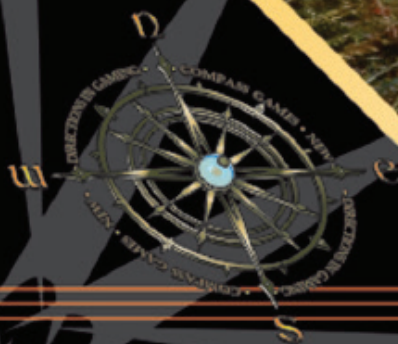


Coalition

THE NAPOLEONIC WARS, 1805-1815



RULES OF PLAY



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(1.0) Introduction

Coalition! The Napoleonic Wars (1805-1815) is a grand strategic game for 2 to 6 players, with each player assuming the role of one of the major powers during the Napoleonic period.

(2.0) Objective

The pro-United Kingdom faction wins the game by uniting the various Major Powers of Europe in a pro-UK alliance against France by means of playing Coalition Cards and then ultimately conquering France. The pro-French faction wins by conquering the United Kingdom or imposing the Continental System for two consecutive turns.

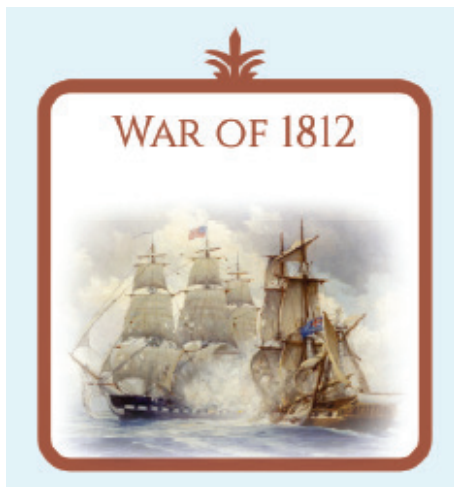
(3.0) The Map

The map depicts Europe from Portugal in the west to Russia in the east. The map is divided into various country locations called areas and has four sea zones. Two areas (or sea zones) are considered adjacent to each other if they share a common boundary.



Additional map areas may be created if Minor Powers are created inside the borders of a Major Power.

3.1 War Boxes



There are four War Boxes on the map. These boxes simulate game activity taking place out of the map by the play of Event Cards.

(4.0) Number of Players

When playing the game with two players, one player assumes the role of France and its allies (pro-French), while the other player assumes the role of United Kingdom its allies (pro-United Kingdom). Allies will join one faction or the other by means of Event Cards, Coalition Cards, or by Conquest.

When playing the game with more than two players, one player assumes the role of France, one Great Britain, and the other factions are controlled as follows:

3 Players: The third player may choose to assume the role of either Russia or Austria.

4 Players: The third and fourth players assume the roles of Russia and Austria.

5 Players: The fifth player assumes the role of Prussia.

6 Players: The sixth player assumes the role of Spain.

(5.0) Preparing for Play

For the Two Player Game, place the Turn marker in the “1805” space on the Turn Track. Player’s begins the game with no, Victory Points, Gloire Points, Economy Points, or Replacement Points. Place each player’s Home Card in front of the player playing that country. Shuffle the Event and Coalition Decks separately and place each deck in the area marked the same on the map. Place the Armies and Fleets on the map in their starting locations. (See Case 34.0)

At the start of the game the pro-French countries are:

France

Spain – place pro-French marker and give the French player the Spain Home Card.

Confederation of the Rhine – place pro-French marker and give the French player the Rhine Confederation Home Card.

Italy – place pro-French marker and give the French player the Italy Home Card.

At the start of the game the pro-UK countries are:

Great Britain

All other countries begin the game as neutral.

5.1 More than a Two Player Game

When playing with more than two players place the Home Card in front of each player and see Section 32.0.



6.0 Game Markers

Various markers are provided to track the events during game play.



Game Turn marker to track the current turn.



Faction markers are provided to identify Major or Minor Power alignment with France or the United Kingdom and Major Power Marker, to identify that a Major Power is controlling a Minor Power.



Economy Points (EP) and Recruitment Points (RP) markers are used to track Economic Points and Recruitment Points each turn.



Continental System marker is used to track the number of turns the United Kingdom has been under embargo. If France successfully maintains an embargo for two consecutive turns, the United Kingdom automatically loses the game.



Event markers are provided as reminders of certain Event Card effects to Major Powers and Minor Powers during the course of the game. Once an event has been played, the corresponding marker should be placed directly on the map in such a way as to remind players of its application during game play.



Garrison Markers are placed to track that a Major Power has conquered or control of a fortress. Remove the marker when the occupied country surrenders.



Attack Markers are placed over an enemy stack or army when a player declares an attack.

There are other Markers that act as reminders of some facts, as the Portuguese or Danish Fleet Evaded, to track that the Attacking Player tried to capture them but he failed, so he cannot try to capture them again.

(7.0) Sequence of Play

Section A- Administration Phase

A1. Advance Turn Marker

Advance the turn marker to the next year on the turn track. Players now place Armies, Generals and Fleets that arrive as Reinforcements according to the Home Card or via other events on their Home Card as a reminder they are available to be Recruited.

A.2. Coalition Phase

A2.1. Purchase Coalition Card

The United Kingdom player receives EP and RP income as stated on the Home Card. The United Kingdom will receive the EP and RP for Minor Power countries it controls later in the turn. United Kingdom may now elect spend 2 EP to purchase a Coalition Card. United Kingdom may elect to play a Coalition Card if certain conditions are met. There is no limit to the number of Coalition Cards the United Kingdom player may have in his hand during the course of the game.

A2.2. Play Coalition Card

A Coalition Card may only be played if there is no other Coalition Card currently in play. When a Coalition Card is played, the card should be read aloud and the players should follow the instructions printed on the card. A Coalition Card determines which country or countries immediately becomes pro-United Kingdom. Occasionally, a Coalition Card may specify a certain country as pro-French. Finally, Coalition Cards may come with special rules which are implemented at this time.

An active Coalition Card is cancelled and removed from play under the following circumstances:

1. the French Surrender
2. the United Kingdom Surrender
3. all the Major Powers listed on the Coalition Card Surrender; *or*
4. a Coalition Card has been in play for two consecutive years, it then automatically expires. When a Coalition Card expires, all Major and Minor Powers that did not surrender become neutral.

GAME NOTE: Players can turn the current Coalition Card upside down on the second year as a reminder of its current duration.

A Coalition Card may only be played once during the course of the game. Thus once the 3rd Coalition has been played, the card will not be played again during the game and should be set aside.

EXCEPTION: The 7th Coalition may be played twice, if the French player plays The Hundred Days Campaign or Napoleon Escapes from Elba/St. Helena Event Card.

A3. Continental System Check

The French player determines if conditions have been met to place the Continental System marker on the Turn Track for the next year.

HISTORICAL NOTE: The Continental System was an embargo imposed by Napoleon in continental Europe forbidding the import of English goods. To that end, most of Napoleon's campaigns were conducted in an attempt to enforce the embargo system. In the later portion of 1807 and early 1808, the United Kingdom suffered greatly. However, the rebellion in Spain on May 2, 1808 effectively ended the embargo as Spain, and the Spanish holdings in the Americas, became open for trade with the United Kingdom. Until 1812, Spain was the only pro-United Kingdom power on the continent and ultimately led to Wellington's expedition to the Peninsula.

Continental System marker is placed if all Major Powers, except for the United Kingdom, are pro-French. The marker should be placed on the upcoming year for tracking purposes. If the Continental System marker was already in place, and the conditions are no longer met, remove the marker.

If the Continental System has been in effect for two years, the United Kingdom immediately loses the game. This should be checked in the Victory Phase.

A4. Production (EP and RP)

All other players now receive EP and RP based upon the Home Card production and for other Minor Power countries they control. EP and RP are tracked separately on the map by each player. The United Kingdom now receives its EP and RP for the Minor Power countries it controls.

There are some restrictions on gaining EP and RP from controlling Minor Power countries which are outlined on the country's Home Card.

When a Minor Power country is created inside the borders of a Major Power, such as the Low Countries in France, the Major Power will see a reduction of its EP or RP as explained on the Minor Power Home Card each turn. The Major Power now controlling the Minor Power will receive a bonus of EP or RP.

EXAMPLE: The Low Countries have been created in France and is controlled by the United Kingdom. The French player elects to lose either 1 EP or 1 RP each turn during the Production portion of the Administration Phase. The United Kingdom will also receive 1 EP or 1 RP for controlling the Low Countries during the Production portion of the Administration Phase.

A5. Purchase Event Card

Starting with the United Kingdom and the pro-UK countries, then France and the pro-French countries, each player may choose to draw one Event Card by expending 2 EP.

However, a player may not have more than three Event Cards (even if he controls several Major Powers) on his hand at one time. If a player has more than three Event Cards at the end of this phase, he must discard down to three cards or to play one card immediately, if possible.

A6. Recruitment and Reinforcement

Turn 1- Skip this phase on the first turn of every scenario as all Armies and Fleets are placed as described in the scenario setup.

A6.1. Recruit Armies

Starting with the United Kingdom and the pro-UK countries, then France and the pro-French countries, each player may recruit armies. Players can recruit new armies by spending 1 EP to form the army, and then 1 RP per Strength Point. Newly recruited Armies may be formed below full strength.

EXAMPLE: It is therefore possible to recruit the Grande Armée with only 1 Strength Point by paying 1 EP to form the Army and 1 RP for the 1 Strength Point.

A6.2. Reinforce Armies

Beginning with the United Kingdom and the pro-UK countries, then France and the pro-French countries, Armies already on the map can be Reinforced by paying the appropriate RP and EP from the country matching the nationality of the army.

In addition, a Major Power may Recruit or Reinforce any Army that has its national flag on a counter, even if that Army is from a different Major Power. However, an unsupplied Army may not receive Reinforcements.

