

WAR AND PEACE

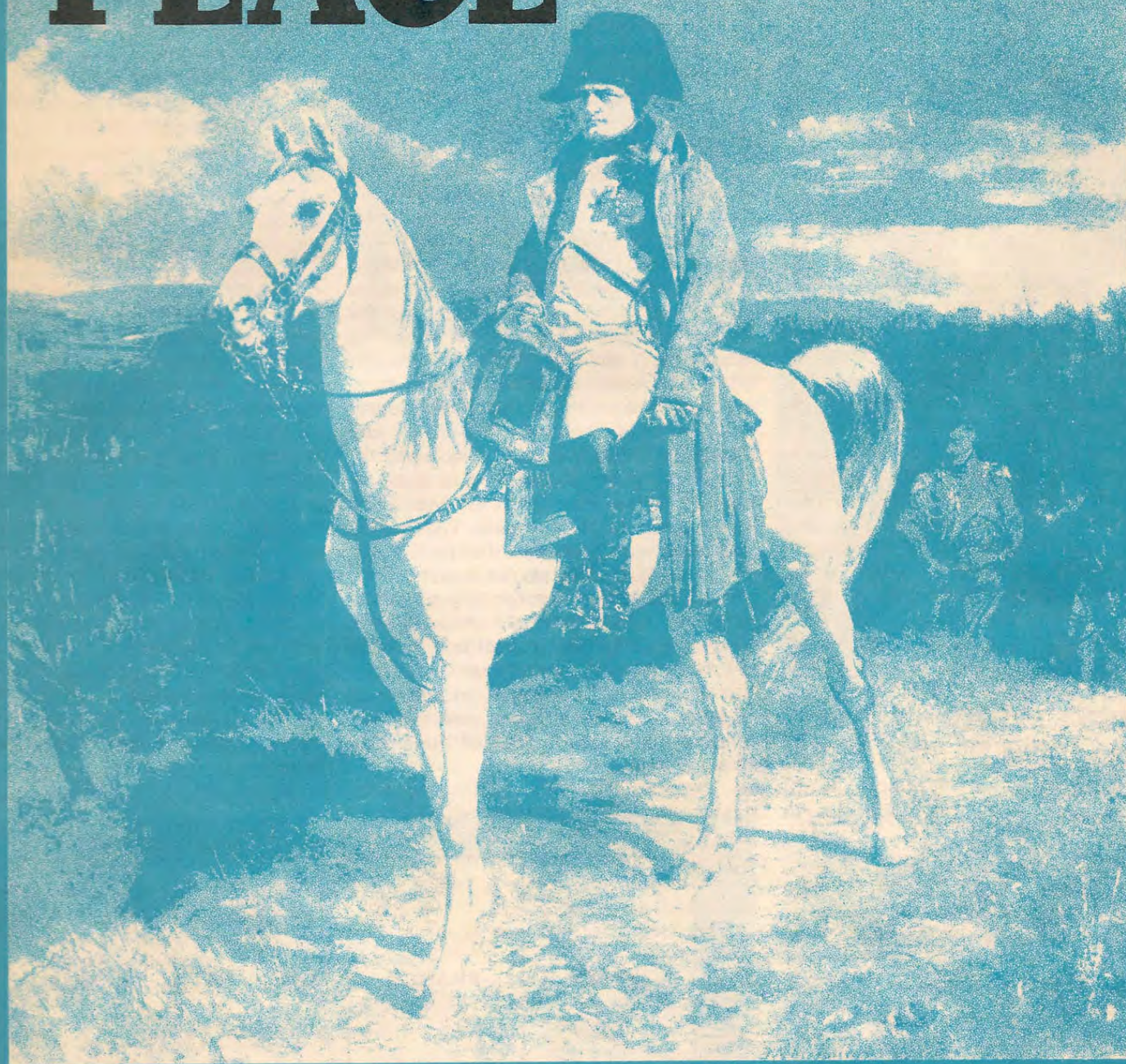
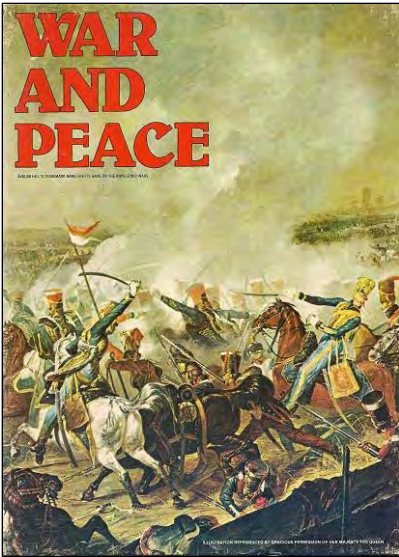


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Note: This is the Unofficial Fourth Edition of the War and Peace Rulebook. This version incorporates the 1st Edition book, the changes included in the 2nd Edition, Errata, 3rd Edition Naval Rules, the new 4th Edition map, and other miscellaneous updates & clarifying content. Changes included with an underlined magenta font (Ex: Fourth Edition) illustrate the Unofficial work done. Changes in red font (Ex: **Fourth Edition**) are official alterations. See Section II for more.

A. INTRODUCTION

WAR AND PEACE is an historical game which recreates the vast European conflict known as The Napoleonic Wars. Since the outbreak of the revolution which deposed the French monarch in the last decade of the Eighteenth Century, the new French republic had inherited the enmity of the anxious crowned heads who ruled the rest of the Continent, and since 1792, France had depended upon her army for survival. 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 hinged upon his unique military genius. Now, **WAR AND PEACE** traces the rise, fall, return and final defeat of history's greatest soldier, Napoleon Bonaparte.

WAR AND PEACE is organized as a series of mostly chronological scenarios each of which recreates a major military campaign of The Napoleonic Wars. These scenarios share a common set of basic rules which are augmented by special rules indicating the initial deployment, victory conditions and other restrictions particular to each individual scenario.

The first scenario, Austerlitz-1805, is a relatively short and simple game designed to introduce players to the rules. The next pair of scenarios, Jena to Friedland: 1806-1807, and Wagram-1809, represent the campaigns during which the French army and Empire reached its dominant position among the 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 that reflect the last ditch efforts of Napoleon to stave off total defeat at the hands of the Allied sovereigns and their 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 scenarios

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can be linked in to a new scenario depicting the long defeat of Napoleon's France. Or conversely, go back in time for the final scenarios that depict Bonaparte's early campaigns in Italy and Egypt. Finally, **WAR AND PEACE** 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 the 4th Edition mapboard 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 mapboard and all of the playing pieces is a long-term project which may last a maximum of 120 monthly Game-Turns.

All of the 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 six players and is particularly

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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

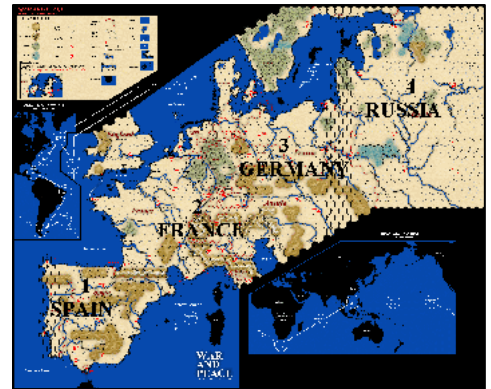
Each game of **WAR & PEACE** includes the following parts:

1. One Rulebook
2. Map
3. Playing Pieces
4. Two Player-Aid Cards
5. Two Dice
6. Game Box
7. Module for VASSAL, CyberBoard, or ADC2

C. THE MAPBOARD

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

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



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

4. The red political boundaries on the mapboard 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 unit counters and are referred to as "minor powers". There are three minor powers (Dalmatia, Poland, and the Rhine Confederation) which were created after 1805 and are not delineated on the mapboard. 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 which are depicted on the mapboard are: Ansbach (Pr), Baden, Bavaria, Bayreuth (Pr), Brunswick, Denmark, the Empire (a group of minor German states which were later 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 Wurtemberg.

5. The major and minor cities depicted on the mapboard are all considered to contain fortifications. The capital cities of the major powers are distinguished as follows: 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 which is located in hex A7(I).

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 any 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 produce English squadrons and transport units.

7. There are sixteen naval zones but only four are depicted as adjoining with 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 forces and leaders which fought in the Napoleonic Wars. The armies and navies are represented in abstract terms as infantry, cavalry, squadrons, or naval transport units. The large number printed on these units indicates their combat value which is 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 denominations of strength points. 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.

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

SAMPLE UNITS




Leader

Symbol

Leadership Value

Name




Infantry

Symbol

Strength

Type (Guard)




Cavalry

Symbol

Strength

Nationality (Poland)




Squadron

Symbol

Strength

Nationality (Denmark)




Transport


Symbol

Type (Transport)


Fortress




Entrenched




Siege Status




Demoralized




Unsupplied




Turn Record




Alliance Display




TACTICAL MATRIX MARKERS




Charge



Refuse



Envelope



Bombard

participated in the Napoleonic Wars are represented by individual counters indicating the leader's name and relative leadership value. This value, which has an important influence on combat, may range from zero (poorest) up to three (best). Many of the zero value leader counters represent lower-ranking commanders which are not identified by name. Such leaders are distinguished 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. 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 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 identified by a one or two letter abbreviation printed on the unit counters. These abbreviations are explained below:

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 the scale of this game.

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 Wurtemberg.

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.

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 realignment of various minor powers.

4

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** different 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) 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

E. THE PLAYER-AID CARDS

1. There are two player-aid cards included in the game. The first card includes all of the charts and tables needed to play any of the first nine 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 the additional charts and tables which are 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.

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

[4. Section JJ of this rulebook \(the final section, below\) contain many new charts that replace some charts on the Player-Aid Cards.](#)

F. SEQUENCE OF PLAY

1. WAR AND PEACE is played in a series of turns each of which represents one month. Each 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 each turn, the player whose segment is currently in progress is called the active player; the opposing player is called the inactive player. Each player's segment is executed in the following sequence:

a. Attrition Phase: The active player rolls one die and consults the Attrition Table which 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 section G).

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

c. Reinforcement Phase: The active player may deploy any reinforcements or replacements scheduled for the current turn according to Reinforcement and Replacement rules regulating the scenario.

d. Movement Phase: The active player may move all of his combat units in accordance with the Movement rules and may conduct forced marches and execute overruns in accordance with those rules (see sections J, K and L).

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

2. After both players complete their respective 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 in the scenario rules have expired. The victor is then 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 hex which is 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 the 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 Mapboard 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).

4. Example of Attrition procedure: *During his 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 mapboard 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 his strength points in the hex (10) and reads the result on the Attrition Table which calls for a loss of two strength points, one of which must be cavalry if any are present in the hex.*

5. During the Attrition Phase, the units of the *inactive* player are completely ignored; they do not affect or suffer any loss from the attrition procedure.

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

7. 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 rolls *one* die and uses the resulting number to determine if he gains or loses the use of combat units of other major and/or minor states whose allegiance is subject to change according to the rules regulating the scenario being played.

2. The die roll executed during the Alliance Phase is 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 which are specified in the special rules governing the scenario; these rules also specify the city point awards. 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 the 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 his units enter which was occupied by *five* or more enemy strength points at the start of the Combat Phase. The non-French player receives three victory points if 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 (see section S) [Neither can a player receive victory points for a siege.](#)

5. In certain scenarios, each player is awarded points for [controlling](#) cities specified in the scenario rules. City points are awarded to a player at the instant his units first occupy the specified city (see [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 to ally with France, allowing the French player to control the units of that state. A modified die roll of "1" through "6" has *no* effect in any scenario. **Note:** The scenario rules provide all of the information governing the effect of the Alliance Phase die roll.

8. The active player is never required to roll; he may voluntarily omit his Alliance Phase 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 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 the replacements specified for the current turn if the appropriate units are available. Replacements may only be taken from units previously eliminated during the scenario.

J. GROUND MOVEMENT

1. During the Movement Phase, the active player may move as many or as few of his combat units in any order he desires. Units may be moved in any direction or combination of directions. In general, each unit must be moved individually, however, units which occupy the same hex at the start of the Movement Phase may be moved together for convenience. The active player moves each unit by physically tracing the path of movement through a series of adjacent hexes until the unit 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 it enters; however, the cost to enter a specific hex will vary according to the terrain features in that hex (these varying entry costs are summarized on the Terrain Effects Chart, [Section JJ, below](#)).

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 Forced Marching, section K). 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. All leaders possess an allowance of ten movement points. Cavalry possess an allowance of four movement points. Infantry do *not* possess a 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 at the start of the Movement Phase (**Exception: infantry may initiate combat regardless of the presence of a leader and may advance if otherwise allowed. See [Advance After combat, section Q](#).**)

b. No more than *ten* infantry strength points may accompany a single leader as that leader is being moved.

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 accompany 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 that occupied Rheims at the start of the Movement Phase may not accompany Napoleon to Verdun even though 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 even though Napoleon continued on to Mainz-hex CC23(2).

5. Unlike infantry, it is permissible to move cavalry independently during the Movement Phase. Alternatively, for the sake of convenience 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. Leaders may be moved independently or may be accompanied by other leaders and/or infantry or cavalry strength points. 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, section L).

8. During the Movement Phase, combat is prohibited (Exception: see 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.

2. At any time during the movement of any number of infantry or cavalry strength points, the active player may announce his 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.

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

c. If the result is followed by an asterisk, the active player must eliminate *one* strength point 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. A leader may never attempt to force march unless accompanied by at least one strength point.

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

a. (-2) if the moving strength points are all French Guard units.

b. (-1) if the moving strength points are all French units.

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

d. (+1) if the moving strength points were **on either Mapboard 1 or 4** at the start of the Movement Phase.

e. (+1) if the current turn is a winter month. **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. The decision to use or to not use these modifiers must be made prior to the die roll.

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.

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 strength points of the inactive player, 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. The total number of strength points accompanying the leader can never exceed ten (See Section J.5., 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 Ground Movement Phase, if the inactive player's units are occupying a city hex, the active player may move his units adjacent and require the inactive player to announce whether his units are within or outside of the city in that hex. If the units remain outside of the city, they may be overrun; however movement may not end in the city hex. An overrun may not be executed on units outside of a city 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 the Movement Phase. If a leader of the inactive player occupies a hex which is overrun, the leader is immediately redeployed in 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 section S). Any strength point which does not possess such a supply line is unsupplied.

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 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.

c. a city designated as a supply source according to the campaign scenario rule Z.X.1.2.c.

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 the French units in Spain would all be unsupplied.

4. A unit, which is *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, 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 un-supplied at the start of the Movement Phase. Strength points which were un-supplied at the start of the Movement Phase may not execute an overrun.

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

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 any hex which is occupied by any strength points of the inactive player, providing the 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. **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 his intention to initiate combat against the hex, the inactive player must then announce whether his strength points are inside or outside the city's fortifications. 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 aloud 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.

3. The active player may initiate as many attacks as he desires at the start of the Combat Phase but he may *never* initiate any additional attacks once the combat resolution process has begun. During the Combat Phase, the active player may only resolve attacks against the hexes which he 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 of the attacks he wishes to initiate. During the initial (or

any subsequent) round of combat, the active player may resolve his specified attacks in any order he desires. During the initial round of combat, the active player must resolve all of the attacks he specified at the start of the Combat Phase before a new round of combat may be begun.

5. The Combat Phase may consist of any number of rounds of combat. Once the active player has initiated combat between a hex containing his strength points and a hex containing any of the inactive player's 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 of his specified attacks, 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 it is resolved by the inactive player at the end of the combat round which is currently in progress. 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: see 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 section Q). The strength points may not be besieged or demoralized.

b. If a player wishes to commit additional strength points to a battle, he must announce his intention aloud and physically indicate the hex these strength points occupy. After doing this, he immediately rolls a single die which he may modify 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 a friendly strength point which is 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 his attempts to commit additional strength points before the inactive player proceeds to do so.

8. Combat Sequence of Play

The following summarizes all of the steps performed for combat and combat resolution.

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

d. After all of the indicated attacks have been resolved, first the active and then the inactive player may withdraw any force which participated in combat voluntarily. 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.

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.

f. After all attempts to reinforce have been executed, all forces which possess a current morale value of zero must withdraw according to the restrictions of Rule Section Q.

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 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 effected as follows:

a. **Leadership:** Each player may use 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.

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 in 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 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.

3. 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 the Austrian force in hex BB35(3). 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 to one.

P. EXPLANATION OF COMBAT RESULTS

1. Each time the dice are rolled to resolve a field battle or an assault, the Combat Results Table yields a result which affects both of the 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 but *no* strength points are 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 on the Combat Loss Chart by following the restrictions specified below:

a. At least fifty percent of the 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 the 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 the priority sequence indicated in this rule. 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.

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 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 strength points have either withdrawn from that field battle, or have been eliminated by combat the 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 value.

10. If all of the combat units accompanying a leader are eliminated the owning player immediately rolls the dice to determine if the leader is wounded or killed (see Leader Casualties, section R). If the leader is unharmed, and his force was eliminated in a field battle, the leader is automatically moved to the nearest hex (in terms of movement points counted from the battle hex) containing an un-besieged unit of the same color. If the leader's force was eliminated inside a city, the leader is 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*.

Q. WITHDRAWAL, RETREAT AND ADVANCE AFTER COMBAT

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

a. If a withdrawing force does not occupy a city hex, it must retreat **one** hex in any direction, providing it ends its withdrawal no further from a friendly supply source (in terms of Movement Points) than the hex it originally occupied. **Note:** Remainder of this rule has been moved to Q.1.i.

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 it occupies 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 units which are currently in the hex 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 which 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.

d. A force may retreat into an enemy occupied hex, **if no other retreat path is open**, but may not end its retreat in a hex occupied by an enemy unit-the force must continue its retreat until it enters a hex which is free of enemy units. A force automatically loses *one* strength point for each enemy occupied hex it enters 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.

e. A force may *not* retreat into a hex containing friendly strength points which are 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 to a battle (requiring a modified die roll of five or more). If his 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 is still considered 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 *never* retreat across an all-sea hexside (including the Denmark & Walcheren Is. 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 currently unsupplied, the opposing player may determine where it may retreat. He may not retreat the force into a hex his units occupy if any other hex is available. It must retreat one hex in any direction, providing it ends its withdrawal no further from a friendly supply source.

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 1, above.

3. At the end of any round of combat, any unit committed to a field battle may advance into any hex in which all of the opposing strength points have either withdrawn from that field battle, or have been eliminated by combat (the hex is completely vacated). **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*. Both infantry and cavalry strength points may advance or withdraw either with or without an accompanying leader and **vice**

versa.

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*.

R. LEADER CASUALTIES

1. At the end of each *Combat Phase* (*not* round), each player rolls the 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*. 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 (on a roll of "1" the leader is placed in the box representing the next turn, on a roll of "2" in the box representing two turns in the future, etc.). If the second die roll is a "6", the leader is considered to have been 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 of the same color as the leader returning to the map.

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.

S. FORTRESSES AND SIEGES

1. During the game, the player who currently controls a particular city is permitted to use the city's Fortress Capacity to shelter an equal or smaller number of friendly strength points (and any friendly leaders) which occupy the hex in which the city is located. The control of any 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 which is 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, the control of a particular city may "change hands" any number of times during the course of a scenario.

d. An unoccupied city is considered to be under control of the last player who had control of the 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 which are inside a city may *not* be overrun.

5. During the Combat Phase, units which are 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 round of combat, the player who controls the city in a given hex has two options if his units are attacked:

a. All of 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 which are outside of a city may participate in, or be affected by a field battle.

7. At the start of any round of combat, if all the 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. 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 which possess a basic morale value of zero are considered to possess a morale value of *one* when inside a city.

c. The dice roll used to resolve the 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 and he may be required to fight a field battle in the hex before the city may be assaulted. A player *is* permitted to resolve a field battle and afterward 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 attacking player's option, exactly like a field battle.

9. 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. A siege is subject to the following restrictions:

a. 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. 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. 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 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.

e. If, at the end of *any* Combat Phase, the besieging player cannot meet the conditions given in a, above, the siege is considered broken, the numerical marker is immediately removed from the map, and the besieging force must be immediately withdrawn from the city hex according to 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 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 reinforce 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.

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 hex the units occupy.

