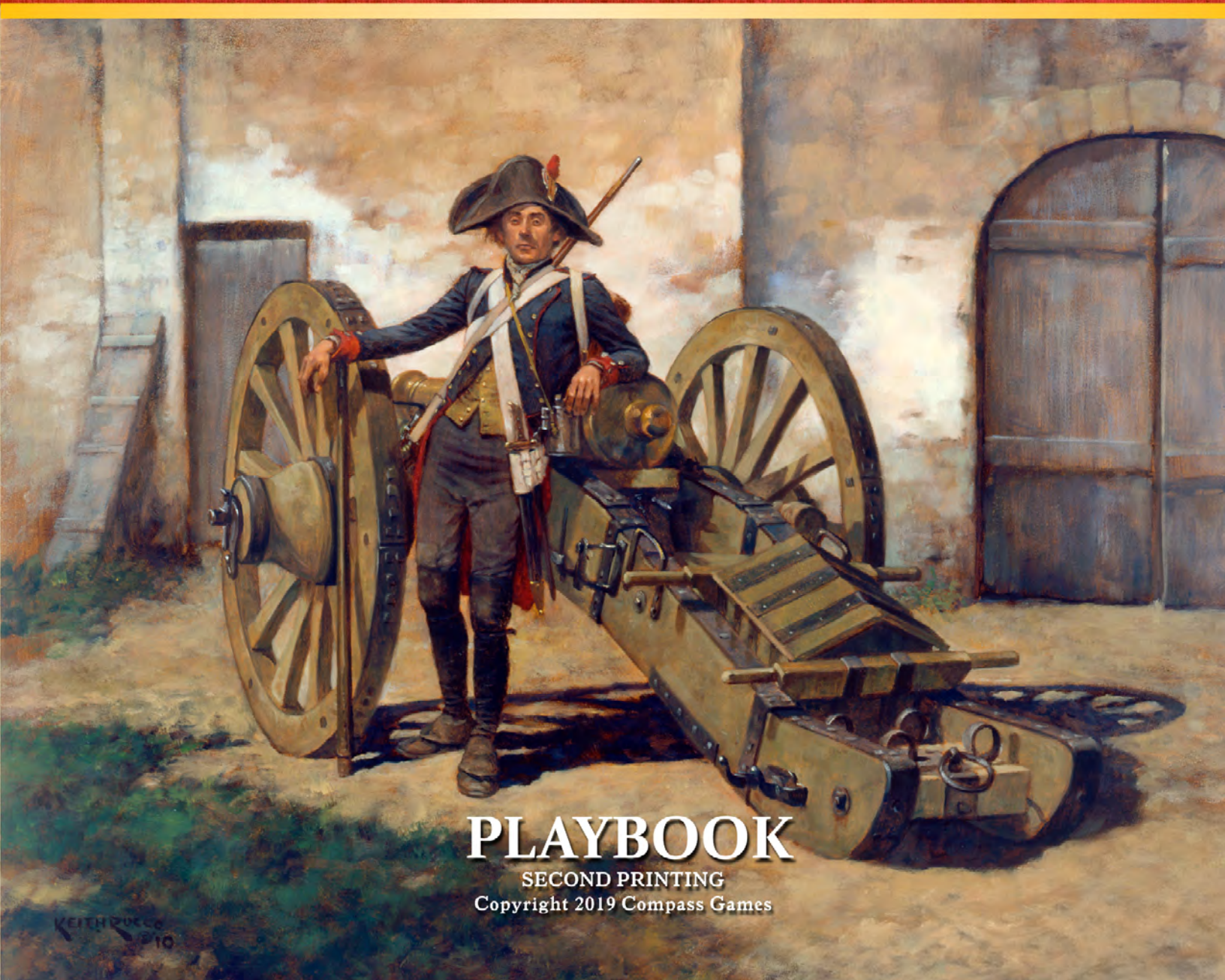


# Nations in Arms

VALMY TO WATERLOO  
THE WARS OF NAPOLEON BONAPARTE 1792-1815



**PLAYBOOK**

SECOND PRINTING

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*This booklet contains the additional rules for 3- to 7-player games (as well as the scenarios and detailed sequence of play). If these rules disagree with the main rulebook, the rules from the present book prevail.*

*Games can include up to 7 players, with one major power per player. If there are not enough players, the major powers played by physical players are determined in the following sequence: France, Britain, Russia, Austria, Prussia, Spain, and Turkey.*

*The major powers not played by a physical player are considered to be neutral major powers, and use the rules from the 2-player game, except that they may be played by other major powers, not solely France and Britain.*

*Only the victory conditions for the major power permanently assigned to a player are taken into account.*

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## 17.0 DIPLOMACY



### 17.1 Negotiations

---

Players can talk among themselves which is conducting diplomatic discussions only during the negotiations phase of the spring turn. During all other turns, players can communicate only through written messages, called “Postmail.”

If all players agree, negotiations can occur during any turn, but this option will greatly increase game length.

### 17.2 Postmail (*Optional*)

---

Outside of the spring turn, players must use written messages to communicate.

These “letters” are collected and delivered during the diplomacy phase of the next turn.

For example, Russia writes to Austria in winter. The letter will be delivered to the Austrian player at the beginning of the spring turn.

## 17.3 Blocs

---

### 17.3.1 Main rules

A Bloc is an Alliance of any number of powers that includes at least one player.

A Bloc may be anything from one player without any controlled allies at all, to six players with a plethora of allies.

In a seven player game, there can theoretically be seven Blocs, if no players are allied to each other.

All allies in the Bloc are members of the Bloc.

The senior member of a Bloc is the leader of that Bloc. Seniority is determined in reverse diplomatic sequence order (so that France and Britain are always senior in their respective Blocs).

There will always be at least two Blocs: Empire, led by France; and Coalition, led by Britain (or sometimes Austria).

All scenarios will start with those two Blocs at war and the rest of the major powers Neutral.

Only one member of a Bloc may use a Public Event each turn

### 17.3.2 Managing Initiative

When there are several blocs, use the initiative markers like this:

- “Empire” markers for the French bloc
- “Coalition” markers for the British bloc
- The other blocs must decide at the time their bloc is formed which initiative markers “Empire” or “Coalition” will control their activations. This choice is final. If major powers cannot agree, the highest ranking major power in the diplomatic phase in each of the other blocs chooses.

The movements of the blocs with neither France nor Britain are executed before France’s and Britain’s movements.

If necessary, use the diplomacy phase order for the movements.

### 17.3.3 Bloc Friction

A number of situations may require that a multi-player Bloc make a joint decision.

The basic rule in that case is that the Bloc first holds a simple majority vote, with the senior member having final say in case of a tied vote.

All members must then, in sequence, announce whether they will abide by the decision, or Break the Alliance.

This applies to:

- Whether to make or Alliance request,
- Whether to accept a Peace by one of its enemies or whether to offer a Negotiated Peace,
- Whether the Bloc should join one of its members in a declaration of war made by it,
- Whether the Bloc, if neutral, should join another Bloc when attacked, 12.19.6, or remain its own Bloc.

If a member of the Bloc has been declared war upon, all other members must join the war or Break the alliance. This is not up for vote.

## 17.4 Announcements

---

In Diplomatic Sequence, each player takes his turn to announce some, all or none of the following actions in any quantity and in any order that he wishes:

- Request an Alliance.
- Request another agreement (Entente).
- Break an Alliance.
- Declare war on a major or minor power.

As a player makes his announcements, one at a time, the procedure is halted temporarily to allow for the resolving of the announced action, according to the following.

*Example: Skipping Spain and Turkey, who are unplayed major powers in the ongoing game, the Prussian player is first to announce. His first item is to request an alliance with Britain. Play is halted.*

#### **17.4.1 Alliance**

A player may request an alliance with another player. That player immediately gets a chance to confirm or decline.

If the Alliance is confirmed it is effective immediately and the two players are now player allies.

If neither of them were allied to a player previously, they form an alliance, and a new Bloc.

If the requesting player is already allied to someone else, he and his ally must first agree before they can extend their alliance to a third player.

If the invited player is already allied to someone else, he and his ally must first agree whether to accept the alliance request.

It is possible for a player(s) to request an alliance with just a single player, even though he is allied to other players.

As a player can only be part of one Alliance at any given time, if he enters another Alliance he must break his old one now, out of sequence,

*Example : Russia is in a Bloc with Austria and Britain as player allies. France requests an alliance with Russia, only. To everyone's surprise, Russia accepts, breaking his old alliance at the cost of one victory point.*

#### **17.4.2 Entente**

A player may offer an Entente agreement with another player.

As with an alliance, the other party gets a chance to confirm and if so, the Entente is effective immediately.

An Entente does not require an alliance to be in place, but two player allies can and often will perform these actions as well.

An Entente may include naval transport of one another's troops, passage through territory, transfer of £, transfer of owned provinces, transfer of minor ally control, transfer of event cards.

An Entente cannot include stacking together, which is only possible if proper allies.

A player cannot transfer away a province owned by one of his controlled minor allies.

A transfer is performed then and there and cannot be revoked.

This includes the transfer of money, which is one way that players can use money outside the Economy phase.

Such transfer is still subject to the specific limits on amounts found in 12.2.5.

Other promises are valid only for the current turn.

#### **17.4.3 Mandatory alliance**

**Mandatory Alliance** A mandatory alliance may only result from a peace condition ending a war.

It can be broken during a diplomacy phase without losing a victory point, but only if the involved major power joins an alliance including other major powers at war with the former ally and conqueror.

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

#### **17.4.4 Breaking an Alliance**

Some situations may require a player to Break an Alliance out of sequence, but it may also be broken voluntarily, as one of his own announcements.

A player cannot break an alliance if he has units in any ally's territory. This means that he must accept a Bloc vote result.

He can break an alliance if any ally has units in his or his controlled powers' territory.

Units of the former ally are immediately teleported to the closest friendly supply source.

Breaking an Alliance costs 1 victory point.

A player in a Mandatory Alliance can break that alliance only in the diplomacy phase, at the loss of 1 victory point.

It may also be broken with no loss of victory point if the player immediately joins a Bloc that is at war with his conqueror.

#### **17.4.5 Neutrality**

A power that is not At war is Neutral.

All powers that are uncontrolled will always be Neutral, since all powers At war must be controlled by players.

The reverse is not true since any power, even players, may be Neutral.

Since all allied powers must be at war with exactly the same enemies, it follows that all the members of an alliance will be neutral if one of them is.

It also follows that an alliance, and a Bloc, is either Neutral or At war.

A Neutral Bloc will move on Neutral impulses. Neutral powers can never enter the territory of others and their territory can never be entered by any other power.

Some scenarios do not contain a diplomacy phase. This means that no declarations of war (or change of control) can occur, effectively meaning that all neutral powers are impassable terrain, as it were.

## 17.5 Declarations of War

---

When a player declares war on any other power, it will automatically cause all members of the attacker's Bloc to be At war with all members of the defender's Bloc.

2. If any player allies of either attacker or defender do not approve of such a war, see above for the consequences.

Note that Turkey and Austria may place free units at the outbreak of war and in Turkey's case may place those units at any time during war.

There are three special cases of a Declaration of War that demand further attention:

- **The target is a member of a Bloc that is Neutral.**

That Bloc must choose to either join a Bloc that is already at war with the attacker's Bloc; OR remain a separate Bloc.

They can still join another Bloc in later Diplomacy Phases if they wish by concluding an alliance with a member of such a Bloc.

- **The target is an uncontrolled minor power.**

You must determine who will control the power. The minor power becomes a controlled ally of the winning major power and joins its Bloc.

Control will go to the player with the best national modifier toward that minor power (see the Diplomatic Marker) AND that is at war with the attacker. If tied, determine control randomly.

If no one is at war with the attacker, the player with the best national modifier wins control and will now be at war with the attacker.

If tied, determine control randomly.

If the winning major power does not want to be at war with the attacker, it can decline control, in which case control passes to the major power with the next best modifier, and so on.

If no major power outside the attacker's own Bloc will take control, the minor counts as conquered immediately.

- **The target is an uncontrolled major power**

The procedure is exactly as with minor powers but control can only go to a player and cannot be denied.

*Examples:*

*France declares war on Prussia, who is currently neutral and not allied to any other player. The Prussian player chooses to join Britain's Bloc, which is already at war with France.*

*Turkey declares war on Egypt. Both Britain and France have +1 national modifiers and neither is at war with Turkey. They roll a die each and France wins. France controls Egypt and is now at war with Turkey.*

*Russia declares war on unplayed Turkey. No one is at war with Russia, and France has a +1 modifier. Turkey becomes a French controlled unplayed major power, and Russia and France are now at war.*

*Be aware that these rules make it impossible for a player of Nations in Arms to be at war with just a minor power or an unplayed major power. Such a war will always extend to a defending controlling player, or lead to immediate conquest due to cowardice.*

### Example:

### Events & Diplomacy Phases for 3-7 players

---

It is Spring 1807 and France is allied to Spain; on the other side, Britain is allied to Prussia and Russia. Austria and Turkey are neutral.

France, Britain, Russia, and Austria are ruled by physical players.

There are 3 blocs, first Britain who leads the coalition bloc with Prussia and Russia, second, the Empire bloc lead by France with Spain, third, Austria who leads her own bloc, still neutral; Turkey does not belong to any bloc because she's not played by a physical player.

New 1807 cards from the Empire period are added to the unplayed common cards.

According to the diplomatic order, Spain plays first but because she's not played by a physical player, she will provide her card to her ally, France.

Then, Turkey which is neutral and not played by a physical player does not draw anything.

Prussia which belongs to the Britain bloc draws one card which is a public event.

Austria is neutral but played by a physical player so she's allowed to draw an event card which is not a public event.

Russia who belongs to the Britain bloc as Prussia draws an event card which is also a public event.

France is allowed to pick 5 cards: 2 basic cards plus one more for Flanders, one more for Northern Italy and one additional card for her ally, Spain not played by a physical player; France draws 2 public events among the 5 cards.

At last, Britain draws 2 cards instead of 4 in a 2 players game, because Prussia and Russia are ruled by physical players: only one card is a public event.

Each bloc must play a public event if any has been drawn.

Prussia is the first major power to pick a public event but because she's part of the coalition bloc if she does not want to play it, she will force Russia or Britain to play at least one public event: some talks may be useful...

Austria did not pick any public event card, so she's free to play or keep it for a future use.

France is the only physical player of her bloc, so she must play at least one her two public events.

Continuing the example with the Diplomacy phase of 1807.

During the 1807 Spring turn, face to face negotiations are allowed between players ; Austria is in mandatory peace with France and so can speak for the future but cannot join now the Britain bloc or comes back to war except against Turkey.

It's time to check the Spanish and Turkish instability but nothing happens.

In diplomatic order only for physical players, major powers announce any actions on any order : request alliance, entente agreement, break an alliance or declare war.

No alliance is broken or new alliances declared but France declares war against Morocco; Turkey and Spain are eligible to control Morocco because they have a diplomatic bonus but as Spain is allied to France, control of Morocco goes to Turkey who enters the war and joins the coalition bloc! Not a clever idea from Napoléon...

Only major powers played by a physical player are allowed to launch diplomatic actions following the diplomatic order: Austria even neutral, Russia, France, and Britain. Prussia, Turkey and Spain do not do anything.

Diplomacy on minor powers begins: Austria decides to pass, Russia decides to influence the neutral Meckleburg because of her +2 bonus and succeeds, France tries to counter the Russian attempt but fails and eventually, Britain tries to take control over Denmark but without success.

No major power intends to send embassies so begins the diplomatic round over neutral major powers.

The four eligible major powers pass because there's no more neutral major powers that can be a target.

## 18.0 CONQUESTS AND PEACE



### 18.1 Minor Countries

---

Minor countries are conquered as per the main rulebook.

## 18.2 Major Powers

---

For major powers, the alliance credit rule cannot be used and surrender conditions are the same as in the main rulebook (see 13.3), with the following changes:

During each conquest and peace phase, if the surrender conditions are not fulfilled, the major powers can propose peace based on the “status quo ante.” Status quo ante consists of reverting to the situation that existed prior to the war, including any possibly conquered minors.

