WAR AND PEACE
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1815, are scenarios that reflect the last ditch efforts of Napoleon to stave off total defeat at the hands of the Allied sovereigns and their armies. The lengthy campaign waged for control of the Spanish Peninsula is divided into two scenarios, one of which simulates the entire six year conflict while the second is limited to the decisive period of 1811-1814. The 1812, 1813, and 1814 scenarios can be linked in to a new scenario depicting the long defeat of Napoleon’s France. Or conversely, the final scenario depicts the Marengo campaign of 1800 to go back to the beginning. Finally, WAR AND PEACE includes a grand campaign scenario covering the entire ten-year struggle which raged from the mountainous coasts of Portugal to the scorched earth of the endless Russian steppes.

3. Each of the campaign scenarios is played on one or two of the four map boards and require between two and three hours to play. The two scenarios dealing with the war in Spain require relatively few pieces but may require from eight to twelve hours to play to completion. The grand campaign game which utilizes all four map boards and all of the playing pieces is a long-term project which may last a maximum of 120 monthly Game-Turns.

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

2. The mapboard is composed of four separate panels which are numerically identified as follows: 1 = Spain, 2 = France, 3 = Germany (Austria/Prussia), 4 = Russia. To prepare for play, the panels are positioned on a table in numerical order as shown below:

3. The map board uses an alpha-numeric system to identify each hex individually. Whenever a particular hex is referred to in this text, the hex designation is followed by a parenthesized number identifying the map panel on which the hex is located. Example: Paris is located in hex CC9(2).

4. The red political boundaries on the mapboard delineate the territory of six major powers (Spain, England, France, Austria, Prussia and Russia) as they existed in 1805. The boundaries of many minor states are also depicted. Most, but not all of these minor states, have corresponding unit counters and are referred to as "minor powers". There are three minor powers (Dalmatia, Poland, and the Rhine Confederation) which were created after 1805 and are not delineated on the mapboard. Minor states which were allied or annexed by a major power prior to 1805 contain an abbreviation indicating the controlling major power. The minor states which are depicted on the mapboard are: Ansbach (Pr), Baden, Bavaria, Bayreuth (Pr), Brunswick, Denmark, the Empire (a group of minor German states which were later incorporated into a French satellite known as the Rhine Confederation), Hanover, Hesse, Holland (Fr)-(in 1805, this territory was still known as the Batavian Republic), the Kingdom of North Italy (Fr), Naples (Fr), Portugal, Saxony, Sweden and Swedish Pomerania (considered a Russian satellite state in 1805), Switzerland (Fr), Westphalia (Pr), and Wurtzburg.

5. The major and minor cities depicted on the mapboard are all considered to contain fortifications. The capital cities of the major powers are distinguished as follows: Spain (Madrid), England (London), France (Paris), Austria (Vienna and Budapest), Prussia (Berlin and

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**A. INTRODUCTION**

1. **WAR AND PEACE** is an historical game which recreates the vast European conflict known as the Napoleonic Wars. Since the outbreak of the revolution which deposed the French monarch in the last decade of the Eighteenth Century, the new French republic had inherited the enmity of the anxious crowned heads who ruled the rest of the Continent, and since 1792, France had depended upon her army for survival. In December 1804, the Corsican general who had risen to command that army was coronated Emperor and for the next ten years, the fate of France hinged upon his unique military genius. Now, WAR AND PEACE traces the rise, fall, return and final defeat of history’s greatest soldier, Napoleon Bonaparte.

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

The first scenario, Austerlitz-1805, is a relatively short and simple game designed to introduce players to the rules. The next pair of scenarios, Jena to Friedland: 1806-1807, and Eylau to Auerstädt: 1806-1807, represent the campaigns during which the French army and Empire reached its dominant position among the major European powers. Napoleon in Russia-1812, and The War of Liberation- 1813, are finely balanced, massive campaigns for the control of eastern and central Europe. Napoleon at Bay-1814, and Waterloo-
Konigsberg), and Russia (Moscow and St. Petersburg). The city of Stockholm, which is located in a part of Sweden which is not on the map, is represented by a box on the north edge of Mapboard 3. The fortress of Gibraltar is an English possession which is located in hex E24(I).

6. Red and black infantry symbols indicate cities where reinforcements are "produced" during the grand campaign scenario. A city with a red infantry symbol may produce any army unit. A city with a black symbol may only produce landwehr. The city of Portsmouth may produce English fleet units and transport units. Naval units may not be produced in any other city. The city of Prague on Mapboard 3 should contain a black (not red) infantry production symbol.

7. There are four naval zones (Baltic Sea, North Sea, Mediterranean Sea and Atlantic Ocean) delineated on the map board for use in the grand campaign scenario.

D. THE PLAYING PIECES

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

2. The army and navy units of each nationality are printed in several different denominations of strength points. Like money, strength points of the same nationality and type may be exchanged for the same number of strength points, identical in denomination counters which collectively represent the units being replaced. Conversely, a single counter may be replaced by several smaller denomination counters which collectively represent the same number of strength points, identical in nationality and type to the unit they replace. The process of consolidation or disbursement is limited only by the number of unit counters physically available for the transaction at any given time during the game.

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

3. Most of the important military commanders who participated in the Napoleonic Wars are represented by individual counters indicating the leader's name and relative leadership value. This value, which has an important influence on combat, may range from zero (poorest) up to three (best). Many of the zero value leader counters represent lower-ranking commanders which are not identified by name. Such leaders are distinguished by a single alphabetical designation. The leaders of major powers have a capitalized designation. The leaders of minor powers have a lower case designation.

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

- Spain (yellow)
- England (red)
- France (blue)
- Austria (white)
- Prussia (grey)
- Russia (green)

The symbology of all major power units is printed in either black or white.

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

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


d. Russian Satellite Powers: Sw = Sweden. Note: The units of a minor power are usually controlled by the player who controls the parent major power. In certain scenarios, there are special rules governing the neutrality and possible realignment of various minor powers.

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

7. For combat purposes, all army and navy units are assigned a basic morale value ranging from zero (poorest) to three (best) according to the following listing:
Morale Value (3): All Guard units
Morale Value (2): All regular infantry and cavalry units with white symbols and all English fleet units
Morale Value (1): All regular infantry and cavalry units with black or yellow symbols and all non-English fleet units
Morale Value (0): All Cossack, Landwehr, Militia and Partisan units

E. THE PLAYER-AID CARDS
1. There are two player-aid cards included in the game. The first card includes all of the charts and tables needed to play any of the first nine scenarios—these include the Attrition Table, the Forced March Table, the Combat Results Table, the Combat Loss Chart, the Alliance Display, the Leader Display, and the Turn Record Track.
2. The second player-aid card provides the additional charts and tables which are needed to play the grand campaign scenario—these include the Naval Tables and the major and minor power Force Pool Displays. The use of this card is fully explained in the grand campaign scenario rules.
3. The Leader Display is provided to reduce the number of counters which are physically deployed on the mapboard. For each leader in the game, there is a corresponding box on the Leader Display in which all of the units which are stacked with or accompanying a given leader may be deployed. The leader counter itself remains on the map board and is moved normally. Naturally, all of the units in a leader's display box are assumed to be present in the hex the leader occupies on the mapboard.
4. At any time during the play, units may be removed from the display and deployed directly under the corresponding leader counter. Unless players are using the optional limited intelligence rule, they may freely examine the opposing player's unit stacks, either on the display or the mapboard. There is no limit to the number of units which may be stacked in the same hex on the mapboard or in any individual box on the Leader Display.

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

F. SEQUENCE OF PLAY
1. WAR AND PEACE is played in a series of turns each of which represents one month. Each turn consists of a French player segment followed by a non-French player segment. Each player's segment is further divided into five phases for attrition, alliance, reinforcement, movement and combat activities. During each turn, the player whose segment is currently in progress is called the active player; the opposing player is called the inactive player. Each player's segment is executed in the following sequence:
   a. Attrition Phase: The active player rolls one die and consults the Attrition Table which may require a strength loss in any hex containing three or more of the active player's strength points. This die roll may be modified as specified in the Attrition rules (see section G).
   b. Alliance Phase: The active player rolls one die to determine if political alliances are formed or dissolved according to the restrictions of the Alliance rules and the special rules regulating the scenario being played (see section H).
   c. Reinforcement Phase: The active player may deploy any reinforcements or replacements scheduled for the current turn according to Reinforcement and Replacement rules regulating the scenario.
   d. Movement Phase: The active player may move all of his combat units in accordance with the Movement rules and may conduct forced marches and execute overruns in accordance with those rules (see sections J, K and L).
   e. Combat Phase: The active player announces all combats he cares to initiate and resolves them in any order he wishes subject to the Combat rules (see sections N-S).
2. After both players complete their respective player segments, the turn marker is advanced one month on the Turn Record Track, and a new turn is immediately initiated.
3. The turn sequence is repeated until the number of turns specified in the scenario rules have expired. The victor is then determined according to the victory conditions regulating the scenario.

G. ATTRITION
1. During the Attrition Phase the active player rolls one die and uses the resulting number to determine the effect of attrition in each and every hex which is currently occupied by three or more of the active player's strength points.
2. The effect of attrition is calculated separately for each hex by cross referencing the original die roll with the total number of strength points in the hex (ignoring any strength points controlled by the inactive player) and locating the result on the Attrition Table; if the result is greater than zero, the active player must immediately eliminate the indicated number of strength points from the hex. If the result is followed by an asterisk, the active player must eliminate one cavalry strength point in fulfilling the required loss if any cavalry are present in the hex. Within these restrictions, the required loss may be fulfilled in any manner the active player desires.
3. In determining the effect of attrition in each hex, the original die roll may be modified by various criteria particular to that specific hex. The criteria which may cumulatively modify the attrition die roll are as follows:
   a. (-1) if all the strength points are either French or French satellite units.
   b. (+1) if all the strength points are inside their home country.
   c. (+1) if at least one strength point in a hex is unsupplied.
   d. (+1) if the current turn is a winter month.
   e. (+1) if the hex is on Mapboard 1 or 4.
   f. If the strength points are inside a besieged city, the die roll is increased by the number on the siege status marker (see section S).
4. Example of Attrition procedure: During his Attrition Phase, the non-French player has rolled a "three" on the die and wishes to determine the effect in a hex in Russia occupied by ten Russian strength points which are unsupplied during the December turn. The die roll (3), is modified as follows: (-1) because the Russian units are in their home country, (+1) because the units are unsupplied, (+1) because December is a winter month, (+1) because the hex is on mapboard 4. Thus, the die is modified by a total of (+2) increasing the original result to (5). The player cross-references the modified die roll (5), with the total number of his strength points in the hex (10) and reads the result on the Attrition Table which calls for a loss of two strength points, one of which must be cavalry if any are present in the hex.
5. During the Attrition Phase, the units of the inactive player are completely ignored; they do not affect or suffer any loss from the attrition procedure.
6. The units of neutral states are never subject to attrition. When an initially neutral state enters the war during any scenario, the units of that state become subject to attrition during the appropriate player's Attrition Phase (see section H).
7. The Attrition Phase for each player is always omitted on the first turn of any scenario.

H. ALLIANCES
1. During the Alliance Phase, the active player rolls one die and uses the resulting number to determine if he gains or loses the use of combat units of other major and/or minor states whose allegiance is subject to change according to the rules regulating the scenario being played.
2. The die roll executed during the Alliance Phase is modified as follows:
   a. (-1) for each French victory point, city point, and pro-French power.
   b. (+1) for each non-French victory point, city point, and anti-French power.
Note: In addition, the die roll may be modified for other reasons which are specified in the special rules governing the scenario; these rules also specify the city point awards. The status of major powers and minor power groups is only used in the grand campaign scenario.
3. The Alliance Display allows both players to keep track of the victory points, city points, and powers which modify the Alliance die roll. The display includes one box for each player's victory points, one box for each player's city points, one box for pro-French powers, one box for anti-French powers, and one box for neutral powers. The numerical counters may be used to record each player's point totals. In the grand campaign game (only), the counters representing the six major powers and four minor power groups may be used to record the current status of these powers.
4. During any Combat Phase, a player is awarded one victory point for each hex his units enter which was occupied by five or more enemy strength points at the start of the Combat Phase. The non-French player receives three victory points if his units enter a hex which was occupied by Napoleon and five or more strength points at the start of the Combat Phase. Note: A player cannot receive victory points for entering a city hex if any enemy strength points are also in that hex at the end of the Combat Phase (see section
5. In certain scenarios, each player is awarded points for occupying cities specified in the scenario rules. City points are awarded to a player at the instant his units first occupy the specified city. If the city is subsequently recaptured, or vacated, the city point award is forfeited until it is reoccupied once again.

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

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

8. The active player is never required to roll; he may voluntarily omit his Alliance Phase during any turn. The Alliance Phase for each player is always omitted on the first turn of any scenario.

I. REINFORCEMENTS AND REPLACEMENTS

1. During the Reinforcement Phase, the active player deploys any reinforcements specified to arrive that turn. These reinforcements are taken from the unused portion of the counters provided for play. Replacements may only be taken from units previously eliminated during the scenario.

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

J. MOVEMENT

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

Example: At the start of the French player's Movement Phase, Napoleon and nine French infantry strength points are in Paris-hex CC9(2), one French infantry strength point is in Rheims-hex F12(2), and one French strength point is in Metz-hex HH10(2). Let us assume the French player wishes to have ten infantry strength points in Metz at the end of his Movement Phase. To accomplish this, the French player moves Napoleon, accompanied by all nine points from Paris to Rheims, expending three Movement Points from Napoleon's movement allowance. Now, in order to move the infantry from Rheims to Metz, the French player must attempt to force march the force an additional two movement points. Assuming the attempt succeeds, Napoleon may continue to Metz still accompanied by the nine infantry points which occupied Paris at the start of the Movement Phase (notice that the infantry that occupied Rheims at the start of the Movement Phase may not accompany Napoleon to Metz even though a leader may be accompanied by up to ten infantry strength points during its movement). When Napoleon reaches Metz, the French player may drop off the nine infantry points and continue moving Napoleon (alone), up to five additional movement points (Napoleon has already expended five movement points to reach Metz from Paris). This, at the end of the French player's Movement Phase, Metz is occupied by ten French infantry strength points even though Napoleon continued on to Mainz-hex JJ10(2).

5. Unlike infantry, it is permissible to move cavalry independently during the Movement Phase. Alternatively, for the sake of convenience, cavalry may accompany a leader within the limits of the cavalry's movement allowance provided the total number of strength points accompanying the leader never exceeds ten. Leaders may be moved independently or may be accompanied by other leaders and/or infantry or cavalry strength points. Leaders must "pay" all terrain costs.

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

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

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

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

K. FORCED MARCHING

1. During the Movement Phase, the active player may attempt to increase the mobility of his cavalry and infantry by forced marching.

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

3. When a player wishes to attempt a forced march, before rolling the die, he must indicate the movement path his units will follow. He then rolls one die, applies all appropriate modifiers, and consults the Forced March Table to determine the result of the attempted forced march. The result is found by cross-referencing the modified die roll with the required number of additional Movement Points. This result is interpreted as follows:
   a. If the result is "0", the strength points may move no further than the distance they are allowed by the standard Movement rules.
   b. If the result is a number, the strength points may move that number of additional movement points over and above the distance allowed by the standard Movement rules. If the strength points are accompanying a leader, they may accompany that leader for the indicated number of additional
movement points.

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

d. Cavalry may be force marched either independently or as part of a group accompanying a leader. Infantry may only force march while accompanying a leader. A leader may never attempt to force march unless accompanied by at least one strength point.

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

1. During the Movement Phase, if the active player attempts to force march a group of two or more strength points, the French player announces his intention to force march the group and the active player may use the appropriate modifier(s) to determine how far these strength points may be moved. All non-French strength points in the group may not benefit from these modifiers.

Example: During the French player's Movement Phase, Napoleon is being moved accompanied by three French Guard strength points, two French infantry strength points, and one Bavarian (French satellite) infantry strength point. After Napoleon expends three movement points, the French player announces his wish to try to force march the group. The French player may move the group two additional movement points, even if opposing units also occupy the hex. If the active player chooses to move the group an additional two movement points, he may initiate combat during the active player's ensuing Combat Phase.

2. The active player may only execute an overrun with units which occupied a single hex and were in supply at the start of the Movement Phase, and are being moved together as a single group.

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

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

5. Strength points inside cities may never be overrun. During the Movement Phase, if the inactive player's units are occupying a city hex, the active player may move his units adjacent and require the inactive player to announce whether his units are within or outside of the city in that hex. If the units remain outside of the city, they may be overrun.

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

M. SUPPLY

1. During his player segment, the active player must determine the supply status of his strength points in that hex. This procedure, which does not require the use of the Combat rules or the Combat Results Table, is called an overrun.

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

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

c. The moving force, comprised of any combination of infantry and cavalry, is limited in its size. The total number of strength points accompanying the leader can never exceed ten (See Section J.9., above).

2. The active player may only execute an overrun with units which occupied a single hex and were in supply at the start of the Movement Phase, and are being moved together as a single group.

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

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

5. Strength points inside cities may never be overrun. During the Movement Phase, if the inactive player's units are occupying a city hex, the active player may move his units adjacent and require the inactive player to announce whether his units are within or outside of the city in that hex. If the units remain outside of the city, they may be overrun.

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

L. OVERRUN

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

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

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

c. During the French player's segment, one French strength point is in San Sebastian-hex P14(4), one Bavarian strength point is in Burgos-hex M15(1), one French strength point is in Madrid-hex L17(1). The French point in San Sebastian is within three movement points of Bayonne (a major city in France, the unit's home country) and is therefore in supply. The Bavarian strength point in Burgos is within three movement points of the French point in San Sebastian and since both points are the same color, the Bavarian point is also in supply. The French point in Madrid is not within three movement points of a supply source and is therefore unsupplied. While studying this example, notice that if the hex Q15(1) was occupied by a strength point of the inactive (non-French) player, the entire French supply line would be negated and the French units in Spain would all be unsupplied.

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

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

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

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

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

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

N. COMBAT

1. During the Combat Phase, the active player may initiate combat against any hex which is occupied by any strength points of the inactive player, providing the hex is not separated by an all-sea hexside. A leader does not have to be present for strength points to initiate combat. If the inactive player's strength points occur in a hex which does not contain a city, the combat is called a field battle. If the inactive player's strength points occur in a hex, and the active player announces his intention to initiate combat against the hex, the inactive player must
then announce whether his strength points are inside or outside the city's fortifications. Strength points which remain outside a city's fortifications may be engaged in a field battle. Strength points which are inside a city's fortifications may either be assaulted or besieged, at the active player's option.

2. At the start of the Combat Phase, before any combat resolution may occur, the active player must specify aloud each hex he wishes to initiate combat against, and for each such hex he must also specify which of his strength points will initiate that particular combat, by physically indicating the hex those strength points occupy. Each combat is initiated separately by the active player by indicating two hexes; the hex he wishes to attack, and the hex from which that attack is being initiated. An attack may not be initiated from more than one hex, although strength points from other adjacent hexes may subsequently reinforce a battle after at least one initial round of combat has been resolved.

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

4. The initial round of combat must be resolved as soon as the active player has specified all of the attacks he wishes to initiate. During the initial (or any subsequent) round of combat, the active player may resolve his specified attacks in any order he desires. During the initial round of combat, the active player must resolve all of the attacks he specified at the start of the Combat Phase before a new round of combat may be begun.

5. The Combat Phase may consist of any number of rounds of combat. Once the active player has initiated combat between a hex containing his strength points and a hex containing any of the attacks he wishes to initiate. During the initial (or any subsequent) round of combat, the active player may resolve his specified attacks in any order he desires. During the initial round of combat, the active player must resolve all of the attacks he specified at the start of the Combat Phase before a new round of combat may be begun.

O. COMBAT RESOLUTION

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

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

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

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

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

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

      a. Leadership: Each player may use one leader to influence each battle. This leader must occupy the same hex as the majority of friendly strength points committed to the battle, and must also be the same color as the majority of committed friendly strength points (if a force has equal numbers of different colored strength points, the player may choose the color of the leader he wishes to influence the battle). The dice roll is increased by the value of the leader of the larger force and decreased by the value of the leader of the smaller force. If either force does not possess a leader, its leadership value is zero.

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

      Example:

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

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

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

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

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

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3. Example of Combat Resolution: During his Combat Phase, the French player initiates an attack by specifying that he is committing the force in hex L17(3) to attack the Austrian force in hex L16(3). During the first round of combat, the attack is resolved as follows:

a. The French force in hex L17(3) consists of Napoleon (leadership value 3), five French infantry strength points (morale value 2), three French cavalry strength points (morale value 2), and five Bavarian (French satellite) infantry strength points (morale value 1). Thus, the French force has a leadership value of “3”, and a morale value of “2”.

b. The Austrian force in hex L16(3) consists of Charlemagne (leadership value 2), seven Austrian regular infantry strength points (morale value 1), three Austrian cavalry strength points (morale value 1), and eleven Austrian landwehr strength points (morale value 0). Thus, the Austrian force has a leadership value of “2” and a morale value of “9”.

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

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

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

f. The Austrian player rolls two dice. The result is an “8”, which is increased to “9”. At the ratio of 3 to 2, this yields the following result: L = 1, S = D1. To implement this result, the Austrian player cross-references his “1” result with the total strength of the smaller French force (13) on the Combat Loss Chart which indicates that the Austrian force loses two strength points. Similarly, the French player cross-references his “D1” result with the strength of his own smaller force and finds the Combat Loss Chart dictates the loss of three strength points.

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

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

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

P. EXPLANATION OF COMBAT RESULTS

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

2. If a force receives a “0” result, it is assumed to suffer a minimal loss but no strength points are actually eliminated from the force.

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

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

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

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

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

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

6. If, prior to the end of a combat round, a demoralized force is reinforced by an equal or greater number of un-demoralized friendly strength points (which the owning player commits to the same battle), the Demoralization marker is removed and the force regains its normal morale value.

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

8. At the end of any combat round, a force inside a city which was assaulted during the current combat round is eliminated if its current morale value is zero (such units surrender in the grand campaign scenario).

9. At the end of each Combat Phase, all Demoralization markers are removed and each demoralized force regains its normal morale value.

Q. WITHDRAWAL, RETREAT AND ADVANCE AFTER COMBAT

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

a. If a withdrawing force does not occupy a city hex, it must retreat one hex in any direction, providing it ends its withdrawal no further from a friendly supply source (in terms of Movement Points) than the hex it originated from. If a withdrawing force is currently unsupplied, the opposing player may determine where it may retreat, within the restrictions specified above although he may not retreat the force into a hex his units occupy if any other hex is available.