There are no maximum Reinforcements an Army can receive in a turn; the only limit is the amount of RP a player has available to spend and the Army's maximum size.

A6.3. Creating and Reinforcing Fleets.

Beginning with the United Kingdom and pro-UK countries, then France and the pro-French countries, players may spend EP and RP to Recruit new Fleets, or to Reinforce existing Fleets. Fleets are Recruited following arrival as Reinforcements or are Reinforced in the same manner as Armies. Fleets cost 1 EP to form, and 1 RP per SP. A newly Recruited Fleet is deployed in any of his home Ports, allied Ports or a Port in a country controlled by the Major Power. If a country does not have an available Port to place a newly Recruited Fleet, it may not be Recruited.

A7. Deployment and General Re-Deployment

Beginning with the United Kingdom and pro-UK countries, then France and the pro-French countries, players may place Recruited Armies in a country corresponding to the flag on the left side of the counter.

Generals that have arrived as Reinforcements may be placed in any area containing an Army matching that country. Finally, players may also redeploy Generals already on the map to any area they have an Army.

GAME NOTE: It is important to note that General re-deployment is a free move. If a player decides to move a General later in the turn; it must be accomplished by moving the General during the player's Action Phase.

Section B- Action Phases

When playing with multiple players, each faction (pro-French or pro-United Kingdom) may decide among themselves which Major Power will act first. If the players cannot agree, the United Kingdom decides the order for its faction and France for its faction.

B1.1 Attrition

Prior to each separate Action Phase, each player must check for Attrition for all Armies of greater than 1 Strength Point, or Stacks of Armies of more than 1 Strength Point not in a friendly area. Additionally, any Unsupplied Army must check for Attrition.

The player rolls a dice, applies any modifiers, and implements any resulting Strength Point loss. See Attrition Table on Player Aid Sheet. Remember that an unsupplied Army of 1 Strength Point must make an Attrition check using the 2 SP column on the Attrition Table, **plus the +IDRM.**

The number listed on the chart, if any, is the number of Strength Points that must be lost by on Army or stack of armies in an area. **If the Army is destroyed, place it in the Home Card, to be recruited again.**

HISTORICAL NOTE: Attrition represents an Army's non-combat losses. This not only includes illness and starvation, but also manpower for garrison requirements along an Army's lines of communications. In the 1805 campaign, Napoleon began the campaign with 223,000 men, but by the time the decisive battle of Austerlitz was fought in December he had only 75,000 men.

B1.2 Action Phase, Pro-UK

The United Kingdom and the pro-United Kingdom countries perform actions. The Action Phase consists on moving any Army, a General, a Fleet or a stack of units as the player wants, and to declare also any Attack (Battle or Siege) to be done by such Army/Fleet or stack, to be executed in the next Attack Phase. **See Section 21.0**

B1.3 Attack Phase, Pro-UK

All such previously declared Battles/ Sieges are executed by the UK and any pro-UK countries.

B1.4 Action Phase, Pro-French

The French and the pro-French countries perform actions. The Action Phase consists on moving any Army, a General, a Fleet or a stack of units as the player wants, and to declare also any Attack (Battle or Siege) to be done by such Army/Fleet or stack, to be executed in the next Attack Phase. **See Section 21.0**

B1.5 Attack Phase, Pro-French

All such previously declared Battles/ Sieges are executed by the French and any pro-French countries.

B2.1 Attrition

Players check for attrition a second time before the start of the second Action Phase.

B2.2 Action Phase, Pro-UK

The United Kingdom and the pro-United Kingdom countries perform actions. The Action Phase consists on moving any Army, a General, a Fleet or a stack of units as the player wants, and to declare also any Attack (Battle or Siege) to be done by such Army/Fleet or stack, to be executed in the next Attack Phase. **See Section 21.0**

B2.3 Attack Phase, Pro-UK

All such previously declared Battles/ Sieges are executed by the UK and any pro-UK countries.

B2.4 Action Phase, Pro-French

The French and the pro-French countries perform actions. The Action Phase consists on moving any Army, a General, a Fleet or a stack of units as the player wants, and to declare also any Attack (Battle or Siege) to be done by such Army/Fleet or stack, to be executed in the next Attack Phase. **See Section 21.0**

B2.5 Attack Phase, Pro-French

All such previously declared Battles/ Sieges are executed by the French and any pro-French countries.

Section C- Winter Phase

C1.1 Return Fleets to Port

During the Winter Phase all Fleets are automatically moved to the closest unoccupied friendly Port. No more than one Fleet is permitted to be placed in a single Port. If there are not enough friendly Ports to accommodate all a player's Fleets, excess Fleets are removed from the game.

C1.2 Un-stack Armies

All Armies are un-stacked but stay in the area they currently occupied. Generals commanding Stacks may choose the army they wish to command when the Stack is dispersed.

C1.3 Reset EP and RP

Any unused EP and RP are lost in the Winter Phase of each turn. Players should reset all EP and RP to zero. **Cancel Coalition Cards in his 2nd year (upside down)**

GAME NOTE: The Winter Phase simulates Armies moving into winter quarters and Fleets returning to home ports due to rough winter seas.

Section D- Victory Phase

The players should now check for Automatic Victory.

D1.1 Conquest of France

If the United Kingdom, or a pro-UK, player forces France to surrender (per French Home Card), the United Kingdom and its allies win an Automatic Victory.

However, the French player may play the The Hundred Days Campaign or Napoleon Escapes from Elba/St. Helena Event Card at this time to prevent an Automatic Victory. In such a case, the game continues and the 7th Coalition card should be placed as the active Coalition Card. Either the The Hundred Days Campaign or Napoleon Escapes from Elba/St. Helena event may only be played to avoid a United Kingdom Automatic Victory, not both.

EXCEPTION: If the 7th Coalition card has previously been played, return it from the discard pile. This is the only circumstance where a Coalition Card may be played twice during a game.

D1.2 Continental System (Embargo)

If the Continental System marker has been in effect for two turns, the French win an Automatic Victory.

D1.3 Conquest of Great Britain

If the French, or a pro-French, player has an Army in the United Kingdom, and the British do not have at least one Army in the United Kingdom, the French win an Automatic Victory.

D1.4 No Automatic Victory

If no Automatic Victory, calculate each player's Victory Points to determine the winner. See section 31.0.

D1.5 Gloire Point Gain

Each player should now exchange sets of 10 Gloire Points earned into 1 Victory Point. Gloire Points are the only Victory Points earned prior to the end of the game.

(8.0) THE COUNTRIES

There are six Major Powers in the game. Each of these Major Powers corresponds to one of the playable countries; France, Great Britain, Austria, Russia, Prussia and Spain. Each of these countries produces Economy Points (EP) and Replacement Points (RP) each turn.

The graphic below shows the area of Great Britain, a Major Power. Note the two ports of Hull and Portsmouth. Additionally, the EP and RP are reprinted on the map inside the county borders.



8.1 Army and Fleet Colors

In addition, various Army and Fleet counters are provided and are color coded for the various Major Powers represented in the game: (1) blue for France; (2) red for Great Britain; (3) white for Austria; (4) green for Russia; (5) gray for Prussia and (6) yellow for Spain.

8.2 Minor Power Countries

There are nine Minor Power countries in the game. Six of these Minor Powers exist at the start of the game: Portugal, Naples, Italy, Rhine Confederation/Germany, Denmark and Sweden.

8.3 Created Minor Power Countries

The Minor Powers that can be created during the course of the game are the Great Duchy of Warsaw/Poland, Low Countries and Illyria/Dalmatia. These Minor Powers are created as a result of the Surrender of a Major Power.

The graphic below shows the area of The Great Duchy of Warsaw, a Minor Power. The EP and RP are printed on the Home Card of each Minor Power.

(9.0) MAP AREAS

The map depicts a map of Europe where most of the Napoleonic Wars took place. The map is divided into locations called areas. Two areas are considered adjacent to each other if they share a common boundary. Areas generally represent the Major and Minor Powers in the game.

9.1 Area Separation



Areas are separated from each other by color coded boundary lines, like those shown to the left.

9.2 Created Minor Power Areas

Minor Powers may also be created during the game by the Surrender of certain Major Powers as explained on the Home Card. When a new Minor Power is created in this fashion, it also creates a new area on the map. This area boundary is shown with a dotted line and is treated as a separate area for all game purposes. If a created Minor Power is ever re-conquered **by his primitive owner or another Player that cannot control it, or that being able, he does not want to control it (i.e. Austria or Russia may control Poland, but not Spain)**, the area is considered to have been reabsorbed into the Major Power and is no longer considered as a separate area on the map.

9.3 Sea Zones

The various seas are also divided into sea zones which are treated in the same manner as land areas. Only Fleets, or an Army being transported by a Fleet, may move in a sea zone.

10.0 HOME CARDS

Each Major Power and Minor Power has a Home Card. Each Home Card includes Economy Points (EP) and Recruitment Points (RP). Additionally, a Home Card may contain Special Rules applicable to a country such as inherent Surrender conditions, events that apply to it if invaded, the possibility of the creation of new Minor Powers, Army reduction requirements, and so on.

Home Card EP and RP

The graphic shows the Empire of France (French) Home Card. Note the Economy Points of 2 in blue and the Recruitment Points of 3 in green at the top of the card.

Home Card Information

This section shows information pertaining to surrender, Invasion, Army reduction and special rules.

Home Card Surrender Conditions

Finally, in red at the bottom of the card are France's Surrender conditions. If these conditions are met, France will Surrender.



Home Card Map

The graphic shows the Empire of France (French) Home Card. It displays a map of the country, its flag and denotes if it is a Major Power.

Home Card Reinforcement and Removal

Home Cards also include a schedule of Reinforcement by year. Armies and Generals become available for Recruitment each year as listed; however, units can also be removed from the game as outlined on the country's Home Card.

(11.0) EVENT CARDS

Each Event Card has two sections, a historical note in italics and an event.