These powers can no longer declare war on each other (until the next spring diplomacy phase), and the Continental System cannot be put into effect.

These major powers can freely exchange provinces during the conquest phase. A change of alliance by minor countries between major powers is not allowed.

*For example, the Austrian Tyrol for Bavaria, Prussian Magdeburg for Westphalia.*

A minor allied to a major power can be stripped of one of its provinces, except for the province containing its capital city, in order to build this new entity, unless this province is itself part of the new entity.

On the other hand, it is forbidden to remove a province from a minor country to annex it to the controlling major power’s national territory or to cede it so as to fulfill an agreement with another major power.

*For example, in 1806, Bavaria controls Berg and is allied to France. France has just acquired Cleves from Hanover, after a swap of provinces. France decides to create the Grand Duchy of Berg (which becomes an ally of France) and removes Berg from Bavaria. This is allowed because Berg does not contain Bavaria’s capital. Then Berg and Bavaria are absorbed into the Confederation of the Rhine.*

## 19.0 CREATING STATES



Under certain circumstances, it is possible for France and in two cases Britain and Turkey to create new political entities during the game when they control specific territories.

### 19.1 Conditions of Creation

---

In the Winter Conquest and Peace phase, these major powers may, if they or their allies are in possession of specific provinces, use them to create new states.

Such a new state will usually become a French satellite or otherwise a normal controlled minor ally, as specified below.

They are treated like normal controlled allies/satellites in all respects, excepted where otherwise noted.

Sometimes, these states receive new units that can be produced.

When the rules below mention control of territories, this means that these territories are allied to a major power or that the capital city and all fortresses within that province or minor country are conquered by a major power, as per the main rulebook.

If a province is involved, it must have been assigned to the victorious major power after a peace treaty ; militarily control is not enough !

### 19.2 Italy (French satellite)

---



Only France can create Italy as a sister republic during the Revolution, or as a kingdom during the Empire.

Italy may include the following territories:

- Lombardy,
- Romagne,
- Venezia.

As soon as France conquers at least Lombardy, she can decide to create Italy and add the other territories later during the game.

Italy’s capital is Milan.

Italy’s forces are composed of an infantry corps (I) and a detachment, that can be built once the state is created.

When Romagne is added to Italy, Italy receives an additional detachment.

Once Venice is added to Italy, a second infantry corps (II) becomes available which replaces the Venetian corps which is removed from the game.

In 1805, the Kingdom of Italy is created, and includes Lombardy and Romagne.

The Kingdom of Italy ceases to exist when all of its component entities have been conquered by an enemy coalition; if even one of its entities remains unconquered the Kingdom continues to exist in its reduced state.

At the moment Italy is conquered, all Italian units are removed from the game.

## 19.3 Confederation of the Rhine (French satellite)



Only France can create the Confederation of the Rhine.

The Confederation can include the following territories:

- Berg,
- Cleves,
- Thuringia.

The Confederation of the Rhine's capital is Erfurt.

Once the Confederation of the Rhine has been formed, its counters are available and can be produced during the next budget phase.

Each member of the Confederation for the purposes of conquest remains autonomous and is conquered only after losing its capital and after its fortresses have been captured by an enemy power.

The confederation ceases to exist for the rest of the game when all of its members have been conquered by an enemy coalition.

At that time, the Confederation units are removed from the game.

## 19.4 Westphalia (French satellite)



Only France can create this state.

The following four territories must be conquered or allied:

- The province of Magdeburg,
- Hanover,
- Brunswick,
- Hesse.

The capital city of Westphalia is Kassel.

Westphalia can build the Westphalian unit, the Hessian unit, and the Brunswick unit (but Hanoverian units cannot be built).

Westphalia disappears when Kassel is conquered.

The Westphalian unit is then removed from the game.

The minor powers that comprise this state revert to independent and neutral status.

## 19.5 Kingdom of Bavaria

Only France can create the Kingdom of Bavaria, by ceding Austrian Tyrol to Bavaria, and splitting Berg off

from Bavaria and turning it into an independent state.

Ansbach can subsequently be added to the Kingdom of Bavaria.

Berg becomes a French ally and can become part immediately of the Confederation of the Rhine.

The Kingdom of Bavaria's capital city is Munich.

A revolt can erupt in Tyrol after the Kingdom is formed.

Bavaria follows the general rules for the conquest of minor neutrals and is treated as a normal multi-province minor power.

## 19.6 The Grand Duchy of Warsaw (French satellite)

*In 1792, Poland is still an independent state which includes Posen, Western Galicia, Masovia, Lithuania, Podolia, Polesia, and Eastern Galicia.*

*In winter 1793 during the conquest phase, a first partition is executed and Russia receives Polesia and Podolia, while Prussia receives Posen, and Austria receives Eastern Galicia.*

*In winter 1795, during the conquest phase, Poland disappears from the map and Russia receives Lithuania, Prussia receives Masovia, and Austria receives Western Galicia.*

Starting in 1805, France can create the Grand Duchy of Warsaw **provided she controls (not conquers)** Masovia during the winter conquest phase of a turn.

Later, both of the other provinces showing Polish eagles (Posen and Western Galicia) can be added to the Grand Duchy.

The capital of the Grand Duchy is Warsaw.

As soon as the Grand Duchy of Warsaw is created, all of the powers opposed to France have a +1 diplomacy bonus for each diplomacy action towards Russia.

When the Grand Duchy is created, a 2-step infantry corps appears during the next spring reinforcement phase. It is created for free, and the Poniatowski leader appears with it at the same time and place.

Exception: these units do not appear if the Maria Waleska event has been played.

Other units can be produced during the budget phase as per the normal production rules.

Poland ceases to exist when all of her provinces are conquered.

Yet, the Polish units stay in play and continue to fight alongside the French units, until their destruction ; they can be neither receive replacements nor be rebuilt.



## 19.7 Ottoman Empire

Only Turkey can create the Ottoman Empire, when it has conquered or is allied to Morocco, Algeria, Tunisia, Cyrenaica, Tripolitania, Egypt, Palestine, and Syria.



This empire ceases to exist when it has lost at least one of those territories ; it can be fomed again later in the game. As long as the empire exists, during each winter victory phase, Turkey receives one victory point.

## 19.8 The Orange Republic (British ally)

Only Britain can create this kingdom, when it has conquered or is allied to Holland and Flanders.

The kingdom cannot break its alliance with Britain.

If conquered, it cannot be reconstituted.

The kingdom's capital is Amsterdam.

## 19.9 Dalmatia (French satellite)



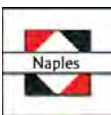
If France has annexed—controlling is not sufficient—Illyria (Initially Austrian) she can create Dalmatia and produce the corresponding unit during the next budget phase.

Dalmatia ceases to exist when conquered by another major power which annexes it to its national territory.

This absorption is free of peace conditions.

As soon as this occurs, the Dalmatian unit is permanently removed from the game.

## 19.10 Special Minors



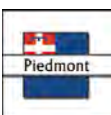
### 19.10.1 Kingdom of Two Sicilies

In 1792, Naples controls Sicily.

If Naples is conquered, Sicily becomes a minor country allied to Britain with its capital at Palermo.

It has no units.

The power that conquers Naples can reinstate Naples as an allied minor country and, after that, build the Neapolitan units.

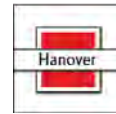


### 19.10.2 Kingdom of Piedmont-Sardinia

This kingdom comprises Piedmont and Sardinia.

When Piedmont is conquered and annexed to France, Sardinia remains at war with France and becomes a minor country allied to Britain. Among the Piemontese units, only the detachment is available.

The Piemontese corps and the Piemontese leaders are permanently removed from the game.



### 19.10.3 Hanover

Hanover is a minor country which has combat units only if allied to Britain or Prussia.

In all other circumstances, Hanover is considered a minor power with no units available.

## 20.0 VICTORY



For all other scenarios, including the short versions of these campaigns, victory is determined by specific scenario rules

For the 1792 and 1798 revolutionary scenarios, specific victory conditions are included in each scenario.

In the 1805, 1809, and 1813 campaign scenarios, victory is determined by the following rules.

**There are 17 key hexes that are identified by a red star:** London, Paris, Lyons, Bordeaux, Antwerp (1805-1815 scenarios only), Madrid, Vienna, Prague, Budapest, Berlin, Konigsberg, Warsaw, St. Petersburg, Moscow, Kiev, Odessa, and Constantinople.

**There are 12 victory hexes that are identified by a gold star:** Cairo, Rome, Mantua, Venice, Munich, Hanover, Amsterdam, Lisbon, Gibraltar, Hamburg, Dresden, and Naples.

When a victory objective states that a hex must be controlled, it means that the player must:

- Either have Annexed the province containing this hex to his national territory, or
- Have the minor power owning the hex as a controlled ally, or,
- Either he or one of his controlled minor powers occupy this hex with a supplied combat unit or a friendly active fortress.

## 20.1 Automatic Victory

---

Players can try to obtain an automatic victory during the victory phase of any turn.

The major power must still control all key hexes in its national territory AND achieve some specific objectives.

### **Britain:**

- Must have more fleets on map than any other major power, including those in the Foreign Wars box and offmap boxes AND
- Must control the following victory hexes: Antwerp, Gibraltar, Cairo, Lisbon, Hamburg, and Amsterdam.

### **France:**

- France has built the Grand Empire which means has annexed into its national territory all territories on the map marked as “GE” or “1805 & GE” (Flanders, Holland, Hanse, Geneva, Neufchatel, Piedmont, Genoa, Tuscany and Papacy) AND
- Britain has been conquered OR the Continental System has been in effect for at least two winter victory phases.

### **Russia:**

- Must never have been conquered (a status quo peace does not count as a conquest) AND
- Must control the following victory hexes: Warsaw, and either Constantinople or Paris.

### **Austria:**

- Must control the following victory hexes: Dresden, Munich, Venice, Mantua, Rome, and either Lyons or Paris.

### **Prussia:**

- Must control the following victory hexes: Warsaw, Dresden, Hanover, Hamburg, and Paris.

### **Spain:**

- Must control the following victory hexes: Lisbon, Gibraltar, and either Bordeaux, Naples, or Rome.

### **Turkey:**

- Must have created the Ottoman Empire AND
- Must control the following victory hexes: Kiev, and either Odessa or Vienna.

## 20.2 Non-Automatic Victory

---

### **20.2.1 Victory Conditions**

If no major power obtains an automatic victory prior to the 1814 winter turn, victory is determined among the players by tallying the victory points each one has accumulated.

Some victory points are awarded during the game and are recorded on the Record Track, while others cannot be awarded until game end.

The major power with the most victory points is the winner.

Victory points are earned for :

### **20.2.2 Hex control**

Each major power receives a victory point for each key or victory hex controlled, including a hex within its national territory.

Exception: if a major power other than France controls Paris, it receives 3 victory points, instead of 1.

If several allied major powers occupy a hex, the victory point is given to the power which commands the occupying force.

### **20.2.3 Loss of victory points**

Each major power loses a victory point for each key or victory hex within its 1805 national territory that it does not control.

### **20.2.4 Breaking an Alliance**

It costs ONE victory point to that country, except for an Entente or a Mandatory Alliance.

### **20.2.5 Economic Reform**

Twice per campaign scenario, during the spring budget turn (once for the 1809 and 1813 scenarios), a major power can attempt an economic reform: if the reform succeeds, the major power receives a victory point.

During an economic reform, the whole budget is dedicated to the reform and the major power cannot build any units during the corresponding year.

The player rolls 1D6. On a 4 to 6 result, the reform succeeds.

### 20.2.6 Spanish Liberation War

If the winner of the liberation war is not Spain, it receives ONE victory point.

If Spain wins the liberation war, it receives 3 victory points.

The major powers allied to Spain receive 1 victory point each if they have an army in Spain and 1 victory point for an army in a French province adjacent to Spain.

### 20.2.7 Ottoman Empire

If Turkey has built the Ottoman Empire (see 19.1.6), it receives 3 victory points.

### 20.2.8 Navies

The major power with the most fleets on map and in off-map and foreign wars boxes receives ONE victory point.

### 20.2.9 Victory Point Summary

Events	VP
Key or victory Hex controlled	+1
Paris hex controlled	+3
Breaking an alliance (breaking power only)	- 1
Economical reform	+1
Loss of 1805 homeland key or victory hex	- 1
Winning Spanish War of Liberation	+1
Spain wins her War of Liberation	+3
Ottoman Empire is built (Turkey)	+3
Major power with more fleets on map off map and Foreign War boxes	+1

## 21.0 SCENARIOS



Where the set up information for each scenario provides a number of unnamed leaders and combat units, each player chooses from his available force pool.

Some leaders become available after the start of the scenario as noted by the entrance year written on the counters. These leaders enter the leader pool during the Spring turn reinforcement phase.

Leaders with a withdrawal year before the first year of the scenario being played are not available.

Some combat units are added to the force pool during the spring turn of the year written on those counters.

The combat units available at start are described by their combat modifier and unit type; players can freely choose among the available units that match these values.

The Event card deck includes common deck (white-colored) cards plus cards from the imperial (blue-colored) deck for scenarios beginning in 1805 and after, or the revolution (red-colored) deck for scenarios starting before 1805.

### A. General rules

The first thing you must do is choose a scenario from the list of ten scenarios in this book: 21.1 to 21.10.

Note that three Grand Campaigns each has a shorter version, raising the number of available scenarios.

A game of *Nations in Arms* can involve up to 7 players, each of which is assigned one major power out of the ones available in the chosen scenario.

Some scenarios may list one or more major powers as out of play, for example Russia in the 1808 Spanish Ulcer scenario.

Out of play major powers cannot be interacted with in any way during that scenario.

The scenario instructions will list certain major powers as being allies, meaning they are part of the same Bloc. At the start of all scenarios the Empire and Coalition Blocs are at war.

The scenario will find most major powers with a number of minor countries as their respective controlled allies.

This information is usually found in the Minor Power Resources Chart.

Some scenarios that start in other years than those found in the chart, have specific lists over the included minor powers and their respective status.

## B. Set up instructions

When you have chosen a scenario and selected who will play which major powers, the 'only' thing that remains is to set up the game according to scenario instructions,

Mark the season and year of the opening turn of the scenario.

Give each major power any specified Event Cards; consult any special scenario rules governing the play of Event Cards.

At some point you must create the Event Deck, but noting that it will not be used until the Spring turn.

Uncontrolled Minor Power units and leaders are not set up initially, they will be set up when their status changes to Controlled.

Unplayed Major Power forces are always set up whether controlled or not, as well as their controlled minor countries.

On the Diplomatic Track, place all controlled allied minor power Diplomatic Markers in their respective controlling major power's Allied box or possibly the French satellite box if applicable.

Uncontrolled minor powers Diplomatic Markers are not placed on the Track.

Annexed minor power markers are not placed on the Track.

If there are Unplayed Major Powers, place their Diplomatic Markers in the Allied box of their controlling player, or, if the UMP is uncontrolled, off track.

Note that an UMP's controlled minor countries stay controlled by it unless their control changes per normal rules.

*Example: in 1805, the British player places the Diplomatic Markers of Malta, Naples, Portugal, Sardinia and Sweden in his own Allied box. He places the Markers of the Papacy, Thuringia and Venezia in the Austrian Allied box. Finally, he places the Austrian Diplomatic Marker in the British Allied box.*

If needed, use control markers on the map to indicate which major powers control which minor powers for ease of navigation.

Control markers are especially useful for marking annexed provinces.

*Example: When setting up a 1792 game, the players want to assess the strategic situation. They note that the Palatinate is annexed to Baden, which in turn is allied to Austria so they place Austrian control markers in those provinces.*

Create the Initiative Pool :

Remember that the Bloc with initiative may select the first marker to play of the scenario.

Note that all scenarios have passed the Initiative phase in the opening turn, so the 'Naval 2' markers cannot be part of the initial Initiative Pool, but may be entered on later turns.

