt to escape out of a blockaded port, the active player must announce which naval units are attempting to leave the hex. Naval units may attempt to escape individually, as one combined Fleet, or any combination desired so long as it is announced before the die roll(s). For each squadron or Fleet attempting to escape, the active player rolls the die and locates the result on the Naval Blockade Table. If the result is an "E", the unit(s) may leave the hex without any interference. If the result is an "F", the unit(s) may remain in port or may immediately attack the blockading force according to the Naval Combat rules. After resolving the combat, the active player's unit(s) must return to port unless the blockade is negated (see GCG section F.6.b., above). If the result is "**F\***", the **blockading** force may immediately initiate one round of naval combat. After resolving the combat, the active player's units must return to port unless the blockade is negated. If the squadron or Fleet successfully leaves the blockaded hex normal Naval Movement is allowed.

d. A naval unit may not attempt to leave a blockaded port more than once during a single Naval Phase.

e. A naval unit may enter a blockaded port hex but may not move into a blockaded port (Exception: see GCG section F.6.f., below).

f. If a port city is blockaded, only the player who controls the port (see Fortresses and Sieges, SG section S) may move his naval units into that port, provided the moving units have sufficient movement points to perform the move (naval units outside of the blockade may freely join the blockaded force in the port).

g. If one or more squadrons is currently blockading a port and attempts interception the unit(s) may not be used to continue the blockade. Following the die roll, the intercepting squadron(s) is immediately moved to "at sea" regardless of the result and the blockade recalculated. If the blockading force is no longer sufficient to continue the blockade it is negated and the marker is immediately removed (see GCG section F.6.b., above). Combat resulting from a successful interception in such a case is resolved with the intercepting squadron(s) considered to be at sea. The interception die roll does not get the at sea modifier.

h. Any squadrons of the inactive player that had been blockading a port may not be used to intercept any naval units of the active player that started the Player Segment under the Fortress marker in the same hex. The units are in the same sea zone.

i. If one or more squadrons is blockading a port, and the active player wants to run the blockade with the isolated Fleet *and* wants to bring a Fleet that he is moving at sea into the hex to attack the blockaders, he must do so *one squadron at a time*. They may not combine to attack the blockading Fleet unless the blockading player so wishes. The blockading Fleet may choose which of the two enemy Fleets it wishes to engage first. If victorious, it may then fight the other Fleet. If defeated, it may then retreat as normal. If the blockading player allows both enemy Fleets (the one at sea and the one in port) to join and fights them together, the battle is considered to be fought "at sea" in the sea zone, and the defeated player may choose his port of retreat as per the combat rules. He need not retreat to the port his blockaded Fleet escaped from if he has another choice.

j. If one or more squadrons is blockading a port, and the active player want to bring a Fleet that he is moving at sea into the hex to attack the blockaders he is *not* limited to doing so one squadron at a time so long as he does *not* also want to run the blockade with the isolated Fleet.

**7. Naval Combat**

a. During the Naval Phase, there are four situations in which Naval combat may occur: (1) when the active player's naval units enter a coastal hex which is occupied by naval units controlled by the inactive player, the **active** player may initiate combat against the units in that hex; (2) when the active player's naval movement is interrupted by intercepting naval units controlled by the inactive player, the **intercepting** units may initiate combat against the moving unit(s); (3) when the active and the inactive player have naval units in the same sea zone and **stationary interception** is successful combat may occur against the inactive player's units; (4) when the active player's naval units attempt to leave a **blockaded** port, combat may be initiated in accordance with the result obtained from the Blockade Table. **Note:** Unless attempting to leave, naval units **inside** a port may **never** be attacked.

b. Naval combat is resolved very much like land (army) combat. Each player totals the number of squadron strength points in his force. For each battle, the combat odds ratio is determined by dividing the total strength of the larger force by the total strength of the smaller force. If the result of this division is two or greater, the odds ratio is "2 to 1". If the result is less than two but is equal or greater than one and one-half, the odds ratio is "3 to 2". If the result is less than one and one-half, the odds ratio is "1 to 1". Unlike land combat there is no benefit to having an odds ratio greater than "2 to 1". Each odds ratio is printed on a separate horizontal line on the Naval Combat Results Table. The player who controls the larger force rolls the die and modifies the result for leadership and morale (see GCG section F.6.f., below). The modified die roll is located opposite the determined Combat Ratio on the Naval Combat Table. The result taken from the Naval Combat Table is interpreted as follows: L = Larger Force, S = Smaller Force, R = indicated force must retreat (see below), K = indicated force loses one squadron (sunk), C = indicated force loses one squadron (captured, see Naval Prizes, below), D = indicated force suffers damage, or 0 = indicated force is unaffected.

c. The owning player immediately consults the Naval Damage Table, cross-referencing the combat result obtained from the Naval Results Table with the total number of strength points in the *smaller* force (even if the player is determining the larger force's loss). The player must then immediately remove a number of strength points sunk or captured equal to the number indicated on the Combat Result Table. The player must also immediately mark as damaged a quantity of units

as indicated on the Naval Damage Table by following the restrictions specified below:

d. At least fifty percent of the strength points sunk, captured, and/or damaged must possess the same morale value as the morale value used by the force during the current round of combat. **Note**: If the force is composed of equal numbers of strength points of two or more different morale values, the morale value of the force is automatically the **lowest** morale value present in the force.

**Example:** *Three English squadrons attack three French squadrons. Nelson is present. The odds are 1:1 and the die roll is a '2'. The result is LD SR. The English squadrons are the larger force and check the Damage row of the Naval Damage Table. One English squadron must be marked as damaged. The French squadrons must retreat and one squadron must be marked as damaged.*

e. Naval units forced to retreat must be moved as one Fleet. A naval retreat when the combat is in a European Sea zone is as follows: the unit(s) must move to the nearest unblockaded friendly controlled port city. A naval retreat when the combat is in a Global Sea zone is as follows: the unit(s) must move to an adjacent sea zone. The sea zone with the lowest MP value *must* be chosen. If multiple sea zones have the lowest MP value the retreating player chooses.

f. If *Nelson* was involved in the combat, at least fifty percent of the strength points sunk, captured, and/or damaged must be English.

g. If the morale for the force is '0' as an average value the entire force must retreat.

h. After the first round of combat, the player whose force is unaffected by the combat result or suffered Damage only (the victorious player) may initiate a second round of combat by rolling to pursue the opposing force on the Naval Pursuit Table (see Naval Pursuit, GCG section F.5., above). If successful, the combat immediately proceeds for a second round. This procedure may be repeated after each round, at the option of the "victorious" player resulting from each round of combat (Exception: see GCG section F.6.d, below).

i. If a losing force is **not** pursued, or loses **two** consecutive rounds of combat, the force must immediately retreat to the nearest friendly, un-blockaded port in the same sea zone. If no un-blockaded friendly port is available, all units in that force are treated like unescorted transports (see GCG section F.6.e., below). **Note:** Only the Atlantic Ocean, the Mediterranean Sea, the North Sea and the Baltic Sea zones have port cities.

j. Transports may **not** participate in Naval combat. If an unescorted transport is attacked, the player who controls the transport rolls the die and locates the result on the Naval Transport Table. The result is interpreted as follows: C = transport (and cargo) captured, S = transport sunk, E = transport escapes to nearest, un-blockaded friendly port in the same sea zone, or an adjacent sea zone (inactive player's choice if one is available).

k. The die roll used to resolve Naval combat is modified for morale and leadership as follows: **Morale:** The die roll is increased by one if the **larger** force is English. The die roll is decreased by one if the **smaller** force is English. **Leadership:** The die roll is increased or decreased by an additional one if the English force is accompanied by the English naval leader, *Nelson*.

**8. Naval Damage**

a. Damaged squadrons may be repaired while at a friendly controlled port city (Exception: English squadrons may repair while "at sea" or while on blockade duty). Repair costs one production point per squadron. Naval Production Points *may* be used. Two or more units can be repaired simultaneously. This activity does *not* interfere with prize repair or regular naval construction.

b. At the end of the player's Production Phase place a 'Repair' marker above unit(s) the player wishes to repair.

c. At the start of the player's Production Phase, any unit(s) under a repair marker may be repaired at the cost specified above and the 'Repair' marker removed.

d. If moved, engaged in combat, or if the unit is used to attempt an interception the 'Repair' marker is immediately removed.

e. While damaged the morale level of the unit is reduced one level for combat purposes; the ability to intercept or pursue is unaffected.

f. If a damaged squadron is forced to take more damage it is sunk.

**9. Naval Prizes \*\*This Needs Improvement\*\***

a. Captured Naval Units are handled at the discretion of the capturing player in the following manner. The capturing player must immediately destroy the prize and return it to the owning player's force pool or keep the prize in play by leaving it on the map board. As long as the capturing player retains physical possession of the prize he may, at his option, tow it to a friendly port, repair it and incorporate it into his own active forces.

b. A friendly port is a home port belonging to the capturing player's nation or a port conquered by his national forces. A prize is towed by placing it under a combat naval unit and moving the two together at normal naval movement rates. Transports may not tow prizes. Prizes may not remain at sea for three consecutive player segments (even when under tow). Also they may not enter coastal hexes except at ports. Place a siege marker above the unit and increment at the end of the player segment. If forced to remain at sea for more than two consecutive player segments or enter a non-port coastal hex, the prize is automatically eliminated. The towing unit is unaffected. A combat unit may tow only one prize at a time. Prizes may be picked up and dropped off at sea and in port.

c. Once in a friendly port, a prize may be repaired.

d. To move a prize before repairs are effected requires towing. Each captured combat naval unit requires a payment of three production points and takes three full months (not including the turn of arrival) to repair. Place a siege marker above the unit and increment at the end of the player segment. Transports cost one production point and take one month to repair. A prize may be paid for on the "installment plan". Only one prize may be repaired at a time. Thus, if two combat units and a transport were captured in the same turn, it would take seven production points and seven turns in friendly ports to repair them all.

e. The repair of prizes in no way conflicts with the construction and rebuilding of naval units. Once a prize is fully repaired, it becomes in every way equivalent to the owning player's other naval forces. The number of prizes a player may so incorporate is not limited in any manner.

f. Prizes may be recaptured either in port or at sea. **?What about an original capture of a prize at port?**

g. Even if recaptured by the original owner, such must still be repaired in order to be incorporated into his active forces. Replace the siege marker and set it to one.

h. Combat fleets towing a prize have their morale reduced one level for combat purposes. Towing fleets may jettison their prize just prior to combat to avoid this penalty, but the attacking player then enjoys the option of either continuing the attack or breaking off to retrieve the prize. If the forces do engage in combat, the victor obtains possession of all the towed prizes-which take no part in the battle-as well as any others he may have captured in the course of the combat.

i. Prizes may not be bought, sold, traded or bartered among the players.

**10. Nelson**

a. *Nelson* has **no** effect on land (army) combat.

b. The die roll is increased by one if *Nelson* is aboard any naval unit which is attempting to intercept or pursue an enemy force. *Nelson* adds his combat and pursuit value to the whole stack of naval units (the Fleet) he is with. If squadrons he is with attempt interception individually, each may receive the bonus.

c. If more than one English Fleet is "at sea" in the same sea zone are all considered to be "with" *Nelson* if he is also present. *Nelson* is killed if all naval units with him are sunk. *Nelson* is captured if all naval units with him are captured.

d. At the end of each Naval Combat Phase *Nelson* is handled like any other named leader and is subject to injury except the dice roll must be **less than 11** for him to be unharmed (see Leader Casualties, SG section R).

e. For purposes of naval combat the die roll is increased by one if the **larger** force is accompanied by the English naval leader, *Nelson*. The die roll is decreased by one if the **smaller** force is accompanied by the English naval leader, *Nelson*.

f. *Nelson* is the **only** leader which affects Naval combat.

g. *Nelson* may **not** move across land terrain.

h. *Nelson* may not be moved independent of other naval units during the Naval Movement phase. He must accompany other naval units. He may only accompany naval units in the same hex as him at the start of the English player's Player Segment. His movement allowance is limited by that of the naval units he is accompanying.