11.1 Purchasing Event Cards

Event Cards are purchased by **Players** by expending EP during the player's turn. If a player spends 2 EP, he is allowed to draw an Event Card. **As you are the Player owning the Event Cards, you may use all them, whether paid with the EP of another Major Power that you control.**

11.2 Playing Event Cards

A player is not required to play an Event Cards upon drawing it, and may save Event Cards for play at the most beneficial time to the player. However, each player is limited to holding only three (3) Event Cards. If a player ever draws a fourth Event Card, he must immediately discard one card or play it immediately, if possible.

Event Cards may be played at any time as appropriate on the cards, and Players should follow the instructions of the card. Some Event Cards may be played during the Action Phase, others during the Administrative Phase. A player may play multiple Event Cards as long as the card criteria are met. Each Event Card should be self-explanatory as to the time it should be played.

Once all cards have been played from the Event Deck, simply reshuffle the used Event Cards to create a new Event Deck.



11.3 Reaction Event Cards

Some Event Cards are played as reactions during other player's turn. Such Event Cards are identified by a red title and may be played any time the condition is met.

(12.0) COALITION CARDS

There are five (5) Coalition Cards which form a separate deck which represent the historic Coalitions from the 3rd (1805) to the 7th Coalition (1815). When played, a Coalition Card identifies which Major and Minor Powers automatically becomes pro-UK.



12.1 Purchasing Coalition Cards

Coalition Cards may be drawn and played by the United Kingdom player during the Coalition Phase by spending 2 EP. There is no limit to the number of Coalition Cards the United Kingdom player may retain in his hand. **A Coalition Card is drawn from the pile at random.**

12.2 Coalition Card Termination

A Coalition Card stays in effect until one of these conditions are met
1. all Major Powers in the Coalition except the United Kingdom have surrendered; or 2. It expires on its own after two turns.

When a Coalition ends all Major Defeat markers are removed. **The neutral Power should move his armies back to his territory automatically, and to suppress his garrisons (excepting the ones in the Minor Countries conquered or New Minor Countries created, that are still controlled by the conquering Power**

12.3 Coalition Card Limitations

A Coalition Card may never be played twice, except for the 7th Coalition. Once a Coalition Card terminates, remove it from the game.

12.4 7th Coalition. If France is forced to Surrender, the French player can extend the game by playing either The Hundred Days Campaign or the Napoleon Escapes from Elba/St. Helena Event Card. The United Kingdom player automatically begins the next turn with the 7th Coalition card as the active Coalition Card, even if the card was played previously during the game.

12.5 6th Coalition. The replace Armies rule does not mean to increase or reduce your previous total SPs in the armies replaced. So, if you had 8 Prussian SPs, and 2 Russian SPs, you should have the same 6 SPs but in different armies, whatever the combination of SPs or Armies. If you need one Army you use one, if you need 2, etc.

13.0 ECONOMY POINTS (EP) AND RECRUITMENT POINTS (RP)

Each Major Power produces Economy Points (EP) and Replacement Points (RP) each turn as printed on the map and also on its Home Card. EP and RP may not be saved from one turn to the next turn. During the Winter Phase, move all Major Power EP and RP to zero. **If you control several Major Powers, track their EPs and RPs separately.**



13.1 Controlled Minor Power EP and RP

Further, each Major Power receives additional EP and RP based upon the number of Minor Powers it controls each turn. The EP and RP generated by a Minor Power are then added to the controlling Major Powers income. This is true even if a Major Power is currently being controlled by either France or Great Britain in the 2 player game; each Major Power still tracks its own EP and RP.

13.2 Spending EP and RP

Players may spend EP and RP to build Armies and Fleets, to purchase Event Cards and purchase Coalition Cards (United Kingdom).

1 SP Army: 1 EP and 1 RP per SP

1 SP Fleet: 1 EP and 1 RP per SP

Event Card: 2 EP

Coalition Card (UK): 2 EP

EXAMPLE: To Recruit the Grand Armee at full strength (4 SP) the French player would spend 1 EP and 4 RP.

GAME NOTE: Economy Points (EP) have been calculated based upon the Gross National Product for each country in the 1800s. Every 20,000 Million 1990s USD equivalent represents approximately 1 EP. Recruitment Points (RP) have also been calculated based on the population in the 1800's, with 1 RP for every 10 million inhabitants.

EXAMPLE: The number of RP's and EP's as shown on the map.



(14.0) GENERALS

General counters are provided to record the location of various historical personalities. Generals can command Armies from their home country (thus they must match the color of the Army they command).

EXCEPTION: If the Swedish General Bernadotte is pro-UK United Kingdom, he may control any pro-UK Army.

Each General can have three important attributes:

- Star
- Red Number
- Tactical Rating

14.1 Star

A General with a star on its counter allows a Stack of Armies to move and Attack.



Generals with a star are also permitted to command a Stack made up of Armies from different countries. However, such a Stack must include at least one Army from the General's home country.

14.2 Red Number

Only Generals with a red Tactical Rating on their counter may attempt to conduct a Maneuver action.



14.3 Tactical Rating

Each General also has a Tactical Rating under the General's portrait. This Tactical Rating number is added to any Attack, defense or Siege dice roll conducted by the General.



EXCEPTION: Wellington has a special Tactical Rating of a 1/2. This means Wellington has a +1 on attack, and a +2 on defense.



EXCEPTION: The Spanish General Castaños has a Tactical Rating of +1. However, immediately following his first battle, his counter should be flipped to the reverse side. He now has a Tactical Rating of +0 for the remainder of the game.



HISTORICAL NOTE: Castaños was responsible for the first Major defeat of a French army when he destroyed Dupont's Corps from the Armée de Espagne at Bailén in 1808. He was later defeated by Napoleón at Tudela after assuming the position of supreme commander of the Spanish Armies.

14.4 General Reinforcements

Generals can be received as Reinforcements, or retired and removed from the game, per the Reinforcement section of each Home Card.

GAME NOTE: Several Generals, such as Ney, held commands in 1805, but do not arrive until later in the game. This is due to the fact that historically they were commanding much smaller formations than the armies of 50,000-100,000 men represented in the game. Additionally, while commanders such as Ney and Murat were brilliant subordinate commanders, their success with independent commands were rather less illustrious. Therefore in game terms their low Tactical Rating reflects this reality, while the use of an Event Card that adds a modifier would equate to a subordinate role.

14.5 Multiple Generals

If at any time two Generals are commanding a Stack or Army, by default a General with a star is in command. If both Generals have a star on their counter, the owning player chooses the commander.

14.6 Recap Generals

To recap, a General with a star on its counter can command more than one Army (Stack) and can command a Stack comprised of Armies from different countries, while a General with a red Tactical Rating is permitted to attempt to conduct a Maneuver action. Finally, the Tactical Rating adds modifiers for a General when attacking or when attacked.

15.0 ADMIRAL

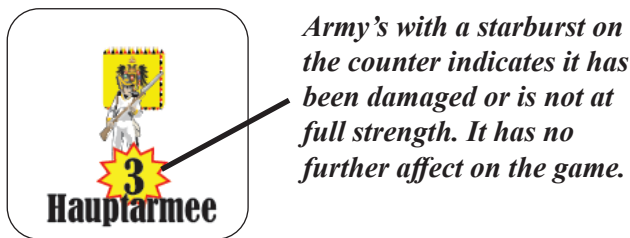
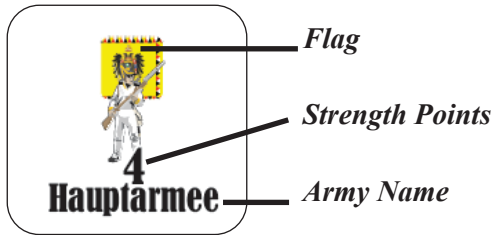
Importantly, Fleets do not require an Admiral or General to conduct actions. Nelson is the only Admiral provided in the game. While Fleets can take actions and conduct Maneuvers without a General or Admiral, Nelson gives Fleets he commands a Tactical Rating of +1 in any Fleet battle.



16.0 ARMIES

Armies may occupy the same area as other Armies and those of the enemy. Armies can move from one area to an adjacent area during the game. However, Armies are separate and distinct formations from other Armies in the same area.

Each Army counter contains the following information:



Flags: A flag on the left of an Army counter is the area an Army is placed when Recruited.

An Army or Fleet may be Recruited and Reinforced using the EP and RP of the country of origin. Thus France may use its EP and RP to Recruit and Reinforce Armies and Fleets that are French (blue), while Austria may use its EP and RP to Recruit and Reinforce Armies and Fleets that are Austrian (white).

Minor Power Flags If an Army or Fleet contains a flag from a Minor Power on the left side of the counter, it is simply intended to give historical flavor and to identify the countries which were historically part of the Army.



Strength Points: Each Army counter is named and contains Strength Points. Each Strength Point represents approximately 30,000 to 50,000 men. Additionally each Army can have between one to four steps. When damaged during battle, or from Attrition, the Army counter should be flipped to its reduced side or removed as appropriate.

When a reduced Army receives Reinforcements, merely flip it back to its full strength side, or add its higher strength counter as necessary.

Some exceptionally Large Armies are represented with multiple counter units. For example, the French Grande Armée, Russian 1st West Army and Prussian Hauptarmee all use multiple counters. Thus these Armies have a counter A side, B side, C side and D side for tracking losses. When necessary to reflect an increase or decrease in strength, replace the counter with the next step. **If the Army is destroyed, place it in the Home Card, to be recruited again.**

GAME NOTE: As a reminder of Armies that can be Reinforced, players should place reduced multi-step counters on their Home Card when they take losses.

16.1 Recruitment and Reinforcement by different Major Power

If an Army contains the flag of a different Major Power (other than the country that owns the Army) that country may spend its own EP and RP to Recruit or Reinforce that Army.