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

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

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

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

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

g. Units may never retreat across an all-sea hexside.

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

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

3. At the end of any round of combat, any unit committed to a field battle may advance into any hex in which all of the opposing strength points have either withdrawn from that field battle, or have been eliminated by combat. Note: Unsupplied units may not advance after combat.

4. Neither withdrawal nor advance after combat is considered regular movement. There is no movement point cost for any movement executed during a Combat Phase. Infantry strength points may advance or withdraw either with or without an accompanying leader.

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

R. LEADER CASUALTIES

1. At the end of each Combat Phase (not round), each player rolls the dice for each of his named leaders which occupied a hex in which any friendly strength points were committed to a battle during the Combat Phase. If the result is less than twelve, the leader is unharmed. If a 12 is rolled, the leader is considered a casualty and the player immediately rolls one additional die. If the result is 1-5, the leader is removed from the map and placed on the Turn Record Track (on a roll of 1 the leader is placed in the box representing the next turn, on a roll of 2 in the box representing two turns in the future, etc.). If the second die roll is a 6, the leader is considered to have been killed and is permanently removed from the game.

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

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

4. Unnamed leaders can never be killed or injured.

S. FORTRESSES AND SIEGES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

b. Units which possess a basic morale value of zero are considered to possess a morale value of one when inside a city.

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

Note: In order to assault a city, the active player must initiate combat in the hex at the start of the Combat Phase and he may be required to fight a field battle in the hex before the city may be assaulted. A player is permitted to resolve a field battle and then immediately assault a city in the same hex during the same Combat Phase. During each round of combat, the assault may be continued or "broken off" at the attacking player's option, exactly like a field battle.

9. At the start of any round of combat, if all enemy strength points in a hex are inside the city, the attacking player may immediately advance any or all of his attacking units into the hex to besiege the city. A siege is subject to the following restrictions:

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

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

c. Immediately after placing the appropriate marker on a besieged city, the besieging player rolls a single die. If the result is equal or less than the number of the marker, all of the units inside the city are immediately eliminated (in the grand campaign game such units are considered to surrender and are treated as prisoners of war).

Note: There is no "6" marker provided thus a siege may continue indefinitely.

d. While a city is besieged, no units inside the city may leave the hex and no additional units may enter the city. Besieged units may, however, deploy outside the city and attempt to break the siege by initiating a field battle. If such a field battle does not eliminate the besieging force or cause it to retreat, the besieged units may only retreat back into the city and are still considered besieged.

e. If, at the end of any Combat Phase, the besieging player cannot meet the conditions given in a, above, the siege is considered broken and the numerical marker is immediately removed from the map.

f. During the Attrition Phase, if the active player's units are inside a besieged city, the attrition die roll is increased by the number on the numerical (siege status) marker.
T. ENTRANCE\-MENTS
1. During the Movement Phase, the active player may entrant any friendly force of three or more strength points which remain stationary by placing an Entrenchment marker in the hex the units occupy.
2. The dice roll used to resolve a field battle is increased by one if the larger force is attacked in a hex containing an Entrenchment marker. The dice roll is decreased by one if the smaller force is attacked in a hex containing an Entrenchment marker. Units which initiate a battle (or a counterattack) never benefit from the presence of an Entrenchment marker in the hex they occupy.
3. During the Movement Phase or the Combat Phase, when an entrenched force vacates a hex, the Entrenched marker is immediately removed from the mapboard.

U. THE TACTICAL MATRIX (Optional Rule)
1. The Tactical Matrix allows each player an opportunity to directly influence the outcome of field battles and may be used by mutual agreement at the start of any scenario.
2. The Tactical Matrix is printed on the first Player-Aid Card, underneath the Combat Loss Chart. Each player is provided with a separate set of seven Tactical markers which include the following options: Charge, Envelop Flank, Skirmish, Bombard, Square, Refuse Flank, and Withdraw.
3. During each round of combat, whenever the players are resolving a field battle, each player secretly chooses one Tactical marker and places it face-down on top of the leader of his force (or in that leader’s box on the Leader Display). After both markers are placed, they are simultaneously revealed. The tactic chosen by the player who controls the larger force is then cross-referenced with the tactic assigned to the smaller force. The result indicated on the Tactical Matrix is implemented as follows:
   a. The dice roll used to resolve the battle is modified by the result (either positive, negative, or zero) indicated on the Tactical Matrix.
   b. If the result is “NC”, neither player is acting aggressively and there is automatically no result in the battle during the current round of combat.
   c. The player who controls a city may always withdraw units into the city-no Tactical marker is required to withdraw units into a city in the same hex the units occupy.
   d. If a player chooses the Withdraw Tactical marker, his force must withdraw from the field (either into a city, or an adjacent hex) at the end of the current round of combat.
   e. All other standard rules remain unaltered.
4. Immediately after the Tactical markers are revealed and the dice are rolled to resolve the combat, the markers are removed so that the players may always choose from a full set of seven options for each field battle which is being resolved.
5. The normal modifications for leadership, morale, terrain and entrenchment are not forfeited when using the Tactical Matrix (the matrix result is used in addition to these standard modifications).
6. The Tactical Matrix may not be used when units inside a city are being attacked.

V. FRENCH IMPERIAL GUARD (Optional Rule)
1. At the start of any round of combat, if a French force under Napoleon’s leadership possesses any Guard strength points, the French player may announce that he is committing the Imperial Guard. If the French Guard is committed, there are several special effects:
   a. The French force is automatically considered to possess a morale value of three during the current round of combat.
   b. As far as possible, any loss the French force suffers must be filled by eliminating Guard strength points.
   c. If the French force is demoralized, its morale value is automatically reduced to zero.

W. RUSSIAN PATRIOTISM (Optional Rule)
1. The morale value of any regular Russian infantry or cavalry unit on Mapboard 4 is increased to three.
2. The morale value of Russian Cossack units on Mapboard 4 remains at zero.

X. DEMORALIZED COMBAT (Optional Rule)
1. At the end of any round of combat, if the morale value of a force is zero, the owning player rolls one die. This die roll is decreased by the leadership value of the force. If the modified result is greater than zero, the owning player must immediately eliminate the resulting number of strength points—these units are considered to surrender and are treated as prisoners of war in the grand campaign game.
2. If this rule is used, a force is never required to withdraw from a field battle or surrender a fortress simply because its morale value is zero.

Y. LIMITED INTELLIGENCE (Optional Rule)
1. A player may never examine the units in an enemy force (either on the map board or on the Leader Display) until he initiates combat against that force.
2. If a player wishes to overrun an enemy force, he must reveal the total strength of the moving force to the opposing player who must honestly inform the active player if the overrun can be executed.

Z. THE SCENARIOS
1. WAR AND PEACE includes twelve separate scenarios. Each scenario is fully explained in a separate section of these rules. The scenario rules sections are organized as follows:
   I. ………..AUSTERLITZ-1805
   II. ……….JENA TO FRIEDLAND- 1806-1807
   III. ………..W AGRAM-1809
   IV. ……NAPOLEON IN RUSSIA-1812
   V. ………..THE WAR OF LIBERATION-1813
   VI. ………..NAPOLEON AT BAY-1814
   VII. ………..WATERLOO-1815
   VIII. ………..THE PENINSULAR WAR: 1808-1814
   IX. ………..SPAN: 1811-1814
   X. ………..WAR AND PEACE: 1805-1815
   XI. ………..THE FINAL GLORY: 1812-1815
   XII. ………..MARENGO: 1800
2. To begin a scenario, refer to the scenario rules and set out the components listed in Section B.
3. The scenario rules specify the month in which the scenario starts and ends. At the start, the Game-Turn marker is placed in the starting month, and the Game End marker is placed in the ending month on the Turn Record Track. At the end of each turn, the Game-Turn marker is advanced one month. When the Game-Turn marker reaches the final month, after both players complete their segments, the scenario ends and the winner is determined in accordance with the victory
conditions specified in Section C of the scenario rules. For multi-year scenarios, a Game Year marker is also provided.

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

5. The initial forces and starting locations are listed in Section E of the scenario rules. Player should take care to use the proper nationality and unit types:
   a. Leaders are usually listed by name. If the rules specify "Leader (0)", any unnamed leader of the appropriate nationality may be used.
   b. The letter "I" refers to infantry strength points. The letters "GI" refer to guard infantry. The letter "L" refers to landwehr. The letter "M" refers to militia. The letter "P" refers to partisan.
   c. The letter "C" refers to cavalry strength points. The letters "GC" refer to guard cavalry. The letters "CC" refer to Cossack cavalry.
   d. The letter "F" refers to naval fleet unit strength points. The letter "T" refers to naval transports.
   e. The nationality abbreviation of a satellite force is parenthesized. Example: 3I, 2C (B) indicates three Bavarian infantry strength points and two Bavarian cavalry strength points.
   f. Units which are required to deploy at a certain city must be placed in the hex in which the city is located. Units which are specified "within one hex of", may be deployed in or adjacent to the indicated hex. If opposing units are deployed in the same city hex, the rules specify which units begin inside the city.
   6. Reinforcements are specified in Section F of the scenario rules. At the start of the scenario, reinforcements should be placed in the appropriate box on the Turn Record Track. In a multi-year scenario, before starting the January turn, players should place the new year's reinforcements on the track. Reinforcements are taken from previously unused units.
   7. In some scenarios, replacements are also specified in the scenario rules. Replacements may only be taken from units previously eliminated during the scenario (thus players should reserve a space in which to place eliminated units). If the indicated replacements are not available on the specified turn, they are forfeited.

I. AUSTERLITZ - 1805

A. INTRODUCTION

In the late summer of 1805, Napoleon assembled nearly 200,000 men on the Channel coast for a planned invasion of England. Together, with Austria, Russia, and several minor powers, England had formed the Third Coalition, an alliance seeking to depose Napoleon and dismember the French Empire. By early autumn, Austrian troops had swarmed into Bavaria and northern Italy while a Russian army began marching west to join her allies. England supported the war effort with economic aid and minor coastal invasions in Italy and Germany. Napoleon reacted with unexpected speed, transferring the bulk of his forces south to meet the Austrian advance. In September, the "Grande Armee" surged across the Rhine. Within a month, the Austrian army in Bavaria surrendered the fortress of Ulm, and the allied forces were retreating out of Italy. By mid-November, Napoleon held Vienna, the Austrian capital. Prussia, although favoring the coalition, remained a cautious neutral. In early December, the Russians and the remnants of the Austrian army attacked Napoleon at Austerlitz, northeast of Vienna, and were severely beaten. After this disaster, the Russians retreated and Austria sued for peace. Although the coalition founded, England won the most important battle of 1805. On October 21, Admiral Nelson destroyed the French Fleet at Trafalgar off the southwest coast of Spain. For the remainder of his life, Napoleon's continental Empire would be curtailed by England's indisputable control of the sea.

B. GAME EQUIPMENT

1. The scenario is played on mapboards 2 and 3.
2. The scenario requires Austrian, Russian, French and French satellite units. There is a possibility that Prussian units may also be needed.

C. VICTORY CONDITIONS

1. The French player wins the game if there is at least one un-besieged French strength point in Vienna at the end of the scenario.
2. If the French player does not achieve his victory condition, the non-French player wins the game.
3. The scenario begins in August 1805 and ends in December 1805.
   a. Alternate Start Month (Optional Rule). To balance play, and make this scenario more difficult for the French player, the start turn can be moved to September.

D. SPECIAL RULES

1. Alliance Phase
   a. The French player receives one City Point for controlling Vienna.
   b. The non-French player receives one City Point if a French unit enters any territory controlled by Prussia (including Ansbach, Bayreuth, Saxony, and Westphalia).
   c. If a modified die roll of "0" occurs during an Alliance Phase, Prussia remains neutral for the remainder of the game.
   d. If a modified die roll of "7" occurs during an Alliance Phase, Prussia declares war against France and the non-French player may immediately deploy and may use the following Prussian forces: At Magdeburg: Bruswick, Ruthel, 101, 1C * At Dresden: Leader (0), 4I, 1C * At Wismar: Hohenloe, 6I, 1C * At Berlin, Posen, and Thorn: 11 each.
   e. If a modified die roll of "0" or "7" occurs, the Alliance Phase is deleted for the remainder of the game.
   f. Austrian and Russian units may not enter Russian territory unless Prussia declares war against France.
2. Supply Sources
   a. The supply source for all French and French satellite units is Milan or any major city in France.
   b. The supply source for all non-French units is any major city in the unit's home country.

E. INITIAL DEPLOYMENT

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

F. REINFORCEMENTS AND REPLACEMENTS

1. The French player receives no reinforcements or replacements.
2. The non-French player receives Austrian reinforcements and replacements:
   a. Reinforcements: At Budapest: 11 each turn.
   b. Replacements: At Vienna: 11 each turn.
3. Reinforcements and replacements are forfeited if the opposing player controls the specified city on the scheduled turn of arrival.

II. JENA TO FRIEDLAND:

1806-1807

A. INTRODUCTION

After the victorious 1805 Campaign, Napoleon established a number of German satellite states the most important of which was known as the Rhine Confederation. In the autumn of 1806, Prussia, which resented the growing French influence in Germany, declared war against France. The Prussian army, officered by elderly men who had served a half century earlier during the campaigns of Frederick the Great, had become an outdated 18th Century formation. In less than six weeks, the "Grande Armee" crushed the Prussians, defeating them at Jena and Auerstadt, after which the French strategic pursuit captured virtually every Prussian fortress west of the Vistula. By the end of the year, the Prussian army had been reduced to a single refugee corps. During the winter of 1806-1807, however, the allied Russian armies began crossing into East Prussia to oppose the French onslaught. Along the Baltic coast, small Swedish and Russian garrisoned fortresses threatened Napoleon's communications. In early February 1807, the French and Russians fought a bitter winter battle at Eylau (near Königsberg) which ended in a draw. In the same vicinity, four months later, Napoleon decisively defeated the Russian army at the Battle of
Alliance Phase, Austria declares war against c. If a modified die roll of “7” occurs during an remainder of the game.

b. If a modified die roll of “0” occurs during an

a. The French player receives one City Point for

July 1807.

b. The supply source for all non-French units is any

c. If units are transported to a besieged city, they

d. No unit may enter Austrian territory unless

e. No unit may enter Austrian territory unless Austria declares war. If Austria declares war, both

2. French satellite forces: At Leipzig: "Brunswick, 101, 3C * One hex south of Leipzig: "Hohenlohe, 4I, 1C * At

Weimar: "Ruchel, 4I, 1C * At Berlin: "Leader (0), 4I, 1C * At Posen: "Leader (0), 4I, 1C * At Breslau,

Stettin, Danzig, Thorn, Warsaw, and Königsberg: 11 each.

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

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

1. French Player (deploys first)

a. French forces: At Mainz: "Napoleon, 21, 2G1 * At Stuttgart: "Davout, 5I, 1C * At Wurzburg: "Lannes, Murat, 3I, 4C * At Ratisbon: "Soul, 5I, 1C * At Ulm: "Ney, 4I * At Ansbach: "Bernadotte, 4I, 1C * At Florence: "Massena, 2I, 1C * At Milan: "Eugene, 3I * At Trieste: "Marmont * At Frankfurt: "Leader (0), 4I * At Boulogne: "Leader (0), 5I.

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

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

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

2. Supply Sources

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

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

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

3. Russian Naval Movement

a. During each non-winter turn in 1807, the non-

French player may transport a maximum of two Russian strength points (with or without a leader) from any Baltic city he controls to any other Baltic city he controls, even if either city is besieged. The Baltic cities are Lubeck, Stralsund, Stettin, Danzig, Königsberg, and Memel.

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

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

4. Saxony and Poland

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

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

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Mainz: "Napoleon, 21, 2G1 * At Stuttgart: "Davout, 5I, 1C * At Wurzburg: "Lannes, Murat, 3I, 4C * At Ratisbon: "Soul, 5I, 1C * At Ulm: "Ney, 4I * At Ansbach: "Bernadotte, 4I, 1C * At Florence: "Massena, 2I, 1C * At Milan: "Eugene, 3I * At Trieste: "Marmont * At Frankfurt: "Leader (0), 4I * At Boulogne: "Leader (0), 5I.

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

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

d. No unit may enter Austrian territory unless Austria declares war. If Austria declares war, both

2. French satellite forces: At Leipzig: "Brunswick, 101, 3C * One hex south of Leipzig: "Hohenlohe, 4I, 1C * At Weimar: "Ruchel, 4I, 1C * At Berlin: "Leader (0), 4I, 1C * At Posen: "Leader (0), 4I, 1C * At Breslau, Stettin, Danzig, Thorn, Warsaw, and Königsberg: 11 each.

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

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

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements:

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

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

2. French Satellite Reinforcements:

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

b. November 1806-At Frankfurt: 1I (R).  
c. December 1806-At Frankfurt: 1I (R).  
d. January 1807-At Cologne: 1I (H).  
e. February 1807-At Milan: 3I (H) * At Florence: 3I (N).

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

4. Russian Reinforcements:

a. November 1806-At Groden: "Benningen, 101, 1C, 1CC.

b. December 1806-At Kovno: "Buchowden, 101, 1C, 1CC.

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

d. February 1807-At Kovno: "Bagration, 2I, 2GI, 1GC.

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

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

6. There are no replacements in this scenario.

III. WAGRAM - 1809

A. INTRODUCTION

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

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

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

B. GAME EQUIPMENT

1. The scenario is played on mapboards 2 and 3.  

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

C. VICTORY CONDITIONS

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

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

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

D. SPECIAL RULES

1. Alliance Phase

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

b. The non-French player receives one City Point for each major city he controls in any French
satellite state. The French satellite states include all of the minor powers on mapboards 2 and 3. The Grand Duchy of Warsaw, Napoleon's Polish satellite state, is represented by the city of Warsaw. Venice is a major city in the French satellite Kingdom of North Italy and is not part of Austria for Alliance or Supply purposes; it is part of the French satellite state for Alliance and Supply purposes.

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

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

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

e. If a modified die roll of “7” occurs during an Alliance Phase, Russia declares war against France and the non-French player receives the Russian forces listed in e, above. If Russia has already declared war, the die roll has no effect on Russia (see f, below). Note: The Russian forces scheduled to arrive in Pinsk may be deployed in any hex on the east edge of Mapboard 3, within three hexes of Lvov.

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

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

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

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

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

c. Prussian satellite units are automatically in supply.

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

3. The English Amphibious Invasion

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

b. During the non-French player's August and September Reinforcement Phases, he receives the following English forces: At London: 1I each Turn.

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

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

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

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

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

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

c. A unit must expend two additional movement points to cross a river in any hex which does not contain a city which the active player currently controls. This rule is ignored beginning in July 1809.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)


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

2. Non-French Player

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

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements
a. Each turn, At Strasbourg: 1I.

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

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

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

2. French Satellite Reinforcements
a. April 1809-At Milan: 3I (I).

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

3. Austrian Reinforcements
a. April and May 1809-At each major city in Austria: 1I.

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

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

4. English Reinforcements
a. July 1809-At Walcheren Island-hex HH4(2): Leader (0), 8I.

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

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

6. There are no replacements in this scenario.

IV. NAPOLEON IN RUSSIA - 1812

A. INTRODUCTION

After Austria's defeat in 1809, Napoleon again dominated most of Europe. The Russian Tsar remained his ally. Austria became another French ally through Napoleon's marriage to a Hapsburg princess. French troops continued to occupy Prussia and the rest of Germany was apportioned among loyal princes and former French generals. For the next two years, only England and Spain remained at war with France. Gradually, however, Napoleon's Continental system, which forbade trade with England, undermined the Russian economy, and the Tsar was increasingly pressured to sever the strangling pact he had signed after the Battle of Friedland. By 1812, the relations between France and Russia had greatly deteriorated and both powers had begun preparing for war.

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

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

B. GAME EQUIPMENT
1. The scenario is played on map boards 3 and 4.
2. The scenario requires Austrian, Prussian, Russian, French, and French satellite units.

C. VICTORY CONDITIONS
1. The French player wins if he controls Warsaw, Smolensk, and either Moscow or St. Petersburg, and none of these cities are besieged, at the end of the game.
2. The non-French player wins if there are no unbesieged French strength points in any city on map board 4, at the end of the game.
3. If neither player achieves his victory condition, the game is considered a draw.
4. The scenario begins in May 1812 and ends in December 1812.

D. SPECIAL RULES
1. Alliance Phase
   a. The French player receives one City Point for each major city on map board 4 which he controls.
   b. The non-French player receives one City Point for each major city on map board 3 or 4 which he controls.
   c. If a modified die roll of "0" occurs during an Alliance Phase, the French player may immediately deploy the following Austrian reinforcements: At Lublin: 11.
   d. If a modified die roll of "7" occurs during an Alliance Phase, all Austrian and Prussian forces desert and are immediately eliminated from the map board (see e, below).
   e. If a modified die roll of "7" occurs during an Alliance Phase, Napoleon must immediately return to Paris (to suppress an attempted coup d'etat) and is removed from play for the remainder of the game.
   f. The Allegiance Phase is deleted until the start of the November 1812 turn.
2. Supply Sources
   a. The supply source for all French and French satellite units is any major city which the French player controlled at the start of the scenario. If the non-French player gains control of such a city, it may not function as a French supply source for the remainder of the game.
   b. The supply source for Austrian, Prussian, and Russian units is any city in the unit's home country. If the opposing player gains control of a city, it may not be used as a supply source for the remainder of the game.
   c. Austrian and Prussian units (only) may never voluntarily enter a hex in which they would become unsupplied.
3. Cossacks
   a. Cossack units possess a basic morale value of zero.
   b. At the start of any round of combat, if a committed force contains Cossacks, the Cossack strength points may withdraw unless the opposing force contains a larger number of cavalry strength points.
4. Russian Patriotism
   a. The basic morale value of all regular Russian infantry and cavalry on map board 4 is increased to three.
   b. Davout's Leadership
      In this scenario (only), the French leader Davout may move accompanied by up to fifteen strength points.