2. 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. 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 mapboard. If a force retreats or withdraws in to a city the Entrenchment marker is immediately removed from the mapboard.

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

U. THE TACTICAL MATRIX (Optional Rule)

1. The Tactical Matrix allows each player an opportunity to directly influence the outcome of field battles and may be used by mutual agreement at the start of any scenario.

2. The Tactical Matrix is printed on the first Player-Aid Card, underneath the Combat Loss Chart. Each player is provided with a separate set of seven Tactical markers which include the following options: Charge, Envelop Flank, Skirmish, Bombard, Square, Refuse Flank, and Withdraw.

3. During each round of combat, whenever the players are resolving a field battle, each player secretly chooses one Tactical marker and places it *face-down* on top of the leader of his force (or in that leader's box on the Leader Display). After both markers are placed, they are simultaneously revealed. The tactic chosen by the player who controls the larger force is then cross-referenced with the tactic assigned to the smaller force. The result indicated on the Tactical Matrix is implemented as follows:

a. The dice roll used to resolve the battle is modified by the result (either positive, negative, or zero) indicated on the Tactical Matrix.

b. If the result is "NC", neither player is acting aggressively and there is automatically no result in the battle during the current round of combat (the dice are not rolled).

c. If the result is parenthesized, at least one player is attempting to Withdraw, and may do so immediately *after* the current round of combat (which is resolved as regulated by a or b, above).

4. When using the Tactical Matrix, the standard rules for Withdrawal (Section Q) are modified as follows:

a. At the end of any round of combat, if a force possesses more cavalry strength points than the opposing enemy force, it may voluntarily withdraw, regardless of the tactic it was assigned during the current round of combat.

b. If a force possesses an equal or smaller number of cavalry strength points than the opposing enemy force, it may only withdraw if the owning player chose the Withdraw Tactical marker during the current round of combat.

c. The player who controls a city may always withdraw units into the city-no Tactical marker is required to withdraw units into a city in the same hex the units occupy.

d. If a player chooses the Withdraw Tactical marker, his force must withdraw from the field

(either into a city, or an adjacent hex) at the end of the current round of combat.

e. All other standard rules remain unaltered.

4. Immediately after the Tactical markers are revealed and the dice are rolled to resolve the combat, the markers are removed so that the players may always choose from a full set of seven options for each field battle which is being resolved.

5. The normal modifications for leadership, morale, terrain and entrenchment are *not* forfeited when using the Tactical Matrix (the matrix result is used in addition to these standard modifications).

6. The Tactical Matrix may *not* be used when units inside a city are being attacked.

V. FRENCH IMPERIAL GUARD (Optional Rule)

1. At the start of any round of combat, if a French force under Napoleon's leadership possesses any Guard strength points, the French player may announce that he is committing the Imperial Guard. If the French Guard is committed, there are several 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.

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

W. RUSSIAN PATRIOTISM (Optional Rule)

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

2. The morale value of Russian Cossack units on Mapboard 4 remains at zero.

X. 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 prisoners of war in the grand campaign game.

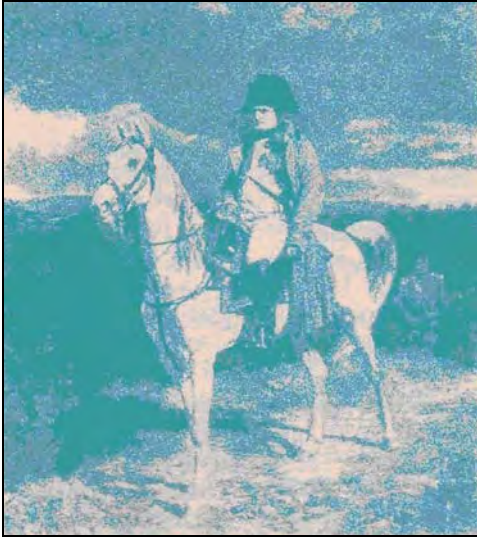
2. If this rule is used, a force is never required to withdraw from a field battle or surrender a fortress simply because its morale value is zero.

Y. LIMITED INTELLIGENCE (Optional Rule)

1. A player may never examine the units in an enemy force (either on the map board or on the Leader Display) until he initiates combat against that force.

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.](#)



Z. THE SCENARIOS

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

- I.....AUSTERLITZ-1805
- IIJENA TO FRIEDLAND: 1806-1807
- IIIWAGRAM-1809
- IVNAPOLEON IN RUSSIA-1812
- VTHE WAR OF LIBERATION- 1813
- VINAPOLEON AT BAY-1814
- VIIWATERLOO-1815
- VIIITHE PENINSULAR WAR: 1808-1814
- IXSPAIN: 1811-1814
- XWAR AND PEACE: 1805-1815
- XI.....THE FINAL GLORY: 1812-1815
- XII.....MARENGO: 1800
- XIII.....MONTENOTTE TO RIVOLI: 1796-97

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. 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 Italy 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 Ulm, and the allied forces were retreating out of Italy. By mid-November, Napoleon held Vienna, the Austrian capital. 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 boards 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.

a. Alternate Start Month (Optional Rule). To make this scenario more difficult for the French player, the start turn can be moved to September.

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).
 - 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: *Hohenloe*, 6I, 1C * At Berlin, Posen, and Thorn: 11 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 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.

b. Russian forces: At Brest-Litovsk: *Buxhowden, Constantine*, 5I, 2GI, 1C, 1GC * At Lublin: *Bagrations, Kutuzov*, 7I, 1C * At Grodno: *Benningesen*, 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.



II. JENA TO FRIEDLAND: 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 Königsberg) 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 boards 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 un-besieged 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 mapboard 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, Königsberg, 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 mapboard. 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. Austrian forces: At Leipzig: *Brunswick*, 10I, 3C * One hex south of Leipzig: *Hohenloe*, 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 Königsberg: 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: *Benningesen*, 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: *Bagrations*, 2I, 2GI,

- IGC.
- 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.



III. 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 Eggmühl 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 boards 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 mapboards 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 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 Wurttemberg. **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 in any hex which does not contain a city which the active player currently controls. This rule is ignored beginning in July 1809.

E. INITIAL DEPLOYMENT

1. 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, 1C, (H) * At Munich: *Leader (0)*, 5I, 1C (B) * At Venice: 3I, 1C (I) * At Florence: 4I (N) * At Dresden: 2I, 1C (S) * At Warsaw: 2I, 1C (Po) * At Frankfurt: 2I (R, Pt) * At Stuttgart: 2I (Wu) * At Baden: 1I (R) * At Lubeck: 1I (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, 1C * 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.



IV. NAPOLEON 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 capital 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 boards 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 unbesieged French strength points in any city on map board 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 mapboard 4 which he controls.

b. The non-French player receives one City Point for each major city on map board 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 board (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 mapboard 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, 1C* * At Posen: *Bessieres, 6GI, 1GC* * At Thorn: *Ney, 5I, 1C* * Within two hexes of Thorn: *Eugene, 3I, 1C* * 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), 1C (S), 1C (W)* * Within two hexes of Thorn: *Leader (0), 5I (B), 4I (I), 1I (Pt), 1C (B), 1C (I), 1C (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: *Bagratiou, 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: *Bemingsen, 3I* * At Kovno: *Leader (0), 3I, 1C* * 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: *1CC*.
 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.



V. THE WAR OF LIBERATION – 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 boards 2 and 3.
 2. The scenario requires Prussian, Russian, French and French satellite units. There is a possibility that Austrian units will also be needed.

C. VICTORY CONDITIONS

1. The French player wins if he controls any unbesieged major city on mapboard 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 mapboard 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 Wurtemberg French satellite units are immediately removed from the mapboard. The Bavarian units are immediately replaced with an equal number of Austrian landwehr strength points. The Saxon, Rhine, and Wurtemberg 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 players' units may enter Austria. **Note:** In this scenario, Austria does not include any territory on map board 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 face-down): 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: *Benningesen, 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.



VI. 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 boards 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: *two 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, 1C.

c. February 1814-At Paris: 3GI, 1C.

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.



VII. WATERLOO - 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 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 unbesieged, 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 VI (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 VI (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*, 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: *Hohenloe* * 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.



VIII. 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 boards 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 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 mapboard 1, and there is at least one un-besieged, non-French strength point inside both Bayonne and Toulouse, on mapboard 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 mapboard 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 mapboard. 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(I). 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 VI.

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: *Costanos*, 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 Portuguese 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 mapboard 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 mapboard. 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, 2I (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 mapboard).

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 mapboard 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 mapboard-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 IX and X.



IX. 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 VIII (The Peninsular War).

C. VICTORY CONDITIONS

The victory conditions are identical to those in Scenario VIII. This scenario begins in June 1811 and ends in April 1814.

D. SPECIAL RULES

All special rules from Scenario VIII 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, 1C * At Badajoz: *Soult*, 4I, 1C * 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: 1C (I) * In French Force Pool: 1I (Po), 1I (Sz), 1I (U), 1C (I).

2. Non-French Player

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

a. Spanish forces: In Portugal, within one hex of Badajoz: *Blake, Costanos*, 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 * 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 VIII are in effect. The Reinforcement schedules from Scenario VIII 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.



X. WAR AND PEACE: 1805-1815 GRAND CAMPAIGN GAME

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.

This scenario is an amalgamation of the preceding nine scenarios. In length and scope it far surpasses them yet it is only slightly more complex. Including naval units, production, and a self-regulating political system which still leaves room for inter-player diplomacy, the Grand Campaign Game is well suited for traditional two player gaming as well as solitaire or multiplayer games.

Note: Official Optional Rules have been included (Sections DD & EE, below) to alter the 2 player version of the Grand Campaign Game. These rules are not recommended for 4-6 players.

B. GAME EQUIPMENT

1. The scenario is played on all four mapboards.
2. The scenario 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 scenario.

C. VICTORY CONDITIONS

1. The French player wins an automatic victory under either of the following conditions.

a. If the French player conquers England, Spain or Russia, and controls at least **fifteen** production cities (anywhere on the map) at the instant of conquest **control**. **The cities controlled include Paris and those within the conquered nation; only cities that are marked with black, red, or white infantry symbols qualify.**

b. If there is at least one un-besieged French strength point inside Paris at the end of the game **and if France is an active (non-neutral) state which has never been conquered.**

2. If the French player does not achieve an automatic victory, the player who controls the most production cities at the end of the game is considered the victor.

a. Only the cities which contain a black, red, or white infantry symbol are counted for victory determination.

b. 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.

c. If two or more players control an equal number of production cities at the end of the game they may be considered joint victors.

3. The scenario begins in September 1805 and ends in August 1815 unless prematurely ended by any of the following conditions:

a. The scenario automatically ends if the French player achieves an automatic victory.

b. The scenario may be terminated at the end of any turn by mutual agreement of all of the players.

c. If Napoleon is killed, the scenario automatically ends one year after the turn in which Napoleon is removed from the mapboard.

d. If Napoleon is exiled, the scenario automatically ends one year after the turn in which Napoleon went into exile, unless Napoleon has returned from exile and is deployed on the mapboard.

Note: See Sections DD & EE, below, for Optional Rules.

D. INITIAL POLITICAL STATUS AND MULTIPLAYER RULES

1. At the start of the scenario, 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. At the start of the scenario, the political status of the minor states is as follows:

- a. French satellite states: Bavaria, Holland, Italy, Switzerland, and Wurtemberg.
- b. English satellite states: Portugal.
- c. Prussian satellite states: Brunswick, Hesse, and Saxony.
- 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 section H).

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 section G).

3. By following the guideline provided below, **WAR AND PEACE** may be played solitaire, or by as many as six 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. The English player controls all anti-French states except Russia. The Russian player controls all Russian forces.

d. **Four players:** As in a three player game but including a separate Austrian player who controls all Austrian forces.

e. **Five players:** As in a four player game but including a separate Prussian player who controls all Prussian forces.

f. **Six players:** As in a five player game but including a separate Spanish player who controls all Spanish forces. **Note:** If the French player does not achieve an automatic victory, the Spanish player (only), receives double value for each production city controlled by Spain at the end of the game.

4. All rules governing partisans and Cossacks in Scenarios IV, VI, and VIII are considered in effect in the Campaign Game.

5. Exception to rule J.4.d. Infantry of a minor state may accompany a leader of another color if the infantry are from a minor state that is a satellite state of a major power of the same nationality as the leader.

E. CAMPAIGN TURN SEQUENCE

Note: The Campaign Turn Sequence which is printed on the Campaign Game Card is used in this scenario 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 section F).

b. Reinforcement Phase: The active player may

purchase units from his nation's Force Pool and deploy these units on the mapboard in accordance with the Reinforcement rules (see section J).

c. 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 section G).

d. Reinforcement Phase: Proceed as in 1b, above.

e. 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. 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

Note: [The 4th Edition Rulebook fully incorporates section AA, Napoleon's War at Sea. These were released in the General as the Official 3rd Edition Rules. Furthermore, the Optional Rules are highly recommended and are provided here. The expanded sea zones provided in section GG, Napoleon versus Lloyd's of London, are also](#)

[incorporated. Due to the number of changes made none of them have been documented, neither official nor unofficial.](#)

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 Z.X.F.3, below).

d. In this scenario, 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 scenario, the only state which may build new naval units is England. Other states may replace previously eliminated naval units but may not build new units (see section Z.X.J).

f. Naval units never suffer attrition. Naval units are simply ignored during the Attrition Phase.

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 background color.

c. Naval units may only enter coastal hexes and sea zones. 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 symbol (4th Edition Map), and is considered a port city.

d. There are sixteen sea zones delineated by white circles on the map board. Solid white boundary lines connect these zones. Four of these sea zones are also on the map board delineated by dashed white boundary lines: the Atlantic Ocean, the Mediterranean Sea, the North Sea and the Baltic Sea. These are the European Sea zones, while the remaining twelve are referred to as the Global Sea zones. The boundaries between the four European Sea zones are printed in such a way that certain ports lie 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.

e. 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.

f. 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. 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. **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.

f. 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-land 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.

g. The fortress of Gibraltar is an English possession located in hex A7(1) 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.

h. 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. All naval units may transport supplies or army units of the same color. 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 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. There is no limit to the number of leaders which may be transported by a single naval unit.

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 an **unlimited** number of 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 mapboard 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 reinforcements during the next Reinforcement Phase (see section Z.X.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 section Z.X.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. Both Naval Interception and Naval Pursuit (see Z.X.F.5, below) use the Naval Pursuit Table.

b. At the instant the active player's unit(s) enters a sea zone 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. A naval unit which is in a sea zone, but is not in any coastal hex in that sea zone is considered “at sea”. The resulting die roll is also adjusted by the Interception Modifier (IM) printed in the sea zone, and by *Nelson* if relevant (see Z.X.F.8., 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. If a fleet beginning its second turn in a sea zone seeks to intercept an enemy fleet which has also been present during the entire last French Movement Phase, “+1” is added to the Naval Pursuit Table die roll for Interception.

g. 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.

5. Naval Pursuit

a. Both Naval Interception (see Z.X.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 Z.X.F.7, below). *Nelson*'s bonus may apply to this die roll (see Z.X.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 Z.X.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 leave 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 Z.X.F.6.f., below).

f. If a port city is blockaded, only the player who controls the port (see Fortresses and Sieges, 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 Z.X.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 three 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 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 Z.X.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 to nearest, friendly, unblockaded port, S = indicated force loses one squadron (sunk), C = indicated force loses one squadron (captured). Example: LS means one squadron from the larger force is sunk.

c. After the first round of combat, the player whose

force is unaffected by the combat result (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, section Z.X.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 Z.X.F.6.d, below).

d. If a losing force is **not** pursued, or loses **two** consecutive rounds of combat, the force must immediately retreat to the nearest friendly, unblockaded port in the same sea zone. If no unblockaded friendly port is available, all units in that force are treated like unescorted transports (see Z.X.F.6.e., below). **Note:** Only the Atlantic Ocean, the Mediterranean Sea, the North Sea and the Baltic Sea zones have port cities.

e. 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, unblockaded friendly port in the same sea zone. If no unblockaded, friendly port is available, the transport is moved to the nearest port in a neutral major state, and is considered captured by that state. If there is no neutral port available in the same sea zone, the transport is sunk.

f. 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. 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, section R).

e. 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.

9. 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

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 Wurtemberg), and **The Baltic Minor States** (Denmark, Poland, and Sweden).

b. At the start of the scenario 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 scenario, whenever the political status of a major state or a minor state group changes, the appropriate marker is repositioned on the Alliance Display.

c. 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.

d. 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 announce the name of any **single** 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. 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** 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 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. 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.

f. The political status of minor states may **not** be altered by the die roll executed during the Alliance Phase. During the game, whenever a pro-French force controls the production city of a minor state, that state automatically becomes pro-French. Whenever an anti-French force controls the production city of a minor state, that state automatically becomes anti-French. If **all** of the production cities of a minor state group are controlled by pro-French forces, the group is considered a pro-French power. If all of the production cities of a minor state group are controlled by anti-French forces, the group is considered 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.

g. 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.

h. 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.

i. 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, Section Z.X.I.2.c). This supply source City Point may be lost if the faction loses control of it, just like any other City Point.

j. During this scenario, the anti-French faction receives **three** Victory Points if Napoleon is forced to withdraw as per Rule H4. The pro-French faction never receives Victory Points for any reason. All Victory Points are forfeited whenever any major state is conquered.

k. 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.

l. The English player may not roll to change Spain's political status unless there are more than twenty French strength points on Mapboard 1, or the French player has moved **any** Spanish land unit during the course of the game **in the pro-French Ground Movement phase**.

m. 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.

2. Foreign Wars

Note: During the Napoleonic Wars, England became involved in a war against the United States and Russia was intermittently at war with Turkey. The following rules reflect the influence these wars had on the military situation in Europe.

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 Reinforcement 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 Reinforcement 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 mapboard during the owning player's next Reinforcement Phase, at any production city in the home country of the returning units.

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 mapboard or the Force Pool, the player may not deploy additional reinforcements 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.

3. 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.

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.

H. HOW MINOR STATES ARE CREATED

1. The minor states of **Dalmatia, Poland, Naples**, the **Rhine Confederation** and **Westphalia** may only be created by the French player, as specified below:

a. Dalmatia is created when pro-French forces occupy Trieste. The French player uses the French satellite units bearing a "Da" designation to represent Dalmatia.

b. Poland is created when pro-French forces occupy Warsaw. The French player uses the French satellite units bearing a "Po" designation to represent Poland.

c. Naples is created when pro-French forces occupy Florence. The French player uses the French satellite units bearing an "N" designation to represent Naples.

d. The Rhine Confederation is created when pro-French forces occupy Frankfurt. 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.**

e. Westphalia is created when pro-French forces occupy Brunswick and Cassel. The French player uses the French satellite units bearing a "W" designation to represent Westphalia.

Note: These states may only be created when French (not French satellite) forces occupy the appropriate production cities. Note also that the minor states of Poland, Dalmatia and Westphalia may only produce French satellite units – no anti-French unit may be produced in these states. **Finally, these minor states revert to their original structure if conquered by an anti-French state.**

2. 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.

3. 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.

4. 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. **The French player decides where the Danish units are placed at the start of the scenario.**

5. At the start of the game, Hanover is unformed and controlled by France. If an anti-French state conquers Hanover he may create the state and build the Landwehr.

I. HOW STATES ARE CONQUERED

1. During the game, whenever all of a state's 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.

2. 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 mapboard!

b. All 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.

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 capital(s) on the first possible Movement Phase. Thereafter, no foreign unit may enter the conquered state's capital(s) while the state remains neutral. **Infantry in a capital 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 capital(s), and any other production cities which are not controlled by foreign forces, and may use these points to purchase reinforcements from its Force Pool (see section J).

f. When there are **no** land combat units left in the Force Pool of a previously conquered major state, it becomes subject to the normal Alliance Phase rules. 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 capital 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 capital accepts this suit, the state is immediately considered conquered, and all of the above restrictions are immediately imposed. If the faction which controls the capital 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.

i. **The Peace of Pressburg. If Austria is conquered by pro-French forces the following peace treaty may be imposed: Venice is ceded to the Kingdom of Northern Italy and Innsbruck to either Bavaria or France at the French player's option. An anti-French state may reverse this treaty by conquering the aforementioned minor states.**

3. 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 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 mapboard 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 mapboard 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.