The Prussia Army shown can be Recruited or Reinforced by spending Prussian EP and RP. It can also be Recruited and Reinforced by spending Russian EP and RP if Prussia and Russia are allied. However, if Russia is being played by a player, Prussia would need the Russian player's permission before spending Russian EP and RP to either Recruit or Reinforce this Army.



16.2 Army Placement

A flag on the left side of the counter indicates the map area such Army should be placed when Recruited.

16.3 Large Army

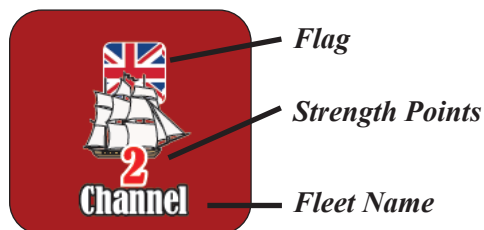
Any single Army counter of 2+ SP is considered a Large Army.

16.4 Small Army

An Army of 1 SP is called a Small Army.

(17.0) FLEETS

Fleets may occupy the same sea zone as other Fleets and those of the enemy. Fleets can move from one sea zone to an adjacent sea zone during the game. However, Fleets are separate and distinct formations from other Fleets in the same area. Each Fleet counter contains the following information:



Each Fleet counter is named, displays current Strength Points and when at less than full-strength has a starburst on its counter. Each Fleet has between one to two steps. When damaged during battle the Fleet counter should be flipped to its reduced side, or removed as appropriate. **When destroyed, Fleets are retired of the Game, except for UK and French Fleets that are placed in the Home Box to be recruited again.**

17.1 Fleet Recruitment

Fleets are recruited in the same manner as an Army by spending EP and RP.

17.2 Fleet Placement

When Recruited a Fleet should be placed in an empty home or allied Port.

17.3 Fleet Movement

A Fleet can move and Attack other Fleets without a General or Admiral. A Stack of Fleets may also move and Attack without the requirement of a General or Admiral with a star.

(18.0) MOVE ACTIONS

18.1 Army Move Actions

In the Action Phase the Player may make the next Move Actions with any or all of his Armies or Stacks: (i) An Army or Stack may move from one area to an adjacent area, and once moved and if the player wants, to declare an Attack to an enemy Army or Stack (to be solved in the next Attack Phase); or (ii) an Army or Stack may join an existing Army or Stack in its area to make a Stack (but in such case the player cannot declare an Attack also, except in case of making a successful Maneuver); or (iii) to just declare an Attack; or (iv) to retire an Army or part of a Stack from a Stack, and if he wants, once moved to declare also an Attack (to be solved in the next Attack Phase); or (v) an Army may embark* on a Fleet in an adjacent sea zone; or (vi) an embarked Army may disembark from a sea zone to an adjacent land area, and once moved and also if the player wants to declare an Attack (to be solved in the next Attack Phase). In order to Declare an Attack just move the Army or Stack adjacent to an enemy Army or Stack in its area for a Battle, or over a Fortress icon for a Siege. An Attack cannot be declared by several Stacks versus the same enemy Army or Stack unless a successful Maneuver has happened. **If you control several Major Powers, you may act with them in the order that you wish, but in your Action Phase (except when making a Maneuver. Section 19).**

18.2 Fleet Move Actions

In the Action Phase the Player may make the next Move Actions with any or all of his Fleets or Stacks: (i) a Fleet or Stack may move out of a Port to the same sea zone, and also once moved and if the player wants, to declare an Attack to an enemy Fleet or Stack (to be solved in the next Attack Phase); or (ii) a Fleet or Stack may join an existing Fleet or Stack in its sea zone to make a Stack (but in such case the player cannot declare an Attack also, except in case of making a successful Maneuver); or (iii) Fleet may move from a sea zone into a Port in the same sea zone; or (iv) a Fleet or Stack in a sea zone may move to an adjacent sea one, and also if the player wants, to declare an Attack to an enemy Army or Stack once moved (to be solved in the next Attack Phase); or (v) to just declare an Attack. In order to Declare an Attack just move the Fleet or Stack adjacent to an enemy Fleet or Stack in its area for a Battle. An Attack cannot be declared by several Stacks to the same enemy Fleet or Stack unless a successful Maneuver has happened.

18.3 General Actions

A General may move from one land area to an adjacent area; **or** a General may join** an Army or Stack in its area; **or** General may change from one Army or Stack to join** another Army or Stack in the same area; **or** General may embark* on a Fleet in an adjacent sea zone; **or** an embarked General may disembark from a sea zone to an adjacent land area.

*Each Fleet can transport an unlimited number of Generals at a time. **Each Fleet can transport just one Army of any size.**

**A General that joins an Army or Stack may not also attack in the same Action Phase, although they may defend normally.

(19.0) MANEUVER REACTIONS

A Maneuver is not a move Action. Instead it is a special form of reaction during an Action Phase (either your own Action Phase or an opponent's). A Maneuver is only available to Generals with a **red** Tactical Rating on their counter. **The number is not applicable (no +2 for Napoleon when maneuvering)**

19.1 Fleet Maneuver

Fleets may always attempt to conduct a Maneuver and do not require an Admiral or General. **Consider the references to Armies below to be applicable also for Fleets.**

19.1 Maneuver Reaction

A Maneuver can take place during an opponent's Action Phase (Evade, Intercept or March to the Sound of the Guns) or your own Action Phase (March to the Sound of the Guns).

19.2 Maneuver Limitations

A Maneuver can only be attempted if the General and his Army, or Stack he commands, is located in the same area as a battle he wishes to join or enemy Army he wishes to intercept.

In order to conduct a Maneuver, the player announces he is attempting a Maneuver and then rolls one dice. On a roll of 5 **or** 6, the Maneuver is successful, otherwise the attempt fails.

A General or Fleet cannot attempt or conduct more than one Maneuver per Action Phase sub-round. As a reminder, it is a good idea to flip a General's counter upside down to assist in tracking when a General has attempted or successfully conducted a Maneuver during an Action Phase sub-round. Remember, there are two Action Phases each turn; thus, a General or Fleet can attempt to conduct a Maneuver in both Action Phases of a turn.

(20.0) TYPES OF MANEUVERS

20.1 Evade

This Maneuver is in reaction to an Attack on a General's Army or Stack. The player announces an Evade Maneuver following his opponent's declaration of an Attack on the General's Army or Stack. The player attempting to Evade then makes his die roll. A roll of a 5 or 6 cancels the Attack, as the Army successfully evaded and the Attack is cancelled.

20.2 March to the Sound of the Guns

A player may attempt to conduct this Maneuver either in his own Action Phase or an opponent's Action Phase as a form of reaction.

When a battle is initiated in an area, a General in the same area may attempt to join that battle if not already involved. The player announces his attempt to March to the Sound of the Guns and rolls one die. If successful, the General immediately adds his Army or Stack to the Army or Stack that was attacked, or to the player's Army or Stack that is conducting an attack if used during the player's own Action Phase.

20.3 Intercept

This Maneuver is in reaction to an opponent's Move Action **or Battle or Siege** in the General's area. When an opponent attempts to Stack two Armies, or conduct a move into or out of the area, **or to declare a Siege or a Battle**, the reacting player may announce an Intercept. The intercepting player rolls a die, on a 5 or 6, he successfully Intercepts.

Upon a successful Intercept, the Stack is not formed **or other actions nor ended**, and the Maneuvering Army immediately conducts an Attack on the enemy Army that was moving to form the Stack **or do the the action**. Additionally, if an Army that moved into or attempted to move out of the area is intercepted (**before going out**), the Maneuvering Army immediately conducts an Attack on the moving Army or Stack. This of course could lead to a reaction of March to the Sound of the Guns by the moving player as a further reaction if he had a General capable of attempting a Maneuver in the area.

Generals moving without an Army are not eligible to be intercepted.

Once intercepted, despite winning or losing, the Army cannot end the action.

(21.0) ATTACKS: BATTLES AND SIEGES

21.1 Attacks

Armies are limited to whether they can attack based upon the size of the Army and whether the Army is commanded by a General. A 1 Strength Point Army can always Attack, even without a General.

21.2 Attack Limitations and Prohibitions

A Stack of two or more Armies, of any strength, requires a General with a star before it may move or conduct an Attack. Additionally, the General must be from the same home country of at least one Army in the Stack.

A 2 Strength Point or larger Army requires a General before it may attack. An Army cannot Attack a Fleet and a Fleet may not Attack an Army.

Allies may not attack one another. Thus a pro-French country may not attack another pro-French country. The same holds true to a pro-UK country, it may not attack another pro-UK country.

EXCEPTION: See the Bayonne Abdication and the 1812 Russian Invasion Event Cards.

21.4 Attack Procedure

An Attack may only be conducted against enemy Armies or Fleets in the same area as the attacking Army or Fleet. When resolving an Attack, follow the following procedure in order:

1. In the Action Phase, The attacking player announces an Attack with one of his Armies, Fleets or Stack and identifies the target of his Attack (enemy Army, Fleet or Stack).
2. In the Action Phase, the attacking player may attempt to conduct Maneuvers in that area.
3. In the Action Phase, the defending player may attempt to conduct Maneuvers in the area.
4. In the Attack Phase, compare the relative Strength Points of the opposing forces in the battle to determine the odds.
5. The attacking player may play one Event Card, or any allies involved in the battle may also play one Event Card. If an opponent cancels the play of an Event Card, the player may play a second Event Card.
6. Then the defending player may play one Event Card or any allies in the battle may also play one Event Card. If an opponent cancels the play of an Event Card, the player may play a second Event Card, **and so on. At the end there should be one Event Card effective maximum, in an Attack.**
7. Add or subtract any modifiers to both the attacking and defending players to reach a total modifier.
8. The attacking player rolls a dice and adds or subtracts the final modifier and consults the Battle Matrix Table on the player aid card for the battle results. **Never apply a Die Roll Modifier after the rolling.**

21.5 Battle Matrix Results

BATTLE MATRIX

Die Roll	1:2	2:3	1:1	3:2	2:1
0	AR1	AR1	AR1	AR1	AR1/DR1
1	AR1	AR1	AR1	AR1/D1	0
2	AR1	AR1	AR1/D1	0	0
3	AR1	AR1/D1	0	0	A1/DR1
4	AR1/D1	0	0	A1/DR1	DR1
5	0	0	A1/DR1	DR1	DR1
6	0	A1/DR1	DR1	DR1	DR1
7	A1/DR1	DR1	DR1	DR1	DR1

Key: 0: No effect (indecisive engagement); A1: Attacker loses 1 SP; D1: Defender loses 1 SP; R: Attacker or Defender has suffered a Major Defeat, check for possible surrender. Apply as a DRM the difference in Leader Tactical Ratings. Apply a DRM of +1 (attack) or -1 (defense) to UK fleets. Apply a -1 DRM if unsupplied, for Fleets with an embarked Army. Apply a +1 DRM to an Army that is attacking another one that is also besieging a fortress at the same time
Small Armies (1 SP) are only effected by AR, 0 or DR results, no step losses.