E. INITIAL DEPLOYMENT
1. French Player (deploys first)
   a. French forces: At Dresden: Napoleon, Leader (0) * At Danzig: Davout, 12I, 1C * At Posen: Bessieres, 6GI, 1GC * At Thorn: Ney, 5I, 1C * Within two hexes of Thorn: Eugene, 3I, 1C * Within one hex of Thorn: Murat, 4C * Within one hex of Danzig: Leader (0), 6I * In Prussia, within one hex of Warsaw: Poniatowski, Leader (0) * At Stettin: Victor, 21 * At Konigsberg: Leader (0).
   b. French satellite forces: In Prussia, within one hex of Warsaw: Jerome, Leader (0), 6I (Po), 3I (S), 3I (W), 2C (Po), IC (S), 1C (W) * Within two hexes of Thorn: Leader (0), 5I (B), 4I (I), 1I (Pr), IC (B), IC (Po) * At Danzig: 2I (R), 1I (So) * At Dresden: 2I (I), 1I (N), 2I (R) * At Hanover: 1I (W) * At Konigsberg: 1I (Po), 1I (W) * At Lubeck: 2I (D) * At Posen: 2I (Po), 1I (R) * At Stettin: 1I (Po), 3I (R) * At Thorn: 1I (Da), 3I (Wu).
   c. French allied forces: At Konigsberg: Yorck, 4I, 1C (Prussian) * At Lublin: Schwarzenberg, 5I, 2C (Austrian).
2. Non-French Player
   a. Russian forces (deploy in Russia): Within one hex of Vilna: Barclay, Constantine, 3I, 3GI, 1GC * Within one hex of Brest-Litovsk: Bagration, 8I, 2C, 2CC * Within one hex of Grodno: Derjurov, 4I, 1C, 2CC * Within one hex of Pinsk: Tormazov, 7I, 2C * Within one hex of Kovno: Wittgenstein, 4I * At Vilna: Beningsen, 3I * At Kovno: Leader (0), 3I, 1C * At Moscow: 2I * At Riga: 2I * At Kharkov, Kiev, Minsk, and Vitebsk: 11 each.

F. REINFORCEMENTS AND REPLACEMENTS
1. French Reinforcements
   a. Each turn-At Dresden: 1I.
   b. October 1812-At Danzig: 2C.
   c. The French player may replace one strength point of satellite infantry each turn. Polish replacements appear at Warsaw. All other satellite nationalities are replaced at Dresden.
   d. French reinforcements and replacements are forfeited if the non-French player controls the specified city on the scheduled turn of arrival.
2. Russian Reinforcements
   a. Each turn-At Moscow: 2I * At Kiev: 1I.
   b. August 1812-At Kiev: Leader (0), 5I, 2C.
   c. September 1812-At Moscow: Kutusov * At St. Petersburg: Leader (0), 5I.
   d. October 1812-At Moscow: 2CC * At Kiev: ICC.
   e. The non-French player may replace one strength point of Cossack cavalry each turn at Moscow.
   f. If the French player controls a city on a turn when Russian reinforcements are scheduled to appear at that city, the reinforcements arrive at the nearest city which the non-French player controls.

V. THE WAR OF LIBERATION – 1813

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

In France, Napoleon improvised a new conscript army of almost a half million troops. Although inferior at marching and foraging, the newly formed Army of the Main soon proved itself an effective fighting force despite a serious shortage of cavalry resulting from the losses suffered in Russia. In May 1813, Napoleon assumed the offensive and quickly netted a pair of victories at Lutzen (near Leipzig) and Bautzen (between Dresden and Breslau). By early summer, however, the combatants had been wasted by disease, attrition, and battle casualties. In June, the opposing forces agreed to an armistice during which both sides hoped to reorganize and rebuild their forces.

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

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

By October, Napoleon had fallen back to Leipzig and been surrounded by four separate opposing armies. The Battle of Leipzig (October 16-18) became the largest battle of the Napoleonic Wars—more than 500,000 troops struggled over one bloody field, and by the third day Napoleon had been decisively defeated. The French reeled back towards France and the remaining German satellite forces retreated in mass. By the end of the year, the French Empire had been reduced to France itself—the allies would soon be threatening Paris.
the game.
2. If the French player does not achieve his victory condition, the non-French player wins the game.
3. The scenario begins in April 1813 and ends in December 1813.

D. SPECIAL RULES

1. Alliance Phase
   a. The French player receives one City Point for controlling Berlin.
   b. The non-French player receives one City Point for each of the following cities he con isane:
      Berlin, Breslau, Dresden, Hamburg, Leipzig, Magdeburg, or any city on mapboard 2.
   c. The Alliance Phase die roll is automatically increased by one in June 1813. In July, the die roll is increased by two. In August, and in each succeeding month, the die roll is increased by three until Austria declares war.
   d. If a modified die roll of “0” occurs during an Alliance Phase, the initially neutral French satellite states become active French allies—the French player may immediately turn these units face-up and begin using them like normal French satellite units. These initially neutral states include Bavaria, Naples, Saxony and Switzerland.
   e. If a modified die roll of “7” occurs during an Alliance Phase, the initially neutral states, Austria and Sweden, declare war against France—the non-French player may immediately turn these units face-up and begin using them as normal non-French units.
   f. If a second modified die roll of “7” occurs during an Alliance Phase, all Bavarian, Napoleonic, Rhine, Saxony, Swiss, and Wurttemburg French satellite units are immediately removed from the mapboard. The Bavarian units are immediately replaced with an equal number of Austrian landwehr strength points. The Saxony, Rhine, and Wurttemburg units are immediately replaced with an equal number of Prussian landwehr strength points. The Swiss and Napoleonic units are not replaced by enemy landwehr. All landwehr strength points are initially deployed in the same hex as the units they replaced. However, if there are any remaining French (or loyal French satellite) units in the same hex, the landwehr is immediately moved into any adjacent hex which is free of French units. The newly deployed Austrian and Prussian landwehr are treated as normal non-French forces for the remainder of the game.

Note: When Bavarian units are replaced by Austrian landwehr, the non-French player may deploy an unnamed Austrian leader in the same hex.

2. Neutrals
   a. Prussian forces: At Dresden:
   b. The non-French player may move into any neutral state except Austria. The units of the active player may never enter a hex occupied by neutral units or trace a supply line through a hex occupied by neutral units.
   c. No foreign unit may enter Austrian territory until Austria declares war (exception: see f, below). If Austria declares war, both players’ units may enter Austria. Note: In this scenario, Austria does not include any territory on mapboard 2.
   d. The Polish satellite units which are initially deployed in Austria may move through Austria but may never enter a city hex in Austria while Austria is neutral. While in Austria, the Polish units are automatically unsupplied. If the Polish units leave Austria they may not return while Austria remains neutral.
   e. The units of a neutral state may not be overrun or attacked and do not suffer attrition.

3. The start of the scenario: Austria, Bavaria, Naples, and are not affected by the Alliance Phase rules. The units of the active player may never enter a hex occupied by neutral units or trace a supply line through a hex occupied by neutral units.

4. Exchange of forces at the start of the scenario: Austria, Bavaria, Naples, Saxony, Sweden, and Switzerland.

b. The units of a neutral state are initially deployed face-down on the map board and may not be moved until the state joins the war at which time the units of that state are immediately turned face-up. All neutral states except Saxony join the war according to the special Alliance Phase rules. As soon as the French player controls Dresden and Leipzig, all Saxon units are turned face-up and may be used as normal French satellite units.
   c. The units of a neutral state may not be overrun or attacked and do not suffer attrition.
   d. During the Movement Phase, the units of the active player may move into any neutral state except Austria. The units of the active player may never enter a hex occupied by neutral units or trace a supply line through a hex occupied by neutral units.

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

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

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

8. There are no replacements in this scenario.

VI. NAPOLEON AT BAY – 1814

A. INTRODUCTION

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

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

B. GAME EQUIPMENT

1. The scenario is played on map boards 1 and 2.
2. The scenario requires units of all nationalities.

C. VICTORY CONDITIONS

1. The non-French player wins if there is at least one un-be sieged, supplied, non-French strength point inside Paris at the end of the game.
2. If the non-French player does not achieve his victory condition, the French player wins the game.
3. The scenario begins in January 1814 and ends in May 1814.

D. SPECIAL RULES

1. Alliance Phase
   There is no Alliance Phase during any turn in this scenario.
2. Supply Sources
   a. The supply source for all French and French satellite units is any city in France or Italy which is not occupied by an enemy unit.
   b. The supply source for Austrian, Prussian, Russian and Swedish units is either Munich or Munster.
   c. The supply source for Spanish units is any city in Spain.
   d. The supply source for all red (English, Portuguese, and Dutch) units is any city in Spain or Holland, or any port city occupied by a red unit. Any city in a coastal hex is considered a port.
3. English Sea Movement
   Each turn, during the Movement Phase, the non-French player may move a maximum of two English strength points and one leader from any port city to any other port city which is not controlled by the French player. Units moved in this manner may not move normally during the same Movement Phase.
4. Dutch Revolt
   During the first turn in which the non-French player controls the cities specified below, the player receives the following red units which represent rebellious Dutch reinforcements:
   a. At Amsterdam: Leader (0), 1L.
   b. At Antwerp: 1L.
   c. At Brussels: 1I (H).
5. Partisans
   a. During the first turn in which a hex in France is occupied by an enemy unit, the French player receives two strength points of French partisans during his Reinforcement Phase. The partisans may be deployed in any forest, mountain, or city hex in France which is not occupied by another (pro-French or anti-French) unit.
   b. A partisan unit may never occupy the same hex as any other unit, including another partisan unit.
   c. A partisan unit is not subject to attrition, may not be overrun, and has a basic morale value of zero.
   d. During the phasing player’s Movement Phase, the owning player may move each partisan unit a maximum of one hex. Note: partisans may not be stacked with or accompany a moving leader.
   e. During the Combat Phase, a partisan unit may initiate combat and may be attacked by an opposing force. A partisan unit, however, is capable of avoiding combat. If a partisan unit is attacked in a non-clear terrain hex, it may immediately withdraw into an adjacent hex thus avoiding combat. If a partisan unit is attacked in a clear terrain hex, it may only withdraw if there are no cavalry strength points in the opposing force. A partisan unit may never withdraw into a hex occupied by another unit.
   f. If a partisan unit is eliminated, it may be replaced during the next appropriate Reinforcement Phase, within the restrictions of a, above.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)
   a. French forces: At Paris: Napoleon, Joseph, 6L, 1GI * At Bayonne: Soult, 11L, 2C * At Coblenz: Marmont, Ney, 2GI, 1C * At Strasbourg: Victor, 21, 1C * At Venice: Eugene * At Rheims: Leader (0), 2L, 1GI * At Liege: Leader (0), 21, 1C * At Antwerp: Leader (0), 21, 3I * Within one hex of Barcelona: Leader (0), 6L, 1C * At Mainz: 3I * At Amsterdam: 21 * At Namur: 1GC * At Brussels, Cologne, Frankfort, Geneva, Lyon, Neuchatel, Toulouse, and Wurzburg: 11 each.
   b. French satellite forces: At Cologne: Jerome * At Venice: 8I, 1C (I) * At Milan: 11 (I) * At Metz: 1I (Po).
   c. Non-French Player
      b. English forces: At San Sebastian: Wellington, Beresford, Hill, 5I, 1L (K), 1C * At Barcelona: Leader (0), 41L * Within one hex of Amsterdam: Leader (0), 21 * English satellite forces at San Sebastian: 61L (Po).
      c. Austrian forces: Within one hex of Zurich: Schwarzenberg, Leader (0), 9I, 5L, 2C (Austrian) * At Trieste: Hiller, 7I, 3L, 1C * At Ulm: Leader (0), 4L, 1C * At Baden: Leader (0), 3L * At Florence: 5L * At Innsbruck: 1I, 1L * Inside Switzerland, within one hex of Geneva: 2L.
      d. Prussian forces: Within one hex of Coblenz (east of the Rhine): Blucher, Yorck, 3I, 1L * Within one hex of Amsterdam: Buhlow, 3I, 2L, 1C * At Munster: Leader (0) (one stack): Kleist, 1I, 1L, 1C * Within two hexes of Munich: Leader (0), 21 * Prussian satellite forces: Within one hex of Frankfurt: Leader (0), 21 (He).
      e. Russian forces: Within two hexes of Munich: Barclay, Constantine, Wittgenstein, 3L, 4GI, 1C, 1GC, 2CC * Within one hex of Frankfurt: Leader (0), 41, 1C, 1CC * At Frankfurt (besieging French): Leader (0) 5I, 1C, 1CC * At Munster: Leader (0), 41, 2C * At Munster: Leader (0), 1I, 1CC.

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements
   a. Each turn-At Paris: 3I * At Lyon: 1I.
   b. January 1814-At Paris: 1GI, 1C.
   c. February 1814-At Paris: 3GI, 1C.
   d. French reinforcements are forfeited if the non-French player controls the specified city on the scheduled turn of arrival.
2. Non-French Reinforcements
   a. Each turn-At Barcelona: 11 (Spanish) * At London: 1I (English) * At San Sebastian: 11 (Pt) * At Munich: 1I, 1L (Austrian), 1I (Russian) * At Munster: 1I, 1L (Prussian), 1I (Russian).
   b. January 1814: At Munster: Bernadotte, 3L, 1C (Sw) * Leader (0), 1L (Prussian) 3I (S) * 1I (Br).
   c. February 1814-At Trieste: Bellegarde, 21L, 1C, 1C (Austrian) * At London: 21 (English) * At Munster: 1I (Prussian).
   d. If the French player controls a city where non-French reinforcements are scheduled to arrive, the reinforcements arrive at the nearest city which is not controlled by the French player.
   e. There are no replacements in this scenario.

VII. WATERLOO - 1815

A. INTRODUCTION

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

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

On Sunday, June 18, 1815, Napoleon and Wellington fought the most famous of all battles at Waterloo. Throughout the day, the French exhausted themselves in a series of fruitless assaults against the English ridge position. In the later afternoon, the surprise reappearance of the Prussians made Napoleon's situation desperate. Gambling his last reserve, the French Imperial Guard was committed and was dramatically repulsed by English volleys at sunset along the summit of the ridge. The failure of the Guard shattered French morale. In minutes, Napoleon's army dissolved in a headlong rout.

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

B. GAME EQUIPMENT

1. The scenario is played on map board 2.
2. The scenario requires units of all nationalities.

C. VICTORY CONDITIONS

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

D. SPECIAL RULES

1. Alliance Phase
   There is no Alliance Phase in any turn in this scenario.
2. Supply Sources
   a. The supply source for all French and French satellite units is any city in France or Italy which is not occupied by an enemy unit.
   b. The supply source for Austrian units is Munich or Milan.
   c. The supply source for all red (English) units is Antwerp or any port city occupied by a red unit.
   d. The supply source for Prussian units is Liege, Mainz or Munich.
   e. The supply source for Russian units is Frankfurt or Wurzburg.
3. English Sea Movement
   The special rule governing English Sea Movement in Scenario VI (1814) is utilized in this scenario.
4. Dutch Forces
   a. If the French player controls Brussels during his Reinforcement Phase, all red units bearing an "H" (Holland) nationality abbreviation are permanently removed from play.
   b. Each turn, if the French player controls Brussels, he receives one strength point of blue "H" (Holland) satellite infantry at Brussels during his Reinforcement Phase.
   c. If the non-French player regains control of Brussels, all blue "H" satellite infantry units are removed from play immediately and neither player may receive any additional Dutch reinforcements for the remainder of the game.
5. Partisans
   The special rules governing Partisans in Scenario VI (1814) are utilized in this scenario.
6. French Demoralization
   During any Combat Phase, if a force containing Napoleon is demoralized, the basic morale value of all French regular infantry and cavalry is permanently reduced to one at the start of the next player's segment.
7. Special First Turn Restrictions
   a. During June 1815, French units may only be moved by forced marching.
   b. During June 1815, the non-French player must keep six strength points inside Brussels until the end of the second round of combat. In addition, the non-French player may not commit additional strength points to any battle initiated by the French player until the end of the second round of combat.

E. INITIAL DEPLOYMENT

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

F. REINFORCEMENTS AND REPLACEMENTS

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

VIII. THE PENINSULAR WAR

A. INTRODUCTION

Although initially an ally of France, after Nelson's victory at Trafalgar in 1805, relations between Spain and France began to deteriorate. Like Russia, Spain refused to comply with the Continental System and continued a clandestine trade with England. Aware of the bitter power struggle among the Spanish royal family, in early 1808, Napoleon dispatched 100,000 troops to the Iberian Peninsula, ostensibly to occupy Portugal and assist the Spanish king suppress a local revolt. The French army quickly seized Portugal, a staunch ally of England, and prepared the groundwork for a military takeover in Spain. In May 1808, the Spanish king was dethroned and Joseph Bonaparte, Napoleon's brother, was installed as the new ruler. Both the army and the Spanish populace revolted against the imposition of foreign rule and Napoleon responded with brutal force. Before the end of the year, the Emperor himself arrived to lead the French forces in the Peninsula but in 1809, he was forced to turn over the command to his marshals. For the next six years, a sizable portion of Napoleon's resources were expended in a demoralizing guerrilla war. In support of Spain, England rebuilt the Portuguese army and sent Wellington and most of the British army to contest the French. After a long, grueling campaign, in 1814, Wellington finally expelled the French from the Peninsula and was victoriously advancing into southern France when the news of Napoleon's abdication suddenly brought the war to an end.

B. GAME EQUIPMENT

1. The scenario is played on map boards 1and 2.
2. The scenario requires Spanish, English, French and French satellite units. **Note:** Portuguese forces are represented by red (English) satellite units.
3. The Spanish, English and French Force Pool sections of the Campaign Game Card should be used to show which units may be taken as replacements. The Production Track on the Campaign Game Card may be used to keep track of the Replacement Points available each turn (see section F).

C. VICTORY CONDITIONS

1. The French player wins and the scenario automatically ends if there is at least one French strength point (besieged or un-besieged) inside each city on map board 1 at the end of any Combat Phase.
2. The non-French player wins and the scenario automatically ends if there are no French units inside any city on mapboard 1, and there is at least one un-besieged, non-French strength point inside both Bayonne and Toulouse, on mapboard 2, at the end of any Combat Phase.
3. If, at the end of the scenario, neither player has achieved an automatic victory, the French player wins the game if there is at least one un-besieged French strength point in Bayonne, Toulouse, and in any city on mapboard 1.
4. If neither player achieves any of the specified victory conditions, the game is considered a draw.
5. The scenario begins in May 1808 and ends in April 1814, unless prematurely ended by either player achieving an automatic victory.

D. SPECIAL RULES

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

2. Supply Sources

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

b. The supply source for Spanish units is any city in Spain which is not occupied by a French unit.

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

3. Special Movement Restrictions.

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

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

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

d. During any Combat Phase, any English (or English satellite) units which are besieged or committed to a battle in a coastal hex may be withdrawn "by sea". Units which are withdrawn by sea are immediately removed from the mapboard. During his next Reinforcement Phase, the non-French player may redeploy these units in any coastal hex which is not occupied by a French unit.

Note: Withdrawal by sea is subject to the standard rules governing withdrawals from combat except that besieged units may withdraw by sea without being required to come out of the city.

4. Gibraltar and Lisbon

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

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

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

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

5. Partisans

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

E. INITIAL DEPLOYMENT

1. French Player (Deploys first)

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

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

2. Non-French Player

a. Spanish forces: At Corunna: Blake, 5I, 1C * At Saragossa: Palafox, 5I, 1C * At Seville: Costanos, 5I, 1C * At Ciudad Rodrigo: Cuesta, 2I * At Valencia: 3I * At Granada: 2I * Spanish Force Pool (on Campaign Game Card): 10M, 6P.

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

F. REINFORCEMENTS AND REPLACEMENTS

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

When leaders are withdrawn, they are placed in the French Force Pool. Strength points which are withdrawn are permanently removed from the game. Except where specified leaders and unit types are named, the choice of which units to withdraw is the French player's option. Reinforcements which do not arrive at a city may be delayed "at sea" indefinitely at the non-French player's option. Reinforcements which do not arrive at a city may not be moved during the turn of arrival.

a. 1808: English Replacements: one point each turn beginning in August * Reinforcements: August: Wellington, 2I * September: Moore, Leader (0), 3I, 11 (K), and the following Spanish reinforcements: La Romana, 2I * November: 2I (English).

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

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

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

e. 1812: English Replacements: one point each turn * Reinforcements: April: 11, (K), 1C.

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

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

2. English (Allied) Reinforcement Schedule Note: This schedule includes English Replacement Points and English and Spanish reinforcements. English reinforcements and replacements may arrive in any coastal city hex which is not occupied by a French unit, or in any coastal hex which is not occupied by a French unit if all coastal cities are occupied by French units. Spanish reinforcements may arrive in any coastal hex in Spain which is not occupied by a French unit. English reinforcements (only), may be delayed "at sea" indefinitely at the non-French player's option. Reinforcements which do not arrive at a city may not be moved during the turn of arrival.

a. 1808: English Replacements: one point each turn beginning in August * Reinforcements: August: Wellington, 2I * September: Moore, Leader (0), 3I, 11 (K), and the following Spanish reinforcements: La Romana, 2I * November: 2I (English).

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

c. 1810: English Replacements: one point each turn * Reinforcements: July: 3I * March: 1I.

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

e. 1812: English Replacements: one point each turn * Reinforcements: April: 11, (K), 1C.

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

3. Spanish and Portuguese Replacement Points

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

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

4. How Replacement Points Are Used
   a. During the scenario, whenever any unit is eliminated it is immediately placed in the appropriate Force Pool on the Campaign Game Card. During his Reinforcement Phase, the active player receives a certain number of Replacement Points which he may immediately use to purchase strength points from the Force Pool. Units purchased from the Force Pool may immediately enter the mapboard as replacements. **Note:** Replacement Points may never be accumulated. At the end of each Reinforcement Phase, any unused Replacement Points are forfeited.
   b. French Replacement Points may be used to purchase French or French satellite strength points. English Replacement Points may be used to purchase English or English satellite strength points. Spanish Replacement Points may be used to purchase Spanish strength points. Portuguese Replacement Points may be used to purchase Portuguese strength points (only).
   c. Replacements are purchased at the following cost per strength point:
      - English, French or French satellite infantry = 1Replacement Point
      - English and French cavalry or guard = 2 Replacement Points
      - Militia = 4 Replacement Points
      - Partisans = 6 Replacement Points
      - Portuguese and Spanish infantry = 6 Replacement Points
      - Portuguese and Spanish cavalry = 12 Replacement Points
   d. Whenever the French player receives more than one Replacement Point, he must replace at least one satellite strength point if any are available in the French Force Pool.
   e. Portuguese and Spanish Replacement Points may not be used to purchase infantry or cavalry replacements unless there are no militia or partisan strength points remaining in the Force Pool.
   f. The active player may purchase cavalry replacements by making a "down payment" of half of the normal purchase cost. The purchased cavalry unit is deployed face-down on the mapboard-it is not subject to attrition and it may not move or participate in combat until the following turn at which time the cavalry unit may be turned face-up and begin operating normally. If, a hex containing a face-down cavalry unit is attacked, all friendly strength points in the hex either withdraw or are eliminated, the cavalry unit is automatically eliminated and the "down payment" is forfeited.
   g. French and English replacements are deployed on the map board exactly like reinforcements of the same nationality.
   h. Portuguese and Spanish infantry, cavalry and militia may be deployed in any city in their home country which is not occupied by a French unit. Partisans may be deployed in any unoccupied mountain or city hex in their home country.
   i. A maximum of two replacement strength points may be deployed in any single hex during any Reinforcement Phase.
   j. Special Spanish Replacements
      - If a non-French strength point is inside Madrid during the non-French player's Reinforcement Phase, he receives one strength point of Spanish militia (free) from the Spanish Force Pool. **Note:** The blue satellite Spanish infantry unit is automatically added to the French Force Pool at the instant a French unit enters **Madrid**. The blue satellite Portuguese infantry unit is automatically added to the French Force Pool at the instant a French unit enters **Lisbon**. **Note:** This rule is also in effect in Scenario IX and X.