Note the final turn of the scenario. It may be advisable to consult the victory conditions.

## C Setting up units and leaders

Create each power's force pool.

For each location combat units, support units, leaders and naval units are set up.

Combat units are described by their combat modifier and unit class.

All counters are of the major power's own nationality unless otherwise specified.

Players can freely choose from the force pool any units that match the criteria.

Instructions may indicate that a combat unit starts reduced ; it means that this unit must be deployed on its reverse side.

When it comes to leaders, first find and set up all named leaders.

If a leader's name is printed ***in bold italics***, that leader is the army commander.

Then create the leader pool for each power.

For all entries with # *leaders*, **choose** the appropriate number of leaders from the leader pool of that power to set up.

Such leaders must be non-cavalry, unless information indicates # *cavalry leader*, in which case only cavalry leaders may be chosen from the leader pool.

Leaders chosen may not be of superior rank to any leaders already present in the hex.

Be sure to check stacking limits when placing leaders.

Whenever multiple units and leaders are listed as setting up "in or adjacent to" a given hex, or within a certain

province, they may either be split up between different hexes, or stacked together as long as all stacking and command restrictions are obeyed. Where a scenario names a city but the hex does not correspond, the named city takes preference.

If a given setup entry would lead to a hex being overstacked, excess units or leaders can be placed in an adjacent hex without penalty.

For naval units, follow roughly the same procedure as leaders.

First find and set up all named counters in their required locations.

From the force pool, choose counters to set up in each location specified with # naval units.

#### D. Reinforcements:

When the scenario setup lists units and leaders as timed arrivals, they enter play at the start of that turn, on the location(s) specified. Such arrivals have nothing to do with normal production rules and do not affect production in any way.

If a specified location is occupied by the enemy, timed arrivals enter at the nearest available reinforcement site; if there is none, they are delayed until next turn.

If arrivals are replenishment infantry steps, these can be used in two ways: either deployed to a supplied army (2 steps per army maximum), just as a replenishment, or to a reduced corps at a reinforcement site.

When the scenario lists units and leaders as withdrawals, they are being recalled from the theatre of operations for service elsewhere. Such withdrawals must be of the corresponding units, **if possible at full and then at reduced strength**. If no such unit is on map, withdraw a similar corps instead.

Withdrawn units are removed from the map and returned to the force pool.

A withdrawn leader is removed from the game. In this case randomly draw a new leader from the pool to replace him.

#### E. Abbreviations

InfC: Infantry Corps  
Dinf: Infantry Detachment  
CavC: Light Cavalry Corps  
CrC: Cuirassier Cavalry Corps  
MilC: Militia Corps  
ResC: Reserve Corps

GInfC: Guard Infantry Corps  
GCavC: Guard Cavalry Corps  
OGInfC: Old Guard Infantry Corps  
YGINfC: Young Guard Infantry Corps  
G: Guerrilla unit  
Cos: Cossack unit

## 21.1 TUTORIAL SCENARIO

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This tutorial simulates a game turn of the 1800 scenario, which is ideal for learning game mechanics.



### 21.1.1 1800 Introductory Scenario

#### “Marengo”

**Turn:** Spring 1800, activation phase

**Length:** one turn, made up of the operations phase and the victory points phase.

**Initiative:** France; remove the following markers: Neutral Land, Neutral Naval, Empire Naval 2, Coalition Naval 2, and Winter Quarters.

#### Setup:

The Coalition troops are set up first, then France; there are no neutral troops in this scenario; Thuringia, Baden, Württemberg, Bavaria, Salzburg, Piedmont, Lombardy, Venezia, Romagne, Tuscany, Berg, Palatinate, and Hanover are controlled by the coalition.

France controls Holland, Flanders, Switzerland, Genoa, and Geneva.

Only these countries are in play in this scenario.

*Note : some leaders have been added for chrome despite they are not available according to their game date of entry.*

**Events:** France has C-23, *Forced March*.

#### Victory Conditions:

The coalition wins if it has 10 Victory Points (VPs), acquired as follows:

- Control Turin, Genoa, Munich, or Toulon = 1 VP each

- Control Milan, Hanover, Ulm, Strasburg, or Amsterdam = 2 VP each
- Demoralization of an enemy army at the end of the turn = 2 VP per army
- Demoralization of an Austrian army at the end of the turn = -2 VP per army
- Destruction of an enemy corps = 1 VP per corps (Honors of war is not a destruction)
- Destruction of a coalition corps = -1 VP per corps (Honors of war is not a destruction)
- Bonaparte's removal from the map = 3 VP

France wins by avoiding a coalition victory.

## FRANCE

Genoa (3633): *Masséna*, 1 x (+2) reduced InfC (besieged S+1)

Nice (3435): *Mortier*, 1 x (+1) reduced InfC

In Holland: *Daendels*, 1 x Dutch Dinf

In Holland: *Augereau*, 1 x (+1) InfC

Brest (1730): 2 fleets including *Ganteaume*

Rochefort (2233): 2 fleets including *Missiessy* Toulon (3337): 2 fleets (*Latouche and Villeneuve*)

Amsterdam (2821): *Dutch fleet*

Geneva (3230): *Moncey*, 1 x (+1) reduced InfC

In or adjacent to Dijon (3029): **Army of Italy, Bonaparte**, *Desaix, Lannes, Victor*, 3 x (+2) InfC, 1 x (+2) CavC, 2 trains, 1 engineer

Strasburg (3327): **Army of Germany, Moreau, Davout, Ney, Soult, D'Hautpoul**, 2 x (+2) InfC, 3 x (+1) InfC, 1 x (+1) CavC, 1 x (+2) reduced CrC, 1 train, 1 engineer

## AUSTRIA

In or adjacent to Ulm (3626): **Army of the Rhine, Kray**, *Ferdinand, Charles*, 2 leaders, 5 x (0) InfC, 1 x (+1) InfC, 1 x (+1) CavC, 1 x (+1) reduced CrC, 1 train

Adjacent to Turin (3432), South or Southeast: **Army of Italy, Melas**, 2 leaders, 1 x (0) InfC, 1 x (+1) ResC, 1 x (0) CavC, 1 train

Genoa (3633) (Siege +1): *Ott*, 1 x (0) InfC, 1 x Dinf, 1 engineer

Livorno (3834): 1 x Dinf

Florence (4135): 1 x Dinf

Milan (3732): 1 x Dinf

(3535): *Kollowrat*, 1 x (0) InfC, 1 x (+1) reduced (0) CavC, 1 train

Adjacent to Munich (3826): *De Wrede*, 1 x (0) reduced Bavarian InfC

In Baden: *John*, 1 x (0) InfC

## BRITAIN

London (2123): 1 leader, 1 x (+1) InfC

Gibraltar (1751): 1 leader, 1 x (+1) Dinf

Hanover (3219): *Brock (British)*, 1 x (0) Hanoverian InfC

Channel: 2 fleets

Amsterdam (2821) (blockading): *Elphinstone fleet*

Brest (1730) (blockading): 2 fleets including *Cornwallis*

Bay of Biscay: 2 fleets (*Stirling and Calder*)

Gulf of the Lion: 2 fleets including *Nelson*

Central Mediterranean: 1 fleet

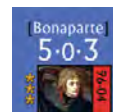
Cape St-Vincent: *Cochrane fleet*

South Atlantic: *Collingwood fleet*

In any sea zone: 3 fleets

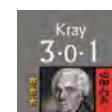
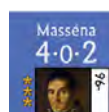
Naples (0538): *Ferdinand*, 1 x (0) Neapolitan InfC, *Neapolitan fleet*

## 21.1.2 Sample Game: The Marengo Campaign



Europe, spring 1800: France is at war with Austria and Britain.

Bonaparte needs to consolidate his power with a stunning military victory. He takes command of the reserve army based in Dijon and gives command of the Armée du Rhin to his rival Moreau.



Facing him, Melas' Austrian army which has taken control of all of Italy with his Piedmontese allies. Only Genoa, which is besieged, is holding out under Masséna's command.

In Germany, the Austrians have assembled a large army commanded by Kray and supported by Bavarian and German contingents.



In Hanover, Britain can only put forward meager forces to oppose Augereau's Franco-Dutch forces.

The ocean is under Royal Navy control.



### 1st activation: Empire Land 4:



France chooses this chit without a random choice since it has the initiative; it could have chosen a neutral or hostile marker. Bonaparte, adjacent to Dijon and his army moves to Geneva and absorbs Moncey (+1 MP), leaves a depot in the mountain pass, and moves to the wooded area north of Turin.

All activations are now chosen randomly.



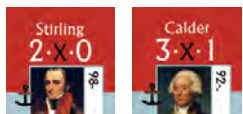
### 2nd activation: Empire Naval 1:



It is possible for France to play this chit because only 2 consecutive land activations are prohibited.



The Rochefort fleets try to sortie into the Bay of Biscay (1MP) to engage in combat with the 2 British fleets. The British fleets do not try to escape and decide to fight the French force. The French force rolls 2D6 with a +3 modifier (Missiessy has a +2 combat value and Linois a +1 combat value). Simultaneously, the British force also rolls 2D6 with a +1 modifier (Stirling has a 0 combat value and Calder a +1 combat value).



The French fleets get a 9 result (4+2+3), and the British fleets an 8 (5+2+1): The French force wins the battle but the opponent does not suffer any losses because the difference is less than 4. The British force must retreat and decides to reach the closest friendly harbor.

The winner is cautious and decides to return to Rochefort (1MP).

### 3rd activation: Coalition Land 4:



The coalition decides to not activate any leaders.

### 4th activation: Empire Land 3:



Augereau in 2921 is activated and invades Hanover. Brock tries to intercept in 3120 with a die roll modifier of -1 for initiative differential (Augereau is a 3, Brock is a 2). He rolls 2D6 for a 7-1 = 6; interception fails as he needed to roll at least a modified 10. Augereau enters Hanover and Brock accepts battle rather than withdraw into the fortress (automatic success).

The odds are 1:1 with 2 Combat Points (CPs) each; Artillery Points (APs) are not used to determine the strength ratio. The French have a morale of 4 and a combat modifier of +1 as the Hanoverians have a morale of 3 and a combat modifier of 0. Augereau has a final combat modifier of +2 (+1 leader combat bonus and +1 combat bonus modifier); Brock does not receive any bonuses.

Because 4 CPs are involved, players roll 2D6 on the skirmish battle table: Augereau rolls an 11+2= 13 for a 1+ result and Brock a 11+0=1; the French win the battle as they obtained a "+" result even though both results were a 1. Each corps involved suffers 1 step loss. The Hanoverians do not take a morale check because it is a skirmish battle and choose to withdraw into the fortress.



Augereau, being the victor can immediately besiege the fortress which he does as a corps with 1 step loss is enough to besiege a level 1 fortress, spending one MP. He rolls on the Siege Table Level 1 and gets a 10+1 for the Augereau's combat bonus for a result of "H"—Honors of War—which means the fortress surrenders and Brock and his reduced corps will return as reinforcements during the next spring turn.

Augereau chooses to not reactivate the fortress and a "fortress removed" marker is placed on the hex.

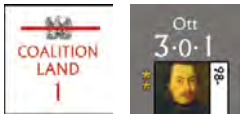


Davout, his corps, and an engineer unit that are part of the Army of the Rhine are activated and detached (only this leader is considered active, NOT the Army) to attack the Austrian leader Johann who is defending Baden.



The latter tries to avoid combat (modifier +4 for the leader reduced to +3 which is the maximum allowed) and succeeds, obtaining a  $10+3=13$ , needing a 10 or more. He retreats to 3526 beyond Davout's zone of contact. Davout now besieges Baden by spending an additional MP (to besiege a fortress, a number of MP equal to its level must be spent for each attempt). The fortress surrenders and Davout decides to not reactivate the fortress.

### 5th activation: Coalition Land 1:



The Austrian leader Ott attempts a siege resolution on Genoa (2MPs), which is already besieged (+1 marker). There is a +1 siege modifier (+1 for Ott, -2 for Masséna, +1 for siege marker, +1 for the engineer). He rolls a 2D6 of  $9+1=10$  for an assault on the "Fortress 2" column.

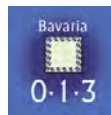
A combat round must take place, without using tactics on the skirmish column of the CRT. The French have a morale of 3 (2 steps of garrison with a 3 morale compared to the one combat unit step of 4), the Austrians have a 3 morale too. The French have 3 CPs (1 for the corps and 2 for the fortress) and 2 fortress APs. Ott has a total of 3 CPs plus 1 AP, for a 1:1 odds ratio because APs are not taken into account.

Ott rolls 2D6 for an  $8+1$  (leader combat bonus) = 9 for a result of 0+. Masséna rolls 2D6 for a  $6+2$  (combat bonus) +2 (combat bonus of his lead assault corps) +2 (artillery superiority) = 12 for a result of 1\* step loss for the Austrian detachment; there is no morale check for the besieging side and the siege level is raised to +2.

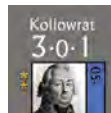
Ott is not discouraged as time is short and Bonaparte's army is closing in from Piedmont. He spends 2 more MPs for a new siege attempt. The die roll modifier is now +2 due to the length of the siege and Ott rolls a  $6+2=8$  for NO RESULT and the siege marker raises to S+3.

Ott attempts siege resolution for the last time this round yielding an Honors of war result. The exhausted Genoa fortress surrenders and Ott leaves the fortress empty.

The coalition decides to move the 2 detachments in Livorno and Florence, which is possible (even though they lack a leader) due to the initiative 1 marker—as long as they do not enter a hex occupied by an enemy unit, or an unbesieged enemy fort. Consequently, the coalition moves its detachments to Genoa where one of them allows the reactivation of the fortress, the other one is absorbed into Ott's force at a cost of 1 MP: Ott now has 3 CPs.



The Bavarian corps moves to Milan via extended march which triggers an attrition check on the 1 CP column with an automatic no loss result and absorbs the Austrian Dinf to rebuild a full strength Bavarian corps.



Kollowrat moves to 3632 to screen Milan with his 3 CP force.

### 6th activation: Empire Land 1:



Bonaparte activates for the second time, entering Turin (1MP) and attempting a siege (+1 MP) for an assault result. The fortress of Turin falls with 2 step losses and none for the besieger.

Bonaparte decides to reactivate the fortress with his last supply train and proceeds to attack Melas' army in 3533 which decides to not withdraw.



As this is Bonaparte's second activation, an attrition check is mandatory at the end of this move. Bonaparte has 9 CPs (7-9 column) with a -3 bonus (2 because it is a French force and 1 because the force has spent 4 or less MPs) and rolls a  $10-3=7$  for one step loss. One infantry corps is reduced.

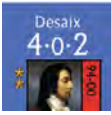
Melas recalls Kollowrat and Ott who has marched to the sound of the guns. Kollowrat has a +2 die roll modifier (both Melas and Kollowrat have combat modifiers of 1).

He rolls a  $9+2=11$ , more than the required 10. Kollowrat can enter the combat hex.

Important: As Kollowrat had already been activated once all of Melas' army is considered to have been activated once.

Ott has the same modifiers but rolls a  $7+2=9$  and so fails to join the battle. Melas' force now has 9 CPs compared to the 7 CPs of Bonaparte.

Because 16 CPs are engaged, this is a minor battle.



Bonaparte (as the attacker) decides to add Desaix's combat modifier to the attack as well as his own. This will cause a leader casualty check at the end of the combat round. The French have a morale of 4 (and +2 combat DRM for the reduced lead assault corps). The Austrians have a morale of 3 (and a +1 combat DRM for his lead assault Reserve corps).

The French have 7 steps + 5 artillery points while the Austrians have 9 steps + 5 artillery points for 12 – 14 odds and a 1:1 combat ratio (while the Austrian cavalry has a 3:2 superiority for a +1 DRM). Melas has a net combat DRM of +3 (tactical value of +1, +1 for cavalry superiority, +1 for the lead assault unit) while Bonaparte has a net combat DRM of +7 (tactical value of +3, +2 for the lead assault unit, +2 for Desaix's tactical value).