- 0 No effect (minor indecisive engagement)
- A1= Attacker loses 1 Strength Point*
- D1= Defender loses 1 Strength Point*
- R Retreat Player may retreat to an adjacent friendly area, but is not required to retreat.**

*Ignore A1 and D1 results for battles in which both players have only 1 Strength Point.
 **The Attacker or Defender has suffered a Major Defeat. Check for possible surrender on the defeated player’s Home Card and add a Major Defeat marker if appropriate.

GAME NOTE: Allowing the player to choose whether to retreat represents a tactical withdrawal that cannot be represented due to the scale of the game. Further, smaller battles rarely resulted in the complete destruction of an Army. In the entire Napoleonic period, battles involving armies of 30,000 to 50,000 men resulted in the destruction of an army only at Bailén, Cintra and Kulm. These special circumstances are covered by Event Cards.

If the Army is destroyed, placed it in the Home Card, to be recruited again.

21.6 Fleets in Battle

Fleets do not require an Admiral or General to conduct an Attack. You may create a stack of several Allied Fleets despite of being of different countries, and Move, Defend or Attack with them. In case of losing 1 SP, the player defeated chooses the Fleet affected. A Fleet with an embarked Army is prohibited from making an Attack. If a Fleet has an embarked Army on its counter (is transporting an Army) and is attacked, the attacker receives a +1 bonus. Any UK Fleet has +1 bonus, due to the expertise of the Royal Navy.

If a Fleet that is transporting an Army suffers a defeat or is destroyed in battle, the embarked Army automatically losses 1 Strength Point. The Fleet immediately returns to a friendly Port adjacent to that area and the Army is disembarked into a friendly area adjacent to the Port. If there is no adjacent friendly Port, the Fleet moves to the nearest friendly Port (whether in his Sea or other Sea) and disembarks any transported Armies. If no Port is available, the Fleet and Army is destroyed and removed from the map.

21.7 Sieges

A Fortress can only be Attacked by conducting a Siege. A player conducts a Siege by means of an Attack action.

The player conducting the Siege places the Army or Stack on the Fortress to indicate it is attempting a Siege and rolls a dice. Apply the General’s die roll modifier. Remember that a Siege can be intercepted by a Maneuver. If the result is a 5 or 6, the Siege has been successful and the player places his garrison marker on the Fortress. The players should then check for possible Surrender.



If the Siege fails, place a Siege marker on the Army or Stack to indicate the Siege is continuing. A besieging Army or Stack receives a +1 Siege modifier on the second attempt and a maximum +2 modifier on the third attempt. If further Siege attempts +2.

A Siege can be lifted by one of two means:

1. The besieging Army elects to end the Siege.
2. The besieging Army is forced to retreat in a battle while attempting to maintain the Siege.

When attacked, a besieging Army has two choices. It can lift the Siege and fight the battle normally, or it can attempt to maintain the Siege and fight the battle. If the besieging Army elects to maintain the Siege and fight a battle, it receives a -1 battle modifier.

If the besieging Army elects to end the Siege or is forced to retreat following a battle, place the Army back in the area, and remove any Siege marker. Consider any R result in the Battle Matrix as being forced to Retire.

(22.0) RECRUITMENT AND REINFORCEMENT

During the Reinforcement portion of the Administration Phase, starting with the pro-UK players, then pro-French, players may spend EP and RP points to Recruit new Armies or Fleets and/or Reinforce existing Armies and Fleets.

Players may spend EP or RP to Reinforce or Recruit an Army or Fleet from its country or may use EP and RP from a Major Power having its flag on the counter. If an Army of Fleet contains the flag of a Major Power, that Major Power can use its EP and RP to Recruit the Army or Fleet even if it is of a different Major Power (color).

GAME NOTE: Flags other than that of a Major Power to the right side of a counter are intended only for historic purposes to reflect that an army might have been comprised of say British, Portuguese and Spanish troops.

22.1 Recruitment

New Armies are Recruited by the various countries during the game. Each Home Card outlines when an Army becomes available for Recruitment. When an Army or Fleet becomes available for Recruitment, the player should place such unit on his Home Card. That player may then spend the appropriate EP and RP to place the unit on the map. Units which have not yet become available may not be purchased or Recruited by a player.

For example, Russia receives the 3rd Army on the 1808 turn.

1806 – Removed Kutusov, add Bennigsen
1808 – Add 3rd Army
1812 – Add Mldv/Poland Army, Detolly, Wittenstein and Kutusov
1813 – Remove Kutusov

Major loses it suffers.

The Russian player should place the 3rd Army on their Home Card at the start of the 1808 turn as a reminder the Army is available for Recruitment by spending EP and RP.

22.2 Recruited Army and Fleet Placement

Newly Recruited Armies are placed in the country corresponding to the left most flag on the counter.

GAME NOTE: Note that according to each of these countries Home Card, the Spanish, Danish and Portuguese Fleets cannot be recruited again once destroyed.

Newly Recruited Fleets are placed in one of the country's Ports or an allied Port.

22.3 Army and Fleet Reinforcement

Existing Armies (in supply) may be Reinforced by the purchase of additional Strength Points by paying 1 RP per Strength Point.

Existing Fleets may be Reinforced by the expending 1 RP per Strength Point. Fleets may be Reinforced only while in Port.

(23.0) COUNTRY ALIGNMENT

During game play, all Major and Minor Powers are considered pro-French or pro-UK.

EXCEPTION: On turn 1, some Major and Minor Powers begin the game as neutral. These neutral countries will remain neutral until attacked by one faction or the other, or until they join the United Kingdom via play of a Coalition Card. Additionally, when a Coalition expires, all pro-UK countries become neutral.

23.1 Alignment at Game Start

At the start of the game, France, Spain, Germany and Italy, are pro-French. The United Kingdom is of course pro-UK. All other Major and Minor Powers begin the game as neutral.

23.2 Changing Alignment

Countries may only change alignment by:

1. Event Cards;
2. When neutral and Attacked by either the British or French;
3. Being Attacked by a French or British ally;
4. Play of a Coalition Card by the United Kingdom;
5. Surrender.
6. When a Coalition Card expires after two turns, all pro-UK countries in that Coalition become neutral, **except in 3 or more Players Game.**

23.3 Neutral Country Attacked

When a neutral country is attacked by either United Kingdom or France (or one of its allies), the neutral country immediately joins the opposing alliance.

(24.0) MAJOR POWER SURRENDER

Each Major Power has its conditions of Surrender printed on its Home Card and on the Player Aid Card. See Surrender Table on Player Aid Card.

A Major Power will Surrender immediately upon meeting its surrender conditions.

When playing with two players, a surrendering Major Power becomes allied to and controlled by the other player. Additionally, the Surrendering Major Power's Armies may be reduced, according to the special rules stated on the conquered country's Home Card. Finally, when a Major Power surrenders, all its garrison markers are removed from the game.

EXAMPLE: Thus if Prussia controlled the Low Countries and Prussia was forced to Surrender, the Low Countries would revert back to control by France.

HISTORICAL NOTE: Major Powers did not completely lose their independence after being conquered, but were politically beholden to their conqueror until such time as they could reassert independence.

GAME NOTE: When playing with more than two players, the Surrendering Major Power will switch sides, but will still be controlled by the same player. He's just allied with the other faction until such time as he may switch alliances again.

(25.0) MAJOR POWER OCCUPATION

When a Major Power is invaded and has no Armies, or allied Armies, in its area during the Administrative Phase but has not Surrendered, it is considered as Occupied.

An occupied Major Power receives no EP or RP and the occupying Major Power receives an additional 1 EP which is added to the occupying Major Power's EP total each turn.

(26.0) CREATION MINOR COUNTRIES

A Minor Power may be created by the surrender of a Major Power. If a Minor Power is created, it is controlled by the player that forced the surrender.

The following Minor Power countries are created following the surrender of a Major Power

1. Low Countries from France

Creation (Treaty of Paris/Fontainebleau): If France surrenders, create the Low Countries.

2. Great Duchy of Warsaw/ Poland from Prussia

Creation (Treaty of Tilsit): Create if France conquers Prussia. If Russia or Austria conquers Prussia (or Grand Duchy of Warsaw), place the Russia or Austrian control marker.

3. Illyria/Dalmatia from Austria

Creation (Treaty of Pressbourg/Schonnbrunn): Create if France conquers Austria.

When one of these Minor Powers is created by the surrender of a Major Power, use one of the Minor Power markers to track both its creation and which alliance it supports.

26.1 EP and RP Gain and Loss

When a Minor Power is created, the controlling Major Power which forced the surrender gains either 1 EP or RP of the player's choice. The Major Power that lost a portion of its country by the creation of the Minor Power loses 1 EP or RP of its choice.

EXAMPLE: If Russia conquers The Grand Duchy of Warsaw, place a Russian control marker in the Grand Duchy of Warsaw area. During the Administration Phase, Prussia would receive either 1 EP or 1 RP and Russia would receive 1 EP or 1 RP.