**11. Naval Sequence of Play**

The active player moves each naval unit or stack of naval units (referred to as a "Fleet") separately. When he finishes moving that Fleet he may move another. A moving Fleet may "pick up" another Fleet during its move, but the "picked up" Fleet must move at the rate of the original moving Fleet, and therefore must cease moving when the original Fleet has used all its movement points. A Fleet detachment may be "dropped off" but may not move farther on its own or with another Fleet during that player turn.

a. If one or more naval units of the active player moves into a sea zone and is intercepted, that combat is done before any other combat *or* movement. If the active player's force is victorious, it may continue moving *or* follow the defeated unit(s) back to port and blockade it if it has sufficient naval units to do so. The victorious naval unit(s) may also remain where it was intercepted, if the controlling player so wishes.

# G. THE ALLIANCE PHASE

Some major states have special rules regarding the Alliance Phase. Those rules supersede the following rules as defined within each state's section. See Austria, Prussia, and Russia, below, for these rules.

**1. The Alliance Display**

a. The Alliance Display printed on the Player-Aid Card is used to record the city points accumulated by the pro and anti-French factions and to indicate the current political status of the six major states and the four minor state groups; **The Western Minor States** (Holland and Portugal), **The Italian Minor States** (North Italy, Naples, Dalmatia, and Switzerland), **The German Minor States** (Bavaria, Brunswick, Hanover, Hesse, Rhine Confederation, Saxony, Westphalia, and Wurtemburg), and **The Baltic Minor States** (Denmark, Poland, and Sweden).

b. At the start of the game the ten Alliance Display markers are placed in the appropriate boxes on the display: The **France** and **Spain** markers are placed in the pro-French Powers Box. The **England, Austria,** and **Russia** markers are placed in the anti-French Powers Box. The **Prussia** marker, and the four minor state group markers are placed in the Neutral Box. During the game, whenever the political status of a major state or a minor state group changes, the appropriate marker is repositioned on the Alliance Display.

**2. Alliance Rules Exclusively for Two Players**

a. Rule 3 is ignored if two players are playing.

b. During the Alliance Phase in the pro-French Player(s) Segment, the French player may choose any one **eligible** major state (excluding England) and attempt to change the political status of that state by rolling the die. If the modified result is **zero** (or less), the political status of the specified state is immediately altered. If the state is currently neutral, it becomes pro-French. If the state is currently anti-French, it becomes neutral.

c. During the Alliance Phase in the anti-French Player(s) Segment the English player may choose any one **eligible** major state (excluding France) and roll the die. If the modified result is **seven** (or more), the specified state immediately changes its political status. If the state is currently neutral, it becomes anti-French. If the state is currently pro-French, it becomes neutral. **Note:** During the Alliance Phase, if a major state becomes neutral (due to a die roll), all of the units of that state which are not inside the borders of that state must return to their home country by the most direct route during the following Neutral Player(s) Movement Phase(s). Once inside their home country, the units may not leave as long as the state remains neutral. The English player executes the units' movement.

**3. Alliance Rules Exclusively for Three or More Players**

a. Rule 2 is ignored if more than two players are playing.

b. During the Alliance Phase in the Neutral Player(s) Segment, each active player must announce if his state is joining either the pro or anti-French faction, or remaining neutral.

c. During the Alliance Phase in the pro-French Player(s) Segment, each active player must announce if his state is remaining pro--French or adopting neutrality. After this, the French player may choose any one **eligible** major state (excluding England) which is **not** controlled by an individual player, and attempt to change the political status of that state by rolling the die. If the modified result is **zero** (or less), the political status of the specified state is

immediately altered. If the state is currently neutral, it becomes pro-French. If the state is currently anti-French, it becomes neutral.

d. A majority of pro-French players may elect to force a pro-French state to adopt neutrality. Pro-French forces may then initiate combat against that state during the *next* pro-French turn.

e. During the Alliance Phase in the anti-French Player(s) Segment, each active player must announce if his state is remaining anti-French or adopting neutrality (England may not adopt neutrality). After this, the English player may choose any one **eligible** major state (excluding France) which is not controlled by an individual player and roll the die. If the modified result is **seven** (or more), the specified state immediately changes its political status. If the state is currently neutral, it becomes anti-French. If the state is currently pro-French, it becomes neutral. **Note:** During the Alliance Phase, if a major state which is not represented by a player becomes neutral (due to a die roll), all of the units of that state which are not inside the borders of that state must return to their home country by the most direct route during the following Neutral Player(s) Movement Phase(s). Once inside their home country, the units may not leave as long as the state remains neutral. The movement of the neutral units should be executed by another neutral player if possible. If there is no neutral player, the English player executes the units' movement.

f. A majority of anti-French players may elect to force an anti-French state to adopt neutrality. Anti-French forces may then initiate combat against that state during the *next* anti-French turn.

**4. Alliance Die Roll**

a. The political status of minor states may **not** be altered by the die roll executed during the Alliance Phase (exception, see Denmark and Sweden, below). During the game, whenever a pro-French force controls the production city of a minor state, that state may automatically become pro-French. Whenever an anti-French force controls the production city of a minor state, that state may automatically become anti-French. If **all** of the production cities of a minor state group are controlled by pro-French forces, the group can be declared a pro-French power. If all of the production cities of a minor state group are controlled by anti-French forces, the group can be declared an anti-French power. If the production city of minor state is **not** controlled by pro or anti-French forces, the minor state is neutral and the group it is part of is automatically considered neutral as well. If a minor neutral state is attacked by a pro-French force the state automatically becomes anti-French. If a minor neutral state is attacked by an anti-French force the state automatically becomes pro-French. The French or British players decide if they or another member of their coalition will control the units of a minor state that has joined their alliance due to enemy invasion.

e. The die roll executed during the Alliance Phase is cumulatively modified (a maximum of plus or minus four) as follows:

(-1) for each pro-French City Point, and for each pro-French major state and minor state group.

(+1) for each anti-French City Point, and for each anti-French major state and minor group.

f. During the game, the pro-French faction receives one City Point for each production city **in an anti-French major state,** which is currently controlled by pro-French forces. This City Point is forfeited when the pro-French faction loses control of the production city.

g. During the game, the anti-French faction receives one City Point for each production city **in a pro-French major state and each major city in France** which is currently controlled by anti-French forces. This City Point is forfeited when the anti-French faction loses control of the production city. This City Point is also forfeited when the unfriendly major state becomes neutral or joins the player's alliance, unless the city has been designated a supply source (see How States Are Conquered, GCG section I.2.c). This supply source City Point may be lost if the faction loses control of it, just like any other City Point.

**\*\*This Needs Further Analysis\*\***

h. During this game, the anti-French faction receives **two** Victory Points if Napoleon is forced to withdraw as per Standard Rule H4. The pro-French faction **never** receives Victory Points for any reason. All Victory Points are forfeited whenever **any** major state is conquered.

i. During the Alliance Phase, when the English player rolls to change the political status of a major state, the die roll is increased by one for each Production point England lent that state during the immediately preceding Naval Phase. **Note:** This increase is in addition to all other die roll modifications.

j. If a state is dropped from an alliance, it may not move in that alliance's Movement Phase and must instead move in the next Neutral Phase. If attacked, it joins the alliance opposed to whoever attacked and may then move in *that* alliance's Movement Phase, even if it has already moved as neutral that turn.

**5. Declaration of War**

a. During the active player's Alliance Phase the player may choose any major state(s) **not** controlled by an individual player and declare war on that state. The political status of the chosen state(s) is immediately altered. The state's alliance is moved to join the faction opposed to the state making the declaration of war.

**Example:** *France declares war on Prussia. Prussia is moved to the anti-French coalition.*

b. The Ground Movement Phase of the active player's current turn may be used to invade the new opponent.

c. The active player may **not** initiate combat against the forces of any major state not currently a member of the opposing faction. **6. Exchange of Prisoners**

a. During the game, whenever an army or navy unit surrenders, or is captured, it is immediately removed from the map board and placed in the "Prisoners" box of the state which forced its surrender.

b. At the start of each January turn, all imprisoned units must be exchanged on an equal strength point basis, as completely as possible. After all equal exchanges are completed, additional agreements to exchange remaining units for political cooperation, or any type of diplomatic concession which does not violate the basic game rules, are permitted by mutual agreement of the players directly involved. All exchanged units must return to the Force Pool of their home state. Prisoners may not be traded to the counter mix. After all equal and additional exchange agreements are completed, any remaining prisoners remain in the "Prisoners" box another year.

c. When a state is conquered, or becomes voluntarily neutral, all of its imprisoned units are immediately returned to the Force Pool of their home state.

**6. Foreign Wars \*\*Possible At War Boxes On the Map for Several\*\***

**Note:** During the Napoleonic Wars, England became involved in a

war against the United States, and Russia was intermittently at war with Turkey. Russia went to war with Sweden shortly after the Treaty of Tilsit resulting in the Finnish War of 1808-9. Finally, the Irish Rebellion of 1798 left Ireland a question mark for Britain even as The United Kingdom formed in 1801 that included the island state. The following rules reflect the influence these wars had on the military situation in Europe. The Finnish War and a possible new Irish Rebellion are detailed below in the sections on Sweden and Ireland.

a. Each January, during his Alliance Phase, the French player rolls the die **two** separate times.

b. If the first die roll is a "1" England is "At War" with the United States. During his next Production Phase, the English player must remove the following forces from the map board and place them in the "At War" section of the English Force Pool Display; 4I, 2F, 2T.

c. If the second die roll is a "1" Russia is "At War" with Turkey. During his next Production Phase, the player who controls Russia must remove the following forces from the map board and place them in the "At War" section of the Russian Force Pool Display: 10I, 4C (or Cossack cavalry), and any Russian leader with a Leadership value of two. **Note:** While at war with Turkey, Kiev is not considered a Russian production city except for purposes of determining the conquest of Russia. The loss of Kiev as a production city is merely a penalty for the Russia player for being at war with Turkey. In order to conquer Russia all production cities, including Kiev, must be taken.

d. Each turn, while at war, the English player and the Russia player may roll the dice during his Alliance Phase in order to end their respective wars (the English player may **not** roll for the Russian war and vice versa). Two dice are rolled, separately, for each war. If the dice roll is "12," the war ends and the units in the "At War" box return to the map board during the owning player's next Production Phase, at any production city in the home country of the returning units. The Russian player may designate **one** production point per turn to modify that dice roll for the war with Turkey. If the point is designated for use the following will occur: (1) if the dice roll is "11" or greater the war ends and the units in the "At War" box return to the map board during the Russian player's next Production Phase, at any production city in Russia, and (2) during the Production phase of the Russian player **one** production point is negated.

e. Units required for a foreign war may not be removed from the map while besieged. If the required force is not available on the map, the player must remove the specified units from his Force Pool. If the requirement cannot be met from either the map board or the Force Pool, the player may not deploy additional replacements on the map until the required units are placed in the appropriate "At War" Box.

f. There may only be one war between England and the United States during the game. If the English player ends the war against America, he need not roll for any future conflict.

g. There is **no** limit to the number of wars which may occur between Russia and Turkey. **8. Denmark**

a. Denmark begins the game as a neutral minor state. Denmark's political status is subject to change through attack as detailed above.

b. During the Alliance Phase in the pro-French Player(s) Segment, if both Austria and Prussia have been conquered at least one time the pro-French player may attempt to change the political status of Denmark by rolling the die as a part of the alliance phase. The alliance die roll modifier(s) is used. If the modified result is **zero** (or less), the political status of Denmark is immediately altered. If the state is currently neutral, it becomes pro-French. If the state is currently anti-French, it becomes neutral.