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.

J. REINFORCEMENTS AND REPLACEMENTS (Campaign Game Production)

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 scenario.

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 section G).

d. At the start of the game, all forces are deployed on the map as specified in 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 scenario, 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 Reinforcement 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 Reinforcement 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 Reinforcement 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 mapboard 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 Reinforcement 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 Reinforcement 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. The French player's die roll is increased by one if **Napoleon** is currently in **Paris**. The Russian player's die roll is increased by one if there are **twenty** or more **enemy** army strength points currently on Mapboard 4.

The English player's Production die roll is decreased by **one** if France (**pro-French**) 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:

* 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. 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 Reinforcement Phase, the active player may *freely* remove any leader from his state's Force Pool and deploy it on the mapboard.

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. **Note:** Brussels is not considered a French production city.

h. Production Points may **not** be accumulated. At the end of each Reinforcement 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 Reinforcement 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 Reinforcement 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 Reinforcement Phase, 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 Reinforcement 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. **Note:** Remainder of rule has been removed. See Z.X.D.5.

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) units 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. He may always replace those already lost in play.

4. Spanish and Portuguese Production

a. Spain and Portugal are subject to the regular Campaign Game Reinforcement 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. **Note:** If any Spanish unit is **attacked** by a French unit, Spain immediately becomes an anti-French state.

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 the Reinforcement rules of Scenario VIII (The Peninsular War), in place of the regular Campaign Game Reinforcement 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.

c. The Reinforcement rules of Scenario VIII 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. 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.

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.

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.

d. The maximum number of Production Points which may be used to purchase units from the English Force Pool, during a single Reinforcement 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.

f. Within the limits of the counters provided, the English player may add one naval unit to the English Force Pool during each January Reinforcement 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. 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 Reinforcement 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 Reinforcement 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 mapboard.

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 Z.X.J.6.c.**

7. Landwehr

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 mapboard during the Reinforcement Phase, like any other unit type.

b. During each anti-French Reinforcement Phase, if Austria is currently an anti-French power, **one** Austrian landwehr strength point is added to the Austrian Force Pool. Beginning in January 1809, **two** Austrian landwehr points are added if Austria is currently an anti-French power.

c. During each anti-French Reinforcement Phase, if Prussia is currently an anti-French power, **one** Prussian landwehr strength point is added to the Prussian Force Pool. Beginning in January 1813, **two** Prussian landwehr strength points are added if Prussia is currently an anti-French power.

General Note: All rules governing partisans and Cossacks in Scenario IV, VI, and VIII are considered in effect in the Campaign Game.

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.

K. CAMPAIGN GAME OPTIONAL RULES

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. Bernadotte

a. In August 1810, the French marshal Bernadotte became the crown prince of Sweden. During the pro-French Reinforcement 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.

2. Blucher

a. The Prussian leader Blucher was one of Napoleon's staunchest opponents. This counter is not included in the early part of the game because Blucher was then a low ranking officer who did not hold an independent command. During the 1806 Campaign, however, Blucher played an important role in leading the remnants of the badly defeated Prussian army.

b. To reflect Blucher's historical role, he may be deployed with Ruchel at the start of the game. For combat purposes, Blucher is considered to have a leadership value of zero if he is commanding any force of more than three strength points. If any other named Prussian leader occupies the same hex as Blucher, he is considered the Prussian commander for combat purposes.

c. Blucher's full leadership value becomes effective during the first turn after Prussia is conquered, or on the turn he is scheduled to be placed in the Prussian Force Pool.

3. Schwarzenberg

a. The Austrian leader Schwarzenberg is treated similarly to Blucher. At the start of the game, Schwarzenberg is deployed with Mack and is considered to possess a leadership value of zero.

b. Schwarzenberg's full leadership value becomes effective after Charles is killed or Austria has been defeated a second time, or on the turn he is scheduled to be placed in the Austrian Force Pool.

4. Pro-French Expeditionary Forces

a. Although all of the European monarchies generally supported the war against France, minor Austrian, Prussian and Spanish forces were requisitioned by Napoleon and forced to participate as French allies during several campaigns.

b. If any major state which is **not** controlled by an individual player becomes pro-French, the French player immediately rolls **two** dice to determine the

number of infantry strength points which may be requisitioned from the allied state. If the die roll is **six** or **less**, the French player receives **one unnamed leader** and **one cavalry strength point** in addition to the indicated number of infantry strength points. If the die roll is **seven** or greater, the French player receives **two** cavalry strength points and the indicated number of infantry strength points. In addition, he receives **one** named leader which should be chosen in a random manner from a cup in which all of the available named leaders are mixed. 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. If this force leaves its home country, it is subject to Attrition during the Pro-French Player(s) Segment. Units eliminated from an expeditionary force return to the Force Pool of their home country. Although these units may be purchased back from the Force Pool, they do not return to French control.

d. Except for the requisitioned force, the French player may **not** move any other units of an allied, pro-French major state without the consent of the player who controls that state. If no player controls the state, the French player may not move any other units of that state unless it is invaded by anti-French forces. If the state is invaded, the French player may move all of the allied states' units anywhere within their home country but only the requisitioned force may leave their home country.

5. Napoleon's Abdication and Exile

a. If France is conquered, the following French units are immediately removed from the mapboard and placed in the box labeled "Napoleon in Exile" on the French Force Pool display: *Napoleon, Leader (0)*, 1GI.

b. While Napoleon is in exile, France is considered a conquered state, and a neutral power (subject to the restrictions of 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. **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 **at any point during the Alliance Phase** 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 pro-French Power and for every three months Napoleon has remained in exile. If the modified result is zero, the French player may immediately deploy Napoleon and the other exiled units in any port in France within the Mediterranean Sea zone.

e. 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 f, below).

f. If Napoleon is shot before reaching Paris, the game ends immediately and the player who controls the most production cities is considered the victor.

g. If Napoleon enters Paris without being shot, France immediately becomes a pro-French power and the game continues until August 1815, or until the French player achieves an automatic victory.

h. After Napoleon has remained in exile for one year, the game automatically ends and the player who controls the most production cities is considered the victor.

i. If France is conquered a second time, the game automatically ends and the player who controls the most production cities is considered the victor.

6. Naval Prizes

a. Captured Naval Units are no longer placed in the POW box. Instead, the capturing player must immediately destroy the prize (i.e., the POW) and return it to the owning player's force pool or keep the prize in play by leaving it on the mapboard. 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.

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.

7. Naval Battle Damage

a. Any squadron forced to retreat due to an adverse combat result suffers battle damage.

b. A damaged squadron is immobilized in the port to which it retreated; it cannot be moved until it has been repaired.

c. Repair costs one production point per naval unit and takes one complete turn to complete. Two or more units can be repaired simultaneously. This activity does *not* interfere with prize repair or regular naval construction. *Exception:* English squadrons may repair while at sea or while on blockade duty-but while under repair their morale level is reduced one level for combat purposes; the ability to intercept or pursue is unaffected.

8. Napoleon versus Lloyd's of London

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 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.

Other Modifications to the Insurance Rate

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.

Effects of Skyrocketing Rates

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 & 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 player 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 & 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 "+1").

9. Naval Hidden Movement

To make the commerce-raiding aspect even more realistic (and more favorable to the French player), secrecy may be maintained. In this case, duplicate Global Naval Movement displays are necessary to provide the English and French player each with a display. Movement between boxes is conducted in secret (insofar as it doesn't violate the rules above), and the French need announce their presence in a sea zone only when the English player announces that he is entering, or is already within, a sea zone and it happens that that sea zone contains a French Naval unit (this is completely voluntary; the English player needn't announce his movement), or the French roll for commerce-raiding in a sea zone. In the latter case, the French player will state something like, "I'm commerce-raiding in the North Atlantic", and then make his roll. If this option is used, I strongly suggest that the constant subtraction of "9" for commerce raiding (see above) be raised to "10", as such secrecy makes operations very hard for the British Admiralty.

L. INITIAL DEPLOYMENT

Note: To assist with naval setup refer to pages 38-39 of section AA, below.

1. France

All French and French satellite forces are deployed as in Scenario I (1805). Additional French forces are deployed as follows: At Toulon: 6I, 3S, 1T * At Rochefort: 4I, 2S * At Boulogne: 3I, 1T * At Brest: 3S * At Amsterdam: 1S.

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, 1S, 1T (Pt) * At London: 1I (K).

3. Russia

All Russian forces are deployed as in Scenario I. Additional Russian forces are deployed as follows: At Moscow: *Barclay de Tolly*, 5I, 1C * At St. Petersburg: *Leader* (0), 5I, 1C, 1S, 1T * At Kiev: *Tormazov*, 5I, 1CC.

4. Austria

All Austrian forces are deployed as in Scenario I.

5. Prussia

a. Prussian forces: At Magdeburg: *Brunswick*, *Ruchel*, 10I, 1C * At Weimar: *Hohenloe*, 6I, 1C * At Berlin: *Leader* (0), 1I * At Dresden, Königsberg, 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

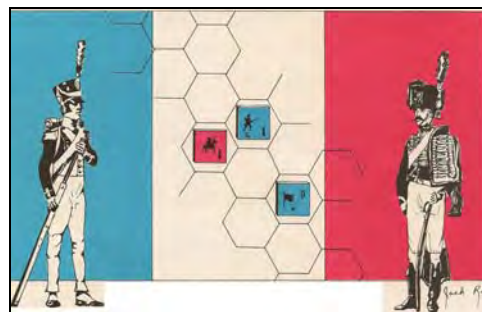
At Madrid: *Costanos*, 5I * At Corunna: *Blake*, 4I, 2S, 1T * At Cadiz: 4I, 1S * At Cartagena:

LaRomana, 4I, 1S * Anywhere in Spain: 3C.

7. Neutral Minor States

a. Denmark (Use French satellite units): At Copenhagen: 3I, 1S, 1T * In Denmark, within two hexes of Lubeck: 2I, 1C (**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.



XI. 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 boards 3 and 4, with map boards 2 and 1 added 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 IV). 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 IV). 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, mapboard 2 is set up and all special rules from Scenario IV and Scenario V (1813), including allegiance rules are in effect, as modified by the Reinforcements and Replacements section of this linkage scenario.

c. In January, 1814, mapboard 1 is set up and all special rules from all three scenarios (IV, V and VI) 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, Königsberg 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 IV) 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 IV up through December, 1812.

b. March, 1813: Place all Austrian forces listed in Scenario V 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 VI.** 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.



XII. 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 boards 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 Allegiance 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-turn.

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, 1C * 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: II 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, 1C * At Innsbruck, Munich, Ratisbon and Leoben: II 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.



XIII. MONTENOTTE TO RIVOLI – THE ITALIAN CAMPAIGN OF 1796-97

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 politicians 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 mapboards, with heavy modification by the designer. I have attempted to modify it for use with the new Fourth Edition mapboard. This required some research and is limited by the design decisions inherent in that mapboard. 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 boards 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 capital is Turin. If Turin is occupied by French units, the Piedmont government sues for peace. Any Piedmontese army units and leaders are immediately removed from their current locations on the map and placed in Turin. 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 capital (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 P24): *Bonaparte, Massena, Augereau, Leader (0), Leader (0)*, 11I, 1C * At Hex P23: *Leader (0)*, 2I, 1C.

2. Non-French Player (All units are Austrian unless designated "Pm" for Piedmontese)

At Montenotte (Hex P24): *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

AA. NAPOLEON'S WAR AT SEA

Naval Rules Changes for WAR & PEACE

By Mark McLaughlin, Christopher Vorder Bruegge and William Parsons

[Note: These rules have been incorporated in to the 4th Edition Rulebook. They are left here for posterity.](#)

From General Volume 19 Issue 5

There has been a great deal of confusion over the simple naval rules of AH's WAR & PEACE. A few key words have been often misinterpreted; some of the changes that were made in the Second

Edition rules should not have been made, as they are neither historically accurate nor beneficial to play.

The following series of articles should correct these misinterpretations and mistakes, in line with the original intent of the naval rules. Mark McLaughlin, designer of WAR & PEACE, and two of the original play testers-Christopher Vorder Bruegge and Bill Parsons, who wrote the rules on Napoleonic naval warfare-have been reunited. The result, the following piece, clarifies and redefines the relevant rules for the much-maligned naval aspect of the game. This is followed by an excellent view of French naval strategy by Kenneth Waido and an examination of English options at sea by Bill Parsons. These three articles should help players understand the flow, and flavor, of the first great war for control of the seas of Europe.

[Note: Only the 3rd Edition Naval Rules are included in this rulebook. The two articles on strategy mentioned here can be found elsewhere and are not a part of the Unofficial 4th Edition Rulebook.](#)

Over the past months, a number of questions [see the Question Box of this issue] have arisen on the mechanics and play of the naval war in WAR & PEACE. In an effort to resolve these, a critical reexamination of the relevant rules was undertaken. The following rules, clarifications and options, resulted and are recommended to serious players. These should be considered the Third Edition of the Naval Rules, and are incorporated in to the 4th Edition Rulebook..

[Note: All Official Question Box entries have been gathered for the Unofficial 4th Edition Rulebook. The Question Box referred to here is provided, and specific entries, where deemed appropriate by the 4th Edition Project Manager, have been incorporated in to the new rulebook.](#)

The following rules from the Second Edition rulebook should be ignored:

Z.X.F.2.i. This rule incorrectly restricts the Spanish navy to mapboard 1 and the Russian, Danish and Swedish fleets to the Baltic. All fleets should be allowed complete freedom of movement. The Spanish, for example, historically had a naval squadron that operated in the North Sea and a Russian fleet was used in several Mediterranean campaigns.

Z.X.F.3.d. This rule incorrectly limits transports to carrying a single infantry strength point. Each transport should be able to carry either *two* infantry strength points, one cavalry strength point or five production/supply points. Implementation of rule *F3d* would not only prevent the French from ever invading anything by sea, but would likewise hamstring the English, thus preventing them from recreating their historical landings in Portugal, Spain, the Walcherin Islands and Denmark.

Z.X.F.4.c. This rule has fostered the common misconception that a "fleet" and a "naval unit" are one and the same. A *fleet*, as originally intended by the designer, was defined as "a stack of naval units". Naval units that wish to either intercept the active player's naval units or run blockades may roll to do so either as *individual* naval units, or once *per stack* (i.e., *fleet*). If the indicated result is an "I" (intercept), that fleet and any other fleets or naval units that have intercepted the moving enemy naval force may attack.

The sequence of naval combat is explained:

1. If a fleet 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 fleet back to port and blockade it if it has sufficient naval units to do so. The victorious fleet may also remain where it was intercepted, if the controlling player so wishes.

2. If a fleet 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 fleet 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 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.

Again, to prevent confusion, the Nelson rule needs to be explained in more depth. *Nelson* adds his combat and pursuit value to the whole stack of naval units (the fleet) he is with. *Nelson* must roll for injury as per any other leader, unless all naval units with him are sunk-in which case he is killed-or captured-in which case he too is captured. [\(If Nelson is part of a fleet engaged in combat and all naval units with him are sunk, Nelson is handled like any other leader.\)](#)

The following are to be considered optional rules for the Campaign Game:

Captured Naval Units are no longer placed in the POW box. Instead, the capturing player must immediately destroy the prize (i.e., the POW) and return it to the owning player's force pool *or* keep

the prize in play by leaving it on the mapboard. 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.

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, even when under tow, may not remain at sea for three consecutive player segments and may not enter coastal hexes except at ports. 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 fleet may tow only one prize at a time. Prizes may be picked up and dropped off at sea and in port.

Once in a friendly port, a prize may be repaired.

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. 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.

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.

Prizes may be recaptured either in port or at sea.

Even if recaptured by the original owner, such must still be repaired in order to be incorporated into his active forces.

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.

Prizes may not be bought, sold, traded or bartered among the players.

Battle Damage has never been adequately represented in *WAR & PEACE*. Henceforth, any *combat* fleet forced to retreat due to an adverse combat result suffers battle damage. A damaged fleet is immobilized in the port to which it retreated; it cannot be moved until it has been repaired. Repair costs one production point per naval unit and takes one complete turn to complete. Two or more units can be repaired simultaneously. This activity does *not* interfere with prize repair or regular naval construction. *Special Exception:* British fleets may repair while at sea or while on blockade duty-but while under repair their morale level is reduced one level for combat purposes; the ability to intercept or pursue is unaffected.

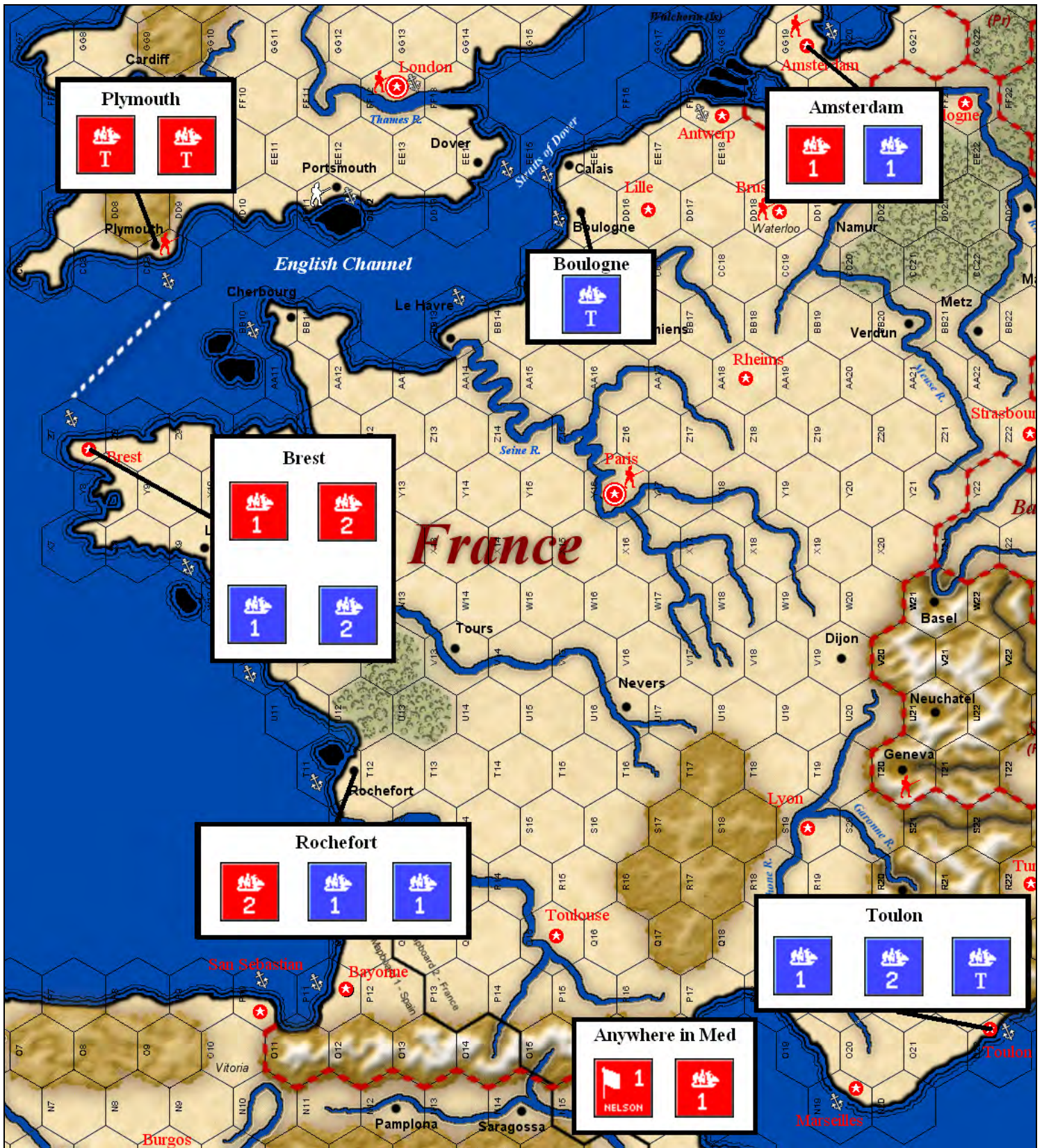
Optional Combat Results Table is a more realistic representation of the results of naval combat in the days of Napoleon. The following will make possible a Trafalgar-type result, heretofore lacking.