**IX. SPAIN: 1811-1814**

**A. INTRODUCTION**

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

No longer able to feed his army, Massena fell back from Lisbon into Spain. After reorganizing their forces, Soult and Massena initiated a new offensive in May 1811 but the French were defeated first at Fuentes de Onoro (May 5) by Wellington, and two weeks later they lost a second battle at Albuera (May 16) to the Anglo-Spanish army commanded by Beresford. Armored with a functional siege train, in 1812, Wellington took the offensive and captured the key forts of Ciudad Rodrigo (January 19), and Badajoz (April 19). In July, Wellington defeated Marmont at Salamanca then liberated Madrid in August.

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

**B. GAME EQUIPMENT**

The components required to play this scenario are the same as those used in Scenario VIII (The Peninsular War).

**C. VICTORY CONDITIONS**

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

**D. SPECIAL RULES**

All special rules from Scenario VIII are in effect.

**E. INITIAL DEPLOYMENT**

1. French Player (deploys first)
   a. French forces: At Ciudad Rodrigo: *Marmont, Ney*, 8I, 1C *At Burgos: Bessieres, 5I, 1C *At Badajoz: *Soulz, 4I, 1C* *At Madrid: *Joseph, Leader (0)*, 4I *At Seville: *Victor, 2I *At San Sebastian: *Leader (0)*, 4I *At Barcelona: Baylen, Cordoba, Granada, and Toledo: 2I each * At Pamplona, Saragossa, and Talavera: 1I each * With any French force(s) in Spain: two Leader (0), 2I, 1C *In French Force Pool: 121, 1G
   b. French satellite forces: At Barcelona: *Leader (0), 11 (I) * At Saragossa: 11 (I) * At Pamplona: 11 (N) * At Seville: 11 (Po) * At Granada: 11 (R) * At Talavera: 11 (R) * At Madrid: 11 (Sp) * With any French satellite force: 1C (I) *In French Force Pool: 11 (Po), 11 (Sz), 11 (I), 1C (I)
   c. Portuguese and Spanish cavalry = 12 Replacement Points
   d. Whenever the French player receives more than one Replacement Point, he must replace at least one satellite strength point if any are available in the French Force Pool.
   e. Portuguese and Spanish Replacement Points may not be used to purchase infantry or cavalry replacements unless there are no militia or partisan strength points remaining in the Force Pool.
   f. The active player may purchase cavalry replacements by making a "down payment" of half of the normal purchase cost. The purchased cavalry unit is deployed face-down on the mapboard-it is not subject to attrition and it may not move or participate in combat until the following turn at which time the cavalry unit may be turned face-up and begin operating normally. If, a hex containing a face-down cavalry unit is attacked, all friendly strength points in the hex either withdraw or are eliminated, the cavalry unit is automatically eliminated and the "down payment" is forfeited.
   g. French and English replacements are deployed on the map board exactly like reinforcements of the same nationality.
   h. Portuguese and Spanish infantry, cavalry and militia may be deployed in any city in their home country which is not occupied by a French unit. Partisans may be deployed in any unoccupied mountain or city hex in their home country.
   j. A maximum of two replacement strength points may be deployed in any single hex during any Reinforcement Phase.
   5. Special Spanish Replacements
      - If a non-French strength point is inside Madrid during the non-French player's Reinforcement Phase, he receives one strength point of Spanish militia (free) from the Spanish Force Pool. **Note:** The blue satellite Spanish infantry unit is automatically added to the French Force Pool at the instant a French unit enters **Madrid**. The blue satellite Portuguese infantry unit is automatically added to the French Force Pool at the instant a French unit enters **Lisbon**. **Note:** This rule is also in effect in Scenario IX and X. **F. REINFORCEMENTS AND REPLACEMENTS**

1. All Reinforcement and Replacement rules from Scenario VIII are in effect. The Reinforcement schedules from Scenario VIII are used beginning with June 1811.
   2. At the start of the scenario, the non-French player should record seven Spanish Replacement Points and six Portuguese Replacement Points on the Production Track printed on the Campaign Game Card.

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

**A. INTRODUCTION**

_on December second, 1804, Napoleon Bonaparte was crowned Emperor of France. By placing the crown upon his head with his own hands, Bonaparte brought Europe to the brink of war. For by its very nature, the act of self-coronation threatened the rule and challenged the legitimacy of every government then in existence. To safeguard the sanctity of divine right and position based on noble birth, the European monarchies branded Bonaparte an international outlaw and pledged to remain at war with France until the Corsican usurper was overthrown and the Bourbon rule restored. For the next ten years, the_
fate of the French Empire rested on the abilities of one man; as a warrior, and as a peacemaker. This scenario is an amalgamation of the preceding nine scenarios. In length and scope it far surpasses them yet it is only slightly more complex. Including naval units, production, and a self-regulating political system which still leaves room for inter-player diplomacy, the Grand Campaign Game is well suited for traditional two player gaming as well as solitaire or multiplayer games.

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

B. GAME EQUIPMENT
1. The scenario is played on all four mapboards.
2. The scenario requires units of all major and minor states.
3. The Campaign Game Card which includes the Campaign Turn Sequence, the Naval Results Tables, and the Force Pool Display, is used in this scenario.

C. VICTORY CONDITIONS
1. The French player wins an automatic victory under either of the following conditions:
   a. If the French player conquers England, Spain or Russia, and controls at least fifteen production cities (anywhere on the map) at the instant of conquest.
   b. If there is at least one un-besieged French strength point in Paris at the end of the game and if France is an active (non-neutral) state which has never been conquered.
2. If the French player does not achieve an automatic victory, the player who controls the most production cities at the end of the game is considered the victor.
   a. Only the cities which contain a red or black infantry symbol are counted for victory determination.
   b. The player who controls the largest number of strength points which occupy a city hex is considered to control the city in that hex at the end of the game.
   c. If two or more players control an equal number of production cities at the end of the game they may be considered joint victors.
3. The scenario begins in September 1805 and ends in August 1815 unless prematurely ended by any of the following conditions:
   a. The scenario automatically ends if the French player achieves an automatic victory.
   b. The scenario may be terminated at the end of any turn by mutual agreement of all of the players.
   c. If Napoleon is killed, the scenario automatically ends one year after the turn in which Napoleon is removed from the mapboard.
   d. If Napoleon is exiled, the scenario automatically ends one year after the turn in which Napoleon went into exile, unless Napoleon has returned from exile and is deployed on the mapboard.

D. INITIAL POLITICAL STATUS AND MULTIPLAYER RULES
1. At the start of the scenario, the political status of the six major states is as follows:
2. At the start of the scenario, the political status of the minor states is as follows:
   a. French satellite states: Bavaria, Holland, Italy, Switzerland, and Wurttemburg.
   b. English satellite states: Portugal.
   c. Prussian satellite states: Brunswick, Hesse, and Saxony.
   e. Uniformed minor states: Dalmatia, Naples, Poland, the Rhine Confederation, and Westphalia (these are states which the French player may create during the game, usually by occupying the state's production city - see section H).

Note: The political status of all minor states and any major state which is not controlled by an individual player is subject to the Alliance rules (see section G).

3. By following the guideline provided below, WAR AND PEACE may be played solitaire, or by as many as six players:
   a. Solitaire: The player controls the units of all states in a fair manner, pursuing an automatic French victory while moving pro-French units, and attempting to gain control of Paris while moving anti-French units. With the exception of France and England, the political status of all major and minor states is subject to the Alliance rules. France is a permanent pro-French state. England is a permanent anti-French state.
   b. Two players: The French player controls all pro-French states. The non-French (English) player controls all anti-French states. If a neutral state is invaded by either player, it immediately joins the faction controlled by the opposing player.
   c. Three players: The French player controls all pro-French states. The English player controls all anti-French states except Russia. The Russian player controls all Russian forces.
   d. Four players: As in a three player game but including a separate Austrian player who controls all Austrian forces.
   e. Five players: As in a four player game but including a separate Prussian player who controls all Prussian forces.
   f. Six players: As in a five player game but including a separate Spanish player who controls all Spanish forces. Note: If the French player does not achieve an automatic victory, the Spanish player (only), receives double value for each production city controlled by Spain at the end of the game.
4. All rules governing partisans and Cossacks in Scenarios IV, VI, and VIII are considered in effect in the Campaign Game.

E. CAMPAIGN TURN SEQUENCE

Note: The Campaign Turn Sequence which is printed on the Campaign Game Card is used in this scenario instead of the standard sequence of play. The Campaign Turn Sequence proceeds as follows:
1. Neutral Player(s) Segment
   Note: During this segment, each player who controls a neutral major state is considered an active player.
   a. Naval Phase: The active player may move the naval units he controls in accordance with the Naval Movement rules. Neutral naval units may not initiate any form of naval combat (see section F).
   b. Reinforcement Phase: The active player may purchase units from his nation's Force Pool and deploy these units on the mapboard in accordance with the Reinforcement rules (see section J).
   c. Movement Phase: The active player may move the leaders and army units he controls in accordance with the standard Movement rules. Neutral units may not leave their home country or initiate any form of combat. Note: The units of a neutral state which is not controlled by an individual player may not be moved until the state joins either the pro or anti-French faction during an Alliance Phase or as a result of being invaded by pro or anti-French forces.
   d. Alliance Phase: The active player must announce if he is remaining neutral or joining either the pro or anti-French faction. If an active player joins either faction, the marker representing his state is immediately repositioned on the Alliance Display. When a player joins either faction, his state immediately forfeits its neutrality. Note: No player may join the pro-French faction without the consent of the French player.
2. Pro-French Player(s) Segment
   Note: During this segment, each player who controls a pro-French major state is considered an active player.
   a. Naval Phase: Proceed as in 1 a, above.
   b. Attrition Phase: The French player follows the standard Attrition rules-the die roll he executes is used to determine the effect of attrition in each hex occupied by active (pro-French) units.
   c. Alliance Phase: The French player rolls the die to alter the political status of one major state (see section G).
   d. Reinforcement Phase: Proceed as in 1 b, above.
   e. Movement Phase: Proceed as in 1 c, above. Each active player may move his own units or may allow another active player to move his units. The movement of all active players' forces occurs simultaneously during this phase.
   f. Combat Phase: The active player initiates and resolves all combat in accordance with the standard Combat rules. Each active player may allow another active player to control his units for combat purposes. An active player may only initiate combat against a force controlled by an inactive player.
3. Anti-French Player(s) Segment
   Note: During this segment, each player who controls an anti-French major state is considered an active player. This segment proceeds exactly like the preceding segment except that the English player rolls the die during the Attrition and Alliance Phases.
4. At the end of the Anti-French Player(s)
F. NAVAL UNITS

Note: See section AA, Napoleon’s War at Sea, for the 3rd Edition Rules (Official). The changes required of the 3rd Edition Naval Rules are incorporated in this section. Furthermore, the Optional Rules described therein are highly recommended.

1. Naval Unit Types
   a. There are two types of naval units: fleet units and transports.
   b. Each fleet unit represents a naval combat unit which possesses a Naval Combat strength of one point, and a morale value of one (except English fleet units which possess a morale value of two).
   c. Fleet units may never transport army units, except leader.
   d. A transport unit represents a non-combat naval unit which possesses the ability to transport army units across all-sea hexes and from one sea zone to another (see 3, below).
   e. In this scenario, all major states except Austria and Prussia possess naval units. The minor states which possess naval units include Denmark, Portugal, and Sweden (only).
   f. During this scenario, the only state which may build new naval units is England. Other states may replace previously eliminated naval units but may not build new units (see section I).
   g. Naval units never suffer attrition. Naval units are simply ignored during the Attrition Phase.
   h. A stack of naval units may be referred to as a Fleet. One naval combat unit will always be referred to as a fleet unit.

2. Naval Movement
   a. All naval units possess a Movement Allowance of four movement points.
   b. Naval units may only enter coastal hexes and sea zones. Any hex which is partially covered by the blue sea color is considered a coastal hex. If such a hex contains a city, the hex is also considered a port hex.
   c. There are four sea zones delineated on the map board by red boundary lines: the Atlantic Ocean, the Mediterranean Sea, the North Sea, and the Baltic Sea. The boundaries between these sea zones are printed in such a way that certain ports lie directly on the boundary-such ports are considered to be located in both bordering sea zones. Thus, Gibraltar is considered to be in both the Atlantic and Mediterranean sea zones. Brest and Plymouth border both the Atlantic and North Sea zones. Copenhagen is considered in both the Baltic and North Sea zones. All other ports are clearly inside only one sea zone.
   d. During the Naval Phase, the active player may move the naval units he controls into any coastal hex or sea zone within the limit of the naval unit's Movement Allowance. Note: Naval units may be moved independently-no leader is required to accompany a moving naval unit.
   e. A naval unit must expend one movement point to enter a sea zone or a port hex. A naval unit must expend two movement points to enter a non-port coastal hex. If a naval unit is already in a sea zone, it expends only one movement point to enter an adjacent sea zone.

Example: At the start of the Naval Phase, the English player is active and wishes to move an English transport from Gibraltar-hex E24(1) to Walcherin Island-hex IHH4(2). The transport, which is deployed in Gibraltar at the start of the phase must expend one movement point to enter the Atlantic sea zone. It must spend a second movement point to move from the Atlantic into the North Sea zone. Finally, it must spend two movement points (the remainder of its Movement Allowance) to enter the hex containing Walcherin Island because it is not a port hex.

f. At the end of his Naval Phase, the active player's naval units may occupy any coastal hex, or may remain "at sea" in any sea zone. Units which remain at sea may be positioned anywhere in the non-land area of the sea zone they occupy. For convenience, each player's naval units may be deployed as a separate stack (Fleet) within each sea zone.

g. The port of Stockholm is located in the Baltic Sea and is represented by the circular space printed near the top of mapboard 3. Stockholm is treated like any other port and is also considered a major city and the production city for the minor state of Sweden.

h. The fortress of Gibraltar is an English possession located in hex E24(1) on the southern coast of Spain. Gibraltar is a special port which cannot be assaulted or besieged as long as it is occupied by at least one army and one naval fleet unit strength point.

i. Note: This rule removed as per Naval Rules 3rd Edition (Official). For the purposes of this 3rd Edition Rulebook, rule Z.X.2.i. does not impact play.

3. Naval Transport
   a. During his Naval Phase, the active player may transport army units, supplies and English production points via naval movement. All naval units may transport supplies or army units of the same color. Only English naval units may transport production points. Whenever a unit is being transported by a naval unit, it is placed directly under that naval unit.
   b. A naval unit may embark or disembark cargo or army units in any coastal hex (including a controlled port city) it occupies during the Naval Phase. There is no movement point cost to embark or disembark cargo or units, however, if an army unit is transported by naval movement it may not move normally (overland) during the same player segment. Note: Army units transported by naval movement are automatically considered supplied for the remainder of the player-segment.
   c. A fleet unit may only transport leaders. There is no limit to the number of leaders which may be transported by a single naval unit.
   d. A transport unit may transport a maximum of five production or supply points, or two infantry strength points, one cavalry strength point. The numerical markers may be used to represent production or supply points (face-up for supply, face-down for production). In order to transport supply points, a naval unit must begin the Naval Phase inside a port which the active player controls. In order to transport production points, an English naval unit must begin the Naval Phase inside an English production city.
   e. Cargo and army units must be disembarked at the end of the Naval Phase-a naval unit may not remain at sea with any cargo aboard.
   f. The hex in which supply points are disembarked becomes a limited supply source for the remainder of the current player segment. The disembarked supply points may be used to supply an equal number of army strength points which can trace a supply line of three or less movement points from the disembarkation hex to the hex the strength points occupy. Regardless of whether or not the disembarked supply points are used, the .numerical marker is removed from the mapboard at the end of the current Player Segment. Note: Only army strength points of the same color as the naval transport which disembarked the supply points may use the disembarkation hex as a supply source. If even one strength point in a force is unsupplied due to a scarcity of supply points, the entire force is considered unsupplied.
   g. Production points may be disembarked in any coastal hex in a major or minor state. The player who controls that state may use the production points to purchase reinforcements during the next Reinforcement Phase (see section J).
   h. If a naval unit is sunk during the Naval Phase, its cargo is automatically eliminated. If a naval unit is captured, its cargo is eliminated and all army units on board become prisoners of war (see section G).

4. Naval Pursuit
   a. Whenever the active player moves a naval unit into a sea zone, the inactive player may attempt to pursue and intercept the moving unit(s) with any un-blockaded fleet unit he controls which is located in that same sea zone.
   b. At the instant the active player’s unit(s) enters a sea zone, the inactive player must announce that he wishes to pursue the moving fleet units. The active player must temporarily cease his unit’s movement until the inactive player finishes resolving all pursuit attempts he wishes to make against the moving unit(s).
   c. The inactive player rolls the die separately for each fleet unit attempting to pursue the moving unit(s). The resulting die roll is located on the Naval Pursuit Table. If the indicated result is an "I", the inactive player’s fleet unit intercepts the moving unit(s) and may attack the moving unit(s) before the active player may continue his movement. The inactive player may resolve as many pursuit attempts as he desires, and may then attack the moving unit(s) with all fleet units which succeed in intercepting the active player’s force.

Note: If a pursuing fleet unit is already "at sea", in the same sea zone as the moving unit, the Pursuit die roll is increased by one. A naval unit which is in a sea zone, but is not in any coastal hex in that sea zone is considered "at sea".

Note: See section AA, Napoleon’s War at Sea, for the 3rd Edition Rules (Official). All changes in Z.X.4.e. are as per those rules.

d. After each round of Naval Combat, the victorious player is permitted to try to pursue the opposing player's force. In this situation, the pursuing player rolls the die once for his entire force and consults the Naval Pursuit Table. If the
result is an "I", the pursuing force intercepts the opposing force and may immediately initiate another round of combat. This procedure may be repeated after each round of combat is resolved (see 6, below).

e. A fleet unit inside a blockaded port may never attempt pursuit.

f. Once a fleet unit successfully intercepts an opposing naval force, it may not attempt to pursue a different force for the remainder of the Naval Phase.

5. Naval Blockade

a. During the Naval Phase, the active player may blockade any port in which his fleet units equal or exceed the fleet units controlled by the inactive player.

b. When a port is blockaded, all of the inactive player's naval units are placed under a Fortress marker and the active player's fleet units are placed directly on top of this marker. If, at any subsequent time, the blocking fleet units become outnumbered, the blockade is negated and the marker is immediately removed. **Note:** If a port is also besieged, the army units which are inside the city are placed under the same Fortress marker. If, however, there is an enemy army strength point inside the city at the end of any Combat Phase, all blockaded naval units in that city are considered captured.

c. A naval unit which is inside a blockaded port may only leave that hex by "running the blockade" during the owning Player's Naval Phase. In order to attempt to escape out of a blockaded port, the active player must announce which naval units are attempting to leave the hex. Naval units may attempt to escape individually or as one combined Fleet. For each unit attempting to escape, the active player rolls the die and locates the result on the Naval Blockade Table. If the result is an "E", the unit(s) may leave the hex without any interference. If the result is an "F", the unit(s) may remain in port or may immediately attack the blocking force according to the Naval Combat rules. After resolving the combat, the active player's unit(s) must return to port unless the blockade is negated (see b, above). If the result is "F**", the blocking force may immediately initiate one round of naval combat. After resolving the combat, the active player's units must return to port unless the blockade is negated.

d. A naval unit may not attempt to leave a blockaded port more than once during a single Naval Phase.

e. A naval unit may enter a blockaded port hex but may not move into a blockaded port.

f. Only the player who controls a port city may move his naval units into that port.

6. Naval Combat

a. During the Naval Phase, there are three situations in which Naval combat may occur: (1) when the active player's naval units enter a coastal hex which is occupied by naval units controlled by the inactive player, the active player may initiate combat against the units in that hex; (2) when the active player's naval movement is interrupted by intercepting naval units controlled by the inactive player, the intercepting units may initiate combat against the moving unit(s); (3) when the active player's naval units attempt to leave a blockaded port, combat may be initiated in accordance with the result obtained from the Blockade Table. **Note:** Unless attempting to leave, naval units inside a port may never be attacked.

b. Naval combat is resolved very much like land (army) combat. Each player totals the number of fleet unit strength points in his force and the Combat Ratio is determined by dividing the strength of the larger force by the strength of the smaller force. The player who controls the larger force rolls the die and modifies the result for leadership and morale (see f, below). The modified die roll is located opposite the determined Combat Ratio on the Naval Combat Table. The result taken from the Naval Combat Table is interpreted as follows: **L** = Larger Force, **S** = Smaller Force, **R** = indicated force must retreat to nearest, friendly, un-blockaded port, **P** = indicated force loses one fleet unit (sunk), **C** = indicated force loses one fleet unit (captured). After the first round of combat, the player whose force is unaffected by the combat result may initiate a second round of combat by rolling to intercept the opposing force on the Naval Pursuit Table. If successful, the combat immediately proceeds for a second round. This procedure may be repeated after each round, at the option of the "victorious" player (Exception: see d, below).

d. If a losing force is pursued, or loses two consecutive rounds of combat, the force must immediately retreat to the nearest friendly, un-blockaded port in the same sea zone. If no un-blockaded friendly port is available, all units in that force are treated like unescorted transports (see e, below).

e. Transports may not participate in Naval combat. If an unescorted transport is attacked, the player who controls the transport rolls the die and locates the result on the Naval Transport Table. The result is interpreted as follows: **C** = transport (and cargo) captured, **S** = transport sunk, **E** = transport escapes (captured). If an unescorted transport is attacked, the player may initiate or pursue an enemy force. Section R.1. applies to Nelson (unless his entire force is sunk or captured, in which case he is automatically killed/captured).

f. The die roll used to resolve Naval combat is modified for morale and leadership as follows: **Morale:** The die roll is increased by one if the larger force is English. The die roll is decreased by one if the smaller force is English. **Leadership:** The die roll is increased or decreased by an additional one if the English force is accompanied by the English naval leader, **Nelson. Note:** Nelson is the only leader which affects Naval combat. Nelson has no effect on land (army) combat. Similarly, the die roll is increased by one if Nelson is aboard any ship which is attempting to intercept or pursue an enemy force. Section R.1. applies to Nelson (unless his entire force is sunk or captured, in which case he is automatically killed/captured).