Bonaparte rolls a 9+7=16 for a result of "4CL" (4 step losses to the Austrian including 1 mandatory step loss of cavalry, that is taken from the Reserve cavalry corps—and the last 2 steps from an infantry corps that destroys it).

Desaix must now take a casualty check for using his tactical value and rolls a 6, which kills him. In addition, the lowest ranked leader (in this case, Victor) must check for casualties due to the L result—he rolls a 3 and so is unharmed.

Melas rolls an 12+2 =14 resulting in 3L which destroys the French lead assault corps and another corps.

The lower-ranking Austrian leader checks for casualty and is wounded with a 4 result.

The French win the battle having inflicted more losses than the Austrians, who now roll a morale check with a morale of 3+1 (Melas' combat bonus) -1 (loss differential) = 3; Melas rolls a 4 so his army is demoralized.



A demoralized army suffers from pursuit, and loses 1 step and 1 train because of the 2 French cavalry steps.

Melas' army retreats to Milan, absorbing the Bavarian force found there. The whole stack is considered activated once and receives a demoralized marker.



### 7th activation: Coalition Naval 1:



No movement on the part of the coalition.

### 8th activation: Coalition Land 2:



Melas is activated for the second time and spends half of his MPs (3MPs) to try to rally. His morale is 2 (base 3 -1 for demoralization) modified by Melas' combat bonus; he rolls a 4 for a failed attempt. Melas tries again, rolling a 6 which fails as well. As this is his second activation, he must check for attrition: he has 6 CPs, has used 6 MPs and is demoralized (+3). He rolls on the 4-6 column and the 2D6 yields a 4+3=7 for a \* result meaning a step loss on a D6 of 4-6 (-1 DRM as the army is in a city). Melas rolls a 2 for no loss. An end of activation marker is placed on the Austrian army.

### 9th activation: Empire Land 2:



The French activate Mortier in Nice and move to protect the French line of communications south of Turin.

Thanks to the "Force March" event, Bonaparte can activate a third time. He decides to attack Ott in Genoa who decides to withdraw into the fortress. Bonaparte gets a Breach result on the siege table, inflicting 2 step losses on Ott, destroying his corps. The French suffer no losses. The fortress surrenders automatically. Bonaparte does not reactivate it and moves next to Milan.

Melas is demoralized and cannot try to intercept. An attrition check is mandatory and Bonaparte passes without any losses.

### 10th activation: Coalition Land 3:



No activity.

The operations phase ends; Melas' 6 CPs army checks for attrition and rolls a 6+3 (presence of the demoralization marker) resulting in the loss of 1 step.



The Coalition checks its Victory Points: they control Munich (1VP), Milan (2VPs), Ulm (2VPs), destroyed 2 enemy corps (2VPs), lost 2 corps (-2VPs), and have a demoralized army (-2VPs)—for 3 VP total and a French victory!



### 21.1.3 1796 Introductory Scenario

#### “Bonaparte in Italy”

**Turn:** Spring 1796, activation phase

**Length:** 4 turns ending with the victory phase of Winter 1796.

**Area of play:** See the mini-map on the following page. Only these hexes are playable in this scenario: XX27-XX38 inclusive and W29XX -E10XX inclusive.

**Initiative: France;** remove the following markers: Neutral Land and every naval marker.

**Setup:** The Coalition troops are set up first then France; there are no neutral troops in this scenario. Piedmont, Lombardy, Venetia, Romagna, Tuscany, Naples and Papacy are allied with Austria.

**Events:** Austria has C-23, *Forced March* and France has R-13, *Bridge at Arcola*, C-21, *Flank March* and C-7, *Saber of Honor*.

#### Special rules:

- France gains one supply train at the beginning of each phase of activations if she controls Milan.
- Austria can rebuild an army marker free if it has been destroyed in a previous turn.
- When a leader is wounded or killed, pick randomly among the leaders available in 1795 & 1796 except *Moreau*, *Menou*, *Marceau*, *Pérignon* & *Scherer* for France, and *Charles* for Austria.

#### Victory Conditions:

The players gain one victory point for each of the following cities at the end of the scenario: Lyon, Toulon, Nice, Turin, Genoa, Milan, Livorno, Florence, Bologna, Venice, Trieste, Rome and Innsbruck.

The control of Mantua is worth three victory points.

At the end of the scenario, the player who controls at least 12 victory points wins the game.

Any other result is a draw.

#### FRANCE

(3634): Masséna, 1 x (+1) InfC

Nice (3435): Serurier, 1 x (+1) reduced InfC

Toulon (3337): 1 x Dinf

(3535): Army of Italy, Bonaparte, Laharpe & Augereau, 1 x (+1) reduced InfC, 1 x (+1) CavC, 1 train

Marseille (3236): 1 x Dinf

#### Alpine army (In reserve):

(3134): Kellermann 1 x (0) InfC & 1 x Dinf.

That force is released during the phase of activations following the capture of Milan and Turin by the French player.

#### AUSTRIA

(3534): Colli, 1 x Piedmontese InfC, 1 x Piedmontese Dinf

(3632): Army of Italy, Beaulieu, Sebotendorf, 1 x (0) reduced InfC, 1 x (0) CavC, 1 x (+1) reduced CavC, 1 supply train & 1 x engineer.

Innsbruck (3828): 1 x Dinf

(3533): Argentau, 1 x (0) reduced InfC

Mantua (3931): DInf.

Milan (3732): DInf

#### Reinforcements:

##### Summer 1796:

Austria: one supply train

##### Autumn 1796:

Austria: one Inf step & one supply train

Graz (0328): Alvinczy, 1 x (0) InfC; *this force sets up with a 1<sup>st</sup> activation marker.*

##### Winter 1796:

Austria: within Austrian national territory, *Reuss*, 1 x reduced (+1) CavC, 2 x (0) InfC & one supply train.

France: 2 Inf steps



## Conditional reinforcements:

**France:** in any hex in France at the beginning of any activation phase if France controls or is besieging Mantua and Bologna: *Bernadotte*, 2 x (+1) InfC.

## Austria:

The first time at the end of a turn:

- The Austrian army marker is destroyed or demoralized or
- Milan and Mantua are controlled or besieged by France,

The Austrian player can deploy at the beginning of the next activation phase the following units in Innsbruck and or Trieste: *Wurmser, Davidovitch & Quasdanovitch*, 1 x (0) InfC, 1 x (+1) ResInfC, 1 x (0) CavC.

## Naples:

(0538) Naples: *Ferdinand*, 1 x (0) Neapolitan InfC.

They cannot be activated unless the French player invades Papacy.

*Historical note: The Neapolitan cavalry is included in the Austrian cavalry corps in Piedmont.*

## 21.2 CAMPAIGN SCENARIOS



### 21.2.1 1792-97 1<sup>st</sup> Coalition Campaign Scenario “La Patrie en Danger”

**First Turn:** Summer 1792, activation phase.

**Last Turn:** winter 1797 victory phase

**Initiative:** Coalition

**Diplomacy:** Consult the diplomacy table; Turkey and Russia are out of play throughout the scenario. Austria, Prussia and Piedmont belong to the coalition along with their minor allies ; the coalition is led by Austria until Britain joins the war.

France is alone.

Britain and her allies join the coalition immediately

through diplomatic action, event, or if France attacks or besieges Antwerp or Brussels.

Spain joins the coalition when Britain enters war or the turn after R-9, *Terror* is played.

**Setup:** Neutrals, France, and Coalition

## Special rules:

- No forced march is allowed during the summer 1792 turn for either side.
- The combat modifiers for all French units are 0 at the beginning of the game until the play of Carnot event (R23) : French combat units with a positive combat modifier get a +1. Starting with Spring 1796, French combat units with a +2 combat modifier can use it.
- Britain and her allies join the coalition immediately through diplomatic action, event, or if France attacks or besieges Antwerp.
- Alliance length: beginning in 1794, Spain and Prussia must check during each spring diplomacy phase to determine if they stay at war with France. The French player rolls one D6 for each power and on a 6 result, this power reverts to neutrality until the end of the game.

The modifiers for each country are:

- No units in France = +1
- France controls a fortress within the power's territory = + 1 per fortress
- Events

## Events:

France has *Valmy* (R-5) and *Committee of Public Safety* (R-10)

Prussia has *Brunswick manifesto* (R-15)

Austria has *White Cockade* (R-8)

## Special cards :

R-25, *King of France Executed*: this card must be played only after France has played R-10 *Committee of Public Safety*.

R-8, *White Cockade*: This card can only be played on the turn after both R-10, *Committee of Public Safety* and R-25, *King of France Executed* have been played.

R-23, Carnot (1793 card): This card can only be played if R-10, *Committee of Public Safety* has already been played.

R-11, *Levee en Masse* (1793 card): This card can only be

played if either R-25, *King of France Executed*, or there are some supplied combat units of the coalition in the French 1792 homeland.

R-2, *Chouans* and R-3 *Vendée* can only be played if R-25, *King of France Executed* or R-9, *Terror* have been played.

### **Victory conditions:**

#### France:

France wins an automatic victory if at the end of any turn, she has conquered Austria, Prussia, and Britain.

OR

France wins if at the end of the last turn, she controls every fortress within her 1792 national territory except Corsica and:

- Flanders
- Holland
- Switzerland and Geneva
- Piedmont
- Genoa
- Lombardy
- Romagne

#### Coalition:

The coalition wins an automatic victory if at the end of any turn, it has conquered France, OR

The coalition wins if at the end of the last turn, France does not meet her victory conditions and the coalition controls Flanders.

Any other result is a draw.

### **FRANCE:**

Lille (2624): *Dumouriez*, 1 x InfC, 1 x reduced InfC, 1 x CavC

Hex (2926): *Beurnonville*, 1 x InfC

Boulogne (2424): 1 x reduced (-1) MilC

Strasbourg (3327): *Biron*, 1 x InfC, 1 x reduced CavC

Hex (3226): *Custines*, 1 x InfC

Metz (3127): *Kellermann*, 1 x InfC, 1 x Dinf

Paris (2627): *Luckner*, 1 x (-1) MilC

Nantes (2132): *Bourdonnaye*, 1 x (-1) MilC

Orleans (2629): 1 x Dinf

Perpignan (2838): 1 x reduced InfC

Bayonne (2237): *Servan*, 1 x reduced InfC

Toulouse (2637): *Dagobert*, 1 x reduced InfC

Lyon (3032): *Montesquiou*, 1 x InfC, 1 x reduced InfC, 1 x CavC

Marseille (3236): 1 x Dinf

Brest (1730): 1 x InfC, 2 fleets

Rochefort (2233): *Rossignol*, Dinf, 2 fleets

Toulon (3337): *Anselme*, 1 x Dinf, 1 x (-1) MilC, 2 fleets

Corsair Box: 2 corsairs

### **Budget: £0**

### **COALITION**

#### **AUSTRIA:**

Liège (2923): *Argenteau*, 1 x (0) InfC

Cologne (3124): *Clerfayt*, 1 x (+1) InfC, 1 x (0) reduced CrC, 1 train

Bruxelles (2823): *Teschen*, 1 x (0) InfC, 1 x (+1) CavC, 1 engineer

Turin (3432): *Colli*, 1 x Piemontese InfC, Piemontese

Nice (3435): 1 x Piemontese Dinf

Salzburg (4026): *Latour*, 1 x (0) InfC, 1 train

Wurtzburg (3623): *Esterahzy*, 1 x (0) InfC

Innsbruck (3828): *Prince Württemberg*, 1 x (0), 1 x (0) CavC

Vienna (0425): *Wurmser*, 1 x (0) InfC, 1 x (+1) CavC, 1 train

Milan (3732): Dinf

Prague (4122): *Blakenstein*, 1 x (0) InfC

### **Budget: £8**

#### **PRUSSIA:**

Frankfurt (3324): *Brunswick*, *Schmettau*, 2 x (0) InfC, 1 x (+1) CavC, 1 train

Kassel (3322): *Wallmoden*, 1 x (0) InfC, 1 x reduced Hesse InfC

Berlin (3817): *Knobelsdorff*, 1 x (0) InfC, 1 x reduced (0) CavC

Dresden (3821): 1 x Saxon Dinf

### **Budget: £7**

### **NEUTRALS**

### **BRITAIN & ALLIES :**

London (2123): *Abercromby*, 1 x (-1) MilC  
Porsmouth (2024): *Duke of York*, 1 x (+1) InfC  
Hanover (3219): 1 x reduced Hanoverian InfC  
Naples (0538): *Ferdinand*, 1 x (0) Neapolitan  
 InfC, 1 x Neapolitan Dinf, 1 *Neapolitan fleet*  
Lisbonn (1046): 1 x Portuguese Dinf, 1 x *Portuguese fleet*  
In any British port: 4 *fleets*  
Gibraltar (1751): 1 x (+1) Dinf, 3 *fleets*  
Channel: 3 *fleets*  
**Budget: £7**

### SPAIN:

St Sebastien (2139): *Caro*, 1 x Dinf, 1 x (-1) MilC  
Gerona (2839): *Ricardos*, 1 x (-1) MilC, 1 x reduced (0)  
 CavC  
Saragossa (2342): *Infantado*, 1 x (0) InfC, 1 train  
 5 *fleets* to deploy in Spanish ports with one fleet maximum  
 per port  
**Budget: £0**



## 21.2.2 1805 3<sup>rd</sup> Coalition Campaign Scenario

### “The Sun of Austerlitz”

*Any Grand campaign can be played either in its full length, or as a short scenario that uses the campaign set-up.*

**First Turn:** Summer 1805.

**Last turn:** Winter 1814 (or Winter 1805 for the short scenario).

**Assigning Powers:** France (Empire), Britain (Coalition), Russia (Coalition), Austria (Coalition), Prussia (Neutral), Spain (Empire), Turkey (Neutral).

**Initiative:** France

**Setup order:** Neutrals, Coalition, Empire

**Events:** France has I-7, *Boulogne Camp*, and C-21, *Flank March*.

Britain has R-19, *Nelson*.

**Diplomacy:** consult the Minor Power Resources Chart for the status of minor countries in 1805.

Spain is allied to France (and has just declared war on Portugal).

Britain, Russia, and Austria are allied as the countries of the coalition.

Prussia and Turkey are neutral if played and uncontrolled if unplayed.

**Foreign Wars:** none

### Special Rules:

- Austrian army movement part 1: The Austrian Army of the Rhine (at its first possible activation) must move to first besiege the fortress of Ratisbonne until it falls, then move through Munich to besiege Ulm.

If Ulm falls, the army has no movement restrictions.

- Austrian army movement part 2: The Austrian Army of Italy (at its first possible activation) must move to besiege the fortress of Mantua. If Mantua falls, the army has no movement restrictions.

- Prussian unpredictability: If Prussia (played or unplayed) joins the war on either side she cannot automatically move her forces outside of Prussia.

During each diplomacy phase roll a D6; on a result of 6 he can move his forces as he desires for the rest of the scenario; on any other result, they must stay in Prussia.

These restrictions are lifted in the Spring 1806 diplomacy phase.

**Grand Campaign victory conditions:** Consult the rulebook, 16.2 or 16.3 for how to win a Grand Campaign.

**Short Scenario Victory Conditions:** France wins if Austria has been conquered and no province of the Kingdom of Italy has been lost. The Coalition wins if France does not meet its victory conditions.