It is strongly recommended that the Optional Naval Rules be used in conjunction [\(all together, as one combined set of Optional Naval Rules\)](#) to provide a playable and historical recreation of the strategic naval considerations that faced Napoleon and his foes. For more information on these naval rules, or to present alternatives or additions to these, please contact Mr. Mark McLaughlin at 10111 Dickens Avenue, Bethesda, Maryland 20814.

[Note: Refer to the Grand Campaign, Initial Placement, Naval Units, diagrams \(two pages\) immediately following this Section.](#)

[Note: Refer to Section JJ, below, for the 4th Edition Naval CRT.](#)





BB. THE QUESTION BOX

Note: No changes have been made to the responses in the Q&A, other than to properly indicate a section of the 4th Edition Rulebook and/or a referenced article. These Q&A entries have been incorporated in to the 4th Edition Rulebook where needed but are left here as reference material.

Q&A plus Errata from General Volume 17 Issue 1

Q. For Attrition purposes, if a hex contains both supplied and unsupplied units, are the units in the hex considered unsupplied?

A. Yes, if there is **one** unsupplied strength point in a hex, all of the units in that hex are considered unsupplied for Attrition purposes.

Q. For Attrition purposes, if a hex contains some units which are inside their home country and some which are not, is the home country die roll modifier used?

A. No. the modifier is only used if **all** of the units in the hex are inside their home country.

Q. During the Movement Phase, if the active player wishes to attempt to force march the unit(s) he is moving, must he announce this at the start of the movement of those units?

A. No, anytime while moving a particular unit, or group of units, the active player may announce that he wishes to attempt to force march the unit(s) in order to increase the distance the unit(s) may be moved. Note, however, that once this announcement is made, he must immediately indicate the path of movement the unit(s) will follow during the remainder of the Movement Phase.

Q. If the active player is attempting to force march a force containing some French Guard units, some French units, and some French satellite units, which modifiers are applied to the die roll?

A. The answer to this question is contained in the example on Page 6 ([Section K. Forced Marching](#)), and is clarified as follows:

Basically, the player has two options. If he wishes to keep the entire force intact, he may ignore the modifiers which the regular French units and the French Guard units are entitled to. If he is willing to divide the force, he may utilize these same modifiers to maximize the distance which the corresponding units may be moved (as illustrated in the example). Note, however, that he must designate which units are attempting to force march before rolling the die-if he attempts to move the entire force simultaneously, he may only roll once to determine the result.

Q. For Supply purposes, may a supply line be traced through a series of supplied units which are the same color as the unit(s) requiring supply?

A. Yes, if a unit is within three Movement Points of a city supply source, that unit itself is considered a supply source and a supply line may be traced through that unit to a more distant unit of the same color. There is no limit to the number of units which may serve as intermediate supply sources

between an original city supply source and a unit requiring supply.

Q. Are Terrain Effects taken into account when determining the length of a supply line?

A. Yes, including the provision that requires the expenditure of an extra Movement Point to trace a supply line across a river. **Note:** Players should be especially mindful of the explanatory notes printed on the Terrain Effects Chart which affect both Movement and Supply.

Q. Please outline the sequence followed during the Combat Phase.

A. The Combat Phase consists of an unlimited number of rounds of Combat. Each round should be resolved in the following sequence:

1. The active player indicates all of the attacks he wishes to initiate. **Note:** This step is omitted after the first round of combat.

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

3. After all of the indicated attacks have been resolved, first the active and then the inactive player may withdraw any force which participated in combat voluntarily. 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.

4. 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.

5. After all attempts to reinforce have been executed, all forces which possess a current morale value of zero must withdraw according to the restrictions of Rule Section Q. In accordance with the errata presented in this issue Rule Q.1.a. is amended as follows: If a withdrawing force does not occupy a city hex, it must retreat one hex in any direction providing it ends its withdrawal no further from a friendly supply source (in terms of Movement Points) than the hex it originally occupied.

Q. If all of the combat units accompanying a leader are eliminated, what happens to that leader?

A. The owning player immediately rolls the dice to determine if the leader is wounded or killed. If the leader is unharmed, and his force was eliminated in a field battle, the leader is automatically moved to the nearest hex containing an un-besieged unit of the same color. If the leader's force was eliminated inside a city, the leader is captured by the opposing player. 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.

Q. During the Movement Phase, if all of the inactive player's units are inside a city, may the

active player move his unit(s) into the hex to conduct a siege?

A. No. The units of the active player may move adjacent to the hex during the Movement Phase. If the active player initiates combat against the hex during the Combat Phase, and the inactive player's units remain inside the city, the active player may now move his units into the hex to resolve either an assault or to initiate a siege.

Q. What do I do if there are not enough counters to meet the indicated Force Pool additions?

A. All additions to the Force Pool are limited by the counter mix provided. If there is no counter available, the addition is ignored. **Note:** There are also a few extra counters not required by the schedules on the Campaign Game Card-these are not used in the game.

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

The English militia and partisan counters represent Portuguese (not English) forces, and should have borne yellow symbology. The English landwehr counters are used to represent the forces of the minor states which England controls.

Q&A From General Volume 17 Issue 3

Q. On the mapboard Prague is depicted in red, but according to the Campaign Game Card its production is restricted to landwehr. Which is correct?

A. The Campaign Game Card is correct.

Q&A From General Volume 19 Issue 5

Q. Are London, Bordeaux and Norwich Ports?

A. London and Bordeaux are ports; Norwich is not because it is on neither a major river, as the first two are, nor on a coastal hex.

Q. May captured naval units be converted to units of the capturing country?

A. Yes, if the Optional Captured Naval Units rule ([see Section AA. above](#)) is utilized. It requires three turns in a friendly port and an expenditure of three production points to refit a captured enemy naval unit. Transports require one turn and cost one production point. If sufficient counters are not available, invert the unit for identification purposes. The unit moves and fights as a naval unit of the nation that refitted it. If recaptured, it must again be refilled before it may be used.

Q. May POW units be traded to the counter mix for similar units of the capturing country?

A. No. They may only be exchanged among players in order that a nation's units that were captured by one player may return to the original player's force pool for replacement.

Q. What is the "order of operations" in the Naval Phase?

A. 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 nor with another fleet during that player turn.

Q. May naval units inside a blockaded port freely combine with a moving fleet to attack the blockading units?

A. No. As explained in [Section AA](#), if the active player has a fleet under blockade, he may either try to break out or fight through the blockade or wait until another of his fleets moves into the hex and attacks and defeats the blockader. The blockaded and relief fleets may not combine to attack the blockader unless that player allows it, in which case the battle is fought at sea. Otherwise, the blockader fights the battles in a sequence chosen by the active player. If he loses one battle, however, he is not required to fight the second.

Q. If a blockaded fleet escapes to sea and is intercepted or if a blockaded fleet and its relieving fleet are allowed to be joined by the blockader before battle, are they forced to retreat to the blockaded port if they lose the ensuing sea battle?

A. No. If the battle is fought at sea, defeated forces may retreat anywhere the controlling player wishes under the rules of naval retreat and are not required to return to the original port where they were blockaded.

Q. Campaign Game rule **Z.X.F.2.i** restricts the Spanish fleets to mapboard 1 and the Russian, Swedish and Danish fleets to the Baltic Sea Zone. Does this rule prohibit them from moving into adjacent sea zones on the same board?

A. Ignore this rule. Fleets may move freely anywhere on the boards in play.

Q. Are 4:1 naval combats automatic victories?

A. No; roll as per 2:1 column.

Q. How is Nelson killed or wounded?

A. He rolls as per any other leader involved in combat, unless his entire force is sunk or captured, in which case he is automatically killed/captured.

Q. The TEC ([Section JJ](#)) notes state that movement across all sea hexsides is permissible on mapboard 3. Is this movement only between mainland Denmark and the island of Copenhagen, or may a unit move across all sea hexsides anywhere on that mapboard?

A. No, units may only move between those hexes designated in the TEC rule (i.e., EE4 and EE5).

Note: [The Fourth Edition map alters this slightly. The red arrows indicate appropriate crossings.](#)

Q. When Westphalia is created, do Hesse and Brunswick cease to exist until Westphalia is conquered by the anti-French powers?

A. Yes; when Westphalia is conquered the two states are restored.

Q. Does this land absorption also occur for the Rhine Confederation, which absorbs all of the other minor German states except Westphalia?

A. No. No states are absorbed per se by the Rhine Confederation.

Q. Do all units listed as "within two hexes of X" have to set up in the same hex?

A. No.

Q. May a minor country group marker be moved to one faction if it controls all of the countries therein except the uncreated states? For example: the French player controls Switzerland, North Italy and Naples; may he move the minor Italian marker to his faction if Dalmatia is uncreated?

A. No. All states must be created and friendly to that player or alliance in order for the marker to be moved to his faction.

Q. Is Gibraltar part of Spain for attrition purposes if captured by the French or Spanish?

A. The attrition rule, as clarified by the second edition, states that all units anywhere on boards 1 and 4 (previously referred to as Spain and Russia) add one to the attrition die roll. Map sections, not borders, delineate attrition zones.

Q. In Scenario II, note **D1e** states that Austria holds no territory on mapboard 2. May this rule apply in a solitaire Campaign Game? And, in either case, if North Italy controls Venice, who controls Innsbruck?

A. The case in Scenario II refers to the treaty of peace by Austria which ceded Venice to the Kingdom of Northern Italy and Innsbruck to Bavaria. Players may recreate this in a Campaign Game by imposing this peace on Austria. In this instance, Innsbruck may go to either Bavaria or France at the French (or solitaire) player's option.

Q. How many turns does it take to move from Stockholm to mainland Sweden or vice versa?

A. Stockholm is considered to be "mainland Sweden". According to the optional Overland to Finland rule, it takes one turn to go from Stockholm to Finland, but units that are already in Finland must remain there for two turns to go to Stockholm or to a hex adjacent to St. Petersburg.

Note: [The Fourth Edition map eliminates this as an issue. Treat Stockholm as any other city.](#)

Q. Who controls Hannover and when do the three Prussian LW units come into play?

A. The French control Hannover at the start of the game. If an anti-French player conquers Hannover, he may create the state and build the Landwehr.

Q. If a nation uses Militia or Cossacks to represent the Landwehr of a minor state he has conquered (but does not have Landwehr units in his own force pool) or if he uses Landwehr because he does not

have their regular troop units in his force pool, what is the morale of these minor troops?

A. They use the morale of the counter that represents them (i.e., landwehr, militia or, Cossacks).

Q. May England build KGL units if the player occupying Hannover or Brunswick (whether he be French or anti-French) objects?

A. No. He may always, however, replace those already lost in play.

Q. The Campaign Game begins prior to the creation of the Rhine Confederation, but a Rhine unit is already on the mapboard at Baden according to the initial setup. Can that unit be used by the French?

A. Yes, it may not move until a French leader begins his turn with the unit however. Additional Rhine units may not be created, nor that one replaced, until the Confederation is formed.

Q. Who decides where the Danish units are placed at the start of the Campaign Game?

A. The French player.

Q. If the Swedish units at Lubeck or Straslund are attacked, is Sweden at war?

A. Yes. Sweden joins the coalition that opposes the invader.

Q&A From General Volume 21 Issue 2

Q. How do units inside a city and a relief column in an adjacent hex outside the city combine in combat against a besieging force in the city hex?

A. Either (1) the relief column may initiate combat with the besieging force with the besieged attempting to reinforce combat on the second round; or (2) the besieged force initiates combat with the relief force attempting to reinforce during the second round. The besieging force remains in the hex and receives any terrain or entrenchment bonuses. If the besieging force withdraws or retreats, it must leave the hex; if the besieged are defeated, they retreat or withdraw into the city.

Q. Can you clarify the Campaign Game victory conditions for the French player?

A. The French player wins an automatic victory at the end of any turn in which the French player controls 15 production cities and one of the following three countries have been conquered: Russia, Spain, England. The cities controlled include Paris and those within the conquered nation; only cities that are marked with black or red infantry symbols qualify.

Q. Since France can conceivably have been conquered and forced into being a neutral state in 1815 (with no hostile troops allowed into France at the end of the game), does the French player still win for holding Paris, unbesieged, as per Campaign Game victory conditions?

A. No. The "Paris condition" only applies if France is an active (non-neutral) state which has never been conquered. If France has been conquered or is currently neutral, the French player wins only if he holds the most production cities.

Q. According to Rule **Z.X.G.2.c.** of the Campaign Game, if Russia and Turkey are at war, Kiev is not considered a production city. Does this apply when determining if Russia is conquered?

A. No. It 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.

Q. Can a player voluntarily retreat his units through hexes containing enemy units if another retreat path is open?

A. No.

Q. Since unsupplied units are halved in combat, it is necessary to remove twice as many factors to satisfy losses? Likewise, since units in forts are doubled, can removing one strength point satisfy a result calling for the removal of two?

A. No on both counts. Although a modified combat value may be used to determine the number of SPs of the Smaller Force on the CRT, all losses are taken at face value.

Q. When a fleet is on blockade and it moves to intercept an enemy fleet (whether it fails or is successful) is the port still blockaded?

A. No; a fleet that tries to intercept an enemy fleet must abandon its blockade.

Q. Rule **Z.X.G.1.** of the Campaign Game prohibits rolling to change Spain's allegiance unless the French player moves Spanish units or invade Spain with 20 or more SP. If Spain is attacked by England and Spanish forces are forced to retreat by combat, does this constitute movement and thus allow an allegiance die roll?

A. No, only voluntary movement allows such a roll.

Q&A From General Volume 21 Issue 3

Q. How does one attack an ally in the same alliance? When would that player move?

A. You must first kick him out of the alliance during the Alliance Phase of one turn and then you may attack him on the *next* turn. 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.

Q. Can the British player make Britain a neutral country?

A. NO!

Q. If a minor neutral is attacked, which country in the opposing faction moves its units and fights its battles?

A. 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.

Q. In the final act of conquering Prussia, the French player attacks Berlin and advances after combat with a single infantry SP without a leader.

Rule **J.S.A.** ([Section Z.X.I.2.c. specifies this](#)) specifies that the conqueror must leave the conquered capital on the next Movement Phase; but the French player claims that his infantry unit cannot leave Berlin without a leader and therefore the Prussians cannot receive their Berlin production points. Is this legal?

A. No; the French unit must evacuate. Although it ordinarily has no independent movement, infantry does not need leaders to retreat or withdraw. The unit is considered "withdrawn" to an adjacent hex during the Movement Phase.

Q. Can a blockading fleet try to intercept the fleet that successfully ran its blockade that turn?

A. NO.

Q&A From General Volume 25 Issue 5

Q. When a Major State is conquered, what can the conquering player do with the one city he automatically takes control of (**Z.X.I.2.c.**)?

A. If this city is a major one, it may be used as an additional supply source (just like a major city in a home country). This supply source is lost the moment the conqueror loses control of it, however. If re-occupied, the hex may once again become a supply source.

Q. What is the cost to purchase Guard Cavalry from the Force Pool (**Z.X.J.2.d.**)?

A. Guard Cavalry = 3 Productions Points.

Q. Can British naval units (not transports) carry Production Points to another country?

A. No, only leaders (as per **Z.X.F.3.c.**).

Q. What happens to units that invade Stockholm and are forced to withdraw?

A. Unless some other option is available, they are considered to be in Finland ([see FE.A.7.](#)).

Note: [The Fourth Edition map eliminates this as an issue. Treat Stockholm as any other city.](#)

Q. When exactly during the Pro-French player's segment is the die roll made to determine if Napoleon returns from exile (**Z.X.K.5.d.**)?

A. At any point of the French player's choice during the Alliance Phase.

Q. Can Gibraltar be used as a supply source for the British in the Campaign Game?

A. As per **Z.X.VIII.D.2.c.** of the 2nd Edition ([and the 4th Edition](#)), most certainly.

Q. For purposes of Victory Conditions and determining a winner, can the British player count the production city of Portsmouth?

A. Yes.

Q. Is a leader required to initiate combat?

A. No. As rules **N.1.** and **O.2.a.** imply.

Q. Can I infer that a leader is not required to accompany infantry units being moved by naval transport?

A. A leader is not necessary for the actual movement, but must be in the hex for the troops to board the transport – in effect, the infantry in the

hex is "dropped off" (**J.4.e.**) onboard. And, of course, at the end of the transport, a leader will be necessary to move the infantry out of the destination hex (**J.4.a.**).

CC. A SOUL FOR WAR AND PEACE (Variant)

The Game's Designer Presents Random Event Cards For The Campaign Game

By Mark G. McLaughlin

From General Volume 20 Issue 2

Napoleon lived in an age of revolution in which empires were destroyed, reformed and destroyed again. Nations, countries and individuals performed with an unpredictable penchant for deceit, selfishness, vengeance and imperialism that would have made Machiavelli blush. Napoleon's age was one of upheaval.

WAR AND PEACE, the game of Napoleon's empire, attempts to recreate some of this continually changing situation through special scenario rules, an alliance section and an assortment of options. Although this recreates the undertow of shifting alliances and the pulse of periods of war and peace, the system does not reflect many of the more interesting and important events which occurred during the age of Napoleon. The section on foreign wars does bring into play the major off-board events of the time, but leaves out many uncertainties with which the great kingdoms had to deal. In the last few years of the 18th Century, for example, Turkey fought Austria and French troops landed to support a rebellion in Ireland, events which could easily have recurred in the next decade.

Throughout the Napoleonic era, peoples rose in revolt against one empire or another—Germany rose against Napoleon in 1809, Spain in 1808 and the Royalists were a continual source of agitation, especially in the Vendee area of France. Twice Napoleon faced a coup: in 1812 while in Russia and again in 1814. The latter attempt was forceful enough to convince him to abdicate. France was not the only power which worried about its subjects' loyalty, however; the Poles and Croats were ever ready to revolt against the empires of the east.

These, and a host of other factors, were left out of *WAR AND PEACE* to keep the game simple. Players were left to focus on running a war in which most of the variables could be tracked. The rise and fall of a country's fortunes on the battlefield made similar movements in the Allegiance chart that affected the entrance of neutrals or the reliability of allies. In short, the game system was a straightforward contest between opponents with a minimum of unknown factors to upset the calculated plans of player-emperors. This system does, however, leave all balance to the battlefield and does not offer much in the way of the quick turn of fortunes that affected the Napoleonic Wars and which make gaming more exciting, if less scientific.

The "rich get richer" system of *WAR AND PEACE* rewards success. A less structured, more free-wheeling system could have been adopted, a la

KINGMAKER or **SAMURAI**. This article offers a variant which is the Napoleonic cousin to those systems.

The Cards of Empire

An ordinary deck of playing cards (4 suits plus 2 jokers) is used to represent the variety of events which did or could have occurred during the 1805-1815 war. Each of the clubs is an event favorable to the French alliance, each spade is favorable to the anti-French alliance, hearts and diamonds are blanks and jokers are wild cards that can be used by either alliance.

The cards are used in addition to the normal Alliance rules, although the section on Foreign Wars (section **Z.X.G.2**) is slightly modified. Do not roll for the occurrence of foreign wars; the cards take care of these and other offboard events. Each turn, during the Alliance phase, a die is rolled. If the die roll is a '1', the French player, or a member of his alliance, may choose a card. If the die roll is a '2', one of the anti-French players chooses a card. On a die roll of '3', a neutral player picks from the deck. A result of '4', '5' or '6' means that no card is drawn that turn. In multiplayer games, members of an alliance or neutral group should determine the order in which they will choose a card.

When a card is drawn, a player:

1. Must play the card if the event is unfavorable to his alliance (i.e. A French player would have to play a spade if drawn);
2. May play the card if it is favorable to his alliance or elect to hold it for a later turn;
3. Discard the card, face down, at the bottom of the deck. No other player may see the card.

A neutral player may play, save or discard any card which benefits his country exclusively (i.e.: the Spanish player could hold or keep the Spanish Rebellion card, the Prussian the Landwehr card, etc) or a wild card. Any other card must be played when drawn.