Description of the Naval Sequence of Play:

1. If a fleet of the active player moves into a sea zone and is intercepted, that combat is done before any other combat or movement. If the active player's force is victorious, it may continue moving or follow the defeated fleet back to port and blockade it if it has sufficient naval units to do so. The victorious fleet may also remain where it was intercepted, if the controlling player so wishes.

2. If a fleet is blockading a port, and the active player wants to run the blockade with the isolated fleet and wants to bring a fleet that he is moving at sea into the hex to attack the blockaders, he must do so one fleet at a time. They may not combine to attack the blockading fleet unless the blockading player so wishes. The blockading fleet may choose which of the two enemy fleets it wishes to engage first. If victorious, it may then fight the other fleet. If defeated, it may then retreat as normal. If the blockading player allows both enemy fleets (the one at sea and the one in port) to join and fight them together, the battle is considered to be fought in the sea zone, and the defeated player may choose his port of retreat as per the combat rules. He need not retreat to the port his blockaded fleet escaped from if he has another choice.

G. THE ALLIANCE PHASE

1. The Alliance Display

a. The Alliance Display printed on the Player-Aid Card is used to record the city points accumulated by the pro and anti-French factions and to indicate the current political status of the six major states and the four minor state groups; **The Western Minor States** (Holland and Portugal), **The Italian Minor States** (North Italy, Naples, Dalmatia, and Switzerland), **The German Minor States** (Bavaria, Brunswick, Hanover, Hesse, Rhine Confederation, Saxony, Westphalia, and Wurttemburg), and **The Baltic Minor States** (Denmark, Poland, and Sweden).

b. At the start of the scenario the ten Alliance Display markers are placed in the appropriate boxes on the display: **The France and Spain** markers are placed in the Pro-French Powers Box. The **England, Austria, and Russia** markers are placed in the Anti-French Powers Box. The **Prussia** marker, and the four minor state group markers are placed in the Neutral Box. During the scenario, whenever the political status of a major state or a minor state group changes, the appropriate marker is repositioned on the Alliance Display.

c. During the Alliance Phase in the Neutral Player(s) Segment, each active player must announce if his state is joining either the pro or anti-French faction, or remaining neutral.

d. During the Alliance Phase in the Pro-French Player(s) Segment, each active player must announce if his state is remaining pro-French or adopting neutrality. After this, the French player may announce the name of any single major state (excluding England) which is not controlled by an individual player, and attempt to change the political status of that state by rolling the die. If the modified result is zero (or less), the political status of the specified state is immediately altered. If the state is currently neutral, it becomes pro-French. If the state is currently anti-French, it becomes neutral.

e. During the Alliance Phase in the Anti-French Player(s) Segment, each active player must announce if his state is remaining anti-French or
adoption. After this, the English player may choose anyone major state (excluding France) which is not controlled by an individual player and roll the die. If the modified result is seven (or more), the specified state immediately changes its political status. If the state is currently neutral, it becomes anti-French. If the state is currently pro-French, it becomes neutral. Note: During the Alliance Phase, if a major state which is not represented by a player becomes neutral (due to a die roll), all of the units of that state which are not inside the borders of that state must return to their home country by the most direct route during the following Neutral Player(s) Movement Phase(s). Once inside their home country, the units may not leave as long as the state remains neutral. The movement of the neutral units should be executed by another neutral player if possible. If there is no neutral player, the English player executes the units' movement.

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

g. The die roll executed during the Alliance Phase is cumulatively modified (a maximum of plus or minus four) as follows:
1. For each pro-French City Point, for each pro-French major state and minor state group.
2. For each anti-French City Point, for each anti-French major state and minor group.

h. During the game, the pro-French faction receives one City Point for each production city in an anti-French major state, which is currently controlled by pro-French forces. This City Point is forfeited when the pro-French faction loses control of the production city.

i. During the game, the anti-French faction receives one City Point for each production city in a pro-French major state and each major city in France which is currently controlled by anti-French forces. This City Point is forfeited when the anti-French faction loses control of the production city.

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

k. During the Alliance Phase, when the English player rolls to change the political status of a major state, the die roll is increased by one for each Production point England lent that state during the immediately preceding Naval Phase. Note: This increase is in addition to all other die roll modifications.

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

2. Foreign Wars

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

a. Each January, during his Alliance Phase, the French player rolls the die two separate times.

b. If the first die roll is a "1" England is "At War" with the United States. During his next Reinforcement Phase, the English player must remove the following forces from the map board and place them in the "At War" section of the English Force Pool Display; 4I, 2F, 2T.

c. If the second die roll is a "1" Russia is "At War" with Turkey. During his next Reinforcement Phase, the player who controls Russia must remove the following forces from the map board and place them in the "At War" section of the Russian Force Pool Display: 10I, 4C (or Cossack cavalry), and any Russian leader with a Leadership value of two.

Note: While at war with Turkey, Kiev is not considered a Russian production city.

d. Each turn, while at war, the English player (and the player who controls Russia) may roll the dice during his Alliance Phase in order to end the war. Two dice are rolled, separately, for each war. If the dice roll is "12," the war ends and the units in the "At War" Box return to the map board during the owning player's next Reinforcement Phase, at any production city in the home country of the returning units.

e. Units required for a foreign war may not be removed from the map while besieged. If the required force is not available on the map, the player must remove the specified units from his Force Pool. If the requirement cannot be met from either the map board or the Force Pool, the player may not deploy additional reinforcements on the map until the required units are placed in the appropriate "At War" Box.

f. There may only be one war between England and the United States during the game. If the English player ends the war against America, he need not roll for any future conflict.

g. There is no limit to the number of wars which may occur between Russia and Turkey.

3. Exchange of Prisoners

a. During the game, whenever an army or navy unit surrenders, or is captured, it is immediately removed from the map board and placed in the "Prisoners" box of the state which forced its surrender.

b. At the start of each January turn, all imprisoned units must be exchanged on an equal strength point basis, as completely as possible. After all equal exchanges are completed, additional agreements to exchange remaining units for political cooperation, or any type of diplomatic concession which does not violate the basic game rules, are permitted by mutual agreement of the players directly involved.

All exchanged units must return to the Force Pool of their home state.

c. When a state is conquered, or becomes voluntarily neutral, all of its imprisoned units are immediately returned to the Force Pool of their home state.

H. HOW MINOR STATES ARE CREATED

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

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

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

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

d. The Rhine Confederation is created when pro-French forces occupy Frankfurt. The French player uses the French satellite units bearing an "R" designation to represent the Rhine Confederation.

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

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

2. At the start of the game, Holland is a French satellite known as the Batavian Republic. The production city of the Batavian Republic is Amsterdam. The French player uses the French satellite units bearing an "H" designation to represent Holland. If both Brussels and Amsterdam are occupied by anti-French forces, Holland is created. The production city of Holland is Brussels. The English player may use English satellite units bearing an "H" designation to represent Holland.

3. For ease of play, whenever Sweden is conquered, the controlling player may use Swedish units to represent Sweden. The controlling player assumes that Swedish units are the same color as his own units for purposes of Movement, Combat, and Supply; the Swedish units retain a morale value of one. Note: The optional rules (Section FF, below) include an explanation of how units may reach Stockholm via land movement.

4. For ease of play, Danish and Portuguese naval units remain in play regardless of which player controls these states; the units are automatically assumed to be the same color as the units of the controlling state.

I. HOW STATES ARE CONQUERED
1. During the game, whenever all of a state's production cities are controlled by foreign units, the state is considered conquered (Exception: see a and b, below).

a. France is conquered if there is at least one supplied, un-besieged anti-French strength point inside Paris at the end of any Combat Phase.
b. England, Spain, and Portugal are conquered if there is at least one foreign strength point in every city hex in the country at the end of any Combat Phase.

2. When a major state is conquered, the following restrictions are imposed immediately:

a. The state immediately becomes a neutral power and may not join either the pro or anti-French faction until there is no land combat unit left in its Force Pool; nor may either faction roll for that state during the Alliance Phase as long as any land combat units remain in the state's Force Pool.

b. No land combat units may enter the conquered state's capital(s) while the state remains neutral. 

c. The faction which conquered the state may immediately replace any land combat units which are not inside its borders are immediately removed from the map board and placed in the Force Pool of the conquered state.

d. Production Points may only be used to purchase reinforcements from its Force Pool; nor may either faction roll for that state during the Alliance Phase as long as any land combat units remain in the state's Force Pool.

Note: This means that once a state is conquered, it must remain neutral until all of its available land combat units are deployed on the mapboard.

2. All units of the conquered state which are not inside its borders are immediately removed from the map board and placed in the Force Pool of the conquered state.

c. The faction which conquered the state may automatically take control of any city in the conquered state, at the instant any unit controlled by the conquering faction enters the city hex, unless the hex is occupied by units of the opposing faction. If the hex contains only units controlled by the conquered state, these units are immediately removed from the map and placed in the Force Pool of the conquered state. Note: Units of the conquering faction must immediately vacate a hex which represents the new, conquering state (see section J).

2. a. All units of the Force Pool of the minor state are immediately replaced by an equal number of strength points which represent the forces of the new, conquering state (see section J). The units removed from the Force Pool are placed aside with the counters which are not currently being used in the game.

b. The conquering player immediately rolls one die. If the result is less than four, all units of the minor state which are currently on the mapboard are removed and placed in the Force Pool of the minor state-these units are then immediately exchanged for an equal number of strength points which represent the new, conquering major state. If the result is four or greater, all units of the minor state are immediately replaced on the mapboard with an equal number of strength points which represent the new, conquering state-they are never substituted units are placed in the same hex as the units being replaced unless the hex contains other units controlled by the opposing faction. If so, the units may be placed in any vacant hex adjacent to that hex. The units removed from the map are placed aside with the other counters which are not currently being used.

c. The following French satellite units are never removed from the Force Pool during each January Reinforcement Phase of the Neutral Player(s) Segment.

2. Major State Production

a. During his Reinforcement Phase, the active player adds the units specified for the current year to each state's Force Pool. Units scheduled to be added to the Force Pool of a neutral minor state are placed there during the January Reinforcement Phase of the Neutral Player(s) Segment.

b. In order to determine the number of Production Points which his state may use, the active player rolls one die at the start of his Reinforcement Phase. If the result is five or less, the state receives one Production Point for each of its production cities which is not controlled by an enemy force. If the result is six or greater, the state receives two Production Points for each production city which is not controlled by an enemy force.

Note: If a production city in a major state is controlled by an enemy force, the state receives no production points for that city.

c. The French player's die roll is increased by one if Napoleon is currently in Paris. The Russian player's die roll is increased by one if there are twenty or more enemy army strength points currently on Mapboard 4.

d. The English player's Production die roll is decreased by one if France (pro-French) currently controls Portugal.

J. REINFORCEMENTS AND REPLACEMENTS (Campaign Game Production)
1. How to Use the Force Pool Display

a. The Campaign Game Card contains a separate rectangular display for each major and minor state represented in the game.

b. The display provided for each major state consists of three major sections: a box labeled "Force Pool," a box labeled "Prisoners," and a box which specifies the state's production cities, the units which compose the state's initial Force Pool, and a schedule specifying the units which are added to the state's Force Pool during each January turn. Note: England, France, and Russia have additional display sections which are explained elsewhere in the rules for this scenario.

c. The display provided for each minor state consists of a single box which functions as that state's Force Pool. This box also specifies the state's production city, initial Force Pool, and scheduled additions to the Force Pool during each January turn.

Note: The minor state displays are consolidated into the four minor power groups (see section G).

d. At the start of the game, all forces are deployed on the map as specified in section L. After this, the units specified for each state's initial (1805) Force Pool are deployed in that state's "Force Pool" box. All other units should be placed aside until required to be added to a particular state's Force Pool. Note: If there is no initial Force Pool specified for a given state, no units are deployed in that state's Force Pool until scheduled to be added during a January turn (Exception: see e, below).

e. During the scenario, whenever any unit is eliminated, it is immediately placed in the appropriate Force Pool. Note: If a leader is killed, it is permanently removed from play; if a leader is wounded, it is placed on the Turn Record Track; if a unit surrenders, or is captured, it is placed in the "Prisoners" box of the state which forced its surrender.

f. During his January Reinforcement Phase, the active player adds the units specified for the current year to each state's Force Pool. Units scheduled to be added to the Force Pool of a neutral minor state are placed there during the January Reinforcement Phase of the Neutral Player(s) Segment.
* Guard cavalry = 3 Production Points.  
* Guard infantry or regular cavalry = 2 Production Points.  
* Regular infantry or Cossack cavalry = 1 Production Point.  
* Landwehr, Militia or Partisans = $\frac{1}{2}$ Production Point.

Example: If France controls Bavaria, the French satellite units bearing a "B" designation are used to represent Bavarian forces. If Austria controls Bavaria, Austrian landwehr are used to represent the Bavarian forces. Finally, if Russia controls Bavaria, Russian Cossacks are used to represent the Bavarian forces.

d. If the anti-French faction controls Brunswick and/or Hanover, the Production Points from these cities may be used to purchase English satellite units bearing a "K" (King's German Legion) units from the English Force Pool.

c. The Reinforcement rules of Scenario VIII (The Peninsular War), in place of the regular Campaign Game Reinforcement rules. In addition, the units specified to be added to the Spanish or Portuguese Force Pool "if invaded," are immediately placed in the Pool.

i. The English player controls the production of any neutral or anti-French state which is not represented by a participating player. The French player controls the production of any pro-French state which is not represented by a participating player.

3. Minor State Production

a. A minor state has no production capacity while it is neutral.

b. If the production city of a minor state is controlled by pro-French forces, the French player may consider it a French Production city during his Reinforcement Phase. If the production city of a minor state is controlled by anti-French forces, the player who controls the city may consider it his production city during the Reinforcement Phase. Note, however, that the Production Points received from a minor state may only be used to purchase units from that state's Force Pool. In addition, during any single Reinforcement Phase, units may only be purchased from one state in each of the four Minor State Groups. Thus, if the French player controls both Milan and Florence, he may purchase either Italian or Naples units, but not both during the same Reinforcement Phase. This would also hold true if two different anti-French forces controlled these production cities. Thus, the players who compose the anti-French faction must jointly agree where minor state units will be purchased.

c. Each major state uses special units to represent the forces of a minor state which is under its control. When a minor state is controlled by a major state, the appropriately colored satellite units are used to represent the forces of that minor state. If the controlling major state does not possess satellite units for a minor state, landwehr, militia or Cossack units are used to represent the forces of that minor state.

d. The maximum number of Production Points which may be used to purchase units from the English Force Pool, during a single Reinforcement Phase, is two for land units and five for naval units.

e. The English city of Portsmouth is a special production city. The Production Points generated by Portsmouth may only be used to purchase or replace English (or English satellite) naval units. There is a separate marker provided to allow the English player to accumulate these naval Production Points on the Production Track. Within the limits of the counters provided, the English player may add one naval unit to the English Force Pool during each January Reinforcement Phase. A naval unit may be purchased from the English Force Pool at a cost of five regular and/or naval Production Points. The purchased unit is deployed at Portsmouth.

f. During each Reinforcement Phase, the active player may purchase a naval unit from his state's Force Pool for a cost of five, regular and/or naval Production Points. The purchased unit may be deployed in any port in the state which is not controlled by an enemy force.

g. If he wishes, a player may purchase a naval unit from the Force Pool on "the monthly installment plan." By paying a down payment of one Production Point, he may place the naval unit on the Production Track in the box numbered "5". During each Reinforcement Phase, by paying one or more additional points, he may move the unit a corresponding number of boxes, downward on the track. When the unit reaches the "1" box, it may be removed from the track and deployed on the mapboard.

h. Spanish and Portuguese production points may be used to purchase naval units from the state's Force Pool. The total cost to purchase such a naval unit is thirty "native" production points. This cost may be financed in six installments of five production points each as explained in Z.X.J.6.e.

7. Landwehr

a. There are two states (Austria and Prussia) which may produce Landwehr units. These units should be added to the appropriate Force Pool in the manner explained below. Once available in the Force Pool, a Landwehr unit may be purchased and deployed on the mapboard during the Reinforcement Phase, like any other unit type.

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

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

The following optional rules recreate certain important historical events of the Napoleonic Wars. By mutual agreement players may use any or all of these rules when conducting a Campaign Game.

1. **Bernadotte**
   - In August 1810, the French marshal Bernadotte became the crown prince of Sweden. During the pro-French Reinforcement Phase of August 1810, the French leader counter is permanently removed from play and replaced by the Swedish Bernadotte leader counter which is deployed in Stockholm. This rule is ignored if Bernadotte is dead.

2. **Blucher**
   - The Prussian leader Blucher was one of Napoleon's staunchest opponents. This counter is not included in the early part of the game because Blucher was then a low ranking officer who did not hold an independent command. During the 1806 Campaign, however, Blucher played an important role in leading the remnants of the badly defeated Prussian army.
   - To reflect Blucher's historical role, he may be deployed with Ruschel at the start of the game. For combat purposes, Blucher is considered to have a leadership value of zero if he is commanding any force of more than three strength points. If any other named Prussian leader occupies the same hex as Blucher, he is considered the Prussian commander for combat purposes.
   - Blucher's full leadership value becomes effective during the first turn after Prussia is conquered, or on the turn he is scheduled to be placed in the Prussian Force Pool.

3. **Schwarzenberg**
   - The Austrian leader Schwarzenberg is treated similarly to Blucher. At the start of the game, Schwarzenberg is deployed with Mack and is considered to possess a leadership value of zero.
   - Schwarzenberg's full leadership value becomes effective after Charles is killed or Austria has been defeated a second time, or on the turn he is scheduled to be placed in the Austrian Force Pool.

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

b. If any major state which is not controlled by an individual player becomes pro-French, the French player immediately rolls two dice to determine the number of infantry strength points which may be requisitioned from the allied state. If the die roll is six or less, the French player receives one unnamed leader and one cavalry strength point in addition to the indicated number of infantry strength points. If the die roll is seven or greater, the French player receives two cavalry strength points and the indicated number of infantry strength points. In addition, he receives one named leader which should be chosen in a random manner from a cup in which all of the available named leaders are mixed. The requisitioned force is treated as a pro-French force for all purposes and may be used in any manner the French player desires.

c. The requisitioned force may leave its home country but must maintain its own supply line. If this force leaves its home country, it is subject to Attrition during the Pro-French Player(s) Segment. Units eliminated from an expeditionary force return to the Force Pool of their home country. Although these units may be purchased back from the Force Pool, they do not return to French control.

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

5. **Napoleon's Abdication and Exile**
   - If France is conquered, the following French units are immediately removed from the mapboard and placed in the box labeled "Napoleon in Exile" on the French Force Pool display: Napoleon, Leader (0), 1GI.
   - While Napoleon is in exile, France is considered a conquered state, and a neutral power (subject to the restrictions of section 1). In addition, French units may not be moved while Napoleon is in exile.
   - c. After Napoleon's exile, all non-French units must leave France as rapidly as possible and may not reenter France unless Napoleon has returned from exile. **Note:** After Napoleon's exile, an anti-French state which wishes to attack another anti-French state must become pro-French in order to do so.
   - d. During each pro-French Player's segment, after Napoleon has been in exile at least three turns, the French player may roll the die to attempt to return Napoleon to France. This die roll is decreased by one for each pro-French Power and for every three months Napoleon has remained in exile. If the modified result is zero, the French player may immediately deploy Napoleon and the other exiled units in any port in France within the Mediterranean Sea zone.
   - e. Upon returning to France, Napoleon's force receives a special Movement Allowance of fifteen Movement Points for the current pro-French Movement Phase. This Movement Allowance must be used immediately, and Napoleon must attempt reach Paris by the most direct route. If Napoleon's force enters any hex containing an equal or smaller number of French strength points, the units immediately join Napoleon's force and continue moving with it toward Paris. If Napoleon's force enters any hex containing a greater number of French strength points, the French player immediately rolls one die. If the result is four or less, the entire force joins Napoleon and may continue moving with him. If the result is a five, the force immediately retreats three Movement Points, directly towards Paris. If the result is a six, Napoleon is shot and his force immediately stops moving (see f, below).
   - f. If Napoleon is shot before reaching Paris, the game ends immediately and the player who controls the most production cities is considered the victor.
   - g. If Napoleon enters Paris without being shot, France immediately becomes a pro-French power and the game continues until August 1815, or until the French player achieves an automatic victory.
   - h. After Napoleon has remained in exile for one year, the game automatically ends and the player who controls the most production cities is considered the victor.
   - i. If France is conquered a second time, the game automatically ends and the player who controls the most production cities is considered the victor.

**L. INITIAL DEPLOYMENT**

**Note:** To assist with naval setup refer to pages 32-33 of section AA, below.

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

2. **England**
   - a. English forces: At London: Leader (0), 6I, 2C * At Plymouth: 2T * At Gibraltar: 1I, 1F * Blockading Amsterdam: 1F * Blockading Brest: 3F * Blockading Rochefort: 2F * Blockading Coruna: 2F * Blockading Cadiz: 1F * Blockading Cartagena: 1F * Anywhere in the Mediterranean Sea: Nelson, 1F.
   - b. English satellite forces: At Lisbon: Leader (0), 4I, 1C, 1F, 1T (Pr) * At London: 1I (K).

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

4. **Austria**
   - All Austrian forces are deployed as in Scenario I.

5. **Prussia**
   - a. Prussian forces: At Magdeburg: Brunswick, Rachel, 10I, 1C * At Weimar: Hohenloe, 6I, 1C * At Berlin: Leader (0), 1I * At Dresden, Königsberg, Posen and Thorn: 1I each.
   - b. Prussian satellite forces: At Dresden: Leader (0), 3I, 1C (S) * At Brunswick: 1I (Br) * At Cassel: 1I (He).