**7. Exchange of Prisoners**

a. During the game, whenever an army or navy unit surrenders, or is captured, it is immediately removed from the map board and placed in the "Prisoners" box of the state which forced its surrender.

b. At the start of each January turn, all imprisoned units must be exchanged on an equal strength point basis, as completely as possible. After all equal exchanges are completed, additional agreements to exchange remaining units for political cooperation, or any type of diplomatic concession which does not violate the basic game rules, are permitted by mutual agreement of the players directly involved. All exchanged units must return to the Force Pool of their home state. Prisoners may not be traded to the counter mix. After all equal and additional exchange agreements are completed, any remaining prisoners remain in the "Prisoners" box another year.

c. When a state is conquered, or becomes voluntarily neutral, all of its imprisoned units are immediately returned to the Force Pool of their home state.

**8. Denmark**

a. Denmark begins the game as a neutral minor state. Denmark's political status is subject to change through attack as detailed above.

b. During the Alliance Phase in the pro-French Player(s) Segment, if both Austria and Prussia have been conquered at least one time the pro-French player may attempt to change the political status of Denmark by rolling the die as a part of the alliance phase. The alliance die roll modifier(s) is used. If the modified result is **zero** (or less), the political status of Denmark is immediately altered. If the state is currently neutral, it becomes pro-French. If the state is currently anti-French, it becomes neutral.

**9. Sweden**

**Note:** Historically Sweden was forced in to the Continental System by Russia following the Treaty of Tilsit. This resulted in war between Sweden and Russia. The Congress of Erfurt (September-October 1808) occurred during the Finnish War. The war lasted February 1808- September 1809. Following the Treaty of Tilsit the Swedish forces in Swedish Pomerania evacuated and returned home. Marshall Brune completed the occupation of Swedish Pomerania by September 1807.

a. Sweden begins the game as a neutral minor state. Sweden's political status is subject to change through attack as detailed above.

b. During the Alliance Phase in the pro-French Player(s) Segment, if both Austria and Prussia have been conquered at least one time and Russia is either neutral or pro-French the pro-French player may attempt to change the political status of Sweden by rolling the die. If the modified result is **zero** (or less), the political status of Sweden is immediately altered. If the state is currently neutral and Swedish Pomerania contains Swedish strength points the units must be evacuated as soon as possible (see below). If the state is currently neutral and Swedish Pomerania contains no Swedish strength points Sweden becomes pro-French.

c. If forced to evacuate Swedish Pomerania the Swedish transport must be used during the Neutral Naval Movement segment to enact the withdrawal as soon as possible.

d. If Sweden becomes pro-French the Russian player is "At War" with Sweden. During his next Production Phase, the player who controls Russia must remove the following forces from the map board and place them in the "At War" section of the Russian Force Pool Display: 5I,1C (or Cossack cavalry), and any Russian leader with a Leadership value of two.

e. Each turn, while at war, the Russia player may roll the dice during his Alliance Phase in order to end the war. Two dice are rolled. If the dice roll is "12," the war ends and the units in the "At War" box return to the map board during the owning player's next Production Phase, at any production city in the home country of the returning units. The Russian player may designate **one** production point per turn to modify that dice roll for the war with Sweden. If the point is designated for use the following will occur: (1) if the dice roll is "11" or greater the war ends and the units in the "At War" box return to the map board during the Russian player's next Production Phase, at any production city in Russia, and (2) during the Production phase of the Russian player **one** production point is negated.

f. The war also can be terminated by a conquest of Sweden. See How States Are Conquered, below.

g. There may only be one war between Russian and the Sweden during the game. If the Russian player ends the war against Sweden, he need not roll for any future conflict. **==Mark the "Sweden War" box on the map with a marker – Yes indicates war is active, No indicates war has ended==**

### 10. Ireland

Historically the Irish Rebellion was inspired by both the French Revolution and the new American Democracy and broke out in the spring of 1798. England responded and the revolt was quickly stopped. The French arrived late for the rebellion landing a force 1,100 strong under General Humbert (with future Marshal of France Emmanuel de Grouchy). It shortly was forced to lay down its arms. Following the rebellion the Irish parliament was dissolved and Ireland became a part of the United Kingdom in 1801. The rebellion was but a memory by the time of the First French Empire. However it is possible the rebellion could have been renewed with a little outside assistance.

a. An all-French force can be transported to the Atlantic Sea Zone and may disembark in to Ireland. All Campaign Game naval rules apply to this action.

b. Following disembarkation the French player immediately rolls two dice. The roll is modified by '+1' for each strength point that disembarked. The leadership value of any one leader that disembarked is also added to the value. If the result is 12 or greater a new Irish Rebellion breaks out and England is "At War" with Ireland. During his next Production Phase, the English player must remove the following forces from the map board and place them in the "At War" section of the English Force Pool Display; 4I.

c. Rules 3.d-f, above, apply for the war with Ireland.

d. Following disembarkation place the units on the production track on the '12'.

e. Every month, during the pro-French Alliance Phase, move the units down one on the production track. If England is not at war with Ireland, during the French Alliance Phase the dice must be rolled again. No further modifications are made to the dice roll. If the result is a '12" a new Irish Rebellion breaks out and England must respond as above.

f. Once the units are moved from the '1' value they may be returned to the map board. During the Production Phase of the turn the units are moved from the '1' value they may be moved to any controlled port city in France. If the English war with Ireland has not ended by this point the war ends immediately.

# H. HOW MINOR STATES ARE CREATED

**==**NOTE: Much may be changed/fixed with new counters**==**

### 1. Special French Satellites

The minor states of **Dalmatia**, **Poland**, **Naples**, the **Rhine Confederation** and **Westphalia** may only be created by the French player, during the French Alliance Phase, as specified below:

a. Dalmatia may be created when pro-French forces occupy Trieste. The French player uses the French satellite units bearing a "Da" designation to represent Dalmatia.

b. Naples may be created when pro-French forces occupy Florence. The French player uses the French satellite units bearing an "N" designation to represent Naples.

c. The Rhine Confederation may be created when pro-French forces occupy Frankfurt but may not be created until either Austria or Prussia has been conquered by pro-French forces at least one time. The French player uses the French satellite units bearing an "R" designation to represent the Rhine Confederation. Rhine Confederation forces may not be built until the Confederation is formed. Forces already present as of the Initial Setup are considered pro-French satellite forces but may not be replaced until the Confederation is formed.

d. Westphalia may be created when pro-French forces occupy Brunswick and Cassel. The French player uses the French satellite units bearing a "W" designation to represent Westphalia.

e. These states may only be created when French (not French satellite) forces occupy the appropriate production cities.

f. The minor states of Dalmatia and Westphalia may only produce French satellite units – no anti-French unit may be produced in these states.

g. These minor states revert to their original structure if conquered by an anti-French state.

### 2. POLAND (The Polish Question) **==Possible Boundaries Needs Art on the Map==**

Poland died even as the French Revolution matured. Indeed, it can be argued that the Revolution owed its existence to Poland's partitioning, as it distracted Prussia, Russia and Austria from events elsewhere. Poland would not be resurrected as a separate entity until after WWI except for the brief moment granted it by victorious French armies under Napoleon. Most certainly grateful to France, the Poles were not independent (their Duchy rightly ruled by the King of Saxony) and hoped for full rebirth. Despite vague promises to that effect, Napoleon never did allow the formation of a Polish Kingdom for fear of alarming the Russians. Napoleon answered the Polish Question by forming The Grand Duchy of Warsaw instead. However, he might have done otherwise and the following rules provide the French player with those options for answering the Polish Question.

a. When the city of Warsaw becomes controlled by France *and* both Austria and Prussia have been conquered by France at least one time (regardless of the current political status of either) one of three Polish state structures **must** be declared during the French Alliance

Phase immediately following fulfillment of the above conditions. The three possible structures are (1) No Poland, (2) Grand Duchy of Warsaw, and (3) The Kingdom of Poland. Each is detailed as follows:

b. No Poland: The lands of Poland, including Warsaw, remain Austrian, Prussian, and Russian as shown on the map. The minor state of Poland is relegated to history. No Polish units may be built. Any units already on the board are removed.

c. The Grand Duchy of Warsaw: The French player uses the French satellite units bearing a "Po" designation to represent Poland. **The force pool entry for "Poland" is used.**

\* Thorn and Warsaw are a part of Poland

\* Warsaw becomes a source of supply for France

d. The Kingdom of Poland: Further chunks of Prussia and Russian Lithuania are added to resurrect the Kingdom. The French player uses the French satellite units bearing a "Po" designation to represent Poland. **The force pool entry for "Kingdom of Poland" is used.**

\* Brest-Litovsk, Danzig, Grondno, Kovno, Thorn and Warsaw are part of Poland and Grodno becomes a French supply source.

\* Grodno is added as a Polish production city, thus, giving the Poles two production points.

\* **Add 8I (Po) to the Polish Force pool.**

\* Konigsberg may immediately begin producing Landwehr. **\*\*Need Note in the Landwehr Section\*\***

\* Add 6L to the Prussian force pool and 4I to the Russian force pool.

\* Russia and Prussia are not eligible to lend expeditionary forces to France and will remain ineligible for the remainder of the game.

f. Poland and The Kingdom of Poland may only produce French satellite units – no anti-French unit may be produced in these states.

g. If Poland is conquered by anti-French forces it reverts to its original structure and the "No Poland" structure is followed. Neither Poland nor The Kingdom of Poland may be re-established until Russia has been conquered and Poland once again becomes French controlled.

**3. Holland**

The Batavian Republic became the Kingdom of Holland and was given to Louis Bonaparte, the Emperor's brother, in 1806. It was formally annexed as part of France in 1810. Any month starting in 1810 if both Amsterdam and Brussels are French controlled, during the French Alliance Phase, the French player **may** declare the annexation of Holland to France. The following reflect the possible structures Holland may be formed in to:

a. At the start of the game, Holland is a French satellite known as the Batavian Republic. The production city of the Batavian Republic is Amsterdam. The French player uses the French satellite units bearing an "H" designation to represent Holland. If both Brussels and Amsterdam are occupied by anti-French forces, Holland is created. The production city of Holland is Brussels. The English player may use English satellite units bearing an "H" designation to represent Holland.

b. Remove all Holland satellite troops from the board and force pool. Place three regular French infantry strength points in the force pool for France.

c. Amsterdam becomes a regular French production city (instead of, but not in addition to, other French major cities).

d. Annexed Holland cannot be conquered by control of Amsterdam alone. Both Amsterdam and Brussels must be anti-French controlled.

e. If Holland is conquered by anti-French force the English player may form his Holland satellite force (1M, 2L, 5I and 2C) in the force pool. No French units are removed from play. The French production cities revert to their original state.

f. The French Holland satellite units are never used again once Holland is annexed.