GAME NOTE: If there is no marker available to show control, such as in the improbable case of a pro-French Spain conquering Denmark, the player should place the pro-French marker in Denmark as a reminder.

26.2 New Area Created

The formation of a new Minor Power creates a new area on the map. This new area is treated as its own area for movement and all other game purposes.

26.3 Surrender of Created Minor Power

If re-conquered by the original Major Power, or one of its allies that cannot control it, or that being able, he does not want to control it (i.e. Austria or Russia may control Poland, but not Spain), the created Minor Power area is reincorporated into the Major Power's territory. The area ceases to exist on the map until such time as it may be created again.

(27.0) CONTROL OF MINOR COUNTRIES

Player's may gain control of a Minor Power country via its Surrender, the play of an Event Card, or the play of a Coalition Card. The conquering Major Power should place the Minor Power Home Card in front of the controlling player for easy reference.

27.1 Minor Power Fortress

All Minor Powers in existence at game start have one Fortress location which is noted by a flag and Fortress graphic on the map. A Minor Power will Surrender when its Fortress location is captured.

Minor Powers created during the course of the game do not have a Fortress location printed on the map.

EXCEPTION: The Low Countries contain a French Fortress (Antwerp) that should be considered the Low Countries Fortress when created.

Players should treat the control marker as the Fortress location in a newly created Minor Powers. The control marker thus becomes the Fortress which must be captured in order to force them to surrender. Thus place the Army on the control marker to reflect movement and the Siege attempt.

27.2 Controlled Minor Power EP and RP

Once conquered, the player should place a control marker in the Minor Power's map area to note the control.

The controlling Major Power may then use the Minor Power EP and RP as its own. Thus in addition to a Major Power's own EP and RP, it will receive all Minor Powers its controls EP and RP.

(28.0) STRALSUND & GIBRALTAR

Stralsund (Sweden) and Gibraltar (United Kingdom) are Fortress locations outside a Major Power's territory.



28.1 Stralsund. Stralsund is a Fortress belonging to Sweden. It is however located inside the Prussian home area.



28.2 Gibraltar Gibraltar is both a Port and Fortress belonging to the United Kingdom. It is however located inside the Spanish home area.

Gibraltar is a special case. In order to capture Gibraltar three conditions must be met at the same time: **(1)** it must be successfully taken by Siege; **(2)** the pro-French faction must have a fleet in the Mediterranean; and **(3)** the pro-UK faction has no Fleet in the Mediterranean (**A Fleet in a Port is not in the Mediterranean**).

(29.0) PORTS

Ports are represented by an anchor and location name on the map. Ports may not be captured, as they represent various ports along the coast of a country.



EXCEPTION: The Ports of Gibraltar, Lisbon and Copenhagen may all be captured as they are Ports and Fortresses. Additionally, if captured any Fleets currently in the location are destroyed and removed from the game.

A Fleet currently in a Port cannot be attacked by land. However, if a Port that is also a Fortress is captured, any Fleets are destroyed.

(30.0) SUPPLY

Armies are considered either in supply or Unsupplied. A friendly area is defined as a home area or an area controlled by an ally.

EXAMPLE: If Austria and Russia were both pro- United Kingdom, British, Austrian and Russian Armies in Austria, Russia or the United Kingdom would all be considered in friendly territory.

An enemy area is defined as any area owned or controlled by the opposing faction or a neutral country.

30.1 Fleets Provide Supply

An Unsupplied Army is considered in supply if a friendly Fleet is in an adjacent sea area. The presence of an enemy Fleet in the same area as the friendly Fleet providing sea supply does not affect sea supply.

30.2 Unsupplied

Any Army in enemy area not adjacent to a friendly area is considered Unsupplied. **Check whether you are supplied in real time (i.e. when you roll the die)**. An Unsupplied Army has the following restrictions:

1. +1 dice roll modifier on all Attrition checks;
2. Strength 1 Army's must make Attrition check using the 2 Strength column on the Attrition Table;
3. May not be Reinforced; and
4. Suffers a -1 dice roll modifier when attacking and defending.

(31.0) END OF GAME AND VICTORY

If no Automatic Victory has been achieved by the end of the game (1815), the winner is determined by counting Victory Points. The player with the most Victory Points is the winner. If tied for Victory Points, then compare the any extra Gloire Points, if still tied consider the game a draw.

EXAMPLE: France ends the game with 10 Victory Points and 22 Gloire Points. The French player would therefore net a total of 12 VP with 2 remaining Glorie Points. The United Kingdom ends the game with 9 Victory Points and 33 Glorie Points. The United Kingdom would therefore net a total of 12 VP with 3 remaining Glorie Points. The game is tied at 12 VP each. However, the United Kingdom would win the tie breaker by having more extra Glorie Points.

Players earn Victory Points as follows:

2VP for... United Kingdom if France surrendered during the course of the game

... France of any pro-French player controls Gibraltar

1 VP for... each per every EP the player controls on the final turn (**not counting the countries controlled merely by a Coalition in place**),
... each Fortress controlled by France not counting those on France's Home Card

... each Fortress controlled by the United Kingdom not counting those on the United Kingdom's Home Card, **neither the ones conquered by the countries controlled merely by a Coalition Card in place**.

... each ten (10) Gloire Points earned by **UK or France**

-1VP... For each Fortres is currently controlled by an enemy faction in a players home country...

... if a Minor Power exists inside home country

... **-2 VP** for the United Kingdom if it does not control Gibraltar

Note that as garrison markers are suppressed when the country surrender (Section 6), there will be no VP for Minor Countries Fortresses, as there will be no Garrison marker. VPs for Minor Countries are only won for their EPs.

31.1 Gloire Points

Gloire Points (**GP**) are earned by winning victories in battles, for conducting a successful Siege, forcing other countries to Surrender, and/or when all members of a Coalition Surrender thus forcing the

termination of the current Coalition. Ten (10) Gloire Points are equivalent to a one (1) Victory Point. During the course of the game, as players earn Gloire Points, each player should track the points earned each turn. **The GP are earned by the Player who controls the armies in the action won (Battle, Siege, conquest, etc), so these are only for the French or UK Player. (i.e. they are not tracked for the other countries as Austria. At the end Austria was controlled by UK, so the merits are for him)**. Players earn Gloire Points as follows:

+1 GP per battle won (retreat result)

+1 GP per successful Siege

+1 GP per country forced to Surrender

+1 GP by forcing an early end to a Coalition



(32.0) RULES 3 TO 6 PLAYERS

When playing the game with more than two players, add these additional rules and Victory Points.

32.1 Alignment

Whether a player is pro-UK or pro-France is determined by the current Coalition Card and by some Event Cards. However, if no Coalition Card is currently in play and no Event Card mandates otherwise, players controlling Prussia, Austria, Russia or Spain **must** elect during the Administrative Phase whether they are pro-UK or pro-France. However, when a Coalition Card expires, all coalition members become neutral. **In this moment, the neutral Major Power controlled by a Player must choose his alignment. Remember that there are no Neutrals Action Phase.**

32.2 British Subsidies & Sharing Cards.

The United Kingdom is permitted to give any of his EP to any pro-UK player. **Also, Allied players may use other Allied Players Event Cards, if agreed.**

32.3 Historical Limitations

If a Major Power conquers a Minor Power, use the Major Power marker provided to evidence control. If there is no marker to record that Major Power s control, the player should use the marker from the appropriate faction (pro-French or pro-United Kingdom). The EP and RP gain for control of the Minor Power is thus given to France or the United Kingdom.

GAME NOTE: These exceptions attempt to avoid ahistorical situations in the hopes of directing the Major Powers toward conquering countries they had a national interest in controlling during the Napoleonic Wars.

32.4 Multi-Player Victory Points

2 VP for... United Kingdom if France surrendered during the course of the game

... France of any pro-French player controls Gibraltar

... Spain if gain controls Gibraltar

1 VP for ... each per every EP the player controls on the final turn (**not counting the EP of the countries controlled merely by a Coalition in place**) ... each Fortress a Major Power controls not counting those on home card **nor the Fortress conquered by a country controlled merely by a Coaliton in place**

... each ten (10) GGloire Points earned by a Major Power

-1 VP ... a Minor Power exists inside home country ()

... each Fortress controlled by an enemy in a player's home country

-2 VP for...

... the United Kingdom if it does not control Gibraltar

Different to the 2 Players Game, here the GP are tracked and earned by any individual Player. So, in a 3 Players Game (France, UK and Austria) any Player would track their GP. The other GP won by the other Major Powers (Russia, Spain and Prussia) not played by any Player would be recorded for the Player controlling them in the moment they won the GP, whether UK or French.

32.5. Different Players stacks (Armies or Fleets). In these cases, the General controlling the stack will receive the GP. In case of losing 1 SP, the defeated side should choose by agreement **17-** between them which Army Fleet is affected. If not possible, do it by random.

(33.0) ABRIDGED VERSION OF GAME

If players need a shorter version of the game they can play the six (6) turn abridged version using the following rules:

33.1 Turn Advance

Use the Abbreviated Game Turn Track during the Administration Phase to record the current game turn.

33.2 Mid-Turn Reinforcements

Generals, Armies and Fleets arriving as Reinforcements on the Home Card in the middle of a turn, for example in 1807 of the 1806-7 turn are Recruited and placed on the map at the beginning of the second sub-Action Phase.

33.3 Coalition Card Purchases

The United Kingdom player may pay for and play a Coalition Card in the Coalition portion of the Administrative Phase or in the second Action Phase if the previous one was cancelled in the first Action Phase. **Coalition Cards lasts also 2 turns.**

33.4 Surrender

In the abridged version, all Major Powers that require the loss of two battles before being eligible to surrender only require the loss of one.