Cards may only be played during the Alliance phase and all results are immediate. Only one card may be played during an Alliance phase, and only by the alliance whose turn it is to draw a card, as determined by the die roll above. A player can hold no more than one card in his hand and can play a card instead of choosing one from the deck; a player cannot both choose a card from the deck and play one from his hand in the same turn.

There are only 26 Event and two Wild Cards in a deck, most of which can only be used once. Some cards are listed as reusable, but all other cards are permanently removed from play once they have been played. The No Effect cards (hearts and diamonds) are reusable. When such is drawn, it is placed at the bottom of the deck, face down. In a normal game, which may last up to 120 turns, there is a chance that most, and possibly all, the cards in the deck will be played. Most often, however, the order of the draw, the timing in which play of the card would be inappropriate and the luck of the die will keep less than half of the cards in play. This allows for a high degree of uncertainty as to when- or if-events will occur and prevents the game from being dominated by the cards.

Effects of the Cards

Clubs (pro-French)

Ace-Irish Rebellion

Ireland rebels. England must immediately remove 4I and any leader of the English player's choice from play and place them off the board, as if in "Ireland." During each Alliance phase, the English player rolls two dice, adds the value of his leader, and if the result is '12' or more the rebellion is crushed. The 4I are then placed in the Force Pool and the leader in London. France and other naval powers may intervene in the Irish rebellion. Naval units may exit the board via the Atlantic or the North Sea at a cost of one more movement point and unload troops in Ireland. Troops which are placed there may fight the English as if they were in adjacent hexes in Ireland. Such forces may only land in Ireland if it rebels. When the English player rolls to put down the Irish rebellion, he subtracts one from his dice roll for each pro-French strength point in Ireland. If the dice roll is negative, the English troops and leader in Ireland become prisoners-of-war and Ireland becomes a satellite of the country which aided Ireland. Five militia strength points are immediately constructed in Ireland and it is worth one victory point (the same as a production city on the Continent) to that player only (not to England). England can attempt to retake Ireland by moving off the board, landing troops and fighting the pro-French and militia. When all these have been eliminated Ireland is reconquered. All armies take attrition in Ireland as if unsupplied.

King-Turkish War

Turkey declares war on Russia (use rule **Z.X.G.2.b.** -Foreign Wars).

Queen-Balkan War

Turkey declares war on Austria. Austria must withdraw ten strength points, two of which must be cavalry, and a named leader from play. These are considered at war with Turkey. Budapest does not count as a production city during this war. During each alliance phase the Austrians roll two dice, if the result is a '12' the war is over and the Austrian forces are placed adjacent to Budapest. If Russia is also at war with Turkey, both Austria and Russia add one to their dice roll to end the war and if either player rolls a '12', both wars are simultaneously ended.

Jack-American War

The U.S. declares war on England. (Use rule **Z.X.G.2.b.**-Foreign Wars.)

10-Tilsit Treaty

France may offer Russia a treaty of peace; all French troops withdraw from Russia and Sweden becomes neutral if pro-French. Russian troops that are stationed in a country that is at war with France must be immediately withdrawn to Russia. Troops stationed in neutral countries may remain there, at the Russian player's option. Russia remains neutral for at least 12 turns-unless it, any country its troops are stationed in, or one of its satellites is invaded by pro-French forces. This card cannot be played if there are ten or more Russian strength points in France.

9-Polish Uprising

Poland is immediately created. Place Poniatowski and three Po I, three Po C in Warsaw. All non-French forces must immediately withdraw from Warsaw.

8-Saxon Defection

If pro-French forces are in any hex in Saxony, Saxony immediately becomes a French satellite. Replace all Saxon troops with French Saxon satellite forces. If stacked with other player's units, place the Saxons in an adjacent hex of the French player's choice.

7-Swedish Alliance

Sweden, unless ruled by Bernadotte, becomes a French satellite.

6-French Conscription

French cities triple production for this turn only. (Card may be reused if redrawn.)

5-Storms

Violent Atlantic storms force all naval units in Atlantic or blockading any Atlantic ports to return to a friendly port. No naval units may sail this turn into the Atlantic. This card must be played if drawn. (Card may be reused if redrawn.)

4-Satellite Conscription

The production of any single satellite or pro-French state other than France may be tripled for this turn only.

3-Croatian Revolt

Croatia is created. Place two Da I in Trieste. Anti-French units in Trieste must be moved to an adjacent hex.

2-Marriage of State

Napoleon marries an Austrian princess if Austria is neutral or pro-French. The French may immediately roll on the pro-French Expeditionary Forces rule (**Z.X.K.4.**) and Austria will not become anti-French for at least 12 turns. This card *cannot* be played if Austria is currently anti-French.

Spades (Anti-French)

Ace-Coup in Paris

If Napoleon is not in Paris and at least two major powers are at war with France, a coup takes place in France. Napoleon must return to Paris to put down the coup. Napoleon may move, unaccompanied by any troops, at double his movement allowance to reach Paris. During the coup, no French production (except satellites) is allowed. If there are 20 strength points of anti-French troops in France during a coup, or when the coup card is played, Napoleon *must* abdicate (**Z.X.K.5.**). (This card can be reused, but may not be played twice in the same year.)

King-Royalist Uprising

Place 1M (English) in Tours and 1P within two hexes of Tours. During each English production phase place 1M each in Tours, Nantes and Rochefort if they are not occupied by pro-French forces and there are militia or partisans of the English color in France. The revolt is put down

when all three cities are occupied by French forces and none of the militia or partisans remain in France. Eliminated militia are placed in the counter mix and can be created as long as the uprising continues. (This card may be played *twice* in one game).

Queen-Marshal Defection

If there are 20 strength points or more of anti-French forces in France, the anti-French player(s) may choose one French one-point leader or zero leader and force him to surrender. Remove the leader and roll two dice: the number is the number of strength points in that hex which the leader occupied which surrender with him. French leaders stacked with Napoleon or a two-point leader cannot be forced to surrender; Guard strength points never surrender.

Jack-Spanish War

If Spain is not already anti-French, Spain immediately becomes anti-French. If there are any French units in Spain, Spain receives an immediate militia build (as per rule **Z.X.J.4.**). These units may be placed in cities with or adjacent to French units. All Spanish units in or adjacent to French units immediately attack those units. Any French ships in ports garrisoned solely by Spanish forces must immediately be placed in the adjacent sea zone. If blockaded, they must immediately try to evade the blockade. Spain remains anti-French for the rest of the game. The Spanish player may refuse to allow this card to be played if there are no French troops in Spain or Portugal and the French have more points on the Alliance chart than the anti-French. If there is no Spanish player, however, the card is immediately played. If the card is not played, it is returned to the deck and may be drawn at a later date. (Once played it is removed from the deck.)

10-German Rebellion

If Brunswick and/or Cassel have been conquered by the pro-French forces, they rebel. Place the Brunswick leader and one BR I in Brunswick and one He I in Cassel. If Innsbruck has been conquered by pro-French forces, place five LW Austrian and a zero leader in Innsbruck. If Prussia / Austria are anti-French, they receive double production for this turn only. The French player must eliminate one Wurtemberg, one Bavarian and one Rhine I as well. This card is not played unless Prussia or Austria is at war with France.

9-Allied Defection

If anti-French forces enter any major city in any pro-French or neutral non-player state, that state immediately becomes anti-French. If they enter a major city in a player-controlled neutral or pro-French country, the player has the option to immediately declare his state anti-French.

8-Holland Rebels

If any major Dutch city (Amsterdam, Brussels, Antwerp) is occupied by anti-French forces, all Dutch troops become English satellites and IL is placed in each Dutch major city. These forces immediately attack any French units they are stacked with. Holland never becomes a French satellite again, even if conquered.

7-Satellite Defection

Naples, Bavaria, Saxony, Wurtemberg, the Rhine, Portugal and Switzerland, if French satellites, immediately defect. Replace with LW (as per Scenario V, section D.I.f.). This card cannot be played unless there are at least three major powers that are anti-French.

6-Increased Production

The production value of any state is tripled for this turn only. (Card may be reused if redrawn). This affects one country, not its satellites, for one turn.

5-Prussian Reserves

Prussia may immediately place up to ten LW, if any are in the Force Pool, in Konigsberg or Berlin.

4-Hungarian Insurrection

Austria may call up the "Hungarian Insurrection" and place up to ten LW, two C if any are in the Force Pool, in Budapest.

3-Leader Promotion

Unless already in play Schwarzenberg (Austria), Blucher (Prussia) or Wellington (England) are placed in their respective capitals or, if already on the board, are upgraded to their full face value. (This card may be played repeatedly until these three leaders have been put in play at their full value. It may not be used to "resurrect" a leader from the eliminated units.)

2-Bernadotte

If Bernadotte has not already gone to Sweden, replace the Bernadotte counter with the Swedish Bernadotte. Sweden becomes a Russian satellite.

Jokers (Wild Cards)

A joker can be used for anyone of the following:

1. The anti-French player can use it to make any non-player neutral major state an anti-French state or any non-player pro-French major state neutral.

2. The pro-French player can use it to make any non-player neutral major state pro-French (although under the restrictions of the Optional Expeditionary Force Rules - **Z.X.K.4.**) or any non-player anti-French major state neutral, except England.

3. Any player can use it to double this production for that turn for his home country (not his satellites).

4. A player can use it to nullify any card played by a member of the opposing coalition or which adversely affects his country by challenging that player to a die roll duel and rolling a higher number. (If he rolls a lower number, the played card takes effect.)

5. A player can use it to raise the morale of the units in one stack by one, for one round of combat; if his forces take any demoralization result at all during that round of combat, however, the entire stack's morale is reduced to zero.

(Jokers can be reused; but after a total of four Jokers have been played, no more Jokers may be played.)

DD. TETE-A-TETE WAR AND PEACE (Optional Rules)

The Grand Campaign Game for Two

By Ken Carl Campbell

From General Volume 23 Issue 4

Note: Should not be used in conjunction with section EE, below.

WAR & PEACE filled a gap in the wargame field –the need for a playable (albeit lengthy) and comprehensive strategic simulation of the wars that gave Europe little respite during the period 1805 to 1815. The game provides an engrossing combat system that allows for leadership, battle tactics, morale, terrain and cavalry superiority. The strategic view presented permits a comprehensive overview and calls for the formulation of sweeping grand strategies as, one by one, every people of Europe are drawn into the fray. The play is colorful and bloody, swift and confused, tense, glorious and certainly frustrating – in short, everything the age was.

Sound great, right? But the problems begin when the political rules are studied. Games like *THIRD REICH* and *GUNS OF AUGUST* are relatively easy to simulate strategically as they are, diplomatically, relatively straightforward: "We are neutral unless you invade us". But the Napoleonic Era was decidedly more complex. Opportunistic politics is given full reign as each major power is presented carte blanche regarding the international scene, but, *only if each major power is represented by a separate individual.*

A-ha, there's a rub. How many of you have some half-dozen players ready to commit themselves to 120 turns of play? It would appear that the Grand Campaign Game was designed for no less than 4 players. In case these players cannot be found, an infamous "Alliance Phase" system was cobbled together. This system contributes little to realism or play balance. Owners of the game will undoubtedly have found that the conquest of Austria can be indefinitely delayed (!?) while Prague, Innsbruck and Vienna are held, and these cities so influence the Alliance Phase roll that Russia can be quickly brought in line. This accomplished, France finished up Austria and does in hapless Prussia. Poland is created (to help garrison the east), the Italian and German Minor State are now held and France is with or without Spain, undefeatable by the letter of the rules! If France really wants to do something, Spain can be fiddled with (far, far less risky than Russia as failure in Spain rarely brings serious repercussions in France whereas defeat in Russia can get things rumbling all the way back to Paris). Paris is certainly safe from anything hostile England and Portugal can pull off, so let's just say 1812 is hero and call this thing off, huh?

Despite some contention otherwise, a third player (Russia) cannot really alter this much, though he can make France's job tougher. The Russian army off Russian soil cannot decisively defeat the Grand Armee alone; Austria and/or

Prussia is needed. With Russia played (and therefore almost certainly hostile), the French should ignore Spain and turn the Empire’s eastern marches (Poland) into a massive camp ready to deflect Russian advances. Meanwhile, France takes no risk until 1815.

It is when a fourth player (Austria) is introduced that the French player suddenly sees a serious task looming ahead. Now, he must look to the victory of conquest, a far quicker route to winning the game, before the Allies can manifest their numerical superiority. With Austria now unwilling to mindlessly man Napoleon’s eastern front, France (even with a friendly Prussia) cannot realistically hold so large a border (i.e., Russia and Austria) with a solid and static defense. Instead, a fluid-mobile system is required with heavy emphasis on reserves to reinforce crisis points. Furthermore, Austria has the politically crippling ability to disrupt the French monopoly on Italy and the Germanics!

When Prussia is played the game is more complex yet. The Allies want France dead to be sure, but each in their own good time. The fall of Paris when Russian forces are still east of the Vistula is not in Russian interests. So France will often be given grace by major powers who try to play Napoleon off against erstwhile allies. And, this is very accurate to the period. It is believed that Kutusov purposely allowed Napoleon to escape complete destruction during retreat from Moscow, *“I am by no means sure that the total destruction of Emperor Napoleon and his army would be such a benefit to the world; his succession would not fall to Russia or any other continental power, but to that which already commands the sea whose domination would be then be intolerable.”* But all this is lost on two players. The only response to such I have come across is the flippant suggestion to “get more players”. Well, that is fine so far as it goes, but it is a shame that a game designed to be free of encumbering and cluttering rules is encumbered and cluttered by the need for many players.

So what can two people with an interest in this period of history do? Read on. The following suggested variants will help make two player W&P more intense, uncertain and satisfying an experience.

VICTORY CONDITIONS

A game is only as good as its victory conditions. W&P, even with the second edition changes, has some trouble here. As already discussed it is too easy for the French to pursue a “Fortress France” strategy dragging the game out to an inevitable conclusion. A France that takes no risk is difficult to defeat as would be, say, a Germany in *THIRD REICH* that only endeavored to hold Berlin. The designer, Mr. McLaughlin, has objected, understandably, that this sort of play is rather pointless... and it is. But that is not what we need to correct the problem: some concrete rules are needed. The following “Graded” Victory System should be used:

FRENCH VICTORY LEVEL	CONQUEST REQUIRED
E-Survival	

D-Victory

Paris Held. This can only be considered a draw unless French units entered a hostile Moscow, St. Petersburg, or Madrid at some point during the game.

Spain **conquered**. The French Empire is firmly established and remains a premier influence in Europe.

C-Master of the Continent

Russia **conquered** (with or without Spain). France dominates Europe in the continent.

B-Global Victory

England **conquered** (with or without Spain). With the mother country broken, the English Empire will fall to the vultures. Holy Russia is more than willing to limit its sphere of influence.

A-Master of the World

England and Russia **conquered** (with or without Spain). French becomes the new world language. You’ve done it all; the world is your Empire (and your Empire will probably fall apart when you die, but, hey, *cela n’a pas d’important . . .*).

THE MAJOR POWERS

The Alliance Display system lacks somewhat in simulating the weight of time that played against Napoleon and his renegade France. The Emperor was driven, trying to set aright things before the major powers of Europe finally organized themselves and rushed France. To reflect this, the following table is to be rolled in order, as they can influence each other. If the die roll is made (after modifications), the listed powers will throw its lot in with redoubtable England after a “period of preparation”. Place the Alliance Display marker in front of the English player. Each Alliance Phase he will roll for all such hostile nations, a roll of “6” activating all the powers next turn. The Alliance Display marker(s) should be placed on the anti-French side of the Alliance Display. Note that while in front of the English player, the nation(s) are effectively neutral and cannot be influenced via the Alliance Phase. The French player could attack one of these powers, before England can make its preparation roll. The attacked power’s Alliance Display marker is immediately placed in the anti-French side, and any others remain unaffected. Once a marker is back on the Alliance Display, it is subject to the normal Alliance rules.

The English player is not obligated to roll for any particular major power(s). Should he choose, any roll can be forfeited and that power’s Alliance

Display marker remains where it was. This applies to the activation die roll or the preparation die rolls.

MAJOR POWERS CHART

Year	Russia	Austria	Prussia	Spain
1808	7	6	7	6
1809	7	6	7	6
1810	6	6	6	6
1811	6	6	6	6
1812	5	6	6	6
1813	4	5	5	6
1814	3	4	4	6
Year	Russia	Austria	Prussia	Spain
1815	2	3	3	6

MODIFIERS:

- 1: if three other major powers are at war with France (counting any powers that have been activated just now).
- 2: if four major powers are at war with France (counting any powers that have been activated just now).
- 1: for Prussia if the Kingdom of Poland was created.
- 2: for Russia if the Kingdom of Poland was created.
- +1: if there was no revival of Poland at all.
- +1: if French or satellite units are on board 4
- +1: if French or satellite units occupy Moscow or St. Petersburg.
- +1: for Austria and Prussia, if no territory had been taken from them (e.g. Trieste, Innsbruck, Warsaw, etc.)
- Note:** No modifiers apply to Spain.
- Note:** A power conquered within the past 12 months cannot be rolled for.

GERMAN UPRISING AND REVOLTS

Liberation by France was soon seen as nothing more than exchange of taskmasters, and this one foreign. As is often the case, external influences caused a people to rally from defeat, and German nationalism owes its roots to the Napoleonic Era. The chance of a German Uprising against the French is related to the number of campaigns fought over their soil. A campaign, in this instance, is defined as a distinct and separate war with one of the German Major Powers (i.e., Austria and Prussia). Include the current campaign in this total. Thus, in 1805 war with Austria, 1806 war with Prussia, 1808 war with Prussia and an 1811 war with Austria, Prussia and Russia equate to five campaigns. Once the current campaign has been initiated the English player may begin rolling one die every Alliance Phase on this table:

TABLE ONE

Number of Campaigns	Die Roll
3	7
4	6+
5	5+
6	4+
7+	3+

MODIFIERS:

- +1: for each major German city that began the campaign in pro-French hands now in anti-French hands.
- +1: if the Kingdom of Poland was created.
- 1: if Austria and Prussia are both in war with France

-1: for each major German city that began the campaign in anti-French hands now in pro-French hands.

-1: if Russia has ever attacked Austria or Prussia.

If it has been determined that an uprising will take place, roll one die on Table 2. This will determine which area rebels. Notice that each number has several listed areas, separate by slashes. Treat each group separated by a slash individually. When a number is rolled use only the leftmost group unless that has already been rolled this campaign, in which case use the next one and so forth. There can only be one uprising per area per campaign.

TABLE TWO

Die Roll	Area Affected
1	East Prussia/Saxony
2	E. Prussia & Hesse/Hanover
3	Bohemia/Bavaria & Wurtemberg/Rhine
4	Bohemia & Hesse/Bavaria/Saxony
5	Silesia & Hesse/Hanover & Rhine
6	Tyrol

RESULTS:

Bavaria: roll one die on Table 3

Bohemia: place 2L and a leader 0 in Prague

E. Prussia: Prussia itself does not change status, this is a rebellion; place 2L next to Konigsberg with a leader 0.

Hanover: place 1L in Hanover, or next to it if occupied by enemy units.

Hesse: place a leader 0 and 1L in Brunswick and 1L in Cassel; if occupied by enemy troops, place these units besides the indicated cities.

Rhine Confederation: roll one die on Table 3.

Saxony: roll one die on Table 3.

Silesia: place 2L in Breslau, or next to it if occupied by the enemy.

Tyrol: place 2L next to Innsbruck in an unoccupied hex.

Wurtemberg: roll one die on Table 3

TABLE THREE

Die Roll	Effect
1,2	lose 1 SP
3	lose 2 SP
4,5	goes neutral
6	defects

MODIFIERS:

+1: if any two of Austria, Prussia or Russia is at war with France.

+2: if all three of Austria, Prussia and Russia are at war with France.

-1: if only one of Austria, Prussia or Russia is at war with France.

LOSE 1 SP: The SP must be removed from the board to the force pool. If one is not available, ignore this result.

LOSE 2 SP: As above, but 2 SP are to be removed.

GOES NEUTRAL: The satellite's units are all removed from the board to his force pool. It is out of the game until France or both the German major powers are neutral. It may then be used to raise units normally.