**4. Other Minor States**

a. For ease of play, whenever Sweden is conquered, the controlling player may use Swedish units to represent Sweden. The controlling player assumes that Swedish units are the same color as his own units for purposes of Movement, Combat, and Supply; the Swedish units retain a morale value of one. If the Swedish units at Stralsund or Lubeck are attacked Sweden joins the coalition that opposes the invader. **\*\*To Be Fixed With New Counters\*\***

b. For ease of play, Danish and Portuguese naval units remain in play regardless of which player controls these states; the units are automatically assumed to be the same color as the units of the controlling state. **\*\*To Be Fixed With New Counters\*\***

c. If an anti-French state conquers Hanover he may create the state and build the Landwehr. If Hanover is formed and a pro-French state conquers it the state reverts to its starting status, unformed.

# I. HOW STATES ARE CONQUERED

**1. Definition of a Conquest**

During the game, whenever all of a state's capitol cities and production cities are controlled by foreign units, the state is considered conquered (Exception: see a and b, below).

a. France is conquered if there is at least one supplied, un-besieged anti-French strength point inside Paris at the end of any Combat Phase.

b. England, Spain, and Portugal are conquered if there is at least one foreign strength point in every city hex in the country at the end of any Combat Phase.

c. Austria and Prussia have production cities that are Landwehr producing and both start without the capability of producing those units. These cities function only as major cities and are not considered production cities until such time as Landwehr may be produced. See GCG **Production, J.8**, below. Konigsberg, however, is also a Prussian capitol city.

**2. Conquest of a Major State**

When a major state is conquered, the following restrictions are imposed immediately:

a. The state immediately becomes a neutral power and may not join either the pro or anti-French faction until there is no **land** combat unit left in its Force Pool; nor may either faction roll for that state during the Alliance Phase as long as any land combat units remain in the state's Force Pool. **Note:** This rule means that once a state is conquered, it must remain neutral until **all** of its available land combat units are deployed on the map board!

b. All *army* units of the conquered state which are not inside its borders are immediately removed from the map board and placed in the Force Pool of the conquered state. *Naval* units must be returned to a port city of the home country as quickly as is reasonable.

c. The faction that conquered the state may automatically take control of any city in the conquered state, at the instant any unit

controlled by the conquering faction enters the city hex, unless the hex is occupied by units of the opposing faction. If the hex contains only units controlled by the conquered state, these units are immediately removed from the map and placed in the Force Pool of the conquered state. The city should be recorded as a supply source for the conquering faction. Should control of the city be lost the supply source is immediately lost as well. If re-occupied the city may once again become a supply source. **Note:** Units of the conquering faction must immediately vacate the conquered state's capitol(s) on the first possible Movement Phase. Thereafter, no foreign unit may enter the conquered state's capitol(s) while the state remains neutral. Infantry in a capitol with no leader present must be "withdrawn" to an adjacent hex during the Ground Movement Phase.

d. Units of both the pro and anti-French factions may freely move through the conquered territory, and may move or trace supply through hexes occupied by units controlled by the conquered state. Neither faction may attack units of the conquered state while the state remains neutral.

e. While the conquered state remains neutral, it is not subject to attrition. The conquered state may receive Production Points from its capitol(s), and any other production cities which are not controlled by foreign forces, and may use these points to purchase replacements from its Force Pool (see GCG section J).

f. When there are **no** land combat units left in the Force Pool of a previously conquered major state, it becomes eligible for the normal Alliance Phase rules unless otherwise stated (see Austria, Prussia, and Russia, below, plus Spain). If an individual player controls the state, he may join either faction or may remain neutral as long as he desires. If the state is not controlled by a player, both factions may begin rolling for it during the Alliance Phase.

g. If the capitol of a major state is controlled by the opposing faction during any Alliance Phase, the player who controls the state may "sue for peace." If the faction which controls the capitol accepts this suit, the state is immediately considered conquered, and all of the above restrictions are immediately imposed. If the faction which controls the capitol rejects the peace proposal, the state remains at war until it is conquered as defined in 1, above.

h. If a neutral major state which has been conquered by France is subsequently invaded by any anti-French unit, it immediately becomes a pro-French state. The units of the state are placed under the French player's control while the state remains pro-French, however, they may not leave their home country. As soon as no anti-French units remain inside its borders, the state immediately reverts to its neutral status.

**Note:** See Austria, Prussia, and Russia, GCG section M, below, for more information on these states, and section L for Spain.

**3. Conquest of a Minor State**

When a minor state is conquered, the following restrictions are imposed immediately:

a. All units in the Force Pool of the minor state are immediately replaced by an equal number of strength points which represent the forces of the new, conquering state (see GCG section J). The units removed from the Force Pool are placed aside with the counters which are not currently being used in the game.

b. The conquering player immediately rolls one die. If the result is less than four, all units of the minor state which are currently on the map board are removed and placed in the Force Pool of the minor

state-these units are then immediately exchanged for an equal number of strength points which represent the new, conquering major state. If the result is four or greater, all units of the minor state are immediately replaced on the map board with an equal number of strength points which represent the new, conquering state-the newly substituted units are placed in the same hex as the units being replaced unless the hex contains other units controlled by the opposing faction. If so, the units may be placed in any vacant hex adjacent to that hex. The units removed from the map are placed aside with the other counters which are not currently being used. **==To Be Fixed With New Counters==**

c. The following French satellite units are never removed from the map board even if an anti-French state conquers their home country; Italy, Poland, Portugal and Spain.

d. The French satellite units for Bavaria are not removed from the map board even if an anti-French state conquers Bavaria unless Austria has been conquered by pro-French forces at least one time.

# J. PRODUCTION

## (Grand Campaign Game Reinforcements)

**1. How to Use the Force Pool Display**

a. The Campaign Game Card contains a separate rectangular display for each major and minor state represented in the game.

b. The display provided for each major state consists of three major sections: a box labeled "Force Pool," a box labeled "Prisoners," and a box which specifies the state's production cities, the units which compose the state's initial Force Pool, and a schedule specifying the units which are added to the state's Force Pool during each January turn. **Note:** England, France, and Russia have additional display sections which are explained elsewhere in the rules for this game.

c. The display provided for each minor state consists of a single box which functions as that state's Force Pool. This box also specifies the state's production city, initial Force Pool, and scheduled additions to the Force Pool during each January turn. **Note:** The minor state displays are consolidated into the four minor power groups (see GCG section G).

d. At the start of the game, all forces are deployed on the map as specified in GCG section L. After this, the units specified for each state's initial (1805) Force Pool are deployed in that state's "Force Pool" box. All other units should be placed aside until required to be added to a particular state's Force Pool. **Note:** If there is no initial Force Pool specified for a given state, no units are deployed in that state's Force Pool until scheduled to be added during a January turn (Exception: see e, below).

e. During the game, whenever any unit is eliminated, it is immediately placed in the appropriate Force Pool. **Note:** If a leader is killed, it is permanently removed from play; if a leader is wounded, it is placed on the Turn Record Track; if a unit surrenders or is captured it is placed in the "Prisoners" box of the state which forced its surrender.

f. During his January Production Phase, the active player adds the units specified for the current year to each state's Force Pool. Units scheduled to be added to the Force Pool of a neutral minor state are placed there during the January Production Phase of the Neutral Player(s) Segment. All additions to the Force Pool are limited by the counter mix provided. If there is no counter available, the

addition is ignored.

**2. Major State Production**

a. During his Production Phase, the active player receives a certain number of Production Points which he may immediately use to purchase strength points from his state's Force Pool. Units purchased from the Force Pool may immediately be deployed on the map board at any production city in that state which is not occupied by an enemy army strength point, however, no more than four strength points may be deployed in the same production city during a single Production Phase.

b. In order to determine the number of Production Points which his state may use, the active player rolls one die at the start of his Production Phase. If the result is **five** or less, the state receives **one** Production Point for each of its production cities which is not controlled by an enemy force. If the result is **six** or greater, the state receives **two** Production Points for each production city which is not controlled by an enemy force.

**Note:** If a production city in a major state is controlled by an enemy force, the state receives *no* production points for that city.

c. Each year during the months of January and July the French player's die roll is increased by **three** if **Napoleon** is currently in **Paris**. Starting the Production Phase following a French Invasion of Russia the French player's die roll is increased by **one** any month **Napoleon** is currently in **Paris** and the previous limitation is removed. The Russian player's die roll is increased by one if there are **twenty** or more **pro-French** army strength points currently on map board area 4. The English player's Production die roll is decreased by **one** if France currently controls Portugal.

d. Production Points may only be used to purchase units from the same state's Force Pool. Units are purchased from the Force Pool at the following cost per strength point:
  * Naval squadron or transport = 5 Production Points.
  * Guard cavalry = 3 Production Points.
  * Guard infantry or regular cavalry = 2 Production Points.
  * Regular infantry or Cossack cavalry = 1 Production Point.
  * Landwehr, Militia or Partisans = ½ Production Point.

e. The Production Points received from a city containing a black infantry (production) symbol may only be used to purchase Landwehr. If no Landwehr units are available in the producing state's force pool these Production Points are lost. The Production Points received from a city containing a red infantry symbol may be used to purchase any type of army unit.

f. During his Production Phase, the active player may *freely* remove any leader from his state's Force Pool and deploy it on the map board within any city inside of that leader's home country.

g. The French player may use any three major cities in France as production cities, in addition to Paris. A city which is controlled by an enemy force may not function as a French production city. The cities chosen by the French player may differ during the course of the game, if any designated city is captured by an enemy force. However, if fewer than three major cities (other than Paris) are uncaptured the French production total is reduced correspondingly. **Note:** Brussels is not considered a French production city and Antwerp is *only* a Naval production city. Toulon is a Naval Production city and may also be designated as one of the three production cities.

h. Production Points may **not** be accumulated. At the end of each Production Phase, all unused Production Points are forfeited

(Exception: see 5, below).

i. The English player controls the production of any neutral or anti-French state which is not represented by a participating player. The French player controls the production of any pro-French state which is not represented by a participating player.

**3. Minor State Production**

a. A minor state has no production capacity while it is neutral.

b. If the production city of a minor state is controlled by pro-French forces, the French player may consider it a French Production city during his Production Phase. If the production city of a minor state is controlled by anti-French forces, the player who controls the city may consider it his production city during the Production Phase. Note, however, that the Production Points received from a minor state may only be used to purchase units from that state's Force Pool. In addition, during any single Production Phase (pro-French and anti-French Phases), units may only be purchased from one state in each of the four Minor State Groups. Thus, if the French player controls both Milan and Florence, he may purchase either Italian or Naples units, but not both during the same Production Phase. This would also hold true if two different anti-French forces controlled these production cities. Thus, the players who compose the anti-French faction must jointly agree where minor state units will be purchased.

c. Each major state uses special units to represent the forces of a minor state which is under its control. When a minor state is controlled by a major state, the appropriately colored satellite units are used to represent the forces of that minor state.

==**To Be Fixed With New Counters**==

**Example:** *If France controls Bavaria, the French satellite units bearing a "B" designation are used to represent Bavarian forces. If Austria controls Bavaria, Austrian landwehr are used to represent the Bavarian forces. Finally, if Russia controls Bavaria, Russian Cossacks are used to represent the Bavarian forces.*

d. If the anti-French faction controls Brunswick and/or Hanover, the Production Points from these cities may be used to purchase English satellite units bearing a "K" (King's German Legion) from the English Force Pool.

If 3, 4, 5, or 6 players are playing, the English player may not build KGL units if the controlling player objects.

e. Bavaria may not be used as a production state until a pro-French strength point gains control of Munich.