**Set-up:**

**PRUSSIA**

Magdeburg (3519): Army of the Elba, Brunswick, Rüchel, 3 leaders, 1 train, reduced GInfC, 3 x (0) InfC, 1 x (+1) reduced CavC

Breslau (0120): Hohenlohe, 1 leader, 2 x (0) InfC, 1 x (0) reduced CavC, 1 train

Berlin (3817): 1 leader, 1 x Dinf, 1 engineer

Posen (0117): 1 x Dinf

Konigsberg (0312): 1 x Dinf

Warsaw (0417): 1 x Dinf

**Money:** £15

## TURKEY

Constantinople (2529): 1 leader, 1 x (+1) Janissaries, 1 x (+1) NC Regulars, 2 naval units

Adrianople (2229): 1 leader, 1 x (+1) Janissaries, 1 x (+1) CavC

**Money:** £3

## AUSTRIA

Salzburg (4026): Army of the Rhine, Mack, Ferdinand, Jellacic, Riesch, Kienmayer, 3 x (0) InfC, 1 x (0) reduced InfC, 1x (+1) CavC, 1 x (+2) reduced CrC, 1 train

Venice (4230): Army of Italy, (Archduke) Charles, Hiller, 3 leaders, 4 x (0) InfC, 1 x (+1) reduced ResInfC, 1x (+1) CavC, 1x (0) CavC, 1 engineer, 1 train

Innsbruck (3828): John, 1 x (+1) ResInfC Vienna (0425): Louis, 1 x Dinf,

Prague (4122): 1 x Dinf

Budapest (0726): 1 x Dinf, 1 train

**Money:** £8

***Austria has an alliance credit of 10 points.***

## BRITAIN

London (2123): 2 leaders, 1 x (+2) InfC, 1 x (-1) MilC

Gibraltar (1751): 1 x (+1) Dinf

Channel: 1 naval unit

Amsterdam (2821): (blockading) *Elphinstone naval unit*

Brest (1730): (blockading) 3 naval units including *Cornwallis*

Bay of Biscay: 2 naval units (*Stirling and Calder*)

Cadiz (1650): (blockading) 3 naval units including *Nelson*

La Corunna (1139): (blockading) 2 naval units (*Cochrane and Collingwood*)

Gulf of Lion: 1 naval unit

Naples (0538): *Ferdinand(N)*, 1 x (0) Neapolitan InfC, *Caraciolo naval unit (N)*

Lisbon (1046): *Silveira (P)*, 1 x reduced (0) Portuguese InfC, *Braganza naval unit(P)*

Stralsund (3716): 1 x Swedish Dinf

Stockholm (3707): *Stedingk (S)*, 1 x (0) Swedish InfC, *Baltic and Finland naval units(S)*

**Money:** £22

## RUSSIA

Brest-Litovsk (0814): *Buxhæwden*, 1 x (0) InfC, 1 x (0) reduced InfC, 1 train

Adjacent to Brest-Litovsk (0814): *Constantine*, reduced (+2) GInfC, 1 x reduced (+2) GCavC, 1 x (+1) reduced CavC, 1 leader

Within 2 hexes of Kovno (0610): *Benningsen*, 1 x (0) InfC, 1x (+1) reduced CavC, 1 train

Lublin (0816): **First Army, Alexander, Kutuzov, Bagration**, 2 x (+1) InfC, 1 x (0) reduced InfC, 1 train

Moscow (2002): *B(arclay) de Tolly*, 1 x (0) InfC, 1 cavalry leader, 1x (+1) reduced CavC

St. Petersburg (0702): 1 leader, 1 x (0) InfC, 2 naval units (*anyone but 'Black Sea'*)

Kiev (1813): *Tormasov*, 1 x (0) InfC

Sebastopol (2821): 1 leader, 1 x (-1) reduced MilC, 2 naval units (*anyone but 'Baltic'*)

Odessa (2219): 1 leader, 1 x (-1) MilC Taganrog (3013): 1 x Cossack

Memel (0311): 1 leader, 1 x Dinf

Corfu (1338): 1 x Dinf

**Money:** £9

***Russia has an alliance credit of 9 points.***

## FRANCE

Boulogne (2424): **Grande Armée, Napoléon, Davout, Soult, Lannes, Murat**, 4 x (+2) InfC, 1 x (+1) InfC, 1 x reduced (+3) OGINfC, 1 x (+3) GCavC, 1x (+2) CrC, 1x



(+2) CavC, 1x (+1) CavC, 1 train

In Hanover: *Bernadotte*, 1 x (+2) InfC

In Holland: *Marmont*, 1 x (+2) InfC

Milan (in or adjacent to 3732): **Army of Italy, Masséna**, 2 infantry leaders, 1 cavalry leader, 2 x (+1) InfC, 1 x (0) reduced Italian InfC *with Casanova (I)*, 1 x (0) CavC, 1x (+2) reduced CrC, 1 train

Florence (in or adjacent to 4034): *Gouvion-St-Cyr*, 1 x (+1) reduced InfC, 1 x Italian DInf, 1 engineer, 1 train

Lille (in or adjacent to 2624): *Brune*, 1 x (0) InfC, 1 x (-1) MilC

Brest (1730): *Augereau*, 1 x (+1) InfC, 3 naval units including *Ganteaume*

Rochefort (2233): 1 infantry leader, 1 x (0) InfC, 2 naval units including *Missiessy*

Toulon (3337): 1 infantry leader, 1 x (+1) InfC, 1 naval unit

Cadiz (1650): 2 naval units including *Villeneuve*

Amsterdam (2821): *Daendels (D)*, 1 x (0) Dutch InfC, *de Winter naval unit (D)*

Geneva (3230): 1 x Swiss Dinf

Anywhere in Württemberg or Baden: 1 x reduced (0) Baden InfC, 1 x Württemberg Dinf

Strasbourg (3327): 1 train

In Bavaria: *Wrede (B)*, 1 x reduced (0) Bavarian InfC

Corsairs Box: 2 corsairs randomly

**Money:** £24

## SPAIN

Within 1 hex of Madrid (1943) except (1842) and (1843): *Castaños*, 1 leader, 1 x (0) InfC, 1 x (+1) CavC

Within 1 hex of La Corunna (1139): *Blake*, 1 x (0) InfC, 1 train, 2 naval units

Cadiz (1650): 1 x Dinf, *Gravina naval unit*

Within 1 hex of Cartagena (2447): *La Romana*, 1 x (0) InfC, 1 naval unit

**Money:** £3

**Spain has an alliance credit of 7 points.**



## 21.2.3 1809 5<sup>th</sup> Coalition Campaign Scenario

### “Wagram, the last triumph”

*Any Grand campaign can be played either in its full length, or as a short scenario that uses the campaign set-up.*

**First Turn:** Spring 1809.

**Last Turn:** Winter 1814 (or Winter 1810 for the short scenario).

**Assigning Powers:** France (Empire); Britain, Austria, Spain (all three Coalition); Russia, Prussia, Turkey (all Neutral)

**Initiative:** Coalition

**Setup order:** Neutrals, Coalition, France.

**Events:** France holds I-4, *General Eblé's bridge* and Austria holds C-20, *Art of War*.

Removed event cards I-1, I-5, I-7, I-8, I-8, I-12, I-16, I-18, I-20, I-23, I-24, I-27.

Keep I-27, *Landwehr*, face up near the table as its effects apply for the rest of the game.

### Diplomacy:

Consult the Minor Power Resources Chart for the status of minor countries in 1809.

Poland consists of Posen and Masovia.

Britain, Austria and Spain are allied in the Coalition.

Turkey is neutral.

Russia is in a mandatory peace with France until Winter 1809 and so cannot be influenced before Spring 1810.

Prussia is in a mandatory peace with France until Spring 1810 and is then in a mandatory alliance (14.47) with France.

The Continental System has been declared in Russia and Prussia, as peace conditions.

**Foreign Wars:** none.

## Special Rules:

- The French have three Forces marked 'in Reserve'. These can either be placed as per the original setup, or anyone or all of them in or adjacent to Bayonne.
- France has already called for conscripts once.
- All cities and fortresses of these Spanish provinces are occupied and reactivated by France: Galicia, New Castille, Old Castille, Aragon, Catalonia; and Leon, except for Ciudad Rodrigo, which is still Spanish.
- A Liberation War is in effect.

**Grand Campaign victory conditions:** Consult the rulebook, 16.2 or 16.3 for how to win a Grand Campaign.

## Short scenario victory conditions:

France wins if Austria has been conquered AND :

- all Tyrolean units have been destroyed
- the Tyrol revolt is over
- no part of the Kingdom of Italy has been conquered
- at least 4 Spanish provinces are militarily controlled and New Castille is one of them.

If Poland has been conquered, one more Spanish province must be militarily controlled.

If France does not meet her victory conditions, the Coalition wins.

## Setup:

### PRUSSIA

In any city or fortress in Prussia: *Blücher*, 2 leaders, 1 x (0) InfC, 1 x (0) reduced InfC, 1 x (+1) CavC

Berlin (3817): 1 x Dinf

**Money:** £0

### RUSSIA

Riga (0507): 1 x Dinf

Moscow (2002): *B(arclay) de Tolly*, 1 x (+1) InfC, 1 x (+2) CrC

St. Petersburg (0702): *Benningesen, Constantine*, 1 x reduced (+2) GInfC, 1 x (0) InfC, 2 naval units except Black Sea

Kiev (1813): 1 leader, 1 x (0) InfC

Odessa (2219): 1 x (-1) MilC, 2 naval units except Baltic naval unit

In Georgia: 1 leader, 1 Cos, 1 x (0) InfC,

In Podolia: **Second Army, Bagration**, 2 leaders, 1 cavalry leader, 1 Cos, 1 x (+1) InfC, 1 x (0) InfC, 2 x (+1) CavC, 2 trains, 1 engineer

**Money:** £15

### TURKEY

Constantinople (2529): 1 leader, 1 x (+1) Janissaries, 1 x (+1) NC Regulars, 2 naval units

Adrianople (2229): 1 leader, 1 x (+1) Janissaries, 1 x (+1) CavC

**Money:** £6

### AUSTRIA

In or adjacent to Salzburg (4026): **Army of the Rhine, (Archduke) Charles**, *Hiller, Liechtenstein, Rosenberg, Hohenzollern*, 4 x (0) InfC, 2 x (+1) ResC, 1 x (+2) CrC, 1 x (+1) CavC, 2 trains, 1 engineer

Within 1 hex of Graz (0328): **Army of Italy, (Archduke) Johann**, *I. Gyulay, A. Gyulay*, 2 x (0) InfC, 1 x (0) CavC, 1 train

Innsbruck (3828): *Hofer (T)*, 1 x (+1) Tyrolean InfC

Vienna (0425): 1 leader, 1 x Dinf

Budapest (0726): 1 leader, 2 x Dinf

Within 2 hexes of Prague (4122): *Bellegarde, Kollowrat*, 2 x (0) InfC, 1 x (0) reduced CavC

Karlstadt (0429): 1 leader, 1 x Dinf

Olmütz (0421): 1 x Dinf

Krakow (0520): **Army of Bohemia, Ferdinand**, 2 leaders, 2 x (0) InfC, 1 x (+1) CavC, 1 train

**Money:** £11

*Austria has an alliance credit of 12 points.*

### BRITAIN

London (2123): 1 leader, 1 x (-1) MilC,

In any harbor on the Channel in Britain: 1 leader, 1 x Dinf,

Lisbon (1046): **Army of the Peninsula, Wellington, Beresford, Uxbridge**, 1 x (+2) InfC, 1 x (+1) CavC, 1 x (0) Portuguese InfC, 1 train, *Braganza naval unit(P)*

Gibraltar (1751): 1 x (+1) Dinf

In any harbor in Britain: 2 x Dinf

Channel: 1 naval unit

Amsterdam (2821) (blockading): *Elphinstone naval unit*  
Brest (1730) (blockading): *3 naval units including Cornwallis*  
Rochefort (2233) (blockading): *Stirling and Calder naval units*  
Toulon (3337) (blockading): *1 naval unit* Adriatic: *1 naval unit*  
North Sea: *1 naval unit*  
South Atlantic: *Collingwood naval unit*  
In any other sea zones: *2 naval units*

**Money:** £9

## SPAIN

Valencia (2545): *von Reding, 1 x Dinf, 1 x (0) reduced CavC*  
Within 2 hexes of Almeida (1344) in Spain: *La Romana, 1 x (0) InfC*  
Cadiz (1650): *1 x (-1) MilC*  
In any city or fortress in Andalusia: *del Palacio, 1 x (0) reduced InfC, 1 leader, 1 x Dinf*  
In any French militarily controlled Spanish province: *4 Guerrillas (no more than 2 per province)*

**Money:** £4

## Reinforcements:

### Summer 1809

(In any coalition occupied or owned Spanish harbor): *2 leaders, 1 x (-1) MilC, 1 x (0) InfC*

## FRANCE

Within 2 hexes of Ratisbonne (4025): **Army of Germany, Berthier, Wrede (B), Lefebvre, 2 cavalry leaders, 1 x (+1) InfC, Bavarian InfC, 2 x (+2) CrC**  
Ulm (3626): *Masséna, 1 x (+2) InfC (in Reserve)*  
In or adjacent to Ulm (3626): *Oudinot, 1 x (+2) InfC (in Reserve)*  
Within 2 hexes of Würzburg (3623): *Davout, 1 x (+2) InfC, 1 cavalry leader, 1 x (+2) CavC*  
Venice (4230): **Army of Italy, Eugène, Macdonald, 1 x (+1) InfC, Casanova (I), Baraguey (I), 1 x Italian (0) InfC, 1 x reduced Italian (0) InfC, 1 x (0) reduced CavC, 1 train**  
Florence (4034): *Murat, 1 x (0) Neapolitan InfC*

Trieste (0130): *Marmont, 1 x (+1) reduced InfC, 1 x Dalmatian DInf, 1 train*  
Porto (1143): *Soult, 1 x (+2) InfC*  
Saragossa (2342): *Mortier 1 x (+1) InfC, 1 engineer, 1 x (+2) reduced InfC*  
Hex (2242): *Suchet, 1 x Dinf*  
Barcelona (2742): *1 leader, 1 x (+2) InfC,*  
Madrid (1943): **Army of Spain, Joseph, Victor, Milhaud, Ney, 1 x (+1) InfC, 1 x (0) reduced InfC, 1 x (+1) CavC**  
Within Old Castille: *1 Depot*  
Leon (1540): *1 Depot*  
Hanover (3219): *1 x Dinf*  
Bremen (3118): *1 x Dinf*  
Antwerp (2723): *1 x Dinf*  
Stettin (3816): *1 x Dinf*  
Posen (0117): *1 x Dinf*  
Within 2 hexes of Warsaw (0417): *Poniatowski, Dombrowski (P), 1 x Polish (+1) InfC, 1 x reduced (+2) Polish CavC*  
Dresden (3821): *Bernadotte, 1 x Saxon (0) InfC*  
Kassel (3322): *Jérôme B(onaparte), 1 x (0) Westphalian InfC*  
Stuttgart (3625): *Vandamme, 1 x Württemberg (0) InfC*  
Frankfurt (3324): *1 leader, Rhine (0) InfC*  
Mainz (3325): *1 cavalry leader, 1 x (0) reduced (0) CavC*  
In or adjacent to Strasburg (3327): **Grande Armée, Napoléon, Bessières, Lannes, Lasalle, 1 x (+3) OGInfC, 1 x (+3) GCavC, 1 x (0) InfC, 1 train (in Reserve)**  
Brest (1730): *3 naval units including Ganteaume*  
Hamburg (3216): *Bernstorff (D), 1 x Danish (0) InfC*  
Rochefort (2233): *2 naval units including Missiessy*  
Toulon (3337): *1 naval unit*  
Lille (2624): *1 x (-1) MilC*  
Marseille (3236): *1 x (-1) MilC*  
Amsterdam (2821): *Daendels (D), 1 x Dutch Dinf, de Winter naval unit (D)*  
Danzig (0113): *1 x Dinf*  
Corsairs Box: *4 corsairs randomly*

**Money:** £14



## 21.2.4 1813 6<sup>th</sup> Coalition Campaign scenario “Napoléon at Bay”

*Any Grand campaign can be played either in its full length, or as a short scenario that uses the campaign set-up.*

**First Turn:** Spring 1813.

**Last Turn:** Winter 1814 (or Spring 1814 for the short scenario, see below).

**Assigning Powers:** France (Empire); Britain, Russia, Prussia (all Coalition); Austria (Neutral); Spain (Coalition); Turkey (Neutral).