6. **Spain**
   - At Madrid: Costanos, 5I * At Corunna: Blake, 4I, 2F, 1T * At Cadiz: 4I, 1F * At Cartagena: LaRomana, 4I, 1F * Anywhere in Spain: 3C.

7. **Neutral Minor States**
XI. THE FINAL GLORY
Rules to Link the 1812, 1813 and 1814 Scenarios of WAR and PEACE

A. INTRODUCTION
Napoleon’s marshals were not overly in favor of his grand scheme to conquer Russia in one swift blow. Many of these old warriors argued for a halt at Smolensk, where the army could collect its far-flung detachments, repair the failing supply lines and comfortably spend the winter before pushing on to Moscow in early 1813. The emperor, fearful for his throne, 1,500 miles away in Paris and distrustful of his Prussian and Austrian “allies,” overruled the marshalate and struck out for the Kremlin, only to meet disaster.

Abandoning his army shortly after it recrossed into Poland, Napoleon set about rebuilding an army to counterattack the growing Allied forces which had forced the remnants of the Grand Armee, now under Eugene, back through Poland, Prussia and to the banks of the Elbe. The disastrous 1813 and 1814 campaigns which followed resulted in the complete collapse of Napoleon’s empire.

B. GAME EQUIPMENT
1. The scenario begins with boards 3 and 4, with mapboards 2 and 1 added at later intervals.
2. Initially, the scenario requires French, French satellite, Russian, Prussian and Austrian units, although British and Spanish units may be added later in the scenario.

C. VICTORY CONDITIONS
1. The players set up and complete the 1812 scenario (Scenario IV). If the French player wins, the game is over. If the Russians win or there is a draw, play continues through the addition of the special rules listed below. If the French player wins, the game continues through December, 1814. If the French control Paris, unbesieged, at the end of the December, 1814 game turn, they win. Otherwise, they lose and the non-French player wins the game.

D. SPECIAL RULES
1. Linking the Scenarios
   a. The players set up and complete the 1812 scenario (Scenario IV). If the French have not achieved a victory, the rules for the scenario (including Russian and French reinforcements and replacements) are continued through the February, 1813 game turn.
   b. In March, 1813, mapboard 2 is set up and all special rules from Scenario IV and Scenario V (1813), including allegiance rules are in effect, as modified by the Reinforcements and Replacements section of this linkage scenario.
   c. In January, 1814, mapboard 1 is set up and all special rules from all three scenarios (IV, V and VI) are in effect except where contradictions are listed below, in which case these rules take effect.
2. Alliance Phase
   a. All alliance phase rules for the 1812 scenario are in effect until January, 1813, after which the 1813 scenario alliance rules become effective instead of the 1812 rules. The French do receive one city point for each major city inside Russia and for Berlin and Warsaw, if occupied, unbesieged, by pro-French units. These city points are effective from January, 1813 until the end of the game.
   b. If, at any time, both Prussia and Austria are at war with France, the alliance phase is deleted for the remainder of the game.
3. Prussia
   a. Prussia enters the war against France automatically on the turn in which non-French player forces occupy, unbesieged and in supply, Konigsberg or Berlin. The following Prussian forces are IMMEDIATELY placed in or adjacent to that city: Blucher, Bulow, Kleist, Yorck (unless already in play) Leader (0), 10I, 3C, 8L. Prussia is considered a non-French country and on the next non-French player turn they may be moved normally.
4. Sweden
   a. Swedish forces listed in the 1813 Scenario as Russian Satellite Neutral forces arrive at or adjacent to Stralsund in April, 1813 and remain neutral until activated in the Alliance Phase as per the 1813 scenario rules.
5. Supplies
   a. Supply sources, after January, 1813, are major cities in the home country of a state and the major city of a minor state which is controlled by that major state.
   b. English forces are supplied in any coastal hex and may trace supplies inland from any major port occupied by a red unit.

E. INITIAL DEPLOYMENT
1. Set up the 1812 (Scenario IV) forces as listed.

F. REINFORCEMENTS AND REPLACEMENTS
1. French Reinforcements
   a. Each turn, May, 1812 through February, 1813-At Dresden: 1I
   b. October, 1812-At Danzig: 2C
   c. April, 1813-At Mainz: 18I, 2GI, 1GC (only if not already in play), Marmont, Soult and Napoleon (unless already in play).
   d. May, 1813-At Mainz: 2I
   e. June, 1813-At Mainz: 8I
   f. July, 1813-At Mainz: 10I, 6GI, 6C
   g. August, 1813-At Mainz: Leader (0), 2I, 1C
   h. September, 1813-At Mainz: 4I
   i. October, November and December, 1813-Each month at Mainz: 2I
   j. January, 1814-At Paris: Joseph, 8I * At Bayone: Soult (if not in play) 11I, 2C * Within one hex of Barcelona: 7I, 1C
   k. January-August, 1814-Each turn: At Paris: 3I * At Lyon: 1I
2. French Replacements
   a. January-August, 1814, each turn: At Paris: 1GI
3. French Satellite Reinforcements:
   a. December, 1812-Withdraw: All Saxon, Naples, Swiss and Bavarian satellite units.
   c. May, 1813-At Hanover: 2I (W) * At Milan: 1I (I) * At Stuttgart: 1I (Wu)
   d. June, 1813-At Milan: 3I (I) * At Stuttgart: 1I (Wu)
4. French Satellite Replacements
   a. May-December, 1812-The French player may replace one strength point of satellite infantry each turn. Polish replacements appear at Warsaw, all other satellite nationalities appear at Dresden.
   b. January, 1813-August, 1814-The French player may replace one strength point of satellite infantry each turn. Units are placed at the production city of their minor state. Units may not be built in production cities which are occupied by non-French player units.
5. Non-French Player Reinforcements
   a. Russian player uses forces listed in Scenario IV up through December, 1812.
   b. March, 1813: Place all Austrian forces listed in Scenario V face down (Initially Neutral). (If Schwarzenberg and any Austrians have remained in play as French allied units they remain loyal to France and remain so until Austria declares war, at which time they become non-French units.) All Swedish units listed in the 1813 Scenario are deployed as listed, as neutral forces.
   c. April-December, 1813-Each turn: At Prague: 2I, 2L (Austrian) * At Berlin: 2I, 2L (Prussian)
   d. May, 1813-Prague: 1C (Austrian) * At Berlin: 1C (Prussian)
   e. June, 1813-At Prague: 1C (Austrian) * At Berlin: 1C (Prussian)
   f. January, 1814-All English, Portuguese, and Spanish forces listed in Scenario VI. January-August, 1814-Each turn: At Prague: 1I, 1L (Austrian) * At Berlin: 1I, 1L (Prussian) * At London: 2I (English) * At San Sebastian: 1I (Po), 1L (Spanish) *
   g. February, 1814-At Prague: Bellegarde (Austrian)
6. Non-French Player Replacements
   a. Each turn January, 1813-August, 1814: At Brest-Litovsk: 2I, 1C, 1CC (Russian).
7. All non-French player forces scheduled to arrive at a city which is occupied by French player forces may arrive at the nearest major city in that country's home state. French player forces scheduled to arrive at a city which is occupied by non-French player forces are eliminated instead.

XII. MARENGO – THE ITALIAN CAMPAIGN OF 1800

From General Volume 26 Issue 6

A. INTRODUCTION

In late 1799, the new French Republic was in poor shape. At war with Great Britain and Austria, the French faced hostile armies in Italy, Holland and on the Rhine, as well as political upheaval inside France itself. In early November, Napoleon and a coalition of generals and ministers launched the Brumaire coup; through a series of blunders, confrontations and Machiavellian political plots, Napoleon became First Consul. Determined to retrieve France's military situation, the general-turned-consul immediately began preparations for a two-pronged assault on Austria. The ensuing campaign was a wild, back-and-forth struggle. Napoleon, betrayed by one of his own generals and caught off guard by a simultaneous Austrian offensive, rebounded brilliantly. Defeating the Austrians at Marengo on 14 June 1800, he followed up his success by advancing deep into Austrian Italy. By early 1801, Austria was willing to sign a separate peace, thus leaving British Prime Minister William Pitt's Second Coalition in a shambles.

B. GAME EQUIPMENT

1. The scenario is played Mapboards 2 and 3.
2. The scenario requires Austrian, French and some British units.

C. VICTORY CONDITIONS

1. The French player wins by fulfilling any one of the following victory conditions:
   a. Occupy Mantua, Milan, Venice and any three cities in Austria or Bavaria, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory.
   b. Force Austria to become neutral through the Allegiance Table die rolls (not possible before November 1800), in which case the game ends in an immediate French victory.
   c. Occupy Vienna or Budapest, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory.
2. The Non-French player wins by preventing the French player from winning by the end of January 1801 game turn or by occupying any five French cities (or Paris), in supply, at the end of any non-French player-turn.
3. The scenario begins in April 1800 and ends in January 1801.

D. SPECIAL RULES

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

2. Supply Sources
   a. French forces are supplied from any city in France that is not occupied or besieged by anti-French forces.
   b. Austrian forces are supplied from any city in Bavaria, Austria or Italy that is not occupied or besieged by French forces.
   c. English forces may be supplied from coastal hexes or port cities occupied by English forces.

3. British Forces
   a. The British forces begin the game "at sea". They may use sea movement to land at any coastal hex or city that is currently occupied by a non-French unit. British units in port hexes may move from that port to any other port occupied by friendly forces instead of moving by land. British units on coastal hexes may move out to sea or to friendly port hexes.
   b. British units (only) may move by sea but may not combine land and sea movement in the same turn. They may fight adjacent French units.
   c. The British player receives special reinforcements dependent upon the status of Florence and Genoa. The British player receives one infantry strength point of reinforcements "at sea" on each turn that both Genoa and Florence are free of French units.

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

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

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

E. INITIAL DEPLOYMENT

1. French Player (deploys first)
   a. At Mainz: Moreau (use Ney) 8I, 2C * At Coblenz: Leader (0), 4I * At Strasbourg: Leader (0), 5I, 1C * At Geneva: Lannes, 4I, 1L * At Dijon (hex EE14): Kellermann (use Murat), Leader (0), 6I, 1C * At F28: Soult, 3I * At Genoa: Massena, 6I, 1C * At Turin: Leader (0), 2I * At Paris: Napoleon * At Toulon, Marseille, and Lyon: 11 each.

2. Non-French Player
   a. English Forces: "At Sea" in Mediterranean: Leader (0), 2I.
   b. Austrian Forces: At Milan: Melas (use Bellegarde), 8I, 1C * At Mantua: Leader (0), 5I, 1C * At Venice: Leader (0), 4I, 1C * At Baden: 3I * At Stuttgart: Kray (use John), 6I, 1C * At hex II14: Leader (0), 2I, 1C * At Ulm: 1C * At Wurzburg: 3I, 1C * At Frankfurt: 2I, 1C * At Innsbruck, Munich, Ratisbon and Leoben: 11 each * At Florence: 4I * At Frankfurt: 1L.

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements:
   a. May 1800-At Dijon (EE14): 2I
   b. September 1800-At Paris: 1C
   c. Each turn, beginning in May 1800-At Lyon, Strasbourg or Paris: 2I or 1C

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

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

G. OPTIONAL RULES

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

2. Moreau
   a. The French general Moreau was one of Napoleon's most bitter rivals in the early days of the Consulate. In the 1800 campaign, Moreau was in command of France's largest army, the Army of the Rhine. According to Napoleon's plan, Moreau was to advance against and pin the Austrian army in Bavaria and to detach General Lecourbe's corps of upwards of 25000 skilled veterans. However, Moreau defiantly ignored Napoleon's orders; although he did sluggishly advance against the Austrians under General Kray, he sent Napoleon only 14000 "scrappings" composed of odd and untried units to reinforce the Army of Italy. To reflect Moreau's attitude and his popularity among his troops, enact the following special rules:
      a. If Moreau is in a stack of French units within six hexes of Strasbourg, he is automatically the commander of all forces in that stack and his leadership value is utilized in combat.
      b. The French player must always stack at least five strength points with Moreau. On any turn in which Moreau has fewer than five strength points, no French units within six hexes of Strasbourg may move farther away from that city (in terms of movement points) until enough units have been moved into the hex with Moreau to bring his command up to five strength points.
      c. If Strasbourg is currently occupied by non-French forces or if Moreau is killed or temporarily removed from play by wounds, the restrictions are not applied.

A Short Note on Play

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

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

The French should attempt to hold the Austrians on the Rhine and concentrate on the Italian cities. France's main goal is to force Austria out of the war, preferably by use of the Alliance Phase method. To this end, the French should take
Mantua as soon as possible, and run up a string of victory points. Austrian strategy is rather straightforward: contain the French. One should try to utilize the rivers on the Franco-Bavarian border to force the French into an unwise attack situation, and thereafter try to block the Swiss mountain passes. No serious advance from the headwaters of the Danube should be contemplated unless the French have been badly defeated. In Italy, the Austrian should quickly isolate Massena. If strong enough, assault Genoa, but usually the city must be taken by siege. Once Genoa has fallen, let the English strengthen its defenses while Austrian troops form as large a field army as practical. The primary factor is speed; if the Austrians do not move quickly in the early stages of the game, the French Reserve Army will issue from the Alps and fall upon the Austrian rear. And Northern Italy will fall.

AA. NAPOLEON’S WAR

AT SEA

Naval Rules Changes for WAR & PEACE

By Mark McLaughlin, Christopher Vorder Bruegge and William Parsons

From General Volume 19 Issue 5

There has been a great deal of confusion over the simple naval rules of AH’s WAR & PEACE. A few key words have been often misinterpreted; some of the changes that were made in the Second Edition rules should not have been made, as they are neither historically accurate nor beneficial to play.

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

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

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

Note: All Official Question Box entries have been gathered for the Unofficial 3rd Edition Rulebook. The Question Box referred to here is provided, and specific entries, where deemed appropriate by the 3rd Edition Project Manager, have been incorporated in to the new rulebook.

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

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

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

Z.X.F.4.e. This rule has fostered the common misconception that a “fleet” and a “naval unit” are one and the same. A fleet, as originally intended by the designer, was defined as “a stack of naval units”. Naval units that wish to either intercept the active player’s naval units or run blockades may roll to do so either as individual naval units, or once per stack (i.e., fleet). If the indicated result is an “1” (intercept), that fleet and any other fleets or naval units that have intercepted the moving enemy naval force may attack.

Note: This rule is the inspiration for some of the changes in the Unofficial 4th Edition Rulebook regarding “fleet units” and “Fleets”. This version of this article has not been changed in any way around the syntax used for fleet(s), or fleet units).

The sequence of naval combat is explained:

1. If a fleet of the active player moves into a sea zone and is intercepted, that combat is done before any other combat during that movement. If the active player's force is victorious, it may continue moving or follow the defeated fleet back to port and blockade it if it has sufficient naval units to do so. The victorious fleet may also remain where it was intercepted, if the controlling player so wishes.

2. If a fleet is blockading a port, and the active player wants to run the blockade with the isolated fleet and wants to bring a fleet that he is moving at sea into the hex to attack the blockaders, he must do so one fleet at a time. They may not combine to attack the blockading fleet unless the blockading player so wishes. The blockading fleet may choose which of the two enemy fleets it wishes to engage first. If victorious, it may then fight the other fleet. If defeated, it may then retreat as normal. If the blockading player allows both enemy fleets (the one at sea and the one in port) to join and fights them together, the battle is considered to be fought in the sea zone, and the defeated player may choose his port of retreat as per the combat rules. He need not retreat to the port his blockaded fleet escaped from if he has another choice.

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

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

Captured Naval Units are no longer placed in the POW box. Instead, the capturing player must immediately destroy the prize (i.e., the POW) and return it to the owning player's force pool or keep the prize in play by leaving it on the mapboard. As long as the capturing player retains physical possession of the prize he may, at his option, tow it to a friendly port, repair it and incorporate it into his own active forces.

A friendly port is a home port belonging to the capturing player's nation or a port conquered by his national forces. A prize is towed by placing it under a combat naval unit and moving the two together at normal naval movement rates. Transports may not tow prizes. Prizes, even when under tow, may not remain at sea for three consecutive player segments and may not enter coastal hexes except at ports. If forced to remain at sea for more than two consecutive player segments or enter a non-port coastal hex, the prize is automatically eliminated. The towing unit is unaffected. A combat fleet may tow only one prize at a time. Prizes may be picked up and dropped off at sea and in port.

Once in a friendly port, a prize may be repaired. To move a prize before repairs are effected requires towing. Each captured combat naval unit requires a payment of three production points and takes three full months (not including the turn of arrival) to repair. Transports cost one production point and take one month to repair. A prize may be paid for on the “installment plan”. Only one prize may be repaired at a time. Thus, if two combat units and a transport were captured in the same turn, it would take seven production points and seven turns in friendly ports to repair them all.

The repair of prizes in no way conflicts with the construction and rebuilding of naval units. Once a prize is repaired, it becomes in every way equivalent to the owning player's other naval forces. The number of prizes a player may so incorporate is not limited in any manner.

Prizes may be recaptured either in port or at sea. Even if recaptured by the original owner, such must still be repaired in order to be incorporated into his active forces.

Combat fleets towing a prize have their morale reduced one level for combat purposes. Towing fleets may jettison their prize just prior to combat to avoid this penalty, but the attacking player then enjoys the option of either continuing the attack or breaking off to retrieve the prize. If the forces do engage in combat, the victor obtains possession of all the towed prizes-which take no part in the battle-as well as any others he may have captured in the course of the combat.

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

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

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

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

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

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### Modified Die Roll

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<th>3 to 2</th>
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<td></td>
<td>2LS</td>
<td>LC</td>
<td>LS</td>
<td>LR</td>
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<td>1 to 1</td>
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<tr>
<td>2 to 1</td>
<td>LS</td>
<td>LR</td>
<td>LS</td>
<td>SR</td>
</tr>
</tbody>
</table>

L = Larger Force  
S = Smaller Force  
R = Retreat  
S = 1 Naval Unit Sunk  
C = 1 Naval Unit Captured  
2S = 2 Naval Units Sunk  
2C = 2 Naval Units Captured
WAR & PEACE
Initial Positions, Naval Units
BB. THE QUESTION BOX

Note: No changes have been made to the responses in the Q&A, other than to properly indicate a section of the 3rd Edition Rulebook and/or a referenced article.

Q&A plus Errata from General Volume 17 Issue 1

Q. For Attrition purposes, if a hex contains both supplied and unsupplied units, are the units in the hex considered unsupplied?
A. Yes, if there is one unsupplied strength point in a hex, all of the units in that hex are considered unsupplied for Attrition purposes.

Q. For Attrition purposes, if a hex contains some units which are inside their home country and some which are not, is the home country die roll modifier used?
A. No. The modifier is only used if all of the units in the hex are inside their home country.

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

Q. If the active player is attempting to force march a force containing some French Guard units, some French units, and some French satellite units, which modifiers are applied to the die roll?
A. The answer to this question is contained in the example on Page 6 (Section K, Forced Marching), and is clarified as follows:

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

Q. For Supply purposes, may a supply line be traced through a series of supplied units which are the same color as the unit(s) requiring supply?
A. Yes, if a unit is within three Movement Points of a city supply source, that unit itself is considered a supply source and a supply line may be traced through that unit to a more distant unit of the same color. There is no limit to the number of units which may serve as intermediate supply sources between an original city supply source and a unit requiring supply.

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

Q. Please outline the sequence followed during the Combat Phase.
A. The Combat Phase consists of an unlimited number of rounds of Combat. Each round should be resolved in the following sequence:
1. The active player indicates all of the attacks he wishes to initiate. Note: This step is omitted after the first round of combat.
2. The active player indicates all of the attacks he wishes to resolve during the current round of combat. For each attack, the dice are rolled once and a result is obtained from the Combat Results Table. For each attack, any required loss is immediately eliminated from the appropriate force(s).
3. After all of the indicated attacks have been resolved, first the active and then the inactive player may move any forces which participated in combat voluntarily. Anytime a hex is completely vacated by a withdrawing force, the opposing force which participated in combat against the hex may immediately advance into that hex.
4. After all voluntary withdrawals have been executed, first the active and then the inactive player may attempt to reinforce any force which participated in combat during the current round.
5. After all attempts to reinforce have been executed, all forces which possess a current morale value of zero must withdraw according to the restrictions of Rule Section Q. In accordance with the errata presented in this issue Rule Q.1.a is amended as follows: If a withdrawing force does not occupy a city hex, it must retreat one hex in any direction providing it ends its withdrawal no further than a friendly supply source (in terms of Movement Points) than the hex it originally occupied.

Q. If all of the combat units accompanying a leader are eliminated, what happens to that leader?
A. The owning player immediately rolls the dice to determine if the leader is wounded or killed. If the leader is unharmed, and his force was eliminated in a field battle, the leader is automatically moved to the nearest hex containing an unbesieged unit of the same color. If the leader's force was eliminated inside a city, the leader is captured by the opposing player. Captured leaders may be exchanged for other captured leaders, or by any agreement which is not expressly forbidden in the rules. Note: If a leader is moved to another hex, he may not be used to influence combat for the remainder of the Combat Phase.

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

Q. What do I do if there are not enough counters to meet the indicated Force Pool additions?
A. All additions to the Force Pool are limited by the countermix provided. If there is no counter available, the addition is ignored. Note: There are also a few extra counters not required by the schedules on the Campaign Game Card-these are not used in the game.

The Campaign Game Card

All additions to the various states' Force Pools are subject to the limits of the counter sheets. If there is no available counter, no addition to the Force Pool is permitted.

The Countersheets

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

Q&A From General Volume 17 Issue 3

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

Q&A From General Volume 19 Issue 5

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

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

Q. May POW units be traded to the counter mix for similar units of the capturing country?
A. No. They may only be exchanged among players in order that a nation's units that were captured by one player may return to the original player's force pool for replacement.

Q. What is the "order of operations" in the Naval Phase?
A. The active player moves each naval unit or stack of naval units (referred to as a "fleet") separately. When he finishes moving that Fleet, he may move another. A moving fleet may "pick up" another fleet during its move, but the "picked up" fleet
must move at the rate of the original moving fleet, and therefore must cease moving when the original fleet has used all its movement points. A fleet detachment may be "dropped off" but may not move farther on its own nor with another fleet during that player turn.