**4. Spanish and Portuguese Production**

a. Spain and Portugal are subject to the regular Campaign Game Production rules as long as there are no foreign army units inside their borders. All non-Spanish units are considered foreign units in Spain. All units except English and English satellite units are considered foreign units in Portugal. While Spain is neutral or pro-French, French units are **not** considered foreign and may freely enter Spain without being considered an invasion force. If Spain's political status changes to anti-French, French units in Spain are immediately considered a foreign invasion force.

b. If either Spain or Portugal is invaded by a foreign army, the invaded state immediately joins the faction opposed to the invading force, and the invaded state becomes subject to Production ==**rules 4.d-4.o,**== below , in place of the regular Campaign Game Production rules. In addition, the units specified to be added to the Spanish or Portuguese Force Pool if invaded, are **immediately** placed in the Force Pool (==see Invasion==, below).

c. The special Production rules remain in effect in Spain and/or Portugal, as long as there are any foreign army units, controlled by the opposing faction, inside the country's borders.

d. Spanish and Portuguese militia and partisan units may only be purchased from the Force Pool if an opposing foreign army is inside the country's borders.

e. England may lend production points to either Spain or Portugal using Naval Transport, above. Each English production point is equivalent to six "native" production points. England may lend each country a maximum of two English production points per turn.

**Note:** English production points lent to Spain or Portugal should be kept track of on a sheet of paper, separately from the "native" production points recorded on the Production Track printed on the Campaign Game Card.

f. Spanish Production Points may not be used to purchase infantry or cavalry replacements unless there are no militia or partisan strength points remaining in the Force Pool.

g. Spain receives Spanish Production Points for each city in Spain which is not occupied by a pro-French unit, and Portuguese Production Points for each city in Portugal which is not occupied by a pro-French unit. In each country, the non-French player receives **two** Production Points for each major city and **one** Production Point for each minor city which is not occupied by a pro-French unit.

h. The Spanish and Portuguese City Point markers are used to record the number of Production Points each country has available. At the start of the scenario, the non-French player should record twenty Spanish and four Portuguese Production Points on the Production Track printed on the Campaign Game Card. During the course of the scenario, whenever the French player occupies a major city, the appropriate marker is reduced by **two** points. When the French player occupies a minor city, the appropriate marker is reduced by **one** point. If the non-French player recaptures such a city, or if the French player simply vacates a city, the appropriate marker is immediately increased by the appropriate number of points.

i. During his Production Phase, the active player receives a certain number of Production Points which he may immediately use to purchase strength points from the Force Pool. Units purchased from the Force Pool may immediately enter the map board as replacements. **Note:** These special Production Points may never be accumulated and are forfeited if unused.

j. Spanish Production Points may only be used to purchase Spanish strength points. Portuguese Production Points may only be used to purchase Portuguese strength points.

k. Replacements are purchased at the following cost per strength point:

  * Militia = 4 Production Points.
  * Partisans = 6 Production Points.
  * Portuguese and Spanish infantry = 6 Production Points.
  * Portuguese and Spanish cavalry = 12 Production Points.

l. Portuguese and Spanish Production Points may not be used to purchase infantry or cavalry replacements unless there are no militia or partisan strength points remaining in the Force Pool.

m. The active player may purchase cavalry replacements by making a "down payment" of half of the normal purchase cost. The purchased cavalry unit is deployed face-down on the map board-it is not subject to attrition and it may not move or participate in combat until the remaining purchase cost is paid during a subsequent turn at which time the cavalry unit may be turned face-up and begin operating normally. If, a hex containing a face-down cavalry unit is attacked, and all friendly strength points in the hex either withdraw or are eliminated, the cavalry unit is automatically eliminated and the "down payment" is forfeited.

n. Portuguese and Spanish infantry, cavalry and militia may be deployed in any city in their home country which is not occupied by a French unit. Partisans may be deployed in any unoccupied mountain or city hex in their home country.

o. A maximum of two production strength points may be deployed in any single hex during any Production Phase.

p. If a non-French strength point is **inside** Madrid during the non-French player's Production Phase, he receives **one** strength point of Spanish militia (free) from the Spanish Force Pool. **Note:** The blue satellite Spanish infantry unit is automatically added to the French Force Pool at the instant a French unit enters **Madrid**. The blue satellite Portuguese infantry unit is automatically added to the French Force Pool at the instant a French unit enters **Lisbon**.

**5. Special English Production Rules**

a. Unlike all other states, England **may** accumulate its Production Points and may "lend" these points to any major or minor state by transporting them to any port or coastal hex in the receiving state via naval transport. **\*\*Lending Needs More Work\*\***

b. The maximum number of Production Points which England may accumulate is five. There is a marker provided to record accumulated English points on the Production Track printed on the Campaign Game Card.

c. The maximum number of Production Points which England may "lend" to a state during a single turn may not exceed the maximum number of Production Points the receiving state can generate from its own production cities (count cities with a red infantry symbol only). England may not lend Production Points to a state that is currently pro-French.

d. The maximum number of Production Points which may be used to purchase units from the English Force Pool, during a single Production Phase, is **two** for land units and **five** for naval units.

e. The English city of Portsmouth is a special production city. The Production Points generated by Portsmouth may only be used to purchase or replace English (or English satellite) naval units. There is a separate marker provided to allow the English player to accumulate these naval Production Points on the Production Track. Production Points generated by other cities may be used for naval Production.

f. Within the limits of the counters provided, the English player may add one naval unit to the English Force Pool during each January Production Phase. A naval unit may be purchased from the English Force Pool at a cost of five regular and/or naval Production Points. The purchased unit is deployed at Portsmouth.

**6. Special French Production Rules**

a. Unlike most other states, France **may** accumulate its Naval Production Points.

b. The maximum number of Production Points which France may accumulate is five. There is a marker provided to record accumulated French points on the Production Track printed on the Campaign Game Card.

c. The maximum number of Production Points which may be used to purchase units from the French Force Pool, during a single

Production Phase, is **five** for naval units. There is no limit for land units.

d. The cities of Antwerp and Toulon are special production cities. The two cities combine for one Naval Production Point. The Production Points generated by them may only be used to purchase or replace French (or French satellite) naval units. There is a separate marker provided to allow the French player to accumulate these naval Production Points on the Production Track. Production Points generated by other cities may be used for naval Production. **Note:** So long as **either** Antwerp or Toulon is controlled by France the pro-French player receives the one Production Point.

e. Within the limits of the counters provided, the French player may add one naval unit to the French Force Pool during each January Production Phase. A naval unit may be purchased from the French Force Pool at a cost of five regular and/or naval Production Points. The purchased unit is deployed at either Antwerp or Toulon.

### 7. Naval Unit Replacement

a. When a naval unit is sunk, it is immediately placed in the Force Pool of the owning state.

b. During his Production Phase, the active player may purchase a naval unit from his state's Force Pool for a cost of five, regular and/or naval Production Points. The purchased unit may be deployed in any port in the state which is not controlled by an enemy force.

c. If he wishes, a player may purchase a naval unit from the Force Pool on "the monthly installment plan". By paying a down payment of one Production Point, he may place the naval unit on the Production Track in the box numbered "5". During each Production Phase, by paying one or more additional points, he may move the unit a corresponding number of boxes, downward on the track. When the unit reaches the "1" box, it may be removed from the track and deployed on the map board.

d. Spanish and Portuguese production points may be used to purchase naval units from the state's Force Pool. The total cost to purchase such a naval unit is thirty "native" production points. This cost may be financed in six installments of five production points each as explained in GCG J.6.c.

### 8. Landwehr **Force Pool Addition Needed**

The mass conscriptions of Austria and Prussia were an attempt to emulate the French practice. Austria's large scale conscription was established with the Patent of June 1808. Prussia, more entrenched in past glories, was slower to develop this system and Landwehr were not introduced until late in the period.

a. There are two states (Austria and Prussia) which may produce Landwehr units. These units should be added to the appropriate Force Pool in the manner explained below. Once available in the Force Pool, a Landwehr unit may be purchased and deployed on the map board during the Production Phase, like any other unit type. If no Landwehr are available in the Force Pool the Production Points from cities with the black infantry symbol are lost.

b. During each anti-French Production Phase, if Austria is currently an anti-French power, beginning in June 1808, **one** Austrian Landwehr point is added every month if Austria is currently an anti-French power.

c. During each anti-French Production Phase, if Prussia is currently an anti-French power, beginning immediately after Prussia has become anti-French for the second time, **two** Prussian landwehr strength points are added and Prussia can begin producing

Landwehr from Konigsberg (Exception, see Poland above).

# K. FRANCE

### 1. French Partisans

a. During the **first** turn in which any **hex** in France is occupied by an enemy unit, the French player receives **two** strength points of French partisans during his Production Phase. The partisans may be deployed in any forest, mountain, or city hex in France which is not occupied by another (pro-French or anti-French) unit.

b. A partisan unit may never occupy the same hex as any other unit, including another partisan unit.

c. A partisan unit is not subject to attrition, may not be overrun, and has a basic morale value of zero.

d. During the phasing player's Movement Phase, the owning player may move each partisan unit a maximum of one hex. **Note:** partisans may not be stacked with or accompany a moving leader.

e. During the Combat Phase, a partisan unit may initiate combat and may be attacked by an opposing force. A partisan unit, however, is capable of avoiding combat. If a partisan unit is attacked in a non-clear terrain hex, it may immediately withdraw into an adjacent hex thus avoiding combat. If a partisan unit is attacked in a clear terrain hex, it may only withdraw if there are no cavalry strength points in the opposing force. A partisan unit may never withdraw into a hex occupied by another unit.

f. If a partisan unit is eliminated, it may be replaced during the next appropriate Production Phase, within the restrictions of a, above.

g. Partisan strength points may never leave their home country.

### 2. Napoleon's Abdication and Exile

a. If France is conquered, the following French units are immediately removed from the map board and placed in the box labeled "Napoleon in Exile" on the French Force Pool display: Napoleon, Leader (0), 1GI. Place a marker on the production track on the '12'. Move it down once at the start of every French Alliance Phase. **Napoleon In Exile Marker?**

b. While Napoleon is in exile, France is considered a conquered state, and a neutral power (subject to the restrictions of GCG section I). In addition, French units may not be moved while Napoleon is in exile.

c. After Napoleon's exile, all non-French units must leave France as rapidly as possible and may not reenter France unless Napoleon has returned from exile. Antwerp and Brussels are immediately considered controlled by England. **Note:** After Napoleon's exile, an anti-French state which wishes to attack another anti-French state must become pro-French in order to do so.

d. During each pro-French Player's segment after Napoleon has been in exile at least three turns, the French player *may* roll the die to attempt to return Napoleon to France. This die roll is decreased by one for each major and minor state that is pro-French and once more for every three months Napoleon has been in exile. If the modified result is zero, the French player *must* immediately deploy Napoleon and the other exiled units in any port in France within the Mediterranean Sea zone. If the August 1815 turn ends the game ends regardless of whether or not Napoleon has returned to France.

e. After Napoleon has remained in exile for one year, the marker on the production track has been moved below the '1', the French player *must* deploy Napoleon and the other exiled units in any port in France within the Mediterranean Sea zone.

f. Upon returning to France, Napoleon's force receives a special Movement Allowance of fifteen Movement Points for the current pro-French Movement Phase. This Movement Allowance must be used immediately, and Napoleon must attempt to reach Paris by the most direct route. If Napoleon's force enters any hex containing an equal or smaller number of French strength points, the units immediately join Napoleon's force and continue moving with it toward Paris. If Napoleon's force enters any hex containing a greater number of French strength points, the French player immediately rolls one die. If the result is four or less, the entire force joins Napoleon and may continue moving with him. If the result is a five, the force immediately retreats three Movement Points, directly towards Paris. If the result is a six, Napoleon is shot and his force immediately stops moving (see g, below).

g. If Napoleon is shot before reaching Paris, the game ends immediately.

h. If Napoleon enters Paris without being shot, France immediately becomes a pro-French power and the game continues until August 1815, or until a player achieves an automatic victory.