DEFECTS: The satellite immediately becomes anti-French. All units on the board and in the force pool are exchanged for Landwehr. Retreat them from hexes they occupy with pro-French units. The

English player may recruit them as per the normal recruiting rules.

MINOR POWERS

The other minor powers are not hopelessly loyal either. As the French military position worsens, so does its diplomatic standing. If ever four or five major powers are at war with France after December 1809, the English player may roll two dice every Alliance Phase on the table below:

Die Roll	Nation
2	Switzerland
3	Naples (remove Murat permanently)
4	Holland
5 to 9	-
10	Sweden
11	Sweden
12	Denmark

If there are five major powers at war with France, the English player may add or subtract one from the die, as announced before the roll. The nation affected, if pro-French, goes neutral; if neutral, goes anti-French. "Neutrality" involves removing all units outside their own country and freezing the ones therein – these units can be passed through, are not moved and cannot be attacked. "Anti-French" means the English player now controls them and may recruit for them.

THE TREATY OF TILSIT

This was the most important agreement of the period. Upon the complete French conquest of Austria and Prussia for the first time, the Treaty of Tilsit can be enacted in the game. The decision is that of the French player; but if it is rejected, it will not be offered again. Historically, the agreement brought a degree of cooperation between France and Russia and can be reflected by the following rules:

a) Russia is neutral for at least 12 months from the treaty's inception – no one may attack her or influence her allegiance during this span.

b) Russia will lend France her navy until October 1809. If it is subsequently destroyed, the Russians must rebuild it as soon as possible but will not again lend it to France. (Note that this is not historical, but does make a better game).

c) Russia cannot accept English production points until January 1810.

d) Magdeburg becomes French controlled.

e) France may add to or eliminate the Grand Duchy of Warsaw (see "Poland" below). Once this Treaty is implemented, a state of war between Russia and France frees both from any restrictions.

POLAND

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. Most certainly grateful to France, the Poles were not independent (their Duchy rightly ruled by the King of Saxony, Frederick Augusts) and hoped for full rebirth. Despite vague promises to that effect, Napoleon never did intend to allow survival of a Polish Kingdom for fear of

alarming the Russians. But, he could well have, and the French player should also be allowed so monumentous a decision.

With the Treaty of Tilsit (or, if that was rejected, with a French conquest of Russia), the French player must make a decision regarding Poland. The three options are listed below. The one chosen must be announced at the same moment the Treaty (or conquest) is established and is irrevocable.

a) **THE GRAND DUCHY OF WARSAW:** Created when Warsaw was liberated by France, the decision here is to simply maintain it. All normal game rules apply.

b) **THE KINGDOM OF POLAND:** Further chunks of Prussia and Russian Lithuania are added to resurrect the Kingdom. This is in defiance to Russian and Prussian interests.

1. Grodno, Brest-Litovsk, Kovno, Thorn and Danzig are part of Poland. Therefore, Grodno and Brest-Litovsk can be sued as French supply sources.

2. Grodno is also a Polish production city, thus, giving the Poles two production points.

3. Add 8I (Po) to the Polish Force pool.

4. Polish morale is 2 if Warsaw is friendly, dropping to 1 otherwise.

5. Konigsberg may immediately begin producing Landwehr.

6. Add 6L to the Prussian force pool.

7. Russia and Prussia will never lend expeditionary forces to France.

8. Russia will be able to accept English production one year earlier (i.e., January 1809).

c) **NO POLAND AT ALL:** Even the Duchy of Warsaw is dismantled and the lands returned to Prussia, Poland being relegated to history. No Polish units may be built. Remove any units already on the board.

SPAIN

That Spain is difficult to conquer is historical fact, but it is not one based upon circumstances. It was Spanish people that could not be defeated, not the army; the game, as it is, implies otherwise, for the Spanish army can never really be stopped (conquest being so tough). The Spanish special production should only be applicable *if Spain is invaded first*. That is, if Spanish troops attack France before the French invade Spain, Spain does not get the special production if France should thereafter enter the country. If Spain were to go neutral and France then invaded, the special production would apply. In cases where the special production does not apply, the country is conquered by occupying its capital. *This conquest does not fulfill French victory conditions.*

The conqueror (via this form of conquest) must exit Spain in 12 months or a rebellion breaks out. On the first turn of a rebellion, the English player roll one die for each major or minor city, a roll of 5 or 6 placing 1M in it – any hostile units in that city retreated one hex. From this point on the special production rules apply, as does the conditions of total Spanish conquest. Conquering Spain would now constitute a victory condition.

IMPORTANT: No friendly foreign power may ever occupy more Spanish cities than Spanish units

actually occupy (alone). With 18 cities, this means that 9 is the limit a friendly France could occupy.

EVENTS

To add uncertainty and excitement to a two-player game, players should make up chits numbered 1 to 10. Before the game is started, each draws two. These can be held secretly such time as the event described can be played and the players wish it implemented.

ENGLISH CHITS:

1. *Russia concludes treaty with Persia.* Play after 1807. Relations are so good that Russia can free up a large part of her army. Place 10I and 2C at Kharkov. These are brought on from the excess counters, not the force pool.
2. *Russia and Sweden come to terms over Finland.* Play after 1806. Sweden becomes a Russian satellite and shares whatever alliance Russia does. Also, add 4I (Sw) to their force pool.
3. *Prussian secret societies rampant.* Exceedingly well organized and directed, the Prussian underground is very troublesome. Add 2 partisan counters to the Prussian Force pool – they operate exactly like French partisans, except their initial placement can be anywhere inside of Prussia's initial borders. Play after 1808- Also, add 2 KGL to the English Force pool.
4. *Prussian Krumpersystem very successful.* Play after 1808. When played, immediately add, from the Prussian Force pool, 4I in Berlin and 2I in every other Prussian major city.
5. *Schonebrun brings war.* The Austrian War Party gets its way. Play after 1807. Instead of making the annual Major Power roll (as described above in this article), the playing of this chit guarantees Austrian activation. She must still make the preparation die roll as normal.
6. *Archduke Charles completely reforms the army.* Play after Austria has been conquered during a year of enforced neutrality. The reforms give greater mobility. The Austrian regular army (i.e.: not Landwehr) get the same Force March and Attrition bonuses as do France and her satellites. Also, Schwazenberg is immediately added to the Austrian Force Pool.
7. *Dutch Revolution.* Play after 1806, but only if two or more major powers are at war with France. Pro-French units are moved one hex out of Amsterdam and Antwerp and 1L (English) place therein. Dutch troops are replaced by English satellite forces if in Holland; otherwise, remove to the force pool (which is changed). Add 2I and 1C to the force pool.
8. *Conspiracies abound in Paris.* Play after 1807. Napoleon must immediately return to Paris (place him there) and stay for a number of turns equal to a dice roll. During this time, there is no doubling for French production.
9. *Pope openly condemns Napoleon.* Play after 1806. Catholic Spain shifts one away from pro-French on the Alliance Display table. Also, any Spanish war with France adds 6M to the Spanish force pool.
10. *Increased Portuguese and North German contribution.* Play after 1806. Add 5I (Pt), 2I (Br), 2I (He), 2I (L) for Hanover, each to their respective force pools.

FRENCH CHITS:

1. *Persia declares war on Russia.* Play after 1807. This is treated like a Turkish war (Z.X.G.2.c.).
2. *Sweden fiercely opposes Russia in Finland.* Play after 1807. Sweden becomes a French ally. Russia must remove 4I permanently, representing additional forces allocated to garrison Finland.
3. *Blucher dies in combat.* Play anytime after Prussia has been defeated before Blucher comes on the board. Blucher is considered to have died and is permanently removed.
4. *Prussian peasantry revolts against conscription.* Play after Prussia has been conquered once. The Prussian lower classes do not share the middle and upper class enthusiasm for war. Prussia cannot produce Landwehr.
5. *Diverse nationalist elements clash in Austrian Empire.* Croats and Slovaks rebel. Play after Austria has been defeated at least once. To put down these rebellions, the Austrians must remove 6I and two leader "1's" for one year ([return to their force pool at the end of one year](#)).
6. *German support for French advances against other great powers.* Play anytime after Austria and Prussia have been defeated. Add 4I (B), 4I (R), 4I (S) and 4I (W) to their respective force pools.
7. *Turkey declares war on Austria.* Play after 1806. Treat this as a Russian-Turkish War, with Austria sending 14I and 6C (Z.X.G.2.c.).
8. *Great rally of French patriotism.* Play after 1808. Immediately add 10I from the French Force Pool to the board (no more than four to a major city).
9. *Denmark supports the Continental System.* Play after Prussia has been conquered. Denmark becomes French controlled and 2I (D) are added to its force pool.
10. *Portugal adheres to the Continental System.* Play anytime after France has defeated two major powers. Portugal is treated as a French ally.

FRENCH MANPOWER

By 1813 France was experiencing serious manpower problems. It came down to the old military question of quantity versus quality. Commencing with the March 1813 turn, the French player must choose between *quality*, in which case French and French satellite units cost double, or *quantity* where the units cost the same but they lose their force march and attrition bonuses. This switch from quality to quantity can be made at the beginning of any turn, but it is an irreversible decision.

PLAYING THE MAJOR POWERS

All major powers are to be moved by English player when neutral or active. Of course, when neutral, they cannot attack or leave their home country. The French player may only move the expeditionary forces of the major powers. This rule prevents the French player from performing silly actions that only aid the future conquest of a now friendly ally.

IMPORTANT: The Prussian initial set-up cannot be altered until Prussia enters the war or January 1806, whichever comes first.

ENGLISH PRODUCTION POINTS

These may be shipped to any friendly or neutral major power, except those conquered within the last year and Russia when restricted by the Treaty of Tilsit.

LANDWEHR

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. Thus, Austrian landwehr production cities (Innsbruck and Prague) may not produce until June 1808. Until that time, these same cities function only as major cities and have no bearing, as production cities, on the Alliance Phase. Prussia, more entrenched in past glories, was slower to develop this system and Landwehr were not introduced until late in the period. For game purposes Prussia can begin producing Landwehr from Konigsberg immediately after Prussia has entered her second war. At this point, Konigsberg will function as a production city for Alliance Phase purposes.

EE. HISTORICAL CONQUEST IN WAR & PEACE (Optional Rules)

From General Volume 31 Issue 2

Note: [Should not be used in conjunction with section DD, above.](#)

The Napoleonic Wars may have been a particularly bloody moment in human military history, but they were not without their political intrigues. Whereas EMPIRES IN ARMS portrays this rich diplomatic history in a multi-player format, WAR & PEACE allows for an enjoyable two-player experience. For those of you wishing to go beyond the scenarios and into the full campaign, this variant article provides more political realism in the victory conditions.

Note: [These Optional Rules are for the Grand Campaign Game, with fewer than 4 players. However, these rules may be added for any number of players, upon the agreement of all players.](#)

After many years in which the hobby's focus was centered on World War II, we have seen a shift of player interest towards older times. Jumping over World War I (which hardly sparkles any interest), the attention now is placed on the American Civil War and the Napoleonic era.

For the Napoleonic Wars, the gaming world has a spectrum of simulations which spans tactical scales from the micro-detailed to the great battle. However, for a chance to repeat all of Napoleon's battles at a scale which encompasses Europe with elegance and simplicity, try **WAR & PEACE**. It can be considered a sort of nineteenth-century **THIRD REICH**.

The battle scenarios neatly capture the feel of Napoleon's individual campaigns. However, the grand campaign victory conditions suffer from the fact that the French player can't lose unless he commits some big blunder. After defeating Austria, France can eventually "roll" every Major Power to its side (using Alliance diplomatic rolls), conquer Portugal, and sit back until the end of the game staving off English raids. If the French wants a

shorter game, after Prussia, Russia and Austria are made pro-French, he can mass everything in Iberia and conquer Spain.

This article speaks to this flaw in the political system. The game will follow a more historical course. Some players may feel that the variant proposed puts too much constraint on them; if you value freedom of choice above all, then this isn't for you. However, I believe that those interested in historical authenticity and anti-French players who want to have a chance to win will appreciate these new victory conditions and rules.

RULE CHANGES

a. A state may not be rolled for on the Alliance Phase if there are enemy units within its border, since this is an invasion causing an automatic state of war. This does not apply to units that are currently neutral to the state in question (such as garrisons of a previous conqueror).

b. An invasion of a neutral satellite amounts to a declaration of war on its patron state.

c. After the conquest of Austria it loses all its territory on mapboard 2: Innsbruck becomes Bavarian, Venice becomes part of Northern Italy, and Trieste becomes the capital of Dalmatia. Either side may enter these territories without violating Austrian neutrality. Austria recovers its cities and land by retaking them while being anti-French. Trieste merely return to Austria-there is no such thing as an anti-French Dalmatia.

d. Upon the French conquest of Prussia, Poland is created. Warsaw and all hexes within two of it (including those in Austria) become part of the state of Poland. There is no such thing as an anti-French Poland. Units of both sides may enter Poland without violating Prussian (or Austrian) neutrality. An anti-French Prussia may re-conquer Warsaw-returning Polish territory to its original state.

e. Only anti-French states may receive lent English production points.

FRANCE

This power wins an automatic victory by conquering Russia or England. France may also win by having an un-besieged unit in Paris at game's end, but only if Spain was invaded by France prior to 1809 and Russia was invaded prior to 1813.

SPAIN

Once attacked by France, Spain remains anti-French for the rest of the game. It ignores Alliance die rolls. Anti-French Spaniards may enter Portugal freely, but to go elsewhere the English player must requisition them (as per **Z.X.K.4.**). However, unlike French requisitions, the English player may replace the losses this force suffers or substitute them with other Spanish units present on the mapboard.

AUSTRIA

Austria is immune to Alliance die rolls until conquered twice. 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. After being conquered a second time, upon reconstruction of its Force Pool (again) it will be subject to normal Alliance Phase rules (but see Russia below).

PRUSSIA

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.

Beginning in the third turn after the first conquest of Austria or May 1806, whichever comes first, Prussia will roll two dice in each Alliance Phase. 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 immune to Alliance die rolls until conquered by France.

Upon reconstruction of its Force Pool after being conquered for the first time, Prussia will be subject to Alliance die rolls normally (but see Russia below).

RUSSIA

This country is immune to Alliance Phase die rolls until both Austria and Prussia are simultaneously in a conquered state. Thereafter Russia is subject to those die rolls normally.

Once invaded by France, Russia remains anti-French for the rest of the game. 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 immune to 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.

FF. OTHER OPTIONAL RULES

A. From General Volume 17 Issue 1

A number of political and military events which occurred in Europe affected the outcome of the campaigns and the wars of Napoleon. Several scenarios are affected by these events and the following rules allow the players more leeway and variety in playing the game. As with all optional rules, all players should agree to them beforehand.

1. Scenario III-Optional British Invasion

The British army did not have to invade the marshy, disease-infested Walcherin island group, it chose to do so. The non-French player need not commit this blunder and may choose to land in any unoccupied coastal hex on the board. Units are supplied while in a coastal hex and may trace supplies inland from any major port city which is occupied by red units. (This rule slightly favors the non-French player's chance for victory).

2. Scenario VIII & IX-Napoleon in Spain

Napoleon's invasion of Russia in 1812 severely handicapped his marshals in Spain and doomed their campaign there to ultimate failure. The French player may assume that Napoleon has not committed his greatest blunder and use the following rules: In March, 1812, Napoleon, 6GI and 1GC arrive at Bayonne. The French replacement rate is increased to **four** a turn and no units or leaders are withdrawn from the French player's forces, regardless of listings to that effect in the reinforcement schedule. All other units listed as reinforcements arrive as scheduled.

The presence of Napoleon in Spain greatly favors the French player and, politically, would have placed a great strain on the French to maintain themselves in the rest of Europe. Therefore, to balance the game and reflect this, the French player must gain an automatic victory through the conquest of Spain and Portugal by the end of his December, 1813 turn, or the non-French player wins the game. (Massive European uprisings and the introduction of Russian and other armies would force the French to retreat from most of the Peninsula and concentrate against these threats).

3. Scenario VIII & IX-No War of 1812

The War of 1812 with America strained the British effort in the Peninsula and robbed it of reinforcements and supplies. The non-French player may assume there is no such war and continues to receive **two** English replacement points a turn for the rest of the game. If this rule is used, however, the non-French must achieve an automatic victory by the end of their December, 1813 turn or lose the game (for play-balance reasons).

The two options listed above may be combined, in which case the French victory conditions listed in that option still apply for the French, the non-French conditions apply to the non-French: any result other than the automatic victories listed is considered a draw.

4. Scenario VII-1815 Southern Front

This option is listed purely for those who like to kick someone when he's already down. As if Napoleon didn't have it tough enough there was a royalist rebellion in the Vendee and threats of Spanish and Portuguese armies invading France.

To reflect the southern forces which might have been drawn into the scenario (all of which were present but never fought due to the brevity of the campaign) the following forces are added to the scenario.

France: At Tours: 1I * At Bayonne: 1I * At Toulouse: 2I

England: Within one hex of Tours: 2P

English Satellite: At San Sebastian: *Leader (0)*, 5I, 1C (Portuguese)

Spanish: At Saragossa: *Blake*, *Cuesta*, 6I, 2C
Replacements: Each turn 1I Portuguese at San Sebastian, 1I Spanish at Saragossa.



5. Allied Guards

Britain, Prussia and Spain possessed guard regiments of excellent quality. These units, either due to their deployment in small groups or to their lack of effect on a campaign have been excluded from the force pool in **WAR AND PEACE**. The players may elect, for historical reasons, to introduce these guards into the game. A single strength point of each is provided in this article.

The British guards have a morale of three, the Prussian and Spanish a morale of two. They do not use the Imperial Guard rule. They are deployed in the capital city of their respective countries or with the largest field army deployed in the setup for the scenario being played, at the discretion of the owning player. A II of regular troops must then be withdrawn from the game in their place.

6. 1805 Neutrals

The Swedes and Neopolitans, listed in the scenario as neutral and uncreated, respectively, were actually members of the anti-French Third Coalition. Sweden, under Gustaf The Mad, refused to fight unless Prussia entered the war, which Prussia refused to do until later on, and pulled out of the coalition. Naples, a Bourbon kingdom, was conquered without a fight as its army fled to Sicily. A British division did land and attempt to contest the kingdom later in the war but, otherwise, the country peaceably became a French satellite.

The players may wish to ignore the petty bickerings of history and place Naples and Sweden in the war as anti-French states. Sweden is treated as a Russian satellite.

Naples is an Austrian satellite and receives 1L in fortress, besieged, in Florence. Once conquered, it becomes the Kingdom of Naples and a French satellite is created.

7. Overland to Finland

Note: The Fourth Edition map eliminates this as an issue. Treat Finland, Stockholm and Sweden as you would any other terrain.

The Russians and Swedes were prepared for and fought over Finland, which is off the map between St. Petersburg and Stockholm. Players who wish to do so may traverse Finland between these two points.

Units which begin the turn in St. Petersburg may be removed, temporarily, from play and placed off the map. They are considered in Finland. Units must remain in Finland for two turns, after which they can either reappear adjacent to St. Petersburg or in the Stockholm circle on board three.

Units which begin the turn in Stockholm may be removed, temporarily, from play and placed off the map. They are considered in Finland. Units must remain in Finland for two turns, after which they can either reappear in the Stockholm circle or in a hex adjacent to St. Petersburg.

Units in Finland take supply as if they were on board four, although the Russians do not receive the benefit for being in a home country; Swedes receive the home country attrition benefit. Units which are in Finland can be considered as adjacent to each other for combat purposes; units which are forced to retreat in combat in Finland retreat to the point where they started their move into Finland.

Units which traverse Finland to Stockholm may enter the Stockholm box and fight either a field or

fortress battle, depending on the mode of the units which are already in the circle. Units may not enter the Stockholm box if they are hostile to the occupying units without fighting a battle or a siege. Units may be supplied when they leave Finland by leaving two units behind, in Finland, for a chain of supplies back to either Stockholm or St. Petersburg.

8. 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.

To simulate annexation, anytime in 1810 the French player may take off all Holland satellite troops from the board and force pool and replace them, in the force pool, with three regular French infantry strength points. France can consider Amsterdam as a regular French production city (instead of, but not in addition to, other French major cities) and doesn't have to fear for the desertion of Holland to a non-French player's conquest.