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

Q. If a blockaded fleet escapes to sea and is intercepted or if a blockaded fleet and its relieving fleet are allowed to be joined by the blockader before battle, are they forced to retreat to the blockaded port if they lose the ensuing sea battle?
A. No. If the battle is fought at sea, defeated forces may retreat anywhere the controlling player wishes under the rules of naval retreat and are not required to return to the original port where they were blockaded.

Q. Campaign Game rule Z.X.F.2.i. restricts the Spanish fleets to mapboard 1 and the Russian. Swedish and Danish fleets to the Baltic Sea Zone. Does this rule prohibit them from moving into adjacent sea zones on the same board?
A. Ignore this rule. Fleets may move freely anywhere on the boards in play.

Q. Are 4:1 naval combats automatic victories?
A. No; roll as per 2:1 column.

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

Q. The TEC (Section JJ) notes state that movement across all sea hexides is permissible on mapboard 3. Is this movement only between mainland Denmark and the island of Copenhagen, or may a unit move across all sea hexides anywhere on that mapboard?
A. No, units may only move between those hexes designated in the TEC rule (i.e., EE4 and EE5).

Q. When Westphalia is created, do Hesse and Brunswick cease to exist until Westphalia is conquered by the anti-French powers?
A. Yes; when Westphalia is conquered the two states are restored.

Q. Does this land absorption also occur for the Rhine Confederation, which absorbs all of the other minor German states except Westphalia?
A. No. No states are absorbed per se by the Rhine Confederation.

Q. Do all units listed as "within two hexes of X" have to set up in the same hex?
A. No.

Q. May a minor country group marker be moved to one faction if it controls all of the countries therein except the uncreated states? For example: the French player controls Switzerland, North Italy and Naples; may he move the minor Italian marker to his faction if Dalmatia is uncreated?
A. No. All states must be created and friendly to that player or alliance in order for the marker to be moved to his faction.

Q. Is Gibraltar part of Spain for attrition purposes if captured by the French or Spanish?
A. The attrition rule, as clarified by the second edition, states that all units anywhere on boards 1 and 4 (previously referred to as Spain and Russia) add one to the attrition die roll. Map sections, not borders, delineate attrition zones.

Q. In Scenario II, note D1e. states that Austria holds no territory on mapboard 2. May this rule apply in a solitaire Campaign Game? And, in either case, if North Italy controls Venice, who controls Innsbruck?
A. The case in Scenario II refers to the treaty of peace by Austria which ceded Venice to the Kingdom of Northern Italy and Innsbruck to Bavaria. Players may recreate this in a Campaign Game by imposing this peace on Austria. In this instance, Innsbruck may go to either Bavaria or France at the French (or solitaire) player's option.

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

Q. Who controls Hannover and when do the three Prussian LW units come into play?
A. The French control Hannover at the start of the game. If an anti-French player conquers Hannover, he may create the state and build the Landwehr.

Q. If a nation uses Militia or Cossacks to represent the Landwehr of a minor state he has conquered (but does not have Landwehr units in his own force pool) or if he uses Landwehr because he does not have their regular troop units in his force pool, what is the morale of these minor troops?
A. They use the morale of the counter that represents them (i.e., landwehr, militia or, Cossacks).

Q. May England build KGL units if the player occupying Hannover or Brunswick (whether he be French or anti-French) objects?
A. No. He may always, however, replace those already lost in play.

Q. The Campaign Game begins prior to the creation of the Rhine Confederation, but a Rhine unit is already on the mapboard at Baden according to the initial setup. Can that unit be used by the French?
A. Yes, it may not move until a French leader begins his turn with the unit however. Additional Rhine units may not be created, nor that one replaced, until the Confederation is formed.

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

Q. If the Swedish units at Lubeck or Straslund are attacked, is Sweden at war?
A. Yes. Sweden joins the coalition that opposes the invader.

Q&A From General Volume 21 Issue 2

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

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

Q. Since France can conceivably have been conquered and forced into being a neutral state in 1815 (with no hostile troops allowed into France at the end of the game), does the French player still win for holding Paris, unbeseiged, as per Campaign Game victory conditions?
A. No. The "Paris condition" only applies if France is an active (non-neutral) state which has never been conquered. If France has been conquered or is currently neutral, the French player wins only if he holds the most production cities.

Q. According to Rule Z.X.G.2.e. of the Campaign Game, if Russia and Turkey are at war, Kiev is not considered a production city. Does this apply when determining if Russia is conquered?
A. No. It is merely a penalty for the Russia player for being at war with Turkey. In order to conquer Russia all production cities, including Kiev, must be taken.

Q. Can a player voluntarily retreat his units through hexes containing enemy units if another retreat path is open?
A. No.
Q. Since unsupplied units are halved in combat, it is necessary to remove twice as many factors to satisfy losses? Likewise, since units in forts are doubled, can removing one strength point satisfy a result calling for the removal of two?
A. No; on both counts. Although a modified combat value may be used to determine the number of SPs of the Smaller Force on the CRT, all losses are taken at face value.

Q. When a fleet is on blockade and it moves to intercept an enemy fleet (whether it fails or is successful) is the port still blockaded?
A. No; a fleet that tries to intercept an enemy fleet must abandon its blockade.

Q. Rule Z.X.G.1. of the Campaign Game prohibits rolling to change Spain's allegiance unless the French player moves Spanish units or invade Spain with 20 or more SP. If Spain is attacked by England and Spanish forces are forced to retreat by combat, does this constitute movement and thus allow an allegiance die roll?
A. No, only voluntary movement allows such a roll.

Q&A From General Volume 21 Issue 3
Q. How does one attack an ally in the same alliance? When would that player move?
A. You must first kick him out of the alliance during the Alliance Phase of one turn and then you may attack him on the next turn. If a state is dropped from an alliance, it may not move in that alliance's Movement Phase and must instead move in the next Neutral Phase. If attacked, it joins the alliance opposed to whoever attacked and may then move in that alliance's Movement Phase, even if it has already moved as neutral that turn.

Q. Can the British player make Britain a neutral country?
A. NO!

Q. If a minor neutral is attacked, which country in the opposing faction moves its units and fights its battles?
A. The French or British players decide if they or another member of their coalition will control the units of a minor state that has joined their alliance due to enemy invasion.

Q. In the final act of conquering Prussia, the French player attacks Berlin and advances after combat with a single infantry SP without a leader. Rule J.S.A. (Section Z.X.I.2.c. specifies this) specifies that the conqueror must leave the conquered capital on the next Movement Phase; but the French player claims that his infantry unit cannot leave Berlin without a leader and therefore the Prussians cannot receive their Berlin production points. Is this legal?
A. No; the French unit must evacuate. Although it ordinarily has no independent movement, infantry does not need leaders to retreat or withdraw. The unit is considered “withdrawn” to an adjacent hex during the Movement Phase.

Q. Can a blockading fleet try to intercept the fleet that successfully ran its blockade that turn?
A. NO.

Q&A From General Volume 25 Issue 5
Q. When a Major State is conquered, what can the conquering player do with the one city he automatically takes control of (Z.X.I.2.c.)?
A. If this city is a major one, it may be used as an additional supply source (just like a major city in a home country). This supply source is lost the moment the conqueror loses control of it; however, if re-occupied, the hex may once again become a supply source.

Q. What is the cost to purchase Guard Cavalry from the Force Pool (Z.X.I.2.d.)?
A. Guard Cavalry = 3 Productions Points.

Q. Can British naval units (not transports) carry Production Points to another country?
A. No, only leaders (as per Z.X.F.3.c.).

Q. What happens to units that invade Stockholm and are forced to withdraw?
A. Unless some other option is available, they are considered to be in Finland (see FF.7.).

Q. When exactly during the Pro-French player’s segment is the die roll made to determine if Napoleon returns from exile (Z.X.K.5.d.)?
A. At any point of the French player's choice during the Alliance Phase.

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

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

Q. Is a leader required to initiate combat?
A. No. As rules N.I. and O.2.a. imply.

Q. Can I infer that a leader is not required to accompany infantry units being moved by naval transport?
A. A leader is not necessary for the actual movement, but must be in the hex for the troops to board the transport – in effect, the infantry in the hex is “dropped off” (J.4.e.) onboard. And, of course, at the end of the transport, a leader will be necessary to move the infantry out of the destination hex (J.4.a.).

CC. A SOUL FOR WAR AND PEACE (Variant)
The Game's Designer Presents Random Event Cards For The Campaign Game
By Mark G. McLaughlin
From General Volume 20 Issue 2

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

WAR AND PEACE, the game of Napoleon’s empire, attempts to recreate some of this continually changing situation through special scenario rules, an alliance section and an assortment of options. Although this recreates the undertow of shifting alliances and the pulse of periods of war and peace, the system does not reflect many of the more interesting and important events which occurred during the age of Napoleon.

The section on foreign wars does bring into play the major off-board events of the time, but leaves out many uncertainties with which the great kingdoms had to deal. In the last few years of the 18th Century, for example, Turkey fought Austria and French troops landed to support a rebellion in Ireland, events which could easily have recurred in the next decade.

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

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

The “rich get richer” system of WAR AND PEACE rewards success. A less structured, more free-wheeling system could have been adopted, a la KINGMAKER or SAMURAI. This article offers a variant which is the Napoleonic cousin to those systems.

The Cards of Empire
An ordinary deck of playing cards (4 suits plus 2 jokers) is used to represent the variety of events which did or could have occurred during the 1805-1815 war. Each of the clubs is an event favorable to the French alliance, each spade is favorable to the anti-French alliance, hearts and diamonds are blanks and jokers are wild cards that can be used by either alliance.
The cards are used in addition to the normal Alliance rules, although the section on Foreign Wars (section Z.X.G.2) is slightly modified. Do not roll for the occurrence of foreign wars; the cards take care of these and other offboard events. Each turn, during the Alliance phase, a die is rolled. If the die roll is a ‘1’, the French player, or a member of his alliance, may choose a card. If the die roll is a ‘2’, one of the anti-French players chooses a card. On a die roll of ‘3’, a neutral player picks from the deck. A result of ‘4’, ‘5’ or ‘6’ means that no card is drawn that turn. In multiplayer games, members of an alliance or neutral group should determine the order in which they will choose a card.

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

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

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

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

**Effects of the Cards**

- **Clubs (pro-French)**
  - **Ace-Irish Rebellion**
    Ireland rebels. England must immediately remove 4I and any leader of the English player's choice from play and place them off the board, as if in "Ireland." During each Alliance phase, the English player rolls two dice, adds the value of his leader, and if the result is 12 or more the rebellion is crushed. The 4I are then placed in the Force Pool and the leader in London. France and other naval powers may interve in the Irish rebellion. Naval units may exit the board via the Atlantic or the North Sea at a cost of one more movement point and unload troops in Ireland. Troops which are placed there may fight the English as if they were in adjacent hexes in Ireland. Such forces may only land in Ireland if it rebels. When the English player rolls to put down the Irish rebellion, he subtracts one from his dice roll for each pro-French strength point in Ireland. If the dice roll is negative, the English troops and leader in Ireland become prisoners-of-war and Ireland becomes a satellite of the country which aided Ireland. Five militia strength points are immediately constructed in Ireland and it is worth one victory point (the same as a production city on the Continent) to that player only (not to England). England can attempt to retake Ireland by moving off the board, landing troops and fighting the pro-French and militia. When all these have been eliminated Ireland is reconquered. All armies take attrition in Ireland as if unsupplied.
  - **7-Swedish Alliance**
    Sweden, unless ruled by Bernadotte, becomes a French satellite.
  - **6-French Conscription**
    French cities triple production for this turn only. (Card may be reused if redrawn.)
  - **5-Storms**
    Violent Atlantic storms force all naval units in Atlantic or blocking any Atlantic ports to return to a friendly port. No naval units may sail this turn into the Atlantic. This card must be played if drawn. (Card may be reused if redrawn.)
  - **4-Satellite Conscription**
    The production of any single satellite or pro-French state other than France may be tripled for this turn only.
  - **3-Croatian Revolt**
    Croatia is created. Place two Da I in Trieste. Anti-French units in Trieste must be moved to an adjacent hex.
  - **2-Marriage of State**
    Napoleon marries an Austrian princess if Austria is neutral or pro-French. The French may immediately roll on the pro-French Expeditionary Forces rule (Z.X.K.4.) and Austria will not become anti-French for at least 12 turns. This card cannot be played if Austria is currently anti-French.
  - **Spades (Anti-French)**
    - **Ace-Coup in Paris**
      If Napoleon is not in Paris and at least two major powers are at war with France, a coup takes place in France. Napoleon must return to Paris to put down the coup. Napoleon may move, accompanied by any troops, at double his movement allowance to reach Paris. During the coup, no French production (except satellites) is allowed. If there are 20 strength points of anti-French troops in France during a coup, or when the coup card is played, Napoleon must abdicate (Z.X.K.5.). (This card can be reused, but may not be played twice in the same year.)
    - **King-Royalist Uprising**
      Place 1M (English) in Tours and IP within two hexes of Tours. During each English production phase place 1M in each in Tours, Nantes and Rochefort if they are not occupied by pro-French forces and there are militia or partisans of the English color in France. The revolt is put down when all three cities are occupied by French forces and none of the militia or partisans remain in France. Eliminated militia are placed in the countermix and can be created as long as the uprising continues. (This card may be played twice in one game.)

- **Hearts (against-French)**
  - **10-Tilsit Treaty**
    France may offer Russia a treaty of peace; all French troops withdraw from Russia and Sweden becomes neutral if pro-French. Russian troops that are stationed in a country that is at war with France must be immediately withdrawn to Russia. Troops stationed in neutral countries may remain there, at the Russian player's option. Russia remains neutral for at least 12 turns-unless it, any country its troops are stationed in, or one of its satellites is invaded by pro-French forces. This card cannot be played if there are ten or more Russian strength points in France.
  - **9-Polish Uprising**
    Poland is immediately created. Place Poniatowski and three Po I, three Po C in Warsaw. All non-French forces must immediately withdraw from Warsaw.
  - **8-Saxon Defection**
    If pro-French forces are in any hex in Saxony, Saxony immediately becomes a French satellite. Replace all Saxon troops with French Saxon satellite forces. If stacked with other player's units, place the Saxons in an adjacent hex of the French player's choice.
of strength points in that hex which the leader occupied which surrender with him. French leaders stacked with Napoleon or a two-point leader cannot be forced to surrender; Guard strength points never surrender.

**Jack-Spanish War**

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

**10-German Rebellion**

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

**9-Allied Defection**

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

**8-Holland Rebels**

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

**7-Satellite Defection**

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

**6-Increased Production**

The production value of any state is tripled for this turn only. (Card may be reused if redrawn).

This affects one country, not its satellites, for one turn.

**3-Prussian Reserves**

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

**4-Hungarian Insurrection**

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

**3-Leader Promotion**

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

**2-Bernadotte**

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

**Jokers (Wild Cards)**

A Joker can be used for anyone of the following:

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

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

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

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

5. A player can use it to raise the morale of the units in one stack by one, for one round of combat; if his forces take any demoralization result at all during that round of combat, however, the entire stack's morale is reduced to zero. (Jokers can be reused, but after a total of four Jokers have been played, no more Jokers may be played.)

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

**The Grand Campaign Game for Two**

By Ken Carl Campbell

**From General Volume 23 Issue 4**

Note: Should not be used in conjunction with section EE, below.
(even with a friendly Prussia) cannot realistically hold so large a border (i.e., Russia and Austria) with a solid and static defense. Instead, a fluid-mobile system is required with heavy emphasis on reserves to reinforce crisis points. Furthermore, Austria has the politically crippling ability to disrupt the French monopoly on Italy and the Germanies!

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

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

**VICTORY CONDITIONS**

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

**FRENCH VICTORY CONQUEST LEVEL**

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

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

**C-Master of the Continent**
- Russia conquered (with or without Spain). France dominates Europe in the continent.

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

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

**THE MAJOR POWERS**

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

The English player is not obligated to roll for any particular major power(s). Should he choose, any roll can be forfeited and that power’s Alliance Display marker remains where it was. This applies to the activation die roll or the preparation die rolls.

**MAJOR POWERS CHART**

<table>
<thead>
<tr>
<th>Year</th>
<th>Russia</th>
<th>Austria</th>
<th>Prussia</th>
<th>Spain</th>
</tr>
</thead>
<tbody>
<tr>
<td>1808</td>
<td>7</td>
<td>6</td>
<td>7</td>
<td>6</td>
</tr>
<tr>
<td>1809</td>
<td>7</td>
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<td>7</td>
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</tr>
<tr>
<td>1810</td>
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<td>1811</td>
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<tr>
<td>1812</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>6</td>
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<tr>
<td>1813</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>6</td>
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<tr>
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<td>6</td>
</tr>
<tr>
<td>1815</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>6</td>
</tr>
</tbody>
</table>

**MODIFIERS:**

-1: if three other major powers are at war with France (counting any powers that have been activated just now).
-2: if four major powers are at war with France (counting any powers that have been activated just now).
-1: for Prussia if the Kingdom of Poland was created.
-2: for Russia if the Kingdom of Poland was created.

+1: if there was no revival of Poland at all.
+1: if French or satellite units are on board 4
+1: if French or satellite units occupy Moscow or St. Petersberg.
+1: for Austria and Prussia, if no territory had been taken from them (e.g. Trieste, Innsbruck, Warsaw, etc.)

Note: No modifiers apply to Spain.

Note: A power conquered within the past 12 months cannot be rolled for.

**GERMAN UPRISING AND REVOLTS**

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

<table>
<thead>
<tr>
<th>TABLE ONE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of Campaigns</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>7</td>
</tr>
</tbody>
</table>

**MODIFIERS:**

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

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

These units besides the indicated cities.

1L in Cassel; if occupied by enemy troops, place recruiting rules.

The English player may recruit them as per the normal pool are exchanged for Landwehr. Retreat them anti-French. All units on the board and in the force pool are removed from the board to his force pool. It is out of the game until France or both the German major powers are neutral. It may then be used to raise the French player must make a decision regarding this. That is, if Spanish people attack France, the French player should also be allowed so to. That Spain is difficult to conquer is historical fact, but it is not one based upon circumstances. It was Spanish people that could not be defeated, not the army; the game, as it is, implies otherwise, for the Spanish army can never really be stopped (conquest being so tough). The Spanish special production should only be applicable if Spain is invaded first. That is, if Spanish troops attack France before the French invade Spain, Spain does not get the special production if France should thereafter enter the country. If Spain were to go neutral and France then invaded, the special production would apply. In cases where the special production does not apply, the country is conquered by occupying its capital. This conquest does not fulfill French victory conditions.

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

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

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

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

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

5. Konigsberg may immediately begin producing Landwehr.

6. Add 6L to the Prussian force pool.

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

8. Russia will never be able to accept English production one year earlier (i.e., January 1809).

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

SPAIN

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

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

IMPORTANT: No friendly foreign power may ever occupy more Spanish cities than Spanish units actually occupy (alone). With 18 cities, this means that 9 is the limit a friendly France could occupy.

EVENTS

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

ENGLISH CHITS:

1. Russia concludes treaty with Persia. Play after 1807. Relations are so good that Russia can free up a large part of her army. Place 10I and 2C at

<table>
<thead>
<tr>
<th>TABLE TWO</th>
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<tbody>
<tr>
<td>Die Roll</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
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<tr>
<td>3</td>
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<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RESULTS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bavaria: roll one die on Table 3</td>
</tr>
<tr>
<td>Bohemia: place 2L and a leader 0 in Prague</td>
</tr>
<tr>
<td>E. Prussia: Prussia itself does not change status, this is a rebellion; place 2L next to Konigsberg with a leader 0.</td>
</tr>
<tr>
<td>Hanover: place 1L in Hanover, or next to it if occupied by enemy units.</td>
</tr>
<tr>
<td>Hesse: place a leader 0 and 1L in Brunswick and 1L in Cassel; if occupied by enemy troops, place these units besides the indicated cities.</td>
</tr>
<tr>
<td>Rhine Confederation: roll one die on Table 3.</td>
</tr>
<tr>
<td>Saxony: roll one die on Table 3.</td>
</tr>
<tr>
<td>Silesia: place 2L in Breslau, or next to it if occupied by the enemy.</td>
</tr>
<tr>
<td>Tyrol: place 2L next to Innsbruck in an unoccupied hex.</td>
</tr>
<tr>
<td>Wurtzburg: roll one die on Table 3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TABLE THREE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die Roll</td>
</tr>
<tr>
<td>1</td>
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<tr>
<td>2</td>
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<tr>
<td>3</td>
</tr>
<tr>
<td>4,5</td>
</tr>
</tbody>
</table>

MODIFIERS:

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

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

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

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

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

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

DEFECTS: The satellite immediately becomes anti-French. All units on the board and in the force pool are exchanged for Landwehr. Retreat them from hexes they occupy with pro-French units. The English player may recruit them as per the normal recruiting rules.

MINOR POWERS

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

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

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

**FRENCH MANPOWER**

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

**PLAYING THE MAJOR POWERS**

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

**ENGLISH PRODUCTION POINTS**

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

**LANDWEHR**

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

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

From General Volume 31 Issue 2

Note: Should not be used in conjunction with section DD above.

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

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

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

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

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

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

**RULE CHANGES**

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

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

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

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

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

**FRANCE**

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

**SPAIN**

Once attacked by France, Spain remains anti-French for the rest of the game. After Russia has been invaded, if no pro-French unit remains on Russian soil, Austria and Prussia will become neutral if currently pro-French. Thereafter they are immune to Alliance die rolls. Austria is absolutely neutral-units of both sides must leave or declare war. Prussia is neutral but both sides may enter it freely. Prussian units are ignored by both sides. Whenever Berlin, Konigsberg and Warsaw are all controlled by the anti-French, Prussia will declare war on France and remain anti-French until the end of the game. The turn after this happens, Austria will begin to roll 2 dice each Alliance Phase: a result of 2 on the first turn (a roll of 3 or less on the second turn, 4 or less on the third turn, and so on) causes it to declare war on France and remain anti-French for the rest of the game.

**RUSSIA**

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

Once invaded by France, Russia remains anti-French for the rest of the game. After Russia has been invaded, if no pro-French unit remains on Russian soil, Austria and Prussia will become neutral if currently pro-French. Thereafter they are immune to Alliance die rolls. Austria is absolutely neutral—units of both sides must leave or declare war. Prussia is neutral but both sides may enter it freely. Prussian units are ignored by both sides. Whenever Berlin, Konigsberg and Warsaw are all controlled by the anti-French, Prussia will declare war on France and remain anti-French until the end of the game. The turn after this happens, Austria will begin to roll 2 dice each Alliance Phase: a result of 2 on the first turn (a roll of 3 or less on the second turn, 4 or less on the third turn, and so on) causes it to declare war on France and remain anti-French for the rest of the game.