### 3. Bernadotte

a. During the pro-French Production Phase of August 1810, the French leader counter is permanently removed from play and replaced by the Swedish Bernadotte leader counter which is deployed in Stockholm. This rule is ignored if Bernadotte is dead.

==?Add to Force Pool Rather Than Here?==

### 4. Pro-French Expeditionary Forces

Although all of the European monarchies generally supported the war against France, minor Austrian, Prussian and Spanish forces were requisitioned by Napoleon and participated as French allies during several campaigns.

a. If any major state that starts the game either neutral or anti-French (Spain is ineligible) becomes pro-French and is eligible for Alliance Phase die rolls, the French player may attempt to form a pro-French Expeditionary Force. During the Alliance Phase in the pro-French Player(s) Segment, the French player may choose any one **eligible** major state (excluding England) and attempt to requisition an Expeditionary Force. If the modified result is **zero** (or less) the pro-French Expeditionary Force will be formed.

b. If successful he immediately rolls **two** dice to determine the number of infantry strength points which may be requisitioned from the allied state. The dice roll is modified exactly as for an Alliance Phase die roll. If the modified dice roll is **seven** or **greater**, the French player receives **one** unnamed leader and **one** cavalry strength point in addition to **four** infantry strength points. If the modified dice roll is two or less, the French player receives **three** cavalry strength points and **twelve** infantry strength points. If the modified dice roll is between **three** and **six**, the French player receives **two** cavalry strength points and **eight** infantry strength points. Regardless of the result, in addition, he receives one **named** leader which should be chosen in a random manner from a cup in which all of the available (currently on the map) named leaders are mixed (Exception, Blucher is not available for requisitioning regardless of his current status). The requisitioned force is treated as a pro-French force for all purposes and may be used in any manner the French player desires.

c. The requisitioned force may leave its home country but must maintain its own supply line. The force is not subject to Attrition so long as it remains in its home country. If this force leaves its home country, it is subject to Attrition during the pro-French Player(s) Segment so long as it remains outside of its home country. Units eliminated from an expeditionary force return to the Force Pool of their home country. The Production capability of the home country may not be used to reinforce the Expeditionary Force.

d. Should the home country of an Expeditionary Force become neutral or anti-French the English player gains control of the force. It must be moved as quickly as is reasonable back to the home country and may not be used to initiate combat. Upon arrival at the home country the force becomes a normal part of that state's forces and all restrictions are removed.

### 5. French Invasion of England

Considerable preparations were made prior to 1805 for a French invasion of England. The plan was to land near London, take the city, and supply the army from the land of the enemy. While the planned invasion never took place and there is uncertainty how effective the transports were, the threat of invasion was taken very seriously by Great Britain. To reflect this in **TSBEF** the following rule is in play.

a. If at any time there are no un-blockaded English squadrons in the North Sea Zone and a French transport is located either at Boulogne or "at sea" in the zone French army units may cross the English Channel during the Ground Movement phase with the following restrictions:

b. A maximum of 2 leaders may cross per turn, accompanied by up to the maximum ground forces they may be accompanied by. No cavalry may cross. Each moving leader's force must make an attrition die roll and immediately remove the requisite number of strength points. Only leaders located in the hex containing the city of Boulogne may cross the channel. Only hexes containing the brown shaded coastal zones in England may be the destination hex.

c. The movement cost to cross is assumed to take all of the movement capacity of the army strength points. Once moved to a coastal hex in England the unit(s) is presumed to have no movement allowance remaining for the duration of the turn.

# L. SPAIN

### 1. Spanish Alliance Chart

Spain starts pro-French and remains a French ally until both Austria and Prussia have been conquered by France (regardless of the current political status of either) or the July 1807 turn has completed (whichever comes first) at which time the Spanish Alliance Chart goes in to effect (Exception ==see Invasion==, below). During the next English Alliance Phase following completion of either of those conditions the following procedure is followed. **Note:** Spain is not eligible for Alliance die rolls until it has been conquered by France at least once.

==**Chart is 0-12 inclusive.** Description is removed from rules once the chart has been created.==

a. Place a marker on the '12' value once the Spanish Alliance Chart goes in to effect.

b. The marker is moved down or up (from 12 to 11, from 11 to 12, and so on) under the following conditions:
  * Move down once per Spanish naval squadron currently in the Force Pool at the moment the Chart first goes in to effect
  * Move down once per Spanish naval squadron added to the Force Pool through elimination in combat

* Move up once per Spanish naval squadron removed from the Force Pool through production
* Move down once for every 10 pro-French (non-Spanish) strength points in the boundaries of Spain at the moment the Chart first goes in to effect
* Move down once for every 10 pro-French (non-Spanish) strength points that enter Spain
* Move up once for every 10 pro-French (non-Spanish) strength points that exit Spain
* Move up twice if anti-French forces initiate land combat against a hex containing a majority of Spanish strength points (50% or more) **DANGER**
* Move down twice if the pro-French player has moved **any** Spanish units during the Ground Movement Phase.
* Move down once every month during the English player's Alliance Phase.
**\*** The marker can not be moved below the '0' or above the '12'. If the condition requires movement below the '0' move the marker to the '0' and cease all other movement. If the condition requires movement above the '12' move the marker to the '12' and continue with any other movement conditions.

c. When the marker is moved to the '0' value Spain immediately declares war on France and joins the English coalition. Spain will remain anti-French through the end of the game unless conquered. The Spanish Alliance Chart is not used again for the remainder of the game.

d. Spain becomes eligible for Alliance die rolls if it has been conquered by France at least once.

**2. Spanish Partisans and Militia**

a. Partisans may be deployed in any mountain or city hex in Spain which is not occupied by another (pro-French or anti-French) unit.

b. A partisan unit may never occupy the same hex as any other unit, including another partisan unit.

c. A partisan unit is not subject to attrition, may not be overrun, and has a basic morale value of zero.

d. During the phasing player's Movement Phase, the owning player may move each partisan unit a maximum of one hex. **Note:** partisans may not be stacked with or accompany a moving leader.

e. During the Combat Phase, a partisan unit may initiate combat and may be attacked by an opposing force. A partisan unit, however, is capable of avoiding combat. If a partisan unit is attacked in a non-clear terrain hex, it may immediately withdraw into an adjacent hex thus avoiding combat. If a partisan unit is attacked in a clear terrain hex, it may only withdraw if there are no cavalry strength points in the opposing force. A partisan unit may never withdraw into a hex occupied by another unit.

f. If a partisan unit is eliminated, it may be replaced during the next appropriate Production Phase, within the restrictions of a, above.

g. Partisan strength points may never leave their home country.

# M. AUSTRIA, PRUSSIA, AND RUSSIA

Each major state of the time had its own interests in mind as actions were taken, wars declared, and peace negotiated. The following rules provide some structure for Austria, Prussia, and Russia.

**1. Austria**

a. Austria is not eligible for Alliance die rolls until conquered twice.

b. After Austria is conquered for the first time and rebuilds its Force Pool, it will declare war on France in the Neutral Alliance Phase that follows.

c. After being conquered a second time, upon reconstruction of its Force Pool (again) it will be eligible for normal Alliance Phase rules (Exception: see Russia, below).

**2. Prussia**

a. This country may not become pro-French by Alliance die rolls until after it has been conquered by France. A die roll may cause it to become anti-French, in which case another roll could return it to neutrality.

b. Beginning in the third turn after the first conquest of Austria or May 1806, whichever comes first, Prussia will roll two dice in each Prussian Alliance Phase. If necessary, place a Prussian flag on the production track on the '3' and move it down once each English Alliance Phase. If moved below the '1' remove the flag and begin rolling the dice. The first time, a result of 2 will cause it to declare war on France; for the second dice roll, a 3 or less causes war; for the third time, 4 or less causes war; and so on until war is declared. This roll is made even if Prussia is currently anti-French for some other reason. After the occurrence of this special declaration of war, Prussia is not eligible for Alliance die rolls until conquered by France.

c. Upon reconstruction of its Force Pool after being conquered for the first time, Prussia will be subject to Alliance die rolls normally (Exception: see Russia, below).

**3. Russia**

a. This country is not eligible for Alliance Phase die rolls until both Austria and Prussia are simultaneously in a conquered state. Thereafter Russia is eligible for those die rolls normally (Exception, see The Treaty of Tilsit, below).

b. Once invaded by France, Russia will remain anti-French through the end of the game unless conquered.

c. After Russia has been invaded, if no pro-French unit remains on Russian soil, Austria and Prussia will become neutral if currently pro-French. Thereafter they are not eligible for Alliance die rolls. Austria is absolutely neutral. Units of both sides must leave or declare war. Prussia is neutral but both sides may enter it freely. Prussian units are ignored by both sides. Whenever Berlin, Konigsberg and Warsaw are all controlled by the anti-French, Prussia will declare war on France and remain anti-French until the end of the game. The turn after this happens, Austria will begin to roll 2 dice each Alliance Phase: a result of 2 on the first turn (a roll of 3 or less on the second turn, 4 or less on the third turn, and so on) causes it to declare war on France and remain anti-French for the rest of the game.

d. Cossack units possess a basic morale value of zero. At the start of any round of combat, if a committed force contains Cossacks, the Cossack strength points may withdraw unless the opposing force contains a larger number of cavalry strength points.

**4. Austria, Prussia, and Russia**

a. When any of these major states become pro-French the French player may not move any of the ground or naval units of that state unless the unit(s) is a part of a pro-French Expeditionary Force or the state has been invaded by anti-French forces. **Invasion Definition Needed**

b. When any of these major states become pro-French the **English** player (or the controlling player) may move any **one** leader with

any combination of up to ten infantry or cavalry strength points per English Ground Movement Phase unless the unit(s) is a part of a pro-French Expeditionary Force.

c. If the state is invaded, the French player may move all of the allied states' units anywhere within their home country. Only a pro-French Expeditionary Force may leave their home country.

**Do I Need Something Similar For Spain?**

### 5. The Peace of Pressburg.

If Austria is conquered by pro-French forces the French player may enact the Peace of Pressburg. The French player must declare the enactment of the peace. If it is not declared by the end of the following French Alliance Phase it cannot be enacted for the remainder of the game. The following peace treaty may be imposed:

a. Venice is ceded to the Kingdom of Northern Italy.

b. Innsbruck is ceded to either Bavaria or France at the French player's option.

c. An anti-French state may reverse this treaty by conquering the aforementioned minor states.

### 6. The Treaty of Tilsit

Russia starts anti-French and remains an enemy of France until both Austria and Prussia have been conquered by France at least one time (regardless of the current political status of either) and the Polish Question has been answered. At that time the Treaty of Tilsit may be enacted by the French player. The French player must declare the enactment of the treaty. If it is not declared by the end of the following French Alliance Phase it cannot be enacted for the remainder of the game. The French decision regarding Poland determines the contents of the treaty. The following reflects the treaty based on the three possible decisions regarding Poland:

a. No Poland

* Russia is neutral for at least 18 months from the treaty's inception – no one may attack her and she is not eligible for an Alliance die roll during this span. Place a Russian flag on the production track at the '18' value. Each month, during the English player's Alliance Phase, move the flag down one value. Remove the flag once the value is below '1'. At that time Russia becomes eligible for the Alliance die rolls normally.