**Initiative:** Coalition.

**Setup order:** Neutrals, France, Coalition.

### Events:

France holds C23, *Forced March* and C-21, *Flank March*.

Prussia holds C-18, *Fear of the sound of the guns*.

Britain holds I-3, *Betrayal*.

Russia holds C-14, *War Council*.

Removed event cards (11.2.b): I-2, I-4, I-6, I-13, I-15, I-17 to 30.

Follow the instructions on the Landwehr card, as it applies for the rest of the scenario.

### Diplomacy:

Consult the Minor Power Resource Chart for the status of minor countries in 1813.

Poland consists of Posen, Masovia and Western Galicia.

Prussia, Russia, Spain, and Britain are allied in the Coalition.

Turkey is neutral.

Austria is in a mandatory alliance with France.

### Foreign Wars:

I-17, USA was played in 1812; place the card on the map. After setting up the British, take a legitimate expeditionary

force from the remaining British force pool and place it in the FW box.

### Special Rules:

- Poles in Austria: The Polish located at Krakow may enter Austria as long as Austria has not gone to war with France. The Poles are automatically supplied during their entire first activation. If they leave Austria they cannot return until war is declared.

If Austria declares war on France while Polish forces are still in Austria, they remain there and are treated according to normal rules.

- France has called for conscripts twice and so suffers the penalties, most importantly, her +2 infantry corps are now only rated +1.

- In Spain, France controls all fortresses in Catalonia, Aragon, Old Castille, New Castille, and Valencia except for Talavera.

- A Liberation War is in effect, 14.4.2.

- The Spanish leader Blake cannot be deployed initially, he enters the game normally.

**Grand Campaign victory conditions:** Consult the rulebook, 16.2 or 16.3 for how to win a Grand Campaign.

**Short scenario victory conditions:** As an exception to normal sequence of play, check for scenario victory in the victory phase of Spring 1814.

The Coalition wins if France is conquered or Napoléon is killed.

France wins if no fortress within its national territory is enemy occupied.

Any other result is a draw.

### Setup:

#### AUSTRIA

Adjacent to the Bavarian border in Austria: **Army of the Rhine, Archduke John**, 3 leaders, 1 x (+1) ResC, 1 x (0) InfC, 1 x (+1) CavC, 1 train

Graz (0328): *Hiller*, 1 x (0) InfC, 1 x (0) reduced CavC, 1 train.

Vienna (0425): 1 leader, 1 x (0) InfC, 1 engineer

Karlstadt (0429): 1 leader, 1 x (+1) Res InfC

Budapest (0726): 1 leader, 1 x (0) CavC

Prague (4122): **Army of Bohemia, Schwarzenberg**, 1 cavalry leader, Kleanau, 2 leaders, 5 x (0) InfC, 1 x (+2) Grenadiers Corps, 1 x (+1) CavC, 1 x (+1) CrC, 1 train

In Galicia: 1 leader, 1 x (0) InfC

**Money**: £12

## TURKEY

Constantinople (2529): 1 leader, 1 x (+1) Janissaries, 1 x (+1) NC Regulars, 2 naval units

Adrianople (2229): 1 leader, 1 x (+1) Janissaries, 1 x (+1) CavC

**Money**: £9

## FRANCE

Within 2 hexes of Mainz (3325): **Grande Armée, Napoléon, Ney, Bertrand, Oudinot, Bessières**, 1 x (+3) OGInfC, 1 x (+2) YGInfC, 1 x (+3) GCavC, 2 x (+2) InfC, 1 x (+1) InfC, 2 x (+2) CrC, 1 train

Munich (3826): (de)Wrede (B), 1 x Bavarian (0) InfC

Ulm (3626): Augereau, 1 x (+1) reduced InfC

Within 1 hex of Hanover (3219): Davout, 1 x (+2) InfC, 1 x cavalry leader, 1 x (+1) CavC, 1 train

Magdeburg (3519): **Army of Germany, Eugène Victor, Lauriston, Gouvion-St-C(yr), Macdonald**, 2 x (+2) InfC, 1 x (+1) InfC, 1 x reduced (+2) CrC

Danzig (0113) (besieged): Rapp, 1 x (0) InfC Brunswick (3319): 1 leader, 1 x Westphalian (0) InfC

Milan (3732): Casanova (I), 1 x (0) Italian InfC

Florence (4034): Murat, 1 x Neapolitan (0) InfC

Rome (0236): 1 x Italian Dinf

Valencia (2545): Suchet, 1 x (+1) InfC

Madrid (1943): **Army of Spain, Joseph B(onaparte)**, 2 leaders, 1 cavalry leader, 1 x (+1) InfC, 1 x (0) InfC, 1 x (0) CavC, 1 train

Within 2 hexes of Burgos (2040): 1 leader, 1 x (+1) reduced InfC

In Spain in any provinces North of Madrid (1943) under French control: 2 x Dinf, 1 depot

Stettin (3816): 1 x Dinf besieged

Within 1 hex of Krakow (0520): Poniatowski (P), Dombrowski (P), 1 x Polish (+1) InfC, 1 x (+2) Polish CavC

Wittenberg (3720): Thielmann, 1 x reduced (0) Saxon InfC

Geneva (3230): 1 leader, 1 x Swiss (0) InfC,

Stuttgart (3625): 1 leader, 1 x Württemberg (0) InfC

Frankfurt (3324): 1 x Rhine Dinf

Bremen (3118): Bernstorff (D), 1 x Danish (0) InfC

Within 1 hex of Paris (2627): Gérard, 1 x (-1) MilC, 1 cavalry leader, 1 x (0) CavC

Within 1 hex of Lyon (3032): Souham, 1 x (+1) InfC, 1 cavalry leader, 1 x (+2) CavC

Brest (1730): 3 naval units including Ganteaume

Rochefort (2233): 2 naval units

Toulon (3337): 1 naval unit

Lille (2624): 1 leader, 1 x (-1) MilC,

Marseille (3236): 1 x (-1) MilC

Strasbourg (3327): Soult

Amsterdam (2821): Daendels (D), 1 x (0) French InfC, 1 French naval unit

Antwerp (2723): 1 naval unit

Corsairs box: 3 corsairs

**Money**: £10

## BRITAIN

London (2123): 1 leader, 1 x (-1) MilC

In any British harbor on the Channel: 1 leader, 1 x Dinf

Ciudad Rodrigo (1443): **Army of the Peninsula, Wellington, Beresford, Uxbridge**, 2 British leaders, 1 x (+2) InfC, 1 x (+1) InfC, 1 x (+1) CavC, 1 x Portuguese (0) InfC, 1 train

Gibraltar (1751): 1st Dinf

Malta (0845): 2nd Dinf

Birmingham (2021): 1 leader, 1 x (+1) InfC

Channel: 2 naval units

Amsterdam (2821) (blockading): Elphinstone naval unit

Brest (1730) (blockading): 3 naval units including Cornwallis

Rochefort (2233) (blockading): Stirling and Calder naval units

Toulon (3337) (blockading): 1 naval unit Adriatic: 1 naval unit

North Sea: 1 naval unit

South Atlantic: Collingwood naval unit In any other sea zones: 2 naval units

**Money**: £15

## PRUSSIA

Adjacent to Berlin (3817): *Yorck, Bülow*, 2 x (0) InfC, 1 x (0) reduced CavC

Berlin (3817): 1 *leader*, 1 x (0) InfC, 1 train

Besieging S+1 Danzig (0113): 1 *leader*, 1 x (0) InfC, 1 engineer

Dresden (3821): **Army of Silesia**, *Blücher, Kleist*, 1 *leader*, 1 x (0) InfC, 1 x (+1) CavC, 1 train

Besieging S+1 Stettin (3816): 1 *leader*, 1 x (0) InfC

Besieging S+1 Kustrin (4017): 1 *leader*, 1 x (0) InfC

Within East Prussia: 3 *leaders*, 1 x reduced (+1) GInfC, 1 x (0) CavC, 1 x (0) InfC

**Money:** £8

*Prussia has an alliance credit of 12 points.*

## RUSSIA

Riga (0507): 1 x Dinf

Moscow (2002): 1 *leader*, 1 x (0) InfC

St. Petersburg (0702): **Second Army**, *Benningsen, Dokhturov*, 2 *leaders*, 2 x (0) InfC 1 x (+1) CavC, 1 x (+2) GCavC, 2 *naval units*

Pskov (0803): 1 *leader*, 1 x (-1) MilC

Kiev (1813): 1 *leader*, 1 x (0) InfC, 1 Cos

Odessa (2219): 1 *leader*, 1 x (-1) MilC, 2 *naval units*

In Georgia: 1 *leader*, 1 Cos, 1 x (0) InfC,

Besieging (S+1) Posen (0117): **First Army**, *B(arclay) de Tolly, Constantine*, 1 *leader*, 1 *cavalry leader*, 1 engineer, 1 x (+1) InfC, 1 x (+2) GInfC, 1 x (+1) CrC

Within Poland and Prussia: 3 trains

3920: *Miloradovich*, 1 x (0) InfC

In or adjacent to Berlin (3817): *Wittgenstein*, 1 x (+1) InfC, 1 x (+1) reduced CavC, 1 Cos

Leipzig (3721): *Wintzengerode*, 1 x (0) InfC

Brest-Litovsk (0814): *Langéron*, 1 x (0) InfC, 1 train

Besieging S+0 Glogau (4120): *Tormasov*, 1 x (0) InfC,

Besieging S+2 Warsaw (0417): *Sacken*, 1 x (0) InfC

Stralsund (3716): *Bernadotte*, 1 x Swedish (0) InfC, 1 x Swedish Dinf, *Baltic naval unit*

Stockholm (3707): *Stedingk*, 1 x Swedish (0) InfC, *Finland naval unit*

**Money:** £5

*Russia has an alliance credit of 12 points.*

## SPAIN

In Murcia: 1 *leader*, 1 x (-1) MilC

In Galicia: *La Romana*, 1 x (0) InfC, 1 *leader*, 1 x (+1) CavC, 1 *naval unit*

Badajoz (1446): 1 *leader*, 1 x (-1) MilC

In any city or fortress in Andalusia: *Castaños*, 1 x (0) reduced InfC, 1 *leader*, 2 x (-1) MilC

Any French militarily controlled Spanish province: 4 guerrillas; no more than 2 in any province

**Money:** £3

## 21.3 SHORT SCENARIOS



### 21.3.1 1799 2<sup>nd</sup> Coalition scenario

#### “Suvorov’s last campaign”

**First turn:** Spring 1799, activation phase

**Last turn:** Winter 1799, victory phase.

**Maps:** both maps.

**Initiative:** France.

Remove the following markers: Neutral Land, Neutral Naval, Empire Naval 2, and Coalition Naval 2.

**Setup:** The Coalition troops are set up first, then France.

**Diplomacy:** there is no diplomacy phase in this scenario; Spain and Prussia and their allies are out of play.

The members of the coalition are: Britain, Austria, Russia, Turkey, Naples, and the Papacy.

#### **Events:**

Russia begins with R-17, *Suvorov*, and C-11 *Winter Campaign* and Austria with R-16, *Second Coalition*,

France begins with R-16, C-20, *Art of War* and C-18, *Fear of the sound of the guns*.

#### **Special Rule:**

- There is no production and no events phase during spring 1799 and so no Declarations of war or Diplomatic actions in this scenario.

• Immediately remove Bonaparte from the map if France has lost Milan, Mantua, and Rome. A French leader in command of an army can only be replaced by a three star leader, if one is available.

### Victory Conditions:

France wins if no fortress is Coalition-controlled in 1792 France, Flanders, Holland, Switzerland, Piedmont, Genoa, or Egypt.

The coalition wins by capturing either Paris, Antwerp, or Lyons without losing a fortress in Syria or Palestine.

Any other result is a draw.

### FRANCE

Rome (0236): *Championnet*, 1 x (+1) InfC, 1 x DInf, 1 train

Florence (4034): *Macdonald*, 1 x (0) InfC

Bologna (4032): 1 x DInf

Genoa (3633): *Victor*, 1 x (0) InfC

Marseille (3236): 1 x (-1) MilC

Milan (3732): **Army of Italy**, *Schérer*, *Gouvion-St-Cyr*, *Duhesme*, *Moreau*, 1 x reduced (+2) InfC, 1 x (0) InfC, 1 x (0) CavC

In Holland: *Brune*, 1 x (+1) InfC, Dutch DInf, *Dutch fleet*

Anvers (2723): 1 x reduced (-1) MilC

Brussels (2823): *Masséna*, 1 x (+2) InfC, 1 x DInf

Boulogne (2723): *Vandamme*, 1 x (-1) MilC, 1 x DInf

Paris (2627): *Moncey*, 1 x (0) InfC, 1 x (-1) MilC.

Strasbourg (3327): **Army of Germany**, *Jourdan*, *Souham*, *d'Hautpoul*, 1 x (+2) InfC, 1 x (+1) InfC, 1 x (0) CavC, 1 train

Mainz (3325): *Bernadotte*, 1 x (+1) InfC

Geneva (3230): *Lecourbe*, 1 x (+1) InfC, 1 x Swiss DInf

Cairo (3148): *Bonaparte*, *Lannes*, 1 x (+2) InfC, 1 x reduced (+1) CavC, 2 trains

Hex (3049): *Desaix*, 1 x (+2) InfC

Alexandria (2847): *Kléber*, DInf

Brest (1730): 2 fleets including *Ganteaume*

Rochefort (2233): 2 fleets including *Missiessy* Toulon (3337): 2 fleets

### AUSTRIA

Ulm (3626): **Army of the Rhine**, *Charles*, *Bellegarde*, *Riesch*, *Reuss*, 2 x (0) InfC, 1 x (+1) InfC, 1 x (+1) CavC, 1 x reduced (+1) CrC, 1 train

Munich (3826): 1 x Bavarian reduced InfC

Vienna (0425): *Rosenberg*, DInf, 1 x (0) CavC

Innsbruck (3828): *Hotze*, 1 x (0) InfC, 1 x DInf, 1 train

Venice (4230): **Army of Italy**, *Melas*, *Rosenberg*, *Ott*, *Hohenzollern*, 2 x (0) InfC, 1 x (+1) InfC, 1 x reduced (+2) ResC, 1 x (0) CavC, 1 x (+1) CavC, 1 engineer, 1 train

Trieste (0130): *Davidovic*, 1 x (0) InfC

Graz (0328): *Kray*, 1 x (0) InfC, 1 train

### RUSSIA

Brunn (0323): *Suvorov*, *Miloradovitch*, 1 x (+1) InfC, 1 x (0) InfC, 1 x (+1) CavC, 1 train

St. Petersburg (0702): *Kaptsevitch*, 1 x (0) InfC, 2 Russian fleets

In or adjacent to Brest-Litovsk (0814): *Korsakov*, *Durasov*, 1 x (+1) InfC, 2 x (0) InfC, 1 train

### TURKEY

Constantinople (2529): *Cezzar*, 2 x (+1) InfC, 1 x (+1) CavC, 2 fleets

Adrianople (2229): *Mehmet Ali*, 1 x (+1) InfC, 1 x (0) InfC

Acre (3543): *Pasha*, 1 x (0) InfC, 1 x DInf

*Note*: Turkish feudal corps are not available for the duration of the scenario.

### BRITAIN

London (2123): *Duke of York*, 1 x (+1) InfC, 1 x (-1) MilC

Gibraltar (1751): *Proctor*, 1 x (+1) DInf

Portsmouth (2024): *Abercromby*, 1 x (+1) InfC, 1 x DInf, 1 train.