If Holland is completely conquered (Brussels and Amsterdam) 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 Holland satellite units are never used again once Holland is annexed.

B. From General Volume 21 Issue 2

1. Historically, Napoleon maintained an inordinately large personal household. In fact the size of Napoleon's personal staff during the 1812 campaign included 3,983 officers and troops, which included two Marshals and thirteen generals. I suggest that in those scenarios in which all zero point leaders are not committed in the order of battle, that the French player be allowed to create these additional officers in hexes occupied by Napoleon. This would also be in keeping with Napoleon's habit of creating new corps during a campaign as well as changing the corps compositions.

2. In the vein of the French Guard rule, consideration ought to be given to the effect of cavalry, directly, upon combat. In this particular case it does not seem to be unrealistic to grant a plus one modifier to the side that orders in a cavalry charge against their opponent's army. Player A, the commander of the larger force having the option first, declares his intent to commit his cavalry strength points against the enemy, the modifier is then applied to the side utilizing this option, if either so chooses. The history buffs of the readership will, no doubt, mention the effectiveness of the "battalion square" as an anti-cavalry tactic, and this is true, but ... , the square is a bastion of strength and a death trap at the same time. Unsupported cavalry assaulting a square formation can be literally torn to shreds, witness the demise of the French cavalry at Waterloo, but against supported cavalry a defender's choice against a cavalry charge is not so clear. To use a standard French tactic, as the cavalry thundered forward the defender must choose to form square or maintain a line formation. If our opponent chose to form a square we would order the cavalry to veer off and

our artillery would open fire and infantry would advance to attack. Infantry fire combined with the effects of the artillery would tear the square apart. If our opponent should choose to maintain a line formation then the charge is pressed home rending his line and allowing our infantry to advance into the gap. The defense formation will have little bearing upon the effect of the charge. The greatest effect of this charge bonus would be the losses to cavalry sustained by the declaring player in the charge attempt, since as a penalty all losses possible will be taken from his cavalry. Any player who has had to retreat and did not have sufficient cavalry strength points for his rear guard knows what the effects of a lack of cavalry are.

3. In escalating field battles wherein a reinforcing corps is separated by one hex from the original combatant of its army in relation to the combatant of the opposing army causes a flank attack situation. In those situations where this exists, the side achieving this position gets a plus one (+ 1) modifier for combat purposes. This effectively recreates Napoleon's penchant for an attack against the enemy's flank or rear, causing panic in the opposing army.

GG. NAPOLEON VERSUS LLOYD'S OF LONDON (Variant)

A Variant for WAR & PEACE

By Glenn Rahman

Note: These rules have been incorporated in to the 4th Edition Rulebook. They are left here for posterity.

From General Volume 27 Issue 6

Note: This variant is the basis for Global Naval Movement displayed on the Fourth Edition map.

In a sense, the military aspect of the Napoleonic sea wars ended with France's defeat at Trafalgar in 1805. Never again would the French admirals seriously contemplate another head-to-head naval clash with Great Britain. Nonetheless, the naval scene remained of vital interest to French strategists until the overthrow of the Empire itself in 1814.

Napoleon's post-Trafalgar strategy was essentially that of the earlier French Revolutionary government's, albeit more intense and methodical: to wage a naval war of attrition against England by destruction of its trade through means of commerce raiding, and to force it to terms. A similar strategy would be employed 100 years later and again 130 years later by the German Kriegsmarine, and ultimately it enjoyed the same lack of success.

This is not to say that the French and their allies made poor privateers, or that their efforts were lackadaisical; the British certainly took it seriously enough. The French actions at sea eventually doubled the Lloyd's of London insurance rate for British cargo, from 2.5% of the value of the voyage to 5%! Still, during the same period the French merchant marine was virtually swept from the seas with no real hope of return. Neutral shipping was so buried by the British that their own insurance

rates for French-bound voyages were in the 20% - 30% range. Occasionally this jumped as high as 50%, a crippling burden that discouraged trade with Napoleon's empire and reduced many continental Europeans to poverty.

The British titled their collective fiat upon neutral shipping the "Orders in Council". Their purpose was twofold; to embarrass France and Napoleon by the prohibition of direct import and export trade (which for them could only be carried on by neutrals), and at the same time to force into the Continent all the British-borne products that it could absorb. The expenses incurred by neutrally-flagged vessels forced to stop at British ports, both coming and going, as well as by British tariffs and sundry inconveniences, were passed on to the continental consumer in the form of ever higher prices.

Napoleon's response to the Orders in Council were a series of decrees, the most important being the "Berlin Decree" of 1806 and the "Milan Decree" of 1807. Collectively, they prohibited the import of all British goods into the Continent, with any violator of this form of blockade liable to seizure by French ships at sea (mainly privateers) or by Imperial port authorities. French vassal states and allies, the most important being Russia at the time, were forced (or persuaded) to go along.

But Napoleon's policy proved a poor one. It actually weakened French privateering efforts, for instead of be-deviling the enemy on distant, under-defended sea lanes, many now boarded ships near French-controlled port, seizing the cargo and often the vessels themselves on the flimsiest pretexts that they carried British goods - even small smuggled items belonging to the common seamen being taken into account. In effect, they were pirates operating in European waters. After surviving or avoiding an outrage of this kind, neutral ship captains then faced additional danger from opportunistic port officials. Small wonder that beleaguered neutrals found British trade much safer. In large part, Napoleon's own heavy-handed commercial policies isolated his empire and hastened its decline.

All told, the anti-British trade embargo was intolerable for Continental Europe and illegal imports of British goods were epidemic. Czar Alexander gave the blockade his best effort, but he was isolated in his own court on the issue, and long resistance by his subjects eventually wore him down. In 1812, he like others (such as Napoleon's own brother Louis, king of Holland) ceased compliance, and this action precipitated Napoleon's invasion of Russia and France's own hard-fought downfall.

In the game *WAR & PEACE*, the French player is usually in a quandary as how best to employ his large - but not large enough - fleet. He might variously try to break out of blockade and achieve a local victory over a British naval detachment here or there, or he might keep his fleet intact as a threat in being. Nonetheless, an effective invasion of England - every would-be Napoleon's dream - is out of the question (except, perhaps, against only the youngest or most incompetent British players).

Therefore, I would like to offer this variant to frustrated French admirals. It supposes that the French privateering effort was pursued, at least as aggressively as it was historically, but that Emperor Napoleon opted for a much expanded commerce-raiding role for his own ships-of-the-line. While the French cannot hope to physically cut the maritime life-line of Britain, this policy seeks to inflict such losses upon the British merchant marine and neutrals trading with Britain as to drive the price of insurance for unfriendly shipping to unacceptably high levels. If insurance rises too high, mercantile interests have historically put extraordinary pressure upon Parliament to make the seas safe - safe for mercantile interests, that is. They would force greater efforts against enemy ports abroad, while demanding increased patrols in distant seas and perhaps institution of a convoy system. All of this is to the detriment of Britain's immediate wartime interests, which demands that it deal with France in Europe.

OFFBOARD MOVEMENT

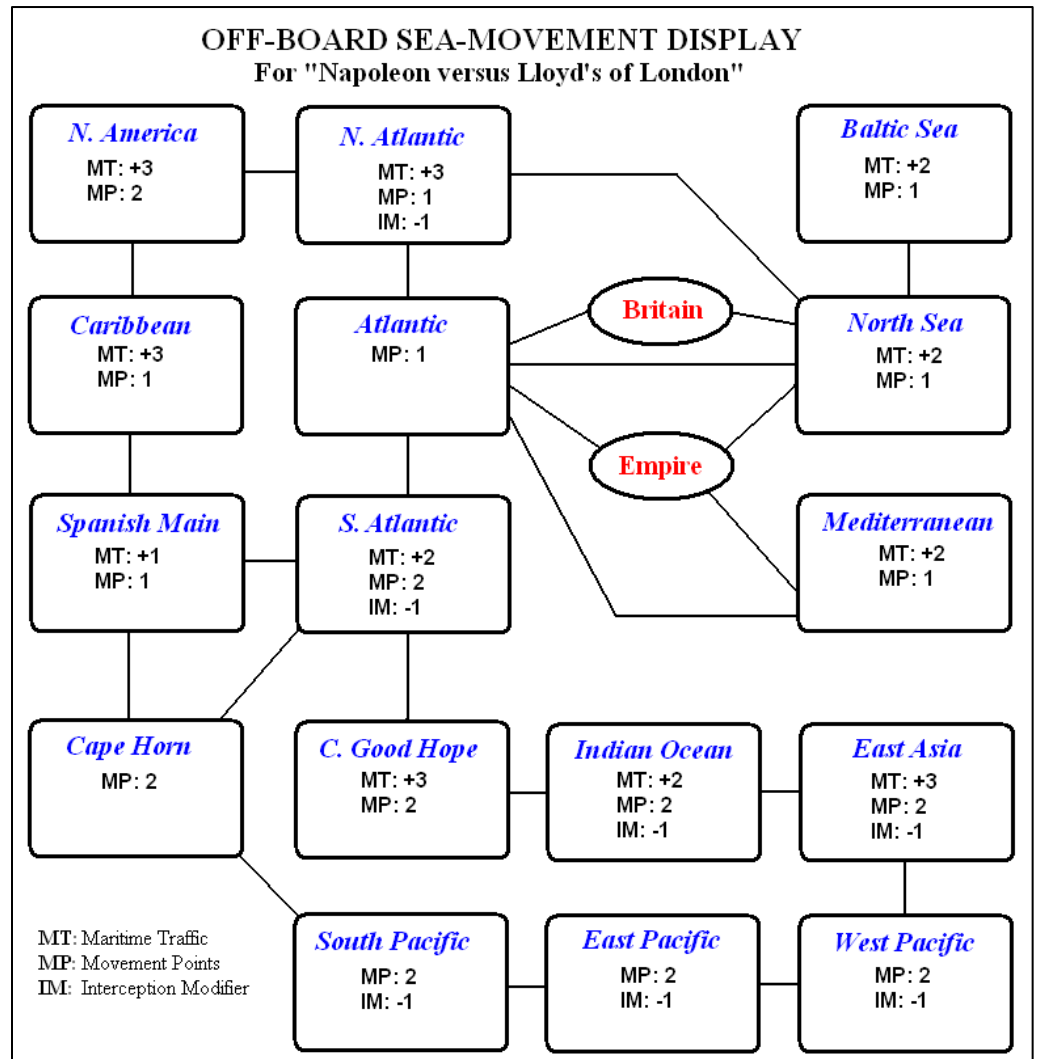
The Off-Board Sea Movement Display (see chart, below, [and the Fourth Edition map](#)) provides more than a dozen sea areas where commerce raiding, sea interception, and combat may take place. Wherever sea "boxes" are connected by

solid lines, a moving Naval unit may make a change of location. The movement point cost to the Naval unit is printed upon the sea box (given as the value of MP) and is paid immediately upon entry to that box. If insufficient Naval movement points remain to pay the full cost of the sea box, the box may not be entered.

The North Sea, the Atlantic Ocean, the Baltic Sea and the Mediterranean Sea "naval zones" printed upon the *WAR & PEACE* map are identical to the North Sea, Atlantic, Baltic and Mediterranean sea boxes upon the display. If a unit is in one, it may be transferred without movement point cost to the other. To enter or exit the map, the transfer *must* be physically made with the counters.

For example, a 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 box on the display, and could move to the North Atlantic box at the cost of one MP, then to the North American box at the cost of two more MPs.

A couple of the sea-box transfers are inherently hazardous for the French player. Due to the problem of getting past Gibraltar undetected, French ships crossing between the Atlantic and the Mediterranean must reenter the *WAR & PEACE* map if the British have a Naval unit at Gibraltar,



and make the passage under the guns. Likewise for any French Naval units attempting to reach the North Sea from the Atlantic, which would mean daring the well-guarded English Channel. If French-friendly forces happen to take Gibraltar and place Naval units there the situation, vis-a-vis the British, is reversed.

COMMERCE RAIDING

A French or French-allied Fleet strength point beginning its Movement Phase in a sea box, and remaining for the entire phase within that box, may engage in “commerce raiding” instead of movement. To successfully raid a sea area, total the value of the Naval units in the sea box and add it to the sum of the roll of two dice. French Fleet SPs have a value of “1” and non-French allied Fleet SPs have a value of “.5” each.

Take the resultant total and add to it any MT (Maritime Traffic) modifiers that the appropriate sea box indicates. (For example, the MT in the North Sea is “+2”, indicating a wealth of British Shipping). From this combined total, now subtract the number of British Fleet SPs in the sea box, and any “AAB” modifiers which the British 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 British shipping. Repeat this procedure for each and every sea box 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%).

The Americans tended to be adamant in their defense of the freedom of the seas. An undeclared war with Revolutionary France was fought between 1798 and 1800 due to the depredations of French privateers. Therefore, should French commerce raiders operate in the North American box 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 British. The British-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 box, 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 box is reduced to “0”, representing the interruption of normal British bound trade there during wartime.

OTHER MODIFICATIONS TO THE INSURANCE RATE

A lack of French success at sea, or a paucity of effort, will encourage British 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 British 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).

For example, the French have just begun commerce raiding with two Naval SP in the North Atlantic box. 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 box (+3), subtract the number of British 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 British turn, this “12” will be modified by the constant -3, representing the confidence of underwriters in British countermeasures, for a final total of “9”. This new rate of 9% is the Insurance Rate to be carried over to the next turn.

EFFECTS OF SKYROCKETING RATES

When the Current Lloyd’s of London Insurance Rate reaches 10%, the British must send to the off-board Sea Movement boxes a total three Fleet SP, or two British land SP (with a Transport Unit), or 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 be used for an “Action Against Bases” attack in the turn that they are spent.

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 British Movement Phase. Neither the naval or land units may return to the *WAR & PEACE* map 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.

It is possible for the British 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.

If the Current Lloyd’s of London Insurance Rate reaches 15% (or higher), the British player may not draw more than one point each from his production centers.

If the Lloyd’s of London Insurance Rate reaches 20%, the British 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.

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).

If the insurance rate reaches a catastrophic 40%, no production points may be lent to allies (in the unlikely event that the British player has any to spare), and no British land units may leave England (except to go into the sea boxes), and all British units outside England upon the *WAR & PEACE* map are forbidden to engage in attacks (they defend normally)!

INTERCEPTION & COMBAT IN SEA MOVEMENT BOXES

A fleet which begins its turn in a sea box may roll in the Movement Phase to intercept enemy naval units (including Transports) in the same sea box. For this special off-board roll, use the Pursuit Table of the Naval Results Table. Some sea boxes, in deference to the size of the area they represent, have an Interception Modifier (IM) as shown, making it harder to achieve a successful interception. This modifier is printed upon the sea box in question.

If a fleet beginning its second turn in a sea box seeks to intercept an enemy fleet which has also been present during the entire last French Movement Phase, “+1” is added to the Naval Results Table die roll for Pursuit.

Combat is resolved between enemy fleets in the normal manner. In resolving such combat, assume that a sea box has no friendly port for a losing Fleet to retreat to - unless the box is the Mediterranean, the North Sea, the Atlantic or the Baltic, and such a port actually exists on your current *WAR & PEACE* map.

If a Fleet wishes to leave a sea box, there is no pursuit from enemy units in the same sea box. However, if it enters a new sea box containing other enemy Naval units, those units may attempt pursuit *during* the moving player’s own Movement Phase, taking into account the new sea box’s IM.

ACTION AGAINST BASES

As Pompey proved millennia ago in his war with the Cilician pirates, one of the best ways to eliminate sea plunderers is to destroy their bases abroad and coerce neutrals to abandon support for their actions. This can be an arduous and expensive process, but ultimately can be quite effective - and it also offers booty and new territory for the major maritime power. Historically, base-capture **was** the most effective means by which Britain solved its enemy privateering problem.

The British player during his Combat Phase simply indicates the sea box 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 British payer achieves from port suppression in the North America and the Caribbean [sea boxes](#) are ignored during, an American war, to represent the upsurge of American privateers operating from North American bases.

Once the British player has chosen a sea box to attack for port suppression, he rolls two dice and subtracts ten (-10). To this remainder he adds the number of British Naval Fleets (excluding

Transports) and British land *units* in the same sea box. 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 box acquires an “Action Against Bases” modifier of “+1”. As mentioned above, this reduces the effectiveness of French commerce raiding in the affected sea box.

If he has sufficient forces (i.e., units and production points), the British player may divide such and attack the *same* sea box more than once in a turn (an area would have more than one enemy port). This allows the British player to acquire more than a single “Action Against Bases” modifier that turn for the same sea box (if successful in more than one attack). Once acquired, the modifier is cumulative and may never be reduced (the French were incapable of effective reconquest). There is no limit to the size of this cumulative modifier, but at some point a sea box becomes so unfavorable to a French commerce-raider that he will likely simply abandon it.

If the sea box 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 & 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 box wins the British player twice the usual AAB modifier (that is, “+2” instead of “+1”).

OPTIONAL SECRECY

To make the commerce-raiding aspect even more realistic (and more favorable to the French player), secrecy may be maintained. In this case, a duplicate off-Board Sea Movement display is necessary to provide the British and French player each with a display. Movement between boxes is conducted in secret (insofar as it doesn't violate the rules above), and the French need announce their presence in a sea box *only* when the British player announces that he is entering, or is already within, a sea box and it happens that that sea box contains a French Naval unit (this is completely voluntary; the British player needn't announce his movement), or the French roll for commerce-raiding in a sea box. In the latter case, the French player will state something like, “I'm commerce-raiding in the North Atlantic”, and then make his roll. If this option is used, I strongly suggest that the constant subtraction of “9” for commerce raiding (see above) be raised to “10”, as such secrecy makes operations very hard for the British Admiralty (as witness the U-boat campaigns of later wars).

ADVICE

We (my play testers and I) think this variant adds an intriguing new dimension to the usually drab French naval game in *WAR & PEACE*. If he chose the commerce-war option, he ought to pursue it aggressively, rebuilding lost Fleets as quickly as possible and sending them out to rob and plunder again. If the British player ignores the problem for

too long, his freedom of action in Europe will be seriously reduced. In the best situation (for France), Britain will become only an unconquerable cypher in this game of empires.

For the British player, we recommend he pursues a blockading effort with vigor. The French navy cannot interfere with maritime commerce if it is trapped in friendly ports – or destroyed by amphibious landings. Use Nelson to best advantage against the high-seas raiders. Occasionally that might mean sending him overseas to destroy a large nest of commerce-raiders; but be very careful when trying to chase down the enemy. The French raiders are slippery and the British player could condemn himself to fruitless pursuits through many seas (though, at least, the pursued ships cannot effectively prey upon your commerce).

If the French break out of European waters and start raising insurance rates dangerously, a large armada moving from sea zone to sea zone may rapidly establish favorable “Action Against Bases” modifiers in the most sensitive sea boxes. This may be the most economical way to deal with French depredations in the long run. If action is tardy, however, the climbing outcry from Lloyd's will force this course upon the British player anyway, perhaps at a time when he can ill afford to be distracted from the continent. All-in-all, the strategic situation seems to slightly favor the British, as it did historically; but the French player can take heart that the worst that might come from his dashing, efforts is a mere return to the same status-quo that he would have suffered under had he done nothing at all. For we Francophiles, that's enough.

Prepare for action! Enemy in sight!

HH. DESIGNER'S NOTES (First Edition)

1. Overview

WAR AND PEACE is a game which allows players to recreate the individual campaigns of The Napoleonic Wars or to simulate the whole vast conflict from Austerlitz to Waterloo.

The individual campaign scenarios enable players to focus on the decisive months in which strategic maneuver and concentration for battle determined the outcome of the conflict. In these scenarios, the players have been freed from the problems of grand strategy by including a self-regulating political alliance system. The same system was then transferred to the Grand Campaign Game without infringing on the players' opportunity to negotiate with one another within a realistic historical context. The beauty of this system is the framework it provides for solitaire, two-player, or multiplayer games.

The scenario victory conditions are generally based on historical performance or on what Napoleon needed to accomplish to obtain a true strategic victory. The victory conditions of The Grand Campaign Game ensure that Napoleon's defeat remains the prime objective while each non-French player may also pursue the most obvious territorial objectives of the major power he controls.