* Russia cannot accept **English production points** until January 1811.

* The Prussian city of Magdeburg, along with any other French supply source in Prussia, becomes French controlled and a source of supply as per GCG section I.2, above.

b. The Grand Duchy of Warsaw

* Russia is neutral for at least 12 months from the treaty's inception – no one may attack her and she is not eligible for an Alliance die roll during this span. Place a Russian flag on the production track at the '12' value. Each month, during the English player's Alliance Phase, move the flag down one value. Remove the flag once the value is below '1'. At that time Russia becomes eligible for the Alliance die rolls normally.

* Russia cannot accept **English production points** until January 1810.

* The Prussian city of Magdeburg, along with any other French supply source in Prussia, becomes French controlled and a source of supply as per GCG section I.2, above.

c. The Kingdom of Poland

* Russia is neutral for at least 6 months from the treaty's inception – no one may attack her and she is not eligible for an Alliance die roll during this span. Place a Russian flag on the production track at the '6' value. Each month, during the English player's Alliance Phase, move the flag down one value. Remove the flag once the value is below '1'. At that time Russia becomes eligible for the Alliance die rolls normally.

* Russia cannot accept **English production points** until January 1809.

* The Prussian city of Magdeburg remains Prussian and does not become a source of supply.

# N. INVASIONS

Most instances of invasion occur when one side enters the national territory of a state in the political sphere of influence of the other side. However a French invasion of Spain or Russia is handled in a unique manner as detailed below.

### 1. French Invasion of Spain

The following rules are in effect at the start of the game:

* The total count of pro-French (non-Spanish) strength points in Spain cannot be *greater* than 20 at any time (pro-French retreat in to Spain is not allowed if the count would exceed 20).

* The pro-French player may not move *any* pro-French (non-Spanish) strength points in to Spanish territory in the hex row containing Madrid or territory south of that hex row unless the hex is immediately adjacent to Gibraltar. **Line on Map**

a. If the Spanish Alliance Chart marker is moved to the '0' value and the pro-French player subsequently move 5 or more French strength points into Spain , the move is considered to be a French invasion of Spain. A violation of any of the preceding restrictions is also considered to be a French invasion of Spain. France may declare war on Spain following the Alliance rules (see Declaration of War, above). Should the pro-French player do so and subsequently move 20 or more pro-French strength points in to Spain the move is considered to be a French invasion of Spain and the Spanish Alliance Chart is not used for the remainder of the game.

b. If Spain becomes anti-French at any time the preceding restrictions are immediately lifted.

c. If a French invasion of Spain occurs the following take effect immediately:

* Spain declares war on France and joins the anti-French coalition.

* Spain will remain anti-French through the end of the game unless conquered.

* The Spanish Alliance Chart is not used for the remainder of the game.

### 2. French Invasion of Russia

a. If a major Russian city or capitol city becomes controlled by France *prior* to January 1810 the move is considered to be a French invasion of Russia.

b. If 25 or more pro-French strength points enter Russia at any time after December 1809 the move is considered to be a French invasion of Russia.

### 3. Invasion of a Minor State

a. If a minor state is either neutral or a part of the faction opposed to the active player and that player moves any army units in to the territorial boundaries of that minor state the action is considered to be an invasion.

b. If a minor state is a part of the faction aligned with the active player movement in to and out of the territorial boundaries of that minor state is not considered an invasion. However, if the active player initiates combat against the army units of such a minor state the action is considered to be an invasion.

# O. CAMPAIGN GAME OPTIONAL RULE(S)

The following optional rules recreate certain important historical events of the Napoleonic Wars. By mutual agreement players may use any or all of these rules when conducting a Campaign Game.

**1. Naval Economic Warfare Between England and France**
The following sections comprise a method of economic warfare on the high seas between the pro-French navies and those of England.

**Commerce Raiding**
a. A French or French-allied squadron Naval unit (or Fleet) beginning its Naval Movement Phase in a sea zone, and remaining for the entire phase within that zone, may engage in "commerce raiding" instead of movement. To successfully raid a sea area, total the value of the Naval units in the sea zone and add it to the sum of the roll of two dice. French squadrons have a value of "1" and non-French allied squadrons have a value of ".5" each.

b. Take the resultant total and add to it any MT (Maritime Traffic) modifiers that the appropriate sea zone indicates. (Example: The MT in the North Sea is "+2", indicating a wealth of English Shipping). From this combined total, now subtract the number of English squadrons in the sea zone, and any "AAB" modifiers which the English player has created by his "Action Against Bases" (see below), as well as the constant (and arbitrary) value of "9". The remaining positive number (if any) represents the change in the *insurance rates* for English shipping. Repeat this procedure for each and every sea zone in which the French player has stationary friendly Naval units, totaling the change in rates. This value is the "Current Lloyd's of London Insurance Rate" (at game start, 5%).

c. Should French commerce raiders operate in the North American zone during a given year, for any "War With America" die roll during the January of the following year, the chance of an American war with England is reduced. Should war be indicated by a die roll of "1", roll again: an even-valued result means the war occurs as usual; odd means the Americans are too fed up with *both* combatants to declare war on the English. The English-American war roll may be made in subsequent Januaries, until the war is actually fought. Should the French end a game-year without raiding commerce in the North America zone, the subsequent January war roll is conducted as per the standard rules. Should an American War be raging, the MT modifier for the North American zone is reduced to "0'", representing the interruption of normal English bound trade there during wartime.

d. A lack of French success at sea, or a paucity of effort, will encourage English underwriters to reduce their rates. To represent this fact of economic life, each turn - notwithstanding any action of the French player - three (3) is subtracted from the total achieved above, to create a new "Current Lloyd's of London Insurance Rate". The English insurance rate may not be lowered to less than 5% (representing the historic level of French privateering). Should it occur that the French player makes no commerce-raiding rolls at all in his player turn, the amount to be subtracted is doubled to six (6).

**Example:** *The French have just begun commerce raiding with two squadrons in the North Atlantic zone. At the beginning of the units' Movement Phase, the French player rolls the dice for a total of "11". Add in the value of the commerce raiders (two) and the MT modifier of the sea zone (+3), subtract the number of English Naval units (zero) and their AAB modifier (also zero), and the total of "16" is reached. Subtract nine (a constant) for a change in the Lloyd's of London Insurance Rate of "7". Add this change to the old rate (5% in this example) for a new total of 12%. At the beginning of the English turn, this "12" will be modified by the constant -3 (due to French activity, 6 if not), representing the confidence of underwriters in English counter-measures, for a final total of "9". This new rate of 9% is the Insurance Rate to be carried over to the next turn.*

e. When the Current Lloyd's of London Insurance Rate reaches 10%, the English must take action. One of three options is available: Send to the Global Sea zones either (1) a total of three squadrons (2) or two English infantry strength points (with a Transport Unit), or (3) he must expend three production units in each subsequent turn. This latter represents creating new units and diverting sources to the high seas commerce war. The expended production points may only be used for an "Action Against Bases" attack in the turn that they are Spent. Unused points are lost.

f. If the Naval units involuntarily sent from the map are destroyed in combat in the off-board display, they must be replaced during the next English Movement Phase. Neither the naval or land units may return from the Global Sea zones so long as the Current Lloyd's of London Insurance Rate remains at 10% or higher, unless first replaced by equivalent units or production spending. Land units on Transports in the sea boxes are absolved from the rule requiring that they land at the end of each turn. We assume that ports are available in the sea boxes as required by transported units.

g. It is possible for the English player to alternate his reaction to the high Insurance Rates. For example, he may first elect to expend three production points, but should he later send three naval (or two land) SP to the sea boxes in a subsequent turn, he can cease expending the production points. He may also trade off Naval units for land units, and vice versa.

h. If the Current Lloyd's of London Insurance Rate reaches 15% (or higher), the English player may not draw more than one point each from his production centers.

i. If the Lloyd's of London Insurance Rate reaches 20%, the English player must expend three production points per turn until the Insurance Rate is less than 20%; if he is *already* expending three production points per turn, he must then send three Naval SP, or two land SP (with Transport) to the sea boxes.

j. If the Insurance Rate should reach 30%, he must spend three production points per turn, as well as maintain in the sea boxes at least three Naval SP *and* two land SP (with Transport).

k. If the insurance rate reaches a catastrophic 40%, no production points may be lent to allies (in the unlikely event that the English player has any to spare), and no English land units may leave England (except to go into the Global Sea zones), and all English units outside England upon the **WAR AND PEACE** map are forbidden to engage in attacks (they defend normally).

**Action Against Bases (AAB)**
l. The English player during his Combat Phase simply indicates the sea zone where he hopes to suppress enemy ports. He cannot

choose the North Atlantic (because the French are assumed to be using Continental ports). Too, any favorable modifiers the English payer achieves from port suppression in the North America and the Caribbean sea zones are ignored during, an American war, to represent the upsurge of American privateers operating from North American bases.

m. Once the English player has chosen a sea zone to attack for port suppression, he rolls two dice and subtracts ten (-10). To this remainder he adds the number of English Naval squadrons and English infantry units in the same sea zone. He also adds the number of production points spent this turn (if he is making port-suppression attacks, the expended production points may be divided between the attacks but the same production points may not be used in more than one attack). If the result is a positive number, the sea zone acquires an "Action Against Bases" modifier of "+1". As mentioned above, this reduces the effectiveness of French commerce raiding in the affected sea zone.

n. If he has sufficient forces (i.e., units and production points), the English player may divide such and attack the same sea zone more than once in a turn. This allows the English player to acquire more than a single "Action Against Bases" modifier that turn for the same sea zone (if successful in more than one attack). Once acquired, the modifier is cumulative and may never be reduced. There is no limit to the size of this cumulative modifier.

o. If the sea zone under attack is the Mediterranean, the Atlantic, the North Sea or the Baltic, the AAB modifiers do not come into effect unless every enemy port opening to those seas on the **WAR AND PEACE** map is captured. Because of the paucity of usable French bases in the Cape of Good Hope area, unless Portugal is a French conquest (and thus the French have access to African colonial bases), each successful AAB score for the Cape zone wins the English player twice the usual AAB modifier (that is, "+2" instead of "+l").

## 2. Naval Hidden Movement

OPTION #2: With the creation of some new units we can use the leader board in exactly the same fashion for naval units as we currently do for army units. "Fleet" units can substitute for the leaders, with no inherent values or characteristics of their own. *Nelson* could then be hidden under one of these "Fleet" units. Again, the commerce raiding value should be raised from 9 to 10 if this is used.

## 3. Napoleon's Flight to Paris

During any Ground Movement Phase following a French Invasion of Russia the French player may declare Napoleon's Flight to Paris. The following rules will then apply:

a. Napoleon's movement allowance is increased to 20 movement points for a period of two turns including the turn of the declaration.

b. Napoleon must move in a direction generally towards Paris.

c. The French player may declare a flight to Paris only once per game.

d. The French player's Production die roll is increased by **three** the month following his return to **Paris** (only one month duration). **Note:** This is **not** in addition to the bonus of one Napoleon normally provides when in Paris.