Channel: 2 fleets

Amsterdam (2821) (blockading): *Elphinstone fleet*

Brest (1730) (blockading): 2 fleets including *Cornwallis*

Bay of Biscay: 2 fleets

Gulf of the Lion: 2 fleets

Central Mediterranean: 3 fleets including *Nelson*

In any sea zone: 2 fleets

Naples (0538): *Ferdinand*, 1 x (0) Neapolitan InfC, 1 x Neapolitan DInf, 1 Neapolitan fleet



## 21.3.2 1806-1807 4<sup>th</sup> Coalition scenario

### “Rossbach avenged”

**Maps:** both maps, north of hex row xx29 (inclusive)

**First turn:** Autumn 1806, activation phase

**Last turn:** Winter 1806, victory phase unless there is an automatic victory.

**Initiative:** Empire; remove all neutral and naval markers except for Coalition Naval 1.

**Setup:** Coalition then France.

**Events:** The Empire holds C-18, *Fear of the sound of the guns*, C-15, *Sappers*, and C-23, *Forced March*.

The Coalition holds C-11, *Winter campaign*.

No other events cards are used in this scenario.

### Diplomacy :

Do not consult the Minor Power Resource Chart for the status of minor powers. Instead follow the below instructions:

- Prussia has Saxony, Ansbach, Hesse, Brunswick, and Hanse as controlled allies and has annexed Hanover.
- Russia has Sweden as a controlled ally.
- France has Holland, Bavaria (which includes Tyrol), Baden, Württemberg, Thuringia, Denmark, Berg, Cleves, Switzerland, Neufchatel, and Palatinate as controlled allies
- Prussia and Russia are allied in the Coalition.

### Special Rules:

- The scenario is using both maps, but only north of hex row xx29 (inclusive). The rest of the maps are impassable.
- There is no Event Phase nor economic phase.
- There is no Diplomacy phase, so there can be no declarations of war or Diplomatic Actions.

- If, during the Autumn turn, a Prussian army loses a field battle and is demoralized or eliminated, no Russian Force may cross the River Vistula to the west.

Any Russian units that have already crossed have to attempt to retire to the east side of the Vistula before the end of the Autumn turn. If they are unable to move, they remain in place.

- Saxony surrenders immediately if Dresden is occupied by a supplied French-controlled unit at the end of any turn. All Saxon fortresses not occupied by a Coalition Force immediately become captured by France and reactivated fortresses, for free.

- Once per turn during the Coalition Naval activation, two steps worth of Russian and/or Swedish units may be moved between Baltic harbors.

- Danish forces cannot enter Sweden or Norway.

- Remove Massena from the French leader pool and Alexander and Kutuzov from the Russian leader pool – they are not available in this scenario.

- Even though no money is used in the scenario, France can create the Army of the North prior to any activation according to the corresponding rules conditions.

### Victory Conditions:

France wins an automatic victory if Prussia, Saxony and Hanover are conquered.

Alternative conquest rule is not allowed for the scenario

If the French player does not win an automatic victory, France wins at scenario end if Saxony and Hanover are conquered and France occupies Berlin plus either Warsaw or Königsberg.

The Coalition wins if Prussia is not conquered and the fortress in Hanover is under Coalition control.

If neither side achieves all of its victory conditions by the end of the game, the game ends in a draw.

## COALITION

### PRUSSIA

Magdeburg (3519): (*Prince*) *Württemberg*, 1 x (0) InfC, 1 engineer, 1 train

Erfurt (3522): **Army of the Elba**, *Brunswick*, *Rüchel*, *Kalkreuth*, 1 x (+1) GInfC, 4 x (0) InfC, 1 x (0) CavC, 1 x reduced (+1) CrC, 1 x reduced (0) Hessian InfC, 1 train



(3722): Army of Silesia, Hohenlohe, Wartensleben, Thielmann, 1 x (0) InfC, 1 x (+1) reduced CavC, 1 x Saxon InfC, 1 train

Posen (0117): L'Estocq, 1 x (0) InfC, 1 x reduced (0) CavC

Danzig (0113): Dinff

Konigsberg (0312): Mollendorff, 1 x (0) InfC

Warsaw (0414): 1 x Dinff

Stettin (3816): 1 x Dinff

Reinforcements : in winter 1806, 2 Prussian Line infantry steps as a corps or 2 DInf.

## RUSSIA

North of the Niemen River in Lithuania: First Army, Benningsen, Essen, Sacken, Ostermann, Uvarov, 2 x (+1) InfC, 1 x (0) InfC, 1 x (+1) CavC, 1 Cos, 1 train

In White Russia: Second Army, Buxhoevden, Baggovut, S.Kamenski, 3 x (0) InfC, 1 x (+2) reduced CrC, 1 train

In or adjacent to Moscow (2002): Bagration, 1 x (+2) GInfC, 1 x (+2) reduced GCavC

Kiev (1813): Tuchkov, 1 x (0) InfC

Lübeck (3317): 1 x Swedish Dinff

Stralsund (3716): Swedish Stedingk, 1 x Swedish (0) InfC

## FRANCE

In Holland: Daendels (Dutch), 1 x Dutch InfC

Wesel (3021): Bernadotte, 1 x (+2) InfC

Mainz (3325): Mortier, 1 x (+1) InfC

In or adjacent to Würzburg (3623) in Bavaria: Grande Armée, Napoléon, Lannes, Davout, Ney, Soult, Murat, Lasalle, Bessières, 5 x (+2) InfC, 1 x (+3) GCavC, 1 x reduced (+3) OGInfC, 1 x (+2) CavC, 1 x (+2) CrC, 2 trains, 1 engineer

Frankfurt (3324): Augereau, 1 x (+1) InfC, 1 x (0) CavC, 1 train

Strasbourg (3327): Milhaud, 1 x (+2) CrC

Munich (3826): De Wrede (Bav), 1 x reduced (0) Bavarian InfC

Baden (3426): Lefebvre, 1 x reduced Baden (0) Inf C

Stuttgart (3625): Oudinot, 1 x Württemberg DInf

Within Denmark: Bernstorff (Dk), 1 x (0) Danish InfC

Reinforcements : Winter 1806

Cologne (3124): Rapp, 1 x (+1) InfC 1 x Rhine Dinff



## 21.3.3 1812 Russian campaign scenario

### “The Spires of the Kremlin”

**First turn:** Summer 1812.

**Last turn:** Winter 1812.

**Initiative:** France (must choose Empire land 4).

Remove both Empire Naval markers, both Neutral markers, and the Coalition Naval 2 marker.

**Setup:** France, then Russia.

#### Events:

France holds C23, *Forced March*.

Russia holds C-11, *Winter Campaign*; I-28, *Holy Russia*; and C-13, *Scorched Earth*.

No other event cards are used in this scenario.

**Diplomacy:** Ignore the Diplomacy Phase during this scenario. The actual status of other major or minor powers is irrelevant, the units of other powers present in the set-up are treated as units of either France or Russia.

France (Empire); Russia (Coalition).

All other major powers are out of play.

#### Special rules :

- As long as *Jérôme* is part of any army, that army's leader suffers a (-1) initiative modifier.

(The French Army of Germany is commanded by Junot. On the field, Jérôme Bonaparte commanded this flank army at the beginning of the campaign. He left it during the month of July.)

- In case of wounded or killed leaders, one star leaders must be drawn as replacements first, until there are none, then two star leaders may be drawn.

- During the scenario, each side may dismiss no more than 2 army commanders. This dismissal can only be due to defeat.

- Remove *Suchet, Soult, Massena, Marmont, Mortier and Joseph* from the French leader pool – they have other obligations in Spain and not available in this scenario.

- There is no Economy Phase, only Timed arrivals reinforcements.

- France has twice called for conscripts and so suffers the penalties, most importantly her +2 infantry corps are now only rated +1

- Only Russian national territory, the 3 Polish provinces, Prussia, and all Austrian provinces bordering Russia are in play in this scenario, everything else is impassable terrain.

- These major powers must use specified supply sources, but see 7.16 for multi-national supply lines:

- The French supply source is Warsaw (0416).
- The Prussian supply source is Königsberg (0312).
- The Austrian supply source is Lemberg (1118).

### Victory conditions:

The Empire wins if it owns or occupies Warsaw, Vilna, Riga, and either St. Petersburg or Moscow.

Russia wins if at the end of play the Empire has not met its victory conditions AND these five cities are free of supplied Empire units: Moscow, St. Petersburg, Smolensk, Kiev, and Riga.

Any other result is a draw.

### FRANCE:

In or adjacent to Königsberg (0312): *Macdonald*, 1 x (+1) InfC, *Yorck* (Pr), 1 x (0) Prussian InfC, 1 x reduced Prussian (0) CavC

Lemberg (1118): *Schwarzenberg* (Au), 1 x (0) Austrian InfC, 1 x (0) Austrian CavC, 1 train

Hex (0611): **Grande Armée, Napoléon**, *Murat, Davout, Oudinot, Nansouty*, 1 x (+3) OGInfC, 1 x (+2) YGInfC, 2 x (+2) InfC, 1 x (0) InfC, 2 x (+2) CrC, 1 x (+2) CavC, 1 x (+3) GCavC, 1 train, 1 engineer

Hex (0512): *Ney*, 1 x (+2) InfC, 1 x (0) Württemberg InfC

Hex (0612): **Army of Italy, Eugène**, *Grouchy, Gouvion-St-Cyr, Baraguey* (It), 2 x (0) Italian InfC, 1 x (+1) InfC, 1 x (0) Bavarian InfC, 1 x reduced (+2) CrC

Hex (0613): *Poniatowski* (Pol), 1 x (+1) Polish InfC, 1 x (+2) Polish CavC

Hex (0714): **Army of Germany, Junot**, *Jérôme, Reynier, Thielmann* (S), *Latour-Maubourg*, 1 x (0) Saxon InfC, 1 x (0) Westphalian InfC, 1 x (+1) CavC

Stettin (3816): *Victor*, 1 x (+1) InfC, 1 x Rhine Dinf

Warsaw (0417): *Vandamme*, 1 x reduced (0) Rhine InfC, 1 x Polish Dinf,

Anywhere in Empire or allied territories: 3 trains

### Reinforcements :

#### Autumn 1812

Danzig (0113): *Augereau*, 1 x (+1) InfC, 1 cavalry leader, 1 x (0) CavC

Warsaw (0417): *Dombrowski* (Pol), 1 x Dinf, 1 x Polish Dinf

### RUSSIA:

In or adjacent to Vilna (0811): **First Army, Barclay de Tolly**, *Uvarov, Shuvalov, Dokhturov, Baggovut*, 4 x (0) InfC, 1 x (+1) CavC, 1 train

Hex (0910): *Constantin*, 1 x (+2) GInfC, 1 x reduced (+2) GCavC

Adjacent to Minsk (1009): *Korf*, 1 x (+2) CrC

In or adjacent to Brest-Litovsk (0814): **Second Army, Bagration**, *von Sievers, Borozdin, Raevsky*, 1 x (+1) InfC, 2 x (0) InfC, 1 x (+1) CavC, 1 train

Within Polesia: **Army of Poland, Tormasov**, *N.Kamensky, Langéron*, 2 x (0) InfC, 1 train

Hex (0509): *Wittgenstein*, 1 x (+1) InfC Hex (0812): *Platov*, 2 Cos

Moscow (2002): *Miloradovich*, 1 x (-1) MilC, 1 x (+1) reduced CavC corps

Kiev (1813): 1 x (-1) MilC

Odessa (2219): *Tchichagov*, 2 naval units, 1 x (0) InfC

St. Petersburg (0702): *Essen*, 1x (0) InfC, 1 x (-1) MilC, 2 Russian naval units, 1 British naval unit (*Saumarez*)

Riga (0507): Dinf

Vitebsk (1307): 1 x Dinf

Smolensk (1606): 1 x Dinf, 1 train

### Reinforcements:

#### Autumn 1812

Moscow (2002): *Kutuzov*, 1 train, 1 engineer

Voronezh (2606): *Yermolov*, 1 x (+1) CavC

Odessa (2219): 1 x Dinf, 1 x (-1) MilC

St. Petersburg (0702): *S.Kamensky*, 2 x Dinf

Replenishments : (see 20.5.3)

To armies, Moscow (2002), and/or St. Petersburg (0702):  
4 Inf steps

### Winter 1812

Kiev (1813): 1 x Dinf

In any city or fortress of Muscovy: 2 Cos placed together

Replenishments : (see 20.5.3)

To armies, Moscow (2002), and/or St. Petersburg (0702):  
4 Inf steps



## 21.3.4 1815 7th Coalition Scenario “The Hundred Days”

**First turn:** Summer 1815.

**Last turn:** Winter 1815

**Initiative:** Empire.

Remove from the initiative pool all Neutral markers, the Coalition Naval 2 and both Empire Naval markers.

**Setup order:** Coalition, then Empire.

**Events:** France holds C-21, *Flank March*; and C-18, *Fear of the Sound of the Guns*.

Britain holds C-14, *War council*.

No other event cards are used.

### Diplomacy:

France (Empire); Britain, Austria, Prussia, Russia, Spain (all Coalition).

Turkey is out of play.

Do not consult the Minor Powers Resource Chart for the status of minor powers, follow these instructions instead:

**Austria** has annexed Switzerland, Venezia, Lombardy, and Romagne—and has as controlled allies Ansbach, Genoa, Piedmont, Sardinia, Naples, Tuscany, Papacy, Bavaria, Baden, Palatinate, and Württemberg.

**Prussia** has annexed Berg, Hanse, and Mecklenburg—and has as controlled allies Hesse, Brunswick, and Saxony.

**Britain** has as controlled allies, Holland which includes Flanders and Hanover, as well as the Catholic and Royal Army.

**France’s** national territory is her 1792 borders (which includes Corsica) plus Geneva and Neufchatel.

**Foreign Wars:** Not applicable.

### Special rules:

- Only the West map is used.
- When the Coalition Naval marker is drawn, the Coalition can “transport” up to six combat steps, plus leaders and any support units between any combination of friendly harbors.
- France has twice called for conscripts and so suffers the penalties, most importantly her +2 corps are only rated +1.
- An army leader can only be dismissed after a defeat.
- Remove Soult, Massena, Gouvion St-C, Marmont, MacDonald, Victor, Dupont and Murat from the French leader pool – they are not available in this scenario.
- Use these supply sources:
  - Russia: Erfurt and Würzburg.
  - Britain: Antwerp, Amsterdam, and Hanover.
  - The Royalist forces are automatically supplied in Vendée and Brittany; otherwise they draw supply from any friendly harbor that can draw sea supply.
  - Prussia: Cologne, Wesel, Frankfurt, Kassel, and Brunswick—and any supply source in Prussia.
  - France, Spain, and Austria follow normal supply rules.

**Victory conditions:** The Coalition wins if :

- Napoléon is killed, or
- France is conquered (14.32.3) AND the Coalition occupies Metz and Orléans as well. Disregard one city for each French army either demoralized or destroyed.

France wins if she avoids the Coalition Victory conditions.

## Setup:

### FRANCE:

In Burgundy: *Lecourbe*, 1 x (0) InfC

In Gascony: *Clauzel*, 1 x (0) reduced InfC

In Languedoc: 1 *leader*, 1 x (0) reduced InfC

In Provence: **Army of Italy**, *Suchet*, 2 *leaders*, 1 x (+1) InfC, 1 x (+1) CavC

Marseille (3236): *Brune*, 1 x Dinf

In either Champagne or Picardy: **Army of the North**, *Napoléon*, *Ney*, *Grouchy*, *Kellermann*, *Milhaud*, 3 x (+2) InfC, 1 x (+2) YGInfC, 1 x (+2) CavC, 2 x (+2) CrC, 1 x (+3) OGInfC, 1 x (+3) GCavC, 1 train.

Metz (3127): *Gérard*, 1 x (+2) InfC, 1 x (0) CavC

Lille (2624): *d'Erlon*, 1 x (+2) InfC

Paris (2627): *Davout*, 1 *leader*, 1 x (0) InfC, 1 x (-1) MilC

Orleans (2629): *Lamarque*, 1 x (+2) InfC

Strasbourg (3327): **Army of Germany**, *Rapp*, 2 *leaders*, 1 x (+1) InfC, 1 x reduced (+1) InfC

### Reinforcements :

#### Autumn 1815

Any reinforcement site or army : 8 Inf steps, 1 *cavalry leader*, 1 x (0) CavC,

Paris (2627): 1 *leader*, 1 x (-1) MilC

Marseille (3236): 1 *leader*, 1 x (-1) MilC

Lyon (3032): 1 *leader*, 1 x (-1) MilC

#### Winter 1815

Any reinforcement site or army : 6 Inf steps and **Army of Spain** marker, placed as per 13.34.