2. Movement and Supply

Although an army in the Napoleonic era could march more than twenty miles a day, such marches were not viable on a continual basis. Some armies, such as the Austrians and the Prussians, transported huge quantities of food and supplies. Cumbersome baggage trains greatly reduced these armies' rate of march: rapid, forced marching often led troops quickly out of range of the slower moving supply columns. The French Army, often lighter than their opponents, could move more rapidly, but the need to forage for food locally diminished this important French advantage. In relatively barren areas such as those found in Spain and Russia, supply became an almost overpowering problem and armies slowed to a snail's pace while vast numbers of troops had to be detached to search for food and fodder. The map scale used in **WAR AND PEACE** gives each hex a width of forty miles. Thus, each hex is assumed to contain both thoroughfares and roads of lesser quality. In general, however, the condition of most roads of this era was extremely poor. Rivers, defiles, rough terrain and weather further hampered movement. Forced marching, often without adequate food or rest, became the major cause of attrition during a Napoleonic campaign. Losses due to straggling, desertion, disease and poor medical facilities, greatly outnumbered the casualties an army incurred on the battlefield.

3. Combat

Unfortunately, no designer can un-invent history. Modern strategies will certainly be tried by players accustomed to blitzkrieg warfare. In general, however, the high rate of attrition, the relatively low replacement rate, and the fragile balance of forces in most scenarios, will usually reward the

player who best adopts the principles of war expounded by Napoleon himself.

Warfare in this era was characterized by infrequent large battles and more numerous skirmishes between detachments garrisoning fortresses and supply lines. Rearguard actions, as regulated by the Overrun and Combat rules, will not greatly impair the movement of a major enemy force. Players who insist on such delaying tactics will often find their army heavily outnumbered when an inevitable major battle becomes necessary.

The typical Napoleonic battle often evolved from a small meeting engagement into a massive contest involving up to a quarter million opposing troops. Although the vast opposing armies often suffered heavy losses, leadership and morale rather than numbers were the two key factors which determined victory on the battlefield. The entire **WAR AND PEACE** Combat system, emphasizing command, morale, initial concentration and the ability to reinforce a battle in multiple rounds of combat, faithfully recreates the "feel" of massive battles such as Borodino, Dresden and Leipzig.

The optional Tactical Matrix (made popular in 1776) allows players the opportunity to directly influence the outcome of a battle by offering the range of viable tactics employed by Napoleonic commanders. The matrix not only adds an element of excitement and uncertainty, but is also useful as a simple play-balancing tool which can be used to offset the enormous French leadership advantage.

4. Conclusion

From the outset the design of **WAR AND PEACE** was regulated by a strong desire to produce an elegant, colorful, historically accurate but not overly complex game on The Napoleonic Wars. In recreating this classic military era, we have endeavored to design a classic wargame, a player's game, not an unmanageable historical treatise masquerading as a game.

As Bonaparte once said, "The time we have for war is brief." In **WAR AND PEACE**, we have tried to produce a game which advances this art of game design without requiring a corresponding advance in playing time. Perhaps, the time has finally come, when players who are predominantly interested in history, and players who are simply interested in the sheer enjoyment of a tense, competitive game, can meet each other face to face across a common mapboard.

II. DESIGNER'S NOTES (Third & Fourth Editions)

By John W. Gant

A. NOTES FROM THE PROJECT MANAGER (3rd Edition)

Why a Third Edition? The *War and Peace* game has done well withstanding the test of time, but not without problems. The Avalon Hill rating system shows a well received game with no dramatic peaks, and no dramatic valleys. That indicates a well balanced game that makes the appropriate tradeoffs between complexity and realism. Yet, some issues have persisted, especially the Naval

Rules and the Campaign Game. The 1st Edition Rulebook was judged inadequate and Official Errata were distributed. Not enough, a 2nd Edition Rulebook was made available that solved some problems, and introduced new ones. Then the game designer crafted a 3rd Edition of the Naval Rules (General Magazine Volume 19 Issue 5). Much Q&A was released, officially, along with many Optional Rules, Variants, and Misc, especially focused on the 2 player version of the Campaign Game. It has been about 29 years at the time of this writing (28 February 2009) since **War and Peace** was released and, through the wonder of the internet and projects such as VASSAL, this game is still in use, and quite popular. Yet, without the combined knowledge of all the official releases the game still has the same problems. So the opportunity existed for a consolidation of all the official work, and perhaps some minor input by the project contributors. The Third Edition Rulebook (Unofficial) was born. It should be noted that others have performed similar projects for other games and they provided inspiration for this work. Bill Thompson's excellent work with the Wargame Academy is the most notable, especially for his efforts for **Russian Front**. To him, to the project team, to the VASSAL team, to the game's original creator's and to Avalon Hill, much thanks!

Philosophy: With so much official information available, it is very difficult to determine what *might* need to be changed, let alone what *should* be changed without the possession of all said documents. Consequently it is the intent of the Project Manager to defer to the official rulings in almost all situations. Where obvious, corrections have been made, but always with the official rulings in mind. It is not the purpose of the 3rd Edition to re-write the rulebook, nor to re-create the game; it is quite good as it is. No rules have been changed unless explicitly stated in official writings. Some clarifications have been added (the author so hopes), and some rules which have proven particularly dastardly have been re-stated in new places where necessary to reduce confusion, but very little has been changed from the works provided by Avalon Hill over the years. Every instance has been documented (except for minor changes such as formatting), and are provided in the section which follows. Opinions are easy to form, but are not always the best interpretation of a situation. If opinions were added to this document, rather than just official rulings, there would always be those who disagreed. It is not the desire of the project team to create a living document, constantly shifting and changing at the whim of opinion. It is the sincere hope of the Project Manager that this document add to the enjoyment of the players of this fine game, while paying tribute to the excellent work that preceded it.

B. DESIGN NOTES & DECISIONS (3rd Edition)

Precedent: Some rules have gone through 3 or 4 variations through the two editions of the rules, the Errata, and the 3rd Edition Naval Rules. Order of precedence used (plus corresponding font) is as follows: (1) **Q&A** (2) **3rd Edition Naval Rules** (3) 2nd Edition Rulebook (4) **Errata** (5) 1st Edition Rulebook (6) **Unofficial-ruling**. **Note:** Minor

changes such as formatting changes have not been tracked. Only where a change could impact a ruling has the change been documented. This process of documenting design decisions has been discontinued with the 4th Edition Rulebook though the Q&A entries are added in red font.

Section L.1. Section J.5. states the leader may never move with more than 10 strength points, regardless of the combination of infantry and/or cavalry. This is not re-stated in the Overrun section and that has caused some confusion over the years.

Solution: Added section L.1.c. to re-state rule J.5. within the Overrun section.

Sections Z.III.D.1.c. – Z.III.D.3.f. are missing. 2nd Edition rules only.

Solution: Use the 1st Edition rules for this section.

Sections Z.IV.D.a. - c. are missing. 2nd Edition rules only.

Solution: Use the 1st Edition rules for this section.

Section Z.V.F.1.b. provides an optional rule for removing the leader *Soult*. This should have the same language around it that any Optional Rule does.

Solution: Added a sentence explicitly stating this is an Optional Rule that must be agreed upon before play begins, and must be agreed upon by all players.

Section Z.VI.D.5.a. indicates the placement of partisan units in occupied hexes. Early in the section the rule talks about enemy occupation of hexes. This may lead to confusion of what it means for a hex to be “occupied”. Since the rule specifically indicates “enemy” as opposed to “friendly”, then later omits the qualifier, it is assumed the later section is referring to both enemy and friendly units.

Solution: Added a few words to clarify this point.

Section Z.VI.D.5.e-f. contains two entries for ‘e’ and no entry for ‘f’.

Solution: Renumbered the list.

Section Z.VIII.F.1.a. shows both ‘14I’ and ‘2I’ entries. The ‘2I’ is in line with the entry: ‘1C (I)’, while the ‘14I’ entry is in line with the French Leaders. Also, **Z.IX.E.1.b.** shows ‘1I’ under French satellite Force Pool. While this is a common structure in the document, these instances are confusing taken alone.

Solution: It is reasonable to assume the ‘2I’ should have been Italian. The entry was changed to read ‘2I (I)’, for the first case and II (I) for the second.

Section Z.IX.E.2. does not re-state the description of unit types ‘P’ and ‘M’. Without reading the description in Section VIII, the players may not know what these units are. A reference to Scenario VIII is made several other times in this section, but not here.

Solution: Added a sentence referring to Scenario VIII. Better to have redundancy than lack of the proper rule.

Section Z.X.A. states the Grand Campaign Game

Solution: Added a sentence recommending the optional rules for the 2 player version of the Grand Campaign Game.

Section Z.X.F. (plus other Naval references) Definition of a naval *fleet*. The 1st and 2nd editions of the rules define a fleet as a naval combat strength point (as opposed to a transport which is a non-combat unit). However, the 3rd edition of the naval rules (in General 19-5) defines a *fleet* as a “stack of naval units”. Section **Z.X.F.** contains many references to fleets. Furthermore, the typical conversation will include references to “fleets”, which are stacks of ships gathered together. This ambiguity causes confusion.

Design Notes: The *War and Peace* game purposefully labels the unit counters with a specific unit type in all instances except the naval combat unit. A unit is an *infantry* unit, a *cavalry* unit, a *leader*, and a *transport*. In each case these are *types* of military units. However, instead of calling the naval combat unit a *galleon*, or some other *type* the word *fleet* was chosen. The word, as used in normal conversation, generally refers to a group of

naval vessels and can refer to many, many naval vessels. It is reasonable for players to refer to stacks of naval units as a fleet. The official designation in *War and Peace* for the word fleet, however, is 1 strength point of naval combat units containing approximately 6 ships. Are 6 ships a fleet? 20? 30? Yes. This causes an ambiguity, and is therefore deemed to have been a less than appropriate choice.

Admiral Nelson brought 27 vessels to the Battle of Trafalgar. This **Fleet** engaged a combined **Fleet** of both French and Spanish ships totaling 33 ships. The typical small unit designation for 6 vessels would have been a **squadron** for large vessels such as galleons and a **flotilla** (or the French word **flotte**) for smaller vessels

such as frigates. The *War and Peace* playing pieces have no designation other than a number for the naval fleet units so anything could be used to replace the term *fleet*. However, it is not the

READER BUYER'S GUIDE

TITLE WAR & PEACE	\$15.00
SUBJECT Multi-player Grand Strategic Game of Napoleonic Empire	

WAR AND PEACE is the 47th game to undergo analysis in the RGB. With a 2.43 cumulative rating, ranking it seventh on the overall list, the way may now be open for more Avalon Hill Napoleonic era games.

Usually a game which does well in the Realism rating suffers somewhat in the playability departments (Ease of Understanding and Completeness of Rules). Such was not the case with *WAR AND PEACE*. It is even rarer that a game receives ratings above average in every RGB category (RUSSIAN CAMPAIGN and BISMARCK are the only other two), and though *WAR AND PEACE* garnered no outstanding individual scores, the across-the-board good performances combined for an excellent overall rating. Proving that consistency can be better than a combination of extremes and that, perhaps, there can be a happy marriage between realism and playability.

The well-rounded ratings for Physical Quality (2.37), Mapboard (2.32), and Components (2.54) indicate an attractive product, inside and out. While the Ease of Understanding (2.34) and Completeness of Rules (2.56) ratings hold the heart of the game, the game system, in equally good stead.

The Play Balance rating (2.61) is strong and reflects a fine development job by Frank Davis. Coupled with the well above average rating for

1. Physical Quality	2.37
2. Mapboard	2.32
3. Components	2.54
4. Ease of Understanding	2.34
5. Completeness of Rules	2.56
6. Play Balance	2.61
7. Realism	2.54
8. Excitement Level	2.29
9. Overall Value	2.32
10. Game Length	2 hr., 50 min.

is very well suited for 2 players. This has been shown to be a problem, and many official optional rules have been developed to assist with the 2 player game.

purpose of the 3rd Edition rules to re-write the game. Therefore, the simplest approach is taken.

Solution: The rulebook will refer to all naval combat units as *fleet units* and a stack of naval units will be referred to as a *Fleet*. Section Z.X.F.1.g. was added to specify the use of the word *Fleet* for a stack of naval units. The 3rd Edition Naval Rules are included in their entirety.

[This has been changed again for the 4th Edition. Squadrons now replace the “fleet unit” concept.](#)

Section Z.X.F.3.b. states a naval unit may disembark cargo in any coastal hex it occupies during the Naval Phase. A port city hex is also a coastal hex but this is not clearly stated, and impacts naval land invasions greatly. Since a port hex is also a coastal hex and a naval unit may disembark cargo in any coastal hex it occupies, the naval unit may disembark cargo directly in to a port hex. This unclear rule needs to be cleared up.

Solution: Added an explicit statement as indicated above.

Section Z.X.F.6.a. lists the 3 ways naval combat may be engaged, but the list is difficult to read as there are no clear markers for the 3 possibilities.

Solution: Added a 1, 2, and 3 for these to make reading easier.

Section Z.XI.F.1.h.-j. contains two entries for ‘h’ and no entry for ‘j’.

Solution: Renumbered the list.

Section Z.X.J.2.c. states “if *France* controls” instead of “if *pro-French* forces control”.

Solution: Added this for clarification.

Section Z.XII. Has a structure different from all the other scenarios. For instance, the ‘Introduction’ is not listed as “A”, and so on.

Solution: Changed the structure so it would match all other scenarios in the 3rd Edition rulebook.

Section DD.French Chits. 5. Does not state how

the forces are returned to Austria.

Solution: Added a sentence to return the removed sp’s to the Austrian Force Pool after one year.

C. FOURTH EDITION MAP DESIGN NOTES & DECISIONS

When *War and Peace* was first released back in 1980 it was critically acclaimed for many areas, especially the game engine. However, inaccuracies in the map were decried almost immediately. In *Fire & Movement* magazine No. 25, Spring 1981, Bill Sanders provided a Game analysis in which he said the following about the original map boards:

The Map: Napoleon in Wonderland

As Jomini pointed out, “Strategy is the art of making war upon the map...” As for the map in War and Peace, almost the only thing historical about it is that generals in Napoleon’s times were often plagued with atrocious maps. It is hard to imagine how Avalon Hill ever allowed the game to be released with such a map – and even have the gall to suggest it is historical.

Here are a few of the items Mr. Sanders pointed out as incorrect:

- The Pripet Marshes “extend too far west and north and not enough to the south”.
- The Lovat River “empties in to the Gulf of Finland instead of Lake Ladoga”.
- “Kiev is at the junction of four rivers, one of which (from the southwest) can only be a railroad built almost 100 years later.”
- “Cassel is northwest of Hannover instead of south”.
- “Grenoble, in the Alps and site of a past Winter Olympics, is in the French plain.”

It is quite easy to notice that Europe has been

tilted about 40 degrees clockwise. That, in and of itself, is not a problem due to the limitations at the time (the map had to be printed after all, and the standard mapboards were a requirement) but the compass markings point to the top of the map boards as due north. Silly mistakes such as these and the vast improvements in graphical art indicated the opportunity was present to re-design the mapboard from the group up. I decided to help this game fulfill the promise it had back in 1979 and create a new map for it.

My theory was quite simple. I would take a real-world map of Europe, devoid of all terrain, and scale a hex grid on it such that it would approximate the same scale as the original map. I did this by placing the major cities we are concerned about (Madrid, Paris, Berlin, Vienna, Moscow, and St. Petersburg) and altering the size of the hex grid until I got the desired result. Then came the painfully slow slog of filling in the terrain, always taking history and scenario design in to careful consideration. Finally the artist (Jeff Wise) could make it all look good. The idea floated around for about 4 months and it took 2 months of work, but the resulting Fourth Edition map is a fulfillment of that promise. I hope you have many more gaming hours of goodness as a result.

C. DESIGN NOTES & DECISIONS (4th Edition)

The effort put forth for the Third Edition was always based firmly in the desire to remain as close as possible to the original game. Scenario X, the Grand Campaign Game, remained quite problematic however and it became apparent that major changes would be needed to resolve the issues. A break from the official work was required and that constitutes the 4th Edition.

This effort is ongoing with an ultimate goal of seeing this fine game reprinted. More to come...

JJ. CHARTS (Fourth Edition)

CAMPAIGN TURN SEQUENCE

1. Neutral Player(s) Segment

- a. Naval Phase
 1. Naval Movement
 2. Naval Combat
- b. Reinforcement Phase
 1. Reinforcements
 2. Replacements
- c. Movement Phase
 1. Supply Check
 2. Movement
- d. Alliance Phase

2. Pro-French Player(s) Segment










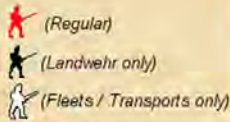




- a. Naval Phase
 1. Naval Movement
 2. Naval Combat
- b. Attrition Phase
 1. Supply
 2. Attrition (Ignore on Turn 1)
- c. Alliance Phase (Ignore on Turn 1)
- d. Reinforcement Phase
 1. Reinforcements
 2. Replacements
- e. Movement Phase
 1. Movement
 2. Entrenchments
- f. Combat Phase
 1. Combat Initiation
 2. Combat
 - a. Combat Round Begins
 - b. Supply Check
 - c. Combat & Combat Resolution
 - d. Repeat a-c if necessary
 3. Leader Casualties
 4. Siege Marker
 5. Siege Check

3. Anti-French Player(s) Segment

Equivalent to #2, above, except the anti-French player(s) is phasing

4. Advance Turn Marker

TERRAIN EFFECTS CHART

Terrain Feature	Map Symbol	Movement Point Cost	Note Number	Effect on Field Battle (Modify Dice Roll By)
Clear Hex Territorial Boundary		1	NA	No Effect
Forest Hex		2	6	(-1) if S is attacked in (+1) if L is attacked in
Lake Hex		2*	1, 6	(-1) if S is attacked in (+1) if L is attacked in
Swamp Hex		2*	1, 6	(-1) if S is attacked in (+1) if L is attacked in
Mountain Hex Mountain Pass		2*	2, 6	(-2) if S is attacked in (+2) if L is attacked in
River Hex		Pay cost of other terrain in the hex*	3, 6	(-2) if S is attacked from (+2) if L is attacked from
Major City		1*	4, 5	Fort Capacity (6)
Minor City		1*	4, 5	Fort Capacity (4)
Capital City		1*	4, 5	Fort Capacity (6)
Production City		1*	4, 5	Normal Fort Capacity
Coastal Hex		Pay cost of other terrain in the hex*	7, 8	Land combat is affected by other terrain in the hex
Coastal / Port Hex				
Sea Zone Sea Zone Boundary		NA	7, 8	NA
Sea Crossing		Pay cost of other terrain in the hex*	9	(-2) if S is attacked from (+2) if L is attacked from

* See relevant Terrain Effects Chart Note(s)

COMBAT SEQUENCE

Active Player

Combat Phase

1. Combat Initiation
2. Combat
 - a. Combat Round Begins
 - b. Supply Check
 - c. Combat & Combat Resolution
 - i. Roll two dice once / combat
 - ii. Consult CRT for each combat
 - iii. Consult CLT for each combat
 - iv. Active Player may Withdraw
 - v. Inactive Player may Withdraw
 - vi. Active Player may attempt Reinforcement of Combat(s)
 - vii. Inactive Player may attempt Reinforcement of Combat(s)
 - viii. All forces in Combat with a Morale of 0 must Withdraw
 - ix. Force(s) may advance in to a hex that is now empty
 - d. Repeat a-c if necessary
3. Leader Casualties
4. Siege Marker
5. Siege Check

Naval Combat Results Table

Modified Die Roll										
Odds	- 1	0	1	2	3	4	5	6	7	8
1 to 1	2LS	LC	LS	LR	LR	SR	SR	SS	SC	2SS
3 to 2	2LC	LS	LR	LR	SR	SR	SS	SS	SC	2SC
2 to 1	LS	LR	LR	SR	SR	SS	SS	SC	SC	2SC
<p>L = Larger Force S = Smaller Force R = Retreat S = 1 Naval Unit Sunk C = 1 Naval Unit Captured 2S = 2 Naval Units Sunk 2C = 2 Naval Units Captured</p>										