## 4. Weather

The Standard Game Rules for weather are very simple to use and convey a general sense of seasonal changes. For more complexity and greater nuance replace them with the following:

a. Weather conditions can be "Fair", "Wet", "Poor", or "Cold".

b. The map board areas are divided in to "Southern", "Central", and "Northern". Map board area 1 is southern, areas 2 and 3 are central, and area 4 is northern.

c. At the start of each turn, prior to the Neutral Player(s) Segment, the English rolls one die. The weather in the central area is found on the Weather Chart (see Charts, below) by cross-referencing the die roll. The weather in the northern area is found by **adding** one to the die roll and cross-referencing the same die roll. The weather in the southern area is found be **subtracting** one from the die roll and cross-referencing the same die roll.

d. Place the corresponding markers for each of the three areas in the appropriate boxes of the current weather chart on the map board to show the turn's weather conditions in each area.

e. Weather impacts play in the following manner:

* Weather impacts the entire area it is applied to.

* Fair weather has no impact on play.

* Wet weather decreases the movement allowance of all units in the area by one.

* Poor weather increases the Attrition die roll by one for all units in the area **and** decreases the movement allowance of all units in the area by one.

* Cold weather increases the Attrition die roll by one for all units in the area.

* Weather has no impact on supply (see SG section M, above).

f. The weather roll is skipped on Turn 1. Weather is "Fair" for the first turn.

## 5. Typhus Epidemic

A recent study, published in the January 1, 2006, issue of The Journal of Infectious Diseases concluded roughly one in three soldiers of Napoleon's Army in Russia, or about 200,000 men, died of a louse-borne disease (Typhus). See "Evidence for Louse-Transmitted Diseases in Soldiers of Napoleon's Grand Army in Vilnius" for more information. For centuries it has also been clear the battles of 1813 were waged as much against attrition as against the human enemies on the battlefield. This optional rule provides for that historical occurrence using the following rules:

a. Starting the July 1810 French Attrition Phase, or following a French Invasion of Russia (whichever occurs first), and continuing each French Attrition Phase thereafter, roll two dice **before** the normal Attrition die roll. A value of '12' indicates a Typhus outbreak has occurred and the following are immediately applied:

b. Mark the 'Typhus' box on the map with a marker. This indicates the outbreak is present.

c. The SG Attrition rules are modified as follows:

  * Remove section G.3.e and add the following two entries:

  * (+1) if the hex is on map board area 1.

* (+2) if the hex is on map board area 3 or 4.d. The outbreak continues until either the end of the game or until France has been conquered (whichever occurs first). If France is conquered remove the marker from the 'Typhus' box, restore SG rule G.3.e, and discontinue the two new entries.

**Note:** An outbreak of Typhus impacts both pro and anti French strength points.

## 6. Wellington's Defensive Line (Lines of Torres Vedras)

a. Starting July 1809 if Wellington is present in a hex along with at least 5 strength points of infantry, work may begin on the Torres Vedras defensive lines.

b. During the Movement Phase, the active player may entrench this force so long as it remains stationary. Place an Entrenchment marker in the hex the units occupy along with a siege marker set to '3'. Each month during the Movement Phase the siege marker may be decreased by one so long as Wellington and the strength points remain stationary. If the value is reduced to '0', the English player may expend one Production Point, the Entrenchment marker may be removed and **the Torres Vedras marker** may be placed in that hex.

c. Unlike an Entrenchment marker the Torres Vedras marker is never removed. Once placed, the marker will remain in that hex for the remainder of the game. Only one Torres Vedras marker may be placed per game.

d. Any force in the hex with the Torres Vedras has the following modifier. The dice roll used to resolve *a field battle* is increased by one if the larger force *is attacked* in a hex containing the Torres Vedras marker. The dice roll is decreased by one if the smaller force is *attacked* in a hex containing the Torres Vedras marker. Units which initiate a battle (or a counterattack) never benefit from the presence of the Torres Vedras marker in the hex they occupy.

e. The Torres Vedras marker may not be placed in a hex that contains a major city or a capitol city.

### 7. Optional Demoralization

During combat it is possible for a force to become demoralized. In the Standard Game rules all Demoralization markers are removed at the end of each Combat Phase. Commonly, however, a defeated force would take some time and would often require considerable effort to rally. This optional rule provides for that using the following rules:

a. Section P.9 is replaced with the following:

At the end of each *Combat Phase,* all Demoralization markers remain in place and each demoralized force retains its demoralized morale value.

b. If the home country of a Demoralized force should become neutral or is conquered, all Demoralization markers are removed from units of that state at the start of the Ground Movement Phase for that player.

c. At the start of the Ground Movement Phase the active player may attempt to *rally* each demoralized force if at least one friendly leader of the same major state or controlling state is present (leaders of the major state controlling the forces of a satellite are included). Roll two dice for each hex containing demoralized units. Calculate the normal morale for that force, exactly as for combat but excluding the Demoralization marker, and *add* that value to the dice roll. Any *one* leader's leadership value may be added as well, so long as the leader is in the same hex. If the result is 9 or greater the force has improved its morale and the demoralization marker may be reduced by one. A "D3" would become a "D2", a "D2" would become a "D1" and a "D1" would be removed.

d. Army units that made an attempt to rally may still be moved during the Ground Movement Phase.

e. If the Demoralization marker equals or exceeds the force's average morale (the force has an effective morale of '0' or less) the force may not attempt Forced Marching.

f. If an equal or larger force of friendly and un-demoralized strength points moves in to the same hex with a Demoralized force and ceases its movement, the Demoralization marker may be

*removed* so long as the Demoralized force has not moved during that Ground Movement Phase. Subsequent to this neither force may be moved for the remainder of the Ground Movement Phase – they must remain in that hex.

**\*\*Possible Marker Here - "Rally"\*\***

g. Should a Demoralized force be divided in to smaller groups, each smaller force would retain the same Demoralization marker of the larger force.

h. Should a Demoralized force move and end its Ground Movement Phase in the same hex as another Demoralized force the *lowest* value Demoralization marker must be removed. The entire force is now considered to have the Demoralization level of the remaining marker.

# P. INITIAL DEPLOYMENT

### 1. France (deploys first)

a. French forces: In France, within one hex of Strasbourg: *Napoleon, Lannes, Ney,* 8I, 2GI, 4C * within one hex of Metz: *Davout, Soult,* 12I, 1C * At Milan: *Massena,* 3I, 1C * At Coblenz: *Marmont,* 3I, 1C * At Cologne: *Bernadotte,* 3I * At Florence: *Leader (0),* 4I * At Brest: *Leader (0),* 4I, 3S * At Amsterdam: 3I, 1S * At Hanover, 1I * At Toulon: 6I, 3S, 1T * At Rochefort: 4I, 2S * At Boulogne: 3I, 1T.

b. French satellite forces: At Wurzburg: *Leader (0),* 3I, 1C (B) * At Amsterdam: *Leader (0),* 3I (H) * At Milan: 4I, 1C (I) * At Baden: 1I (R) * At Geneva: 1I (Sz) * At Stuttgart: 2I (Wu).

### 2. England

a. English forces: At London: *Leader (0),* 6I, 2C * At Plymouth: 2T * At Gibraltar: 1I, 1S * Blockading Amsterdam: 1S * Blockading Brest: 3S * Blockading Rochefort: 2S * Blockading Corunna: 2S * Blockading Cadiz: 1S * Blockading Cartagena: 1S * Anywhere in the Mediterranean Sea (including coastal hexes): *Nelson,* 1S.

b. English satellite forces: At Lisbon: *Leader (0),* 4I, 1C, 2S, 1T (Pt) * At London: 1I (K).

### 3. Russia

a. Russian forces: At Brest-Litovsk: *Buxhowden, Constantine,* 5I, 2GI, 1C, 1GC * At Lublin: *Bagration, Kutuzov,* 7I, 1C * At Grodno: *Bennigsen,* 3I, 1C * At Moscow: *Barclay de Tolly,* 5I, 1C * At St. Petersburg: *Leader (0),* 5I, 1C, 1S, 1T * At Kiev: *Tormazov,* 5I, lCC.

### 4. Austria

a. Austrian forces: In Bavaria, within one hex of Ulm: *Ferdinand, Mack,* 11I, 3C * Within one hex of Venice: *Charles, Hiller,* 14I, 4C * At Innsbruck: *John,* 3I, 1C * At Vienna: *Leader (0),* 2I * At Prague and Ratisbon: 1I each.

### 5. Prussia

a. Prussian forces: At Magdeburg: *Brunswick, Ruchel,* 10I, lC * At Weimar: *Hohenlohe,* 6I, 1C * At Berlin: *Leader (0),* 1I * At Dresden, Konigsberg, Posen and Thorn: 1I each.

b. Prussian satellite forces: At Dresden: *Leader (0),* 3I, 1C (S) * At Brunswick: 1I (Br) * At Cassel: 1I (He).

### 6. Spain

At Madrid: *Castanos,* 5I * At Corunna: *Blake,* 4I, 2S, 1T * At Cadiz: 4I, 1S * At Cartagena: *LaRomana,* 4I, 1S * Anywhere in Spain: 3C (France determines the placement of these units).

### 7. Neutral Minor States

a. Denmark (Use French satellite units): At Copenhagen: 3I, 3S, 1T

* In Denmark, within two hexes of Lubeck: 2I, lC (France determines the placement of these units).

b. Sweden (Use Russian satellite units): At Stockholm: *Leader (0),* 6I, 2C, 1S, 1T * At Stralsund: 2I * At Lubeck: 1I.

# OPTIONAL INITIAL DEPLOYMENT (Historic Naval Setup)

**1. France (deploys first)**
At Toulon: 6I, 1S, 1T * At Cadiz: 2S.

**2. England**
At London * *Nelson*, 1S * Blockading Cadiz: 0S * In the Atlantic: 2S * In the Mediterranean Sea: 0S.

**6. Spain**
At Cadiz: 4I, 3S.

**Note:** This setup increases Spain's squadrons by 2, or 12 ships, and England's by 1, or 6 ships.

**The Campaign Game Card**
All additions to the various states' Force Pools are subject to the limits of the counter sheets. If there is no available counter, no addition to the Force Pool is permitted.

**The Countersheets**
If there is any discrepancy between the number of counters called for in the rules, and the number of counters provided in the counter sheets, the latter is considered correct.

The English militia and partisan counters represent Portuguese forces. The English landwehr counters are used to represent the forces of the minor states which England controls

# WaP CHRONOLOGY OF EVENTS

| Month | Year yyyy-mm | Event |
|---|---|---|
| September | 1805 1805-09 | Game Begins |
| May | 1806 1806-05 | Prussia begins rolling for war with France (may happen earlier if Austria falls quickly) |
| July | 1807 1807-07 | Spain at war with France (may happen earlier via the Alliance Chart) |
| June | 1808 1808-06 | Austria may build Landwehr if anti-French |
| January | 1809 1809-01 | France must have invaded Spain before this date |
| January | 1809 1809-01 | England may lend to Russia - Tilsit Kingdom of Poland option |
| July | 1809 1809-07 | Wellington's Defensive Line optional rule comes in to play |
| January | 1810 1810-01 | France may annex Holland (if Amerstdam and Brussels are French) |
| January | 1810 1810-01 | England may lend to Russia - Tilsit Grand Duchy option |
| January | 1810 1810-01 | Easier French Invasion of Russia rule ends |
| July | 1810 1810-07 | Typhus optional rule comes in to play |
| August | 1810 1810-08 | Bernadotte goes to Sweden |
| January | 1811 1811-01 | England may lend to Russia - Tilsit No Poland option |
| January | 1813 1813-01 | France must have invaded Russia before this date |
| August | 1815 1815-08 | Game Ends |