Lyon (3032): 1 *leader*, 1 x (+1) InfC

### BRITAIN:

Antwerp (2723): 1 *leader*, 1 x (+1) reduced InfC, 1 train

Brussels (2823): **Anglo-Dutch Army**, *Wellington*, *Uxbridge*, *Picton*, *Hill*, *Orange (D)*, 1 x (+2) InfC, 1 x (+1) InfC, 1 x (+1) CavC, 1 x (+2) CrC, 1 x Dutch InfC, 1 x Hanoverian InfC

In any hex in Vendee not containing a city or fortress: (*La*) *Rochejacquelein*, 1 x Vendee (+2) InfC

### Reinforcements :

#### Autumn 1815

Any reinforcement site in Britain: 2 *leaders*, 1 x (+1) InfC, 1 x (0) CavC

#### Winter 1815

Any reinforcement site in Britain: 1 *leader*, 2 x Dinf, 1 train

### PRUSSIA:

Hex (2924): **Army of the Elba**, *Blücher*, *Zieten*, *Pirch*, *Sohr*, 2 x (0) InfC, 1 x (0) CavC, 1 x (+1) CrC, 1 train, 1 engineer.

Hex (3125): *Kleist*, 1 x (0) InfC, 1 x (0) reduced InfC, 1 train

Hex (3024): *Thielmann (S)*, 1 x (0) InfC, 1 x (0) CavC

Liege (2923): *Bülow*, 1 x (0) InfC, 1 x (+1) CavC

Mainz (3325): 1 *leader*, Hessian InfC

### Reinforcements :

#### Autumn 1815

Magdeburg (3519): **Army of Silesia**, 1 *army leader of at least 2 star rank of your choice*, 2 *leaders*, 2 x (0) InfC, 1 train

#### Winter 1815

Any reinforcement site or army : 3 Inf steps

### AUSTRIA:

Munich (3826): **Army of the Rhine**, *Schwarzenberg*, *Ferdinand*, *Colloredo*, *Hohenzollern*, 1 *cavalry leader*, GrenadierC, 4 x (0) InfC, 2 x (+1) CavC, 1 x (+2) CrC, 1 engineer, 1 train

Ulm (3626): *Wrede (B)*, 1 x (0) Bavarian InfC

Adjacent to Ulm (3626): 1 *leader*, 1 x (+1) ResC

Zurich (3529): 1 *leader of at least 2 star rank*, 1 x (+1) ResC, 1 x (0) InfC, 1 train

Hex (3429): 1 *leader*, 1 x (0) CavC

Turin (3432): *Colli (P)*, 1 x (0) Piemontese InfC

Milan (3732): **Army of Italy**, *Bellegarde*, 2 *leaders*, 1 x (0) InfC, 1 x (0) CavC, 1 train

Florence (4034): *Bianchi*, 2 x (0) InfC

Reinforcements :

**Autumn 1815**

Salzburg (4026): 1 two star leader, 2x (0) InfC

**Winter**

Any reinforcement site or army: 4 Inf steps

**SPAIN:**

In Spanish territory: 3 leaders, 2 x (0) InfC, 1 x (0) CavC, 1 train

Reinforcements :

**Autumn 1815**

Any reinforcement site: 1 leader, 1 x (0) InfC

**Winter 1815**

Any reinforcement site: 1 leader, 1 x (0) InfC

**RUSSIA:**

No forces start on map

Reinforcements:

**Autumn 1815**

In or adjacent to Würzburg (3623): **Second Army, 1 army leader (of at least 2-star rank) of your choice, 3 leaders, 1 cavalry leader, 1 x (+2) GInfC, 1 x (+2) GCavC, 2 x (0) InfC, 1 x (+1) CavC, 1 Cos, 1 train.**

In or adjacent to Erfurt (3522): **First Army, B(arclay) de Tolly, 3 leaders, 1 cavalry leader, 3 x (0) InfC, 1 x (+1) CavC, 1 x (+2) CrC, 1 Cos, 1 train.**



## 21.3.5 Spain 1808-1814 “The Spanish Ulcer”

**First turn:** Summer 1808.

**Last Turn:** Spring 1814.

**Initiative:** Coalition. Remove both neutral markers, both Empire Naval markers and the Coalition Naval 2 marker.

**Setup order:** Empire, then Coalition.

**Events:** No cards are held at the beginning of the scenario. When creating the event deck, use only the C-3, C-7, C-11, C-13 to 18, C-20 to 23 cards plus the I-29, *Saragossa*; I-30, *Center of Operations* and I-4, *General Eblé’s Bridge* cards.

Britain will draw one card every Spring Event phase.

France will draw one card every Spring Event phase, except in 1814.

**Diplomacy:** Britain and Spain are allied in the Coalition. Britain has Portugal as a controlled ally (but note that Portugal is militarily controlled by France at scenario start).

**Foreign Wars:** Not applicable.

**Special Rules:**

- The only territory used is on the West map, specifically Spain, Portugal, all French Provinces bordering Spain, Gibraltar, and Britain. All other hexes are impassable.
- A Liberation War is in effect, see 14.4.2
- There is no Diplomacy phase.
- The Economy phase is modified and the scenario uses timed arrivals and withdrawals
- Remove Augereau, Bernadotte, Berthier, Davout, Eugene, and Macdonald from the French leader pool. Remove Gravina (Spanish admiral) and Nelson (British admiral) from their respective force pools.
- France has captured every fortress in Portugal and Madrid, St Sebastien, Gerona, Barcelona, Ciudad Rodrigo and Talavera in Spain. All these fortresses are reactivated.

## Economy and Production:

• Britain and France receive a preset income each **Spring** turn and have no other money available according to the below chart. The chart also lists their available money at game start in 1808.

Year	France	Spain	Britain
1808 (saved)	15	6	12
1809	55	Normal*	36
1810	60	Normal	36
1811	60	Normal	60
1812	55	Normal	36
1813	30	Normal	30
1814	25	Normal	30

• Spain has a budget taking into account French conquests Portugal has been conquered by France and has no production until it is reconquered by the Coalition.

• Spain calculates its income normally, including trade, but remember to deduct French-controlled province income.

• Spain and Britain may produce units according to normal rules, including armies, as a complement to their timed arrivals.

• France has limited production choices. She must always first replenish her at start forces or those who have arrived per the setup list already; or rebuild any of those units that have already been eliminated and returned to the force pool.

This is done per normal production rules, if it should happen that France has the capacity in a Production step to build more units, it may choose other units, but none may have +2 combat modifiers or better.

She cannot produce more armies.

## Victory Conditions:

• The Empire wins an automatic victory if Spain is conquered per the Liberation War rules and Lisbon is occupied or owned by the Empire.

• The Coalition wins an automatic victory if:

1. Bordeaux and Toulouse are occupied by supplied Coalition units.
2. There are no Empire units in Spain or Portugal.
3. No unbesieged fortresses in the Iberian peninsula are occupied by the Empire.

- If there is no automatic victory, France wins if no French city or fortress is occupied by the Coalition and at least one Spanish fortress bordering France is Empire-occupied.
- Otherwise, the game ends in a draw.

## Setup:

### EMPIRE (France):

In or within one hex of Lisbon (1046): Junot, Kellermann, 1 x (0) reduced CavC, 1 x (0) InfC, 1 x Dinf

Hex (1847): Dupont, 1 x (0) InfC

In or adjacent to Madrid (1943): Murat, Moncey, 2 x (+1) InfC

Barcelona (2742): Duhesme, 1 x (0) InfC

Burgos (2040): Bessières 1 x (+1) InfC

Hex (2241): Latour-M(aubourg), 1 x (0) CavC Bayonne (2237): Victor, 1 x (+2) InfC

Perpignan (2838): Gouvion-St-C(yr), 1 x (+1) InfC, 2 trains anywhere, not adjacent to enemy units

### Reinforcements :

#### Autumn 1808

Bayonne (2237): Army of Spain, Napoléon, Lannes, Ney, Lefebvre, Lasalle, 1 x reduced (+3) OGInfC, 3 x (+2) InfC, 1 x (+3) reduced GCavC, 1 x (+2) CavC, 1 train

Hex (2238): Soult, 1 x (+2) InfC

Withdraw *Murat*

#### Winter 1808

Bordeaux (2336): Mortier, 1 x (+2) InfC, 1 engineer

Bayonne (2237): Milhaud, 1 x (+1) CavC

Toulouse (2637): Suchet, 1 x Italian Dinf

Withdraw at the end of the turn: *Napoléon, Bessières, Lannes, Lasalle*, 1 x OGInfC, 1 x GCavC, 2 x (+2) InfC, 1 x (+1) InfC

#### Spring 1810

Bayonne (2237), Toulouse (2637), or Perpignan 2838): Army of the North, Masséna, Bessières, Marmont, 2 x (+1) InfC

#### Summer 1810

Bayonne (2237) and Toulouse (2637): 2 *leaders*, 1 x (0) InfC, 1 x (+1) InfC in any legal combination

#### Spring 1811

Perpignan (2838): 1 x Neapolitan Dinf

## Summer 1811

Bayonne (2237): 1 leader, 1 x French Dinf, 1 x Swiss Dinf

Withdraw *Masséna*

## Autumn 1811

Bayonne (2237): 1 leader, 1 x French Dinf, 1 x Rhine Dinf

## Spring 1812

Withdraw *Bessières, Ney, Victor*, 1 x (+1) InfC

## Autumn 1812

Withdraw 2 Inf steps and 1 Cav step from supplied French units

## Spring 1813

Withdraw 2 Inf steps and 1 Cav step from supplied French units

## Autumn 1813

*Joseph B(onaparte)* must take command of an army and brings one line Infantry step to that army. If there is no army, *Joseph* is placed in the Empire-occupied city or fortress closest to Madrid, and must take command of the first army that appears on the map.

## Winter 1813

Withdraw all minor ally units from the map as well as 2 French Inf steps.

## COALITION (Britain and Spain):

Dublin (1420): *Wellington*, 1 x (+1) reduced InfC, 1 naval unit

Gibraltar (1751): 1st Dinf, 2 naval units Anywhere in Britain: 3 naval units

Seville (1749): *Castaños*, 1 x (0) InfC, 1 x (0) CavC

Cádiz (1650): 1 x Dinf

Hex (2049): *von Reding*, Dinf

Hex (1440): *de la Cuesta*, Dinf

La Corunna (1139): *Blake*, 2 x (0) InfC Hex (2445): *Cervellón*, 1 x (-1) MilC

Saragossa (2342): *Palafox*, 1 leader, 1 x (-1) MilC, 1 x (0) InfC

Palma de Majorca (3043): *del Palacio*, Dinf, 1 naval unit

1 Portuguese guerrilla and 4 Spanish guerrillas deploy in any empty hexes free of enemy fortresses as per normal rules, 14.4.2.

## Reinforcements :

## Autumn 1808

Any harbor in Britain: **Army of the Peninsula, Moore, Hope**, 2 x (+1) InfC, 1 train

Within Aragon and Catalonia, in any owned city or fortress: *Vives*, 1 x (0) InfC

Within Extremadura and New Castille, in any owned city or fortress: *Belveder*, 1 x (-1) MilC

In Murcia, in any owned city or fortress: *Infantado*, 1 x (-1) MilC

Within Galicia and Leon, in any owned city or fortress: *La Romana*, 1 x (0) InfC

## Winter 1808

In any harbor in Britain: 1 x British Dinf

## Spring 1809

In any harbor in Britain: *Beresford*, 1 x British Dinf, *Uxbridge*, 1 x (+1) reduced CavC

Withdraw *Moore*; *Wellington* automatically takes command of the army; replace him with any leader drawn from the pool if he is not stacked with the army.

## Spring 1810

In any harbor in Britain: 1 x British Dinf

## Spring 1813

In any two different harbors in Britain: *Picton*, 1 x British Dinf and 1 leader, 1 x (0) CavC

*Fin.*

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## Errata

- The Russian leader Baggovut is shown as having availability dates from 1792-1807; should be 1792-1812.
- The Austrian leader Kleanau is actually Klenau.
- The Russian leader Benningsen should be Bennigsen
- On the Charts and Tables cards, “Kleves” should of course be spelled “Cleves.”



## Detailed Sequence of Play (2nd Printing)



### SPRING INTERPHASE

*Order: Spain, Turkey, Prussia, Austria, Russia, France, Britain*

#### Events Phase (11.1)

- New event cards are added to the deck (Spring only)
- Event card draw (Spring only)
- One Public event per bloc is revealed during each turn; if it is a foreign war, set up the expeditionary corps in the foreign war box

#### Economics and Budget Phase

(Spring only, 12.0)

- Collecting resources: £ and trade (12.2)
- Corsairs attack (12.2.3)
- Production phase (12.3)
- Gifts to allies (12.2.5)

#### Reinforcement and Replacement Phase (12.4)

- Deploy new units and those returning from foreign wars (12.4, 14.1)
- Deploy guerrillas (14.4.2)
- Add new leaders and leaders previously wounded to the leader pool (12.4)
- New leader deployment and reorganization after leader dismissal (4.2.4, 12.4)

## GAME TURN

### Diplomacy Phase (11.2)

- Events: Play of additional event cards is possible during Summer, Autumn, and Winter turns—but no more than one public event per bloc (11.1)
- Discussion between players (Spring only, 17.1)
- Spanish Instability (Campaign game and 1805+, 14.4)
- Turkish Instability (Spring 1807 and Summer 1808, 14.2)
- Announcements:  
Declaring and breaking alliances, ententes and wars with victory point adjustments (17.5)
- Influencing minor countries (11.2.2)
- Diplomatic actions : influencing minor powers, neutral and unplayed major powers (17.4) and computing alliance credits if necessary; this is also the phase in which alliance credits can be increased (15.1)

### Create the Initiative Pool (3.1)

Place markers in the pool, including Winter Quarters if necessary

### Activation Phase (5.1)

*Each marker allows the following actions:*

#### A) Supply (6.0)

#### B) Rally (8.3.3.2)

#### C) Land or naval movement (5.2, 5.3)

#### D) Attrition (7.0)

#### E) Combat (8.0)

- 1) “Marching to the sound of the guns” by adjacent forces under a leader’s command (8.1.1)
- 2) Computing army morale (8.1.2)
- 3) Drawing and using tactics (Optional, Major Battles only) (8.1.3)
- 4) Calculating the Combat ratio (8.1.4)

- 5) Artillery and cavalry superiority (8.1.5, 8.1.6)
- 6) Calculating losses (8.2.4)
- 7) Combat victory or undertaking a second round of combat (return to step 1) (8.3)

#### 8) Demoralization and pursuit (8.3.3)

#### 9) Retreat (8.3.2)

### F) Siege (9.0)

- 1) Siege check
- 2) Siege combat

### Final Attrition Phase (7.3)

In this order;

- 1) Demoralized units
- 2) Unsupplied units that were not activated
- 3) Besieged units
- 4) Remove demoralization markers (Winter only, 8.3.3.1)

### Conquest Phase (13.0)

- Conquest of minor powers (Winter only, 13.1, 13.2)
- Conquest of major powers (13.3)
- Redeployment of units belonging to the defeated sides’ former allies to the nearest province or minor allies without spending movement points (13.3.2.2)
- Reinstating minors, exchanging provinces, or annexation to the national territory (Winter only, 13.1.2, 13.3.2.3)
- Creation of new states (Winter only, 19.0)
- Creation of satellites (Winter only, 11.2.2)
- End of foreign wars (14.1)

### Victory Phase (16.0)

- Automatic victory determination (16.1, 16.2, 20.1)
- Victory point adjustment (20.2)
- Non automatic victory determination (16.3, 20.2)