(34.0) 1805 INITIAL DEPLOYMENT

Turn 1: 1805. Place the Turn marker in 1805. Skip Phases A1 and A6 (Recruitment). All Armies and Fleets begin un-Stacked. Each General may begin in command of one Army in its area.

Pro-French:

In France:



Atlantic Port (Brest):



Mediterranean Port (Toulon):



Italy:



In Spain:



Atlantic Port (Ferrol):



Mediterranean Port (Cartagena):



THE HUNDRED DAYS CAMPAIGN IN 10 MINUTES

Pro-United Kingdom (UK):

In Great Britain:



Atlantic Port (Portsmouth):



North Sea Port (Hull):



Gibraltar:



Neutrals:

Austria:

In Austria:



Prussia:

In Prussia:



Russia:

In Russia:



Game Credits:

Game Design: Javier Garcia de Gabiola
 Project Management William Thomas
 Editing: J. Mark Scarbrough
 Graphics: Bruce Yearian
 Playtesting: Javier Garcia de Gabiola, Enrique Garcia de Gabiola, Javier Martin and Jorge Munoz.

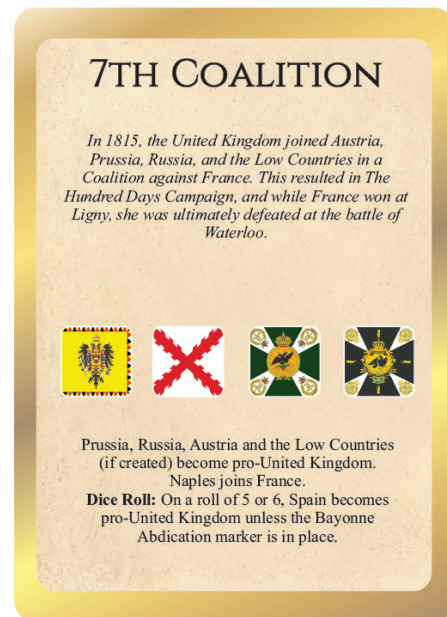
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Administration Phase - Advance Turn Marker

Advance the turn marker from Turn 10 (1814) to Turn 11 (1815).

Administration Phase - Coalition Phase

The United Kingdom player receives his Home Card production of 2 EP and 2 RP (A2.1) and elects to purchase a Coalition Card (12.1). He pays 2 EP and reduces the UK EP marker from two to zero and draws the 7th Coalition CARD. The United Kingdom player elects to play the card and reads the card aloud.



Per the 7th Coalition Card, Prussia, Russia, Austria join the United Kingdom alliance and become pro-United Kingdom. Additionally, since the Low Countries have been created due to the previous French surrender, the Low Countries also become pro-United Kingdom. Naples joins France and becomes pro-French.

The United Kingdom player would normally roll a dice to determine Spain's alliance, but Spain was already pro-United Kingdom (May 2nd marker).



Administration Phase - Continental System Check

All Major Powers are currently pro-United Kingdom. Therefore the Continental System marker is not placed (A.3).

Administration Phase – Production

The United Kingdom player now receives EP and RP for each Major and Minor Power he controls (10.1, 29.1 and 26.1).

The United Kingdom elects to receive 1 EP for control of the Low Countries, 1 EP for control of Spain (Spain previously lost her colonies through the Spanish American War Event Card), 3 EP and 2 RP for control of Russia (he also controls Poland), 3 EP and 3 RP for Austria (1 additional EP and 1 RP to Austria for control of Italy) and 2 EP and 1 RP for control of Prussia (Prussia lost Poland, thus Prussia losses either 1 EP or 1 RP, and opted to lose 1 EP). Prussia controls also Germany gaining 1 EP and 1 RP (10.1., 13.1 and 26.1). The pro-United Kingdom countries receive a total of 11 EP and 8 RP.

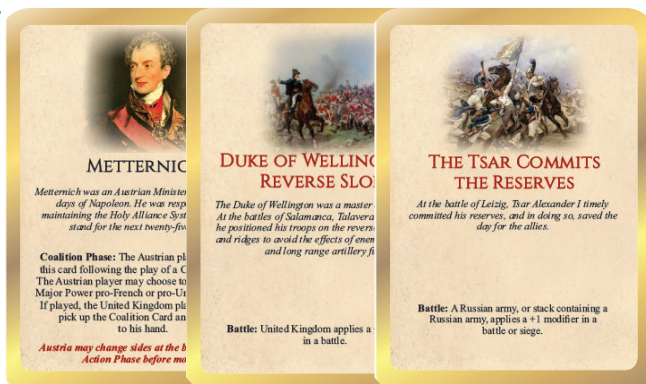


The French player now calculates his EP and RP. He receives 2 EP and 3 RP for control of France, plus he opts for 1 EP for Naples. However, he must reduce either his EP or RP by 1 for the loss of the Low Countries. He elects to lose 1 RP (26.1). France receives a total of 3 EP and 2 RP.

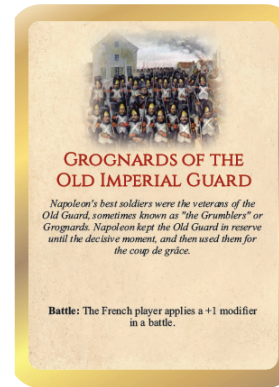
Administration Phase – Purchase Event Cards

The United Kingdom player spends 2 EP from Russia and 2 EP from Austria’s production to purchase two Event Cards (11.1 and 13.1). He then reduces these countries production totals on the production track. The unused production will be lost in the Winter Phase (C.3). The United Kingdom player draws two cards from the Event Card deck and gets Wellington’s Reverse Slope and Diplomacy at Tilsit.

The United Kingdom player was holding the Tsar Alexander Commits His Reserves and Metternich. He now has four cards in hand and must discard one card (11.2). He chooses to discard Diplomacy at Tilsit, as this card is only useful for the French player.



The French Player also elects to purchase an Event Card and spends 2 EP. He draws Grognaards of the Old Imperial Guard. He has no other cards in hand, so it not required to discard.



Administration Phase – Recruitment and Reinforcement

The United Kingdom player spends 1 RP to reinforce the Allied Army bringing it from 1 to 2 Strength Points. He then spends 1 Prussian RP to increase the Hauptarmee Army from 1 to 2 Strength Points (13.1). Any unused RP will be lost in the Winter Phase.

The French player now spends 1 RP to increase the Nord Army from 1 to 2 Strength Points.

Administration Phase – Deployment and General Re-Deployment

Neither player recruited any armies or elects to deploy. Additionally, neither player desires to redeploy any of their generals.

First Sub-Action Phase

At the beginning of each sub-action phase, the players make an attrition check for all unsupplied armies or armies in enemy territory (B.1.1).

Napoleon Armée du Nord is located in the Low Countries, which is enemy controlled. The French player makes his attrition check on the 2 Strength column and rolls a 3, so no losses.

The United Kingdom player acts first (see B.1.2). In his first sub-round, he moves his Prussian Hauptarmee army under Blucher (18.1) and attempts to form a stack (17.0) with Wellington’s Allied Army already placed there.



The French Player tries to intercept (20.3) via a Maneuver action (19.0) with Napoleon and the Armée du Nord. Generals with a red number are permitted to conduct Maneuvers.



The French player rolls a dice and gets a 6. Thus Napoleon and his army have successfully intercepted Blücher and the Hauptarmee Army. The interception results in an Attack (21.0).

Both armies having strength of 2 points, so the ratio is 1 to 1. Each player adds any appropriate modifiers. The French player adds +2 for Napoleon and the Prussian player adds -1 for Blücher for a net modifier of +1 one for the French. The French player rolls a dice a 5, and adds the modifier of +1. The net roll is a 6.

Blücher Army is defeated and is forced to retreat (21.4) and losses 1 Strength Point. The United Kingdom player elects to remain in the Low Countries rather than to retreat to an adjacent area (21.4).

As a result of his victory over the Prussians, the French player gains 1 Gloire Point (6.10 and 34.1). Additionally, for losing the battle, place a Prussia Major Defeat marker in Prussia (6.).

In historical terms, the players have just fought the **Battle of Ligny**. Quatre Bras was such a minor battle that is not represented in the game.

It is now the first French sub-round.

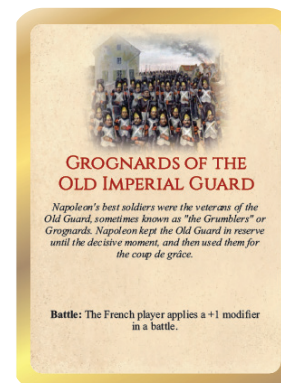
The French player decides to launch an Attack against Wellington's Allied army with Napoleon's Army. Each side has 2 Strength Points so the ratio is 1 to 1.

However, it is now Blücher's turn to attempt a Maneuver action. Blücher attempts to March to the Sound of the Guns (20.2) and to join the Battle. He rolls a dice and gets a 5. He has successfully joined the battle.

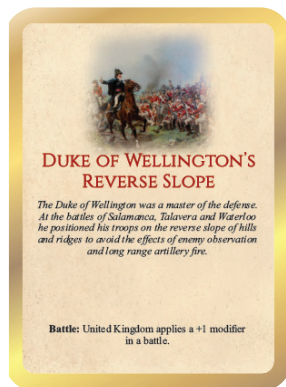


The players now recalculate the odds. The French have 2 Strength Points and the allied armies total 3 Strength Points. So the ratio is 2 to 3. The player's now apply any appropriate modifiers. Napoleon's tactical rating adds +2 for the French. However, Wellington adds a -2 when defending, thus neither side receives a modifier. Note that despite not having a star on his counter; Wellington is permitted to command the allied stack since he is defending (14.1).

Seeing his chances of winning are minimal, the French Player decides to play an Event Card. He plays the **Grognards of the Old Imperial Guard** (11.2), which will add a +1 to his dice roll.



The United Kingdom player responds by playing an Event Card (11.3) of his own and chooses to play *Wellington's Reverse Slope* for a -1 modifier to the French dice roll.



Again, the French player is left without any modifiers to his dice. He rolls and gets a 3.

Both sides suffer a 1 Strength Point loss, but it is the French player that has to retreat. The French player decides to retreat to France. The players have now refought the *Battle of Waterloo*.

As a result of his victory over the French, the United Kingdom player gains 1 Gloire Point (6.10 and 34.1). Place a French Major Defeat marker in France (6.).

Second Sub-Action Phase

The players now begin the second sub-action round with an attrition check for all unsupplied armies in enemy territory. Neither player has any armies in enemy territory, so there are no attrition checks.

The second sub-action phase begins with the United Kingdom player (B1.2). Since Wellington does not have a star on his counter, he cannot move the Prussian and United Kingdom armies as a Stack (14.1 and 17.0). He must therefore un-stack prior to moving (14.1).

The United Kingdom player moves Wellington with the Allied Army and besieges Paris (21.7) and he moves Blucher with the Hauptarmee Army to besiege Mainz (21.7).



The French player decides that Napoleon will attempt to intercept Blucher. He rolls a 4, thus failing his Maneuver attempt.



Wellington now makes his siege dice roll and gets a 6. Paris succumbs, earning 1 Gloire Point (6.10 and 34.1). Blucher then makes his siege dice roll and gets a 5 and successfully captures Mainz. This also results in the gain of 1 Gloire Point.

Per the French Home Card, France surrenders if Napoleon suffers one Major Defeat and all fortress locations are taken (24.0, 26.0 and 6.7). Antwerp was previously lost due to the creation of the Low Countries. Thus all criteria are fulfilled and France surrenders immediately and there is no French second sub-action phase. The United Kingdom receives 1 Gloire Point for forcing the surrender of a Major Power (6.10 and 34.1).

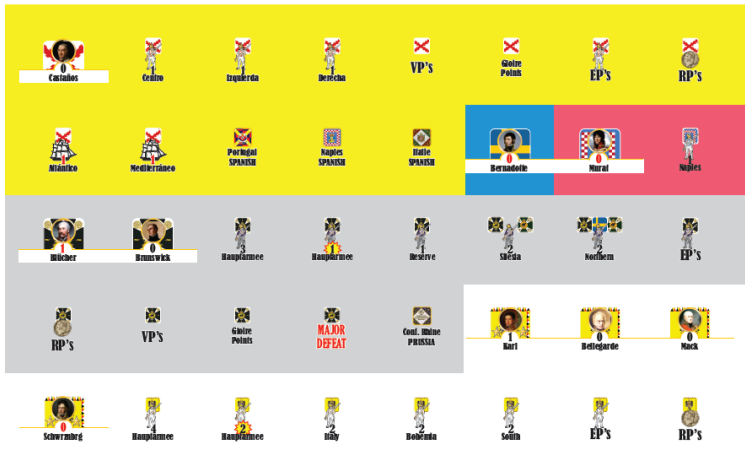


Winter Phase

All fleets return to the closest unoccupied friendly port. All armies un-stack and the players reset all EP and RP to zero.

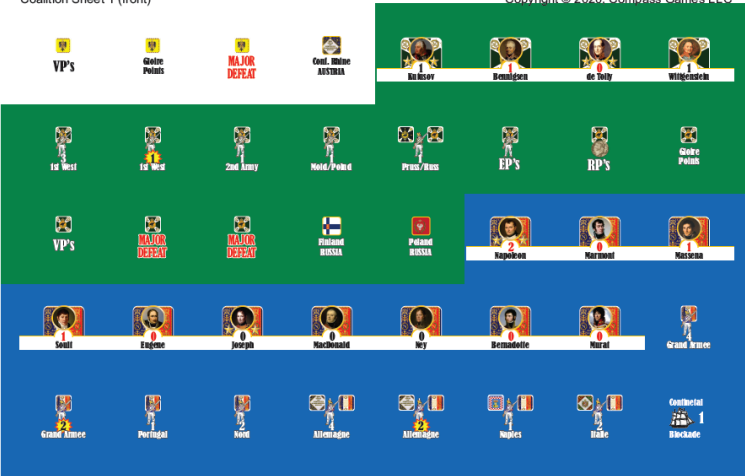
Victory Phase

The players should now check for Automatic Victory. Since the United Kingdom (or a pro-United Kingdom) player forced France to surrender, the game ends as an Automatic Victory (D1.1) for the United Kingdom.



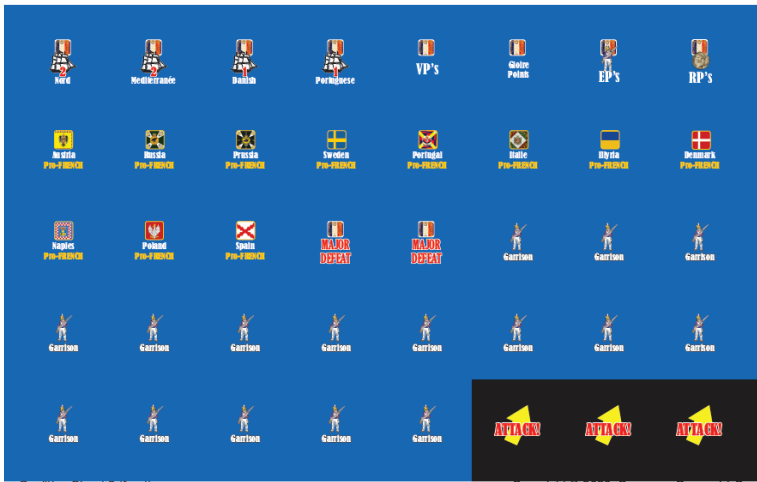
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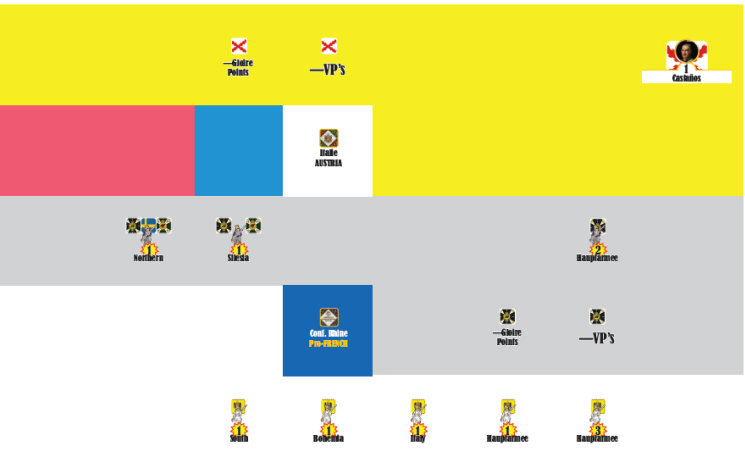
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PLAYER AID CARD



SEQUENCE OF PLAY

- A. Administration Phase**
 - A1. Advance Turn Marker
 - A2. Coalition Phase
 - A3. Continental System Check
 - A4. Production
 - A5. Purchase Event Cards
 - A6. Recruitment and Reinforcement
 - A7. Deployment and General Re-Deployment
- B. Action Phases**
 - B1. Action Phase**
 - B.1.1 Attrition
 - B.1.2 Action Phase, Pro-UK
 - B.1.3 Attack Phase, Pro-UK
 - B.1.4 Action Phase, Pro-French
 - B.1.5 Attack Phase, Pro-French
 - B2. Action Phase**
 - B.2.1 Attrition
 - B.2.2 Action Phase, Pro-UK
 - B.2.3 Attack Phase, Pro-UK
 - B.2.4 Action Phase, Pro-French
 - B.2.5 Attack Phase, Pro-French
- C. Winter Phase**
- D. Victory Phase**

ATTRITION MATRIX

Die Roll	2 SP	3 SP	4 SP	5 SP	6 SP
1	0	0	0	0	0
2	0	0	0	0	1
3	0	0	0	1	1
4	0	0	1	1	1
5	0	1	1	1	2
6	1	1	1	2	2

Apply a +1 DRM in Spain or Russia
 Apply a +1 DRM if unsupplied (a 1 strength point army rolls on the 2 SP column **+1 DRM**)

BATTLE MATRIX

Die Roll	1:2	2:3	1:1	3:2	2:1
0	AR1	AR1	AR1	AR1	AR1/DR1
1	AR1	AR1	AR1	AR1/D1	0
2	AR1	AR1	AR1/D1	0	0
3	AR1	AR1/D1	0	0	A1/DR1
4	AR1/D1	0	0	A1/DR1	DR1
5	0	0	A1/DR1	DR1	DR1
6	0	A1/DR1	DR1	DR1	DR1
7	A1/DR1	DR1	DR1	DR1	DR1

Key: 0: No effect (indecisive engagement); A1: Attacker loses 1 SP; D1: Defender loses 1 SP; R: Attacker or Defender has suffered a Major Defeat, check for possible surrender. Apply as a DRM the difference in Leader Tactical Ratings.
 Apply a DRM of +1 (attack) or -1 (defense) to UK fleets.
 Apply a -1 DRM if unsupplied, for Fleets with an embarked Army,
 Apply a +1 DRM to an Army that is attacking another one that is also besieging a fortress at the same time
Small Armies Battles (both 1 SP) are only effected by AR, 0 or DR results, no step losses.

SURRENDER TABLE

	if invaded	No. of Forts taken	Major Defeats	Other
Austria	YES	N/A	2	N/A
France	YES	3	1*	N/A
German Conf.	YES	1	N/A	N/A
Italy	YES	1	N/A	N/A
Prussia	YES	1	1	N/A
Russia	NO	NO	2	N/A
Russia (if invaded)	YES	3	N/A	N/A
Spain	NO	NO	1	N/A
Spain (if invaded)	YES	4	N/A	N/A
UK	YES	0	N/A	No Armies in the UK

* Napoleon must be commanding army that suffers a Major Defeat.