**AUSTRALIA**

Austria is immune to Alliance die rolls until after it has been conquered by France. A die roll may cause it to become anti-French, in which case another roll could return it to neutrality.

Beginning in the third turn after the first conquest of Austria or May 1806, whichever comes first, Prussia will roll two dice in each Alliance Phase. The first time, a result of 2 will cause it to declare war on France; for the second dice roll, a 3 or less causes war; for the third time, 4 or less causes war; and so on until war is declared. This roll is made even if Prussia is currently anti-French for some other reason. After the occurrence of this special declaration of war, Prussia is immune to Alliance die rolls until conquered by France.

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

**FF. OTHER OPTIONAL RULES**

**A. From General Volume 17 Issue 1**

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

1. **Scenario III-Optional British Invasion**

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

2. **Scenario VII & IX-Napoleon in Spain**

Napoleon's invasion of Russia in 1812 severely handicapped his marshals in Spain and doomed their campaign there to ultimate failure. The French player may assume that Napoleon has not committed his greatest blunder and use the following rules: In March, 1812, Napoleon, 6G and 1GC arrive at Bayonne. The French replacement rate is increased to four a turn and no units or leaders are withdrawn from the French player's forces, regardless of listings to that effect in the reinforce-
ment schedule. All other units listed as reinforcements arrive as scheduled. The presence of Napoleon in Spain greatly favors the French player and, politically, would have placed a great strain on the French to maintain themselves in the rest of Europe. Therefore, to balance the game and reflect this, the French player must gain an automatic victory through the conquest of Spain and Portugal by the end of his December, 1813 turn, or the non-French player wins the game. (Massive European uprisings and the introduction of Russian and other armies would force the French to retreat from most of the Peninsula and concentrate against these threats).

3. **Scenario VIII & IX-No War of 1812**

The War of 1812 with America strained the British effort in the Peninsula and robbed it of reinforcements and supplies. The non-French player may assume there is no such war and continues to receive two English replacement points a turn for the rest of the game. If this rule is used, however, the non-French must achieve an automatic victory by the end of their December, 1813 turn or lose the game (for play-balance reasons). The two options listed above may be combined, in which case the French victory conditions listed in that option still apply for the French, the non-French conditions apply to the non-French: any result other than the automatic victories listed is considered a draw.

4. **Scenario VII-1815 Southern Front**

This option is listed purely for those who like to kick someone when he's already down. As if Napoleon didn't have it tough enough there was a royalist rebellion in the Vendee and threats of Spanish and Portuguese armies invading France. To reflect the southern forces which might have been drawn into the scenario (all of which were present but never fought due to the brevity of the campaign) the following forces are added to the scenario:

Francy: At Tours: 11 * At Bayonne: 11 * At Toulouse: 2P
English Satelite: At San Sebastian: Leader (0), 51, 1C (Portuguese)
Spanish: At Saragossa: Blake, Cuesta, 6L, 2C
Replacements: Each turn 11 Portuguese at San Sebastian, 11 Spanish at Saragossa.

5. **Allied Guards**

Britain, Prussia and Spain possessed guard regiments of excellent quality. These units, either due to their deployment in small groups or to their lack of effect on a campaign have been excluded from the force pool in *WAR AND PEACE*. The players may elect, for historical reasons, to introduce these guards into the game. A single strength point of each is provided in this article. The British guards have a morale of three, the Prussian and Spanish a morale of two. They do not use the Imperial Guard rule. They are deployed in the capital city of their respective countries or with the largest field army deployed in the setup for the scenario being played, at the discretion of the owning player. A 11 of regular troops must then be withdrawn from the game in their place.
6. 1805 Neutrals

The Swedes and Neapolitans, listed in the scenario as neutral and uncreated, respectively, were actually members of the anti-French Third Coalition. Sweden, under Gustaf The Mad, refused to fight unless Prussia entered the war, which Prussia refused to do until later on, and pulled out of the coalition. Naples, a Bourbon kingdom, was conquered without a fight as its army fled to Sicily. A British division did land and attempt to contest the kingdom later in the war but, otherwise, the country peaceably became a French satellite. The players may wish to ignore the petty bickerings of history and place Naples and Sweden in the war as anti-French states. Sweden is treated as a Russian satellite. Naples is an Austrian satellite and receives 1L in fortress, besieged, in Florence. Once conquered, it becomes the Kingdom of Naples and a French satellite is created.

7. Overland to Finland

The Russians and Swedes were prepared for and fought over Finland, which is off the map between St. Petersburg and Stockholm. Players who wish to do so may traverse Finland between these two points. Units which begin the turn in St. Petersburg may be removed, temporarily, from play and placed off the map. They are considered in Finland. Units must remain in Finland for two turns, after which they can either reappear adjacent to St. Petersburg or in the Stockholm circle on board three.

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

Units in Finland take supply as if they were on board four, although the Russian players do not receive the benefit for being in a home country; Swedes receive the home country attrition benefit. Units which are in Finland can be considered as adjacent to each other for combat purposes; units which are forced to retreat in combat in Finland retreat to the point where they started their move into Finland. Units which traverse Finland to Stockholm may enter the Stockholm box and fight either a field or fortress battle, depending on the mode of the units which are already in the circle. Units may not enter the Stockholm box if they are hostile to the occupying units without fighting a battle or a siege. Units may be supplied when they leave Finland by leaving two units behind, in Finland, for a chain of supplies back to either Stockholm or St. Petersburg.

8. Holland

The Batavian Republic became the Kingdom of Holland and was given to Louis Bonaparte, the Emperor's brother, in 1806. It was formally annexed as part of France in 1810. To simulate annexation, anytime in 1810 the French player may take off all Holland satellite troops from the board and force pool and replace them in the force pool, with three regular French infantry strength points. France can consider Amsterdam as a regular French production city (instead of, but not in addition to, other French major cities) and doesn't have to fear for the desertion of Holland to a non-French player's conquest.

If Holland is completely conquered (Brussels and Amsterdam) the English player may form his Holland satellite force (1M, 2L, 51 and 2C) in the force pool. No French units are removed from play. The French Holland satellite units are never used again once Holland is annexed.

B. From General Volume 21 Issue 2

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

2. In the vein of the French Guard rule, consideration ought to be given to the effect of cavalry, directly, upon combat. In this particular case it does not seem to be unrealistic to grant a plus one modifier to the side that orders in a cavalry charge against their opponent's army. Player A, the commander of the larger force having the option first, declares his intent to commit his cavalry strength points against the enemy, the modifier is then applied to the side utilizing this option, if either so chooses. The history buffs of the readership will, no doubt, mention the effectiveness of the "battalion square" as an anti-cavalry tactic, and this is true, but ..., the square is a bastion of strength and a death trap at the same time. Unsupported cavalry assaulting a square formation can be literally torn to shreds, witness the demise of the French cavalry at Waterloo, but against supported cavalry a defenders choice against a cavalry charge is not so clear. To use a standard French tactic, as the cavalry thundered forward the defender must choose to form square or maintain a line formation. If our opponent chose to form a square we would order the cavalry to veer off and our artillery would open fire and infantry would advance to attack. Infantry fire combined with the effects of the artillery would tear the square apart. If our opponent should choose to maintain a line formation then the charge is pressed home rending his line and allowing our infantry to advance into the gap. The defense formation will have little bearing upon the effect of the charge. The greatest effect of this charge bonus would be the losses to cavalry sustained by the declaring player in the charge attempt, since as a penalty all losses possible will be taken from his cavalry. Any player who has had to retreat and did not have sufficient cavalry strength points for his rear guard knows what the effects of a lack of cavalry are.

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

GG. NAPOLEON VERSUS LLOYD'S OF LONDON

(Variant)

From General Volume 27 Issue 6

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

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

This is not to say that the French and their allies made poor privateers, or that their efforts were lackadasical; the British certainly took it seriously enough. The French actions at sea eventually doubled the Lloyd's of London insurance rate for British cargo, from 2.5% of the value of the voyage to 5%! Still, during the same period the French merchant marine was virtually swept from the seas with no real hope of return. Neutral shipping was so buried by the British that their own insurance rates for French-bound voyages were in the 20% - 30% range. Occasionally this jumped as high as 50%, a crippling burden that discouraged trade with Napoleon's empire and reduced many continental Europeans to poverty.

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

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

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

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

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

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

### OFFBOARD MOVEMENT

The Off-Board Sea Movement Display (see chart, below, and the full-size version immediately following this Variant) provides more than a dozen sea areas where commerce raiding, sea interception, and combat may take place. Wherever sea "boxes" are connected by solid lines, a moving Naval unit may make a change of location. The movement point cost to the Naval unit is printed upon the sea box (given as the value of MP) and is paid immediately upon entry to that box. If insufficient Naval movement points remain to pay the full cost of the sea box, the box may not be entered.

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

For example, a French Naval unit bound for North America would leave Brest and enter the

<table>
<thead>
<tr>
<th>N. America</th>
<th>N. Atlantic</th>
<th>Baltic Sea</th>
</tr>
</thead>
<tbody>
<tr>
<td>MT: +3</td>
<td>MT: +3</td>
<td>MT: +2</td>
</tr>
<tr>
<td>MP: 2</td>
<td>MP: 1</td>
<td>MP: 1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Caribbean</th>
<th>Atlantic</th>
<th>Britain</th>
</tr>
</thead>
<tbody>
<tr>
<td>MT: +3</td>
<td>MP: 1</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>S. Atlantic</th>
<th>Empire</th>
</tr>
</thead>
<tbody>
<tr>
<td>MT: +2</td>
<td></td>
</tr>
<tr>
<td>MP: 2</td>
<td></td>
</tr>
<tr>
<td>IM: -1</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spanish Main</th>
<th>C. Good Hope</th>
<th>Indian Ocean</th>
</tr>
</thead>
<tbody>
<tr>
<td>MT: +4</td>
<td>MT: +3</td>
<td>MT: +2</td>
</tr>
<tr>
<td>MP: 1</td>
<td>MP: 2</td>
<td>MP: 2</td>
</tr>
<tr>
<td>IM: -1</td>
<td>IM: -1</td>
<td>IM: -1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Cape Horn</th>
<th>South Pacific</th>
<th>East Asia</th>
</tr>
</thead>
<tbody>
<tr>
<td>MP: 2</td>
<td>MT: -2</td>
<td>MT: +3</td>
</tr>
<tr>
<td></td>
<td>MP: 2</td>
<td>MP: 2</td>
</tr>
<tr>
<td></td>
<td>IM: -1</td>
<td>IM: -1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>C. Good Hope</th>
<th>East Pacific</th>
<th>West Pacific</th>
</tr>
</thead>
<tbody>
<tr>
<td>MT: +3</td>
<td>MT: +2</td>
<td>MT: +3</td>
</tr>
<tr>
<td>MP: 2</td>
<td>MP: 2</td>
<td>MP: 2</td>
</tr>
<tr>
<td>IM: -1</td>
<td>IM: -1</td>
<td>IM: -1</td>
</tr>
</tbody>
</table>

Atlantic naval zone at the cost of one MP. It would then be transferred directly to the Atlantic sea box on the display, and could move to the North Atlantic box at the cost of one MP, then to the North American box at the cost of two more MPs.

A couple of the sea-box transfers are inherently hazardous for the French player. Due to the problem of getting past Gibraltar undetected, French ships crossing between the Atlantic and the Mediterranean must reenter the *WAR & PEACE* map if the British have a Naval unit at Gibraltar, and make the passage under the guns. Likewise for any French Naval units attempting to reach the North Sea from the Atlantic, which would mean dashing the well-guarded English Channel. If French-friendly forces happen to take Gibraltar and place Naval units there the situation, vis-a-vis the British, is reversed.

### COMMERCE RAIDING

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

Take the resultant total and add to it any MT (Maritime Traffic) modifiers that the appropriate sea box indicates. (For example, the MT in the North Sea is "+2", indicating a wealth of British
Shipping). From this combined total, now subtract the number of British Fleet SPs in the sea box, and any “AAB” modifiers which the British player has created by his “Action Against Bases” (see below), as well as the constant (and arbitrary) value of “9”. The remaining positive number (if any) represents the change in the insurance rates for British shipping. Repeat this procedure for each and every sea box in which the French player has stationary friendly Naval units, totaling the change in rates. This value is the “Current Lloyd's of London Insurance Rate” (at game start, 5%).

The Americans tended to be adamant in their defense of the freedom of the seas. An undeclared war with Revolutionary France was fought between 1798 and 1800 due to the depredations of French privateers. Therefore, should French commerce raiders operate in the North American box during a given year, for any “War With America” die roll during the January of the following year, the chance of an American war with England is reduced. Should war be indicated by a die roll of “1”, roll again: an even-vaunted value results the war occurs as usual; odd means the Americans are too fed up with both combatants to declare war on the British. The British-American war roll may be made in subsequent Januaries, until the war is actually fought. Should the French end a game-year without raiding commerce in the North America box, the subsequent January war roll is conducted as per the standard rules. Should an American War be raging, the MT modifier for the North American box is reduced to “0”, representing the interruption of normal British bound trade there during wartime.

OTHER MODIFICATIONS TO THE INSURANCE RATE

A lack of French success at sea, or a paucity of effort, will encourage British underwriters to reduce their rates. To represent this fact of economic life, each turn - notwithstanding any action of the French player - three (3) is subtracted from the total achieved above, to create a new “Current Lloyd's of London Insurance Rate”. The British insurance rate may not be lowered to less than 5% (representing the historic level of French privateering). Should it occur that the French player makes no commerce-raiding rolls at all in his player turn, the amount to be subtracted is doubled to six (6).

For example, the French have just begun commerce raiding with two Naval SP in the North Atlantic box. At the beginning of the units' Movement Phase, the French player rolls the dice for a total of “11”. Add in the value of the commerce raiders (two) and the MT modifier of the sea box (+3), subtract the number of British Naval units (zero) and their AAB modifier (also zero), and the total of “16” is reached. Subtract nine (a constant) for a change in the Lloyd's of London Insurance Rate of “7”. Add this change to the old rate (5% in this example) for a new total of 12%.

At the beginning of the British turn, this “12” will be modified by the constant -3, representing the confidence of underwriters in British countermeasures, for a final total of “9”. This new rate of 9% is the Insurance Rate to be carried over to the next turn.

EFFECTS OF SKYROCKETING RATES

When the Current Lloyd's of London Insurance Rate reaches 10%, the British must send to the off-Board Sea Movement boxes a total three Fleet SP, or two British land SP (with a Transport Unit), or expend three production units in each subsequent turn. This latter represents creating new units and diverting sources to the high seas commerce war. The expended production points may be used for an “Action Against Bases” attack in the turn that they are spent.

If the Naval units involuntarily sent from the map are destroyed in combat in the off-board display, they must be replaced during the next British Movement Phase. Either the naval or land units may return to the WAR & PEACE map so long as the Current Lloyd's of London Insurance Rate remains at 10% or higher, unless first replaced by equivalent units or production spending. Land units on Transports in the sea boxes are absorbed from the rule requiring that they land at the end of each turn. We assume that ports are available in the sea boxes as required by transported units.

It is possible for the British player to alter his reaction to the high Insurance Rates. For example, he may first elect to expend three production points, but should he later send three naval (or two land) SP to the sea boxes in a subsequent turn, he can cease expending the production points. He may also trade off Naval units for land units, and vice versa.

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

If the Lloyd's of London Insurance Rate reaches 20%, the British player must expend three production points per turn until the Insurance Rate is less than 20%; if he is already expending three production points per turn, he must then send three Naval SP, or two land SP (with Transport) to the sea boxes.

If the Insurance Rate should reach 30%, he must spend three production points per turn, as well as maintain in the sea boxes at least three Naval SP and two land SP (with Transport).

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

INTERCEPTION & COMBAT IN SEA MOVEMENT BOXES

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

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

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

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

ACTION AGAINST Bases

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

The British player during his Combat Phase simply indicates the sea box where he hopes to suppress enemy ports. He cannot choose the North Atlantic (because the French are assumed to be using Continental ports). Too, any favorable modifiers the British player achieves from port suppression in the North America and the Caribbean sea boxes are ignored during, an American war, to represent the upsurge of American pirates operating from North American bases.

Once the British player has chosen a sea box to attack for port suppression, he rolls two dice and subtracts ten (-10). To this remainder he adds the number of British Naval fleet units (excluding Transports) and British land units in the same sea box. He also adds the number of production points spent this turn (if he is making port-suppression attacks, the expended production points may be divided between the attacks but the same production points may not be used in more than one attack). If the result is a positive number, the sea box requires an “Action Against Bases” modifier of “+1”. As mentioned above, this reduces the effectiveness of French commerce raiding in the affected sea box.

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

If the sea box under attack is the Mediterranean, the Atlantic, the North Sea or the Baltic, the AAB modifiers do not come into effect unless every enemy port opening to those seas on the WAR & PEACE map is captured. Because of the paucity of usable French bases in the Cape of Good Hope area, unless Portugal is a French conquest (and thus the French have access to African colonial bases), each successful AAB score for the Cape box wins the British player twice the usual AAB modifier (that is, “+2” instead of “+1”).

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

ADVICE
We (my play testers and I) think this variant adds an intriguing new dimension to the usually drab French naval game in WAR & PEACE. If he chose the commerce-war option, he ought to pursue it aggressively, rebuilding lost fleet units as quickly as possible and sending them out to rob and plunder again. If the British player ignores the problem for too long, his freedom of action in Europe will be seriously reduced. In the best situation (for France), Britain will become only an unconquerable cypher in this game of empires.

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

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

Prepare for action! Enemy in sight!
OFF-BOARD SEA-MOVEMENT DISPLAY
For "Napoleon versus Lloyd's of London"

- **N. America**
  - MT: +3
  - MP: 2

- **N. Atlantic**
  - MT: +3
  - MP: 1
  - IM: -1

- **Caribbean**
  - MT: +3
  - MP: 1

- **Atlantic**
  - MP: 1

- **Baltic Sea**
  - MT: +2
  - MP: 1

- **North Sea**
  - MT: +2
  - MP: 1

- **Empire**

- **Spanish Main**
  - MT: +1
  - MP: 1

- **S. Atlantic**
  - MT: +2
  - MP: 2
  - IM: -1

- **Cape Horn**
  - MP: 2

- **C. Good Hope**
  - MT: +3
  - MP: 2

- **Indian Ocean**
  - MT: +2
  - MP: 2
  - IM: -1

- **East Asia**
  - MT: +3
  - MP: 2
  - IM: -1

- **South Pacific**
  - MP: 2
  - IM: -1

- **East Pacific**
  - MP: 2
  - IM: -1

- **West Pacific**
  - MP: 2
  - IM: -1

MT: Maritime Traffic
MP: Movement Points
IM: Interception Modifier
War and Peace - Unofficial Third Edition Rulebook – 03222009

HH. DESIGNER’S NOTES
(First Edition)

1. Overview
WAR AND PEACE is a game which allows players to recreate the individual campaigns of The Napoleonic Wars or to simulate the whole vast conflict from Austerlitz to Waterloo. The individual campaign scenarios enable players to focus on the decisive months in which strategic maneuver and concentration for battle determined the outcome of the conflict. In these scenarios, the players have been freed from the problems of grand strategy by including a self-regulating political alliance system. The same system was then transferred to the Grand Campaign Game without infringing on the players' opportunity to negotiate with one another within a realistic historical context. The beauty of this system is the framework it provides for solitaire, two-player, or multiplayer games. The scenario victory conditions are generally based on historical performance or on what Napoleon needed to accomplish to obtain a true strategic victory. The victory conditions of The Grand Campaign Game ensure that Napoleon's defeat remains the prime objective while each non-French player may also pursue the most obvious territorial objectives of the major power he controls.

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

3. Combat
Unfortunately, no designer can un-invent history. Modern strategies will certainly be tried by players accustomed to blitzkrieg warfare. In general, however, the high rate of attrition, the relatively low replacement rate, and the fragile balance of forces in most scenarios, will usually reward the player who best adopts the principles of war expounded by Napoleon himself. Warfare in this era was characterized by infrequent large battles and more numerous skirmishes between detachments garrisoning fortresses and supply lines. Rearguard actions, as regulated by the Overrun and Combat rules, will not greatly impair the movement of a major enemy force. Players who insist on such delaying tactics will often find their army heavily outnumbered when an inevitable major battle becomes necessary. The typical Napoleonic battle often evolved from a small meeting engagement into a massive contest involving up to a quarter million opposing troops. Although the vast opposing armies often suffered heavy losses, leadership and morale rather than numbers were the two key factors which determined victory on the battlefield. The entire WAR AND PEACE Combat system, emphasizing command, morale, initial concentration and the ability to reinforce a battle in multiple rounds of combat, faithfully recreates the "feel" of massive battles such as Borodino, Dresden and Leipzig. The optional Tactical Matrix (made popular in 1776) allows players the opportunity to directly influence the outcome of a battle by offering the range of viable tactics employed by Napoleon commanders. The matrix not only adds an element of excitement and uncertainty, but is also useful as a simple play-balancing tool which can be used to offset the enormous French leadership advantage.

4. Conclusion
From the outset the design of WAR AND PEACE was regulated by a strong desire to produce an elegant, colorful, historically accurate but not overly complex game on The Napoleonic Wars. In recreating this classic military era, we have endeavored to design a classic wargame, a player's game, not an unmanageable historical treatise masquerading as a game. As Bonaparte once said, "The time we have for war is brief." In WAR AND PEACE, we have tried to produce a game which advances this art of gaming design with rules that indicate a corresponding advance in playing time. Perhaps, the time has finally come, when players who are predominantly interested in history, and players who are simply interested in the sheer enjoyment of a tense, competitive game, can meet each other face to face across a common mapboard.

II. DESIGNER’S NOTES (Third Edition)

By John W. Gant

A. NOTES FROM THE PROJECT MANAGER

Why a Third Edition? The War and Peace game has done well withstanding the test of time, but not without problems. The Avalon Hill rating system shows a well received game with no dramatic peaks, and no dramatic valleys. This indicates a well balanced game that makes the appropriate tradeoffs between complexity and realism. Yet, some issues have persisted, especially the Naval Rules and the Campaign Game. The 1st Edition Rulebook was judged inadequate and Official Errata were distributed. Not enough, a 2nd Edition Rulebook was made available that solved some problems, and introduced new ones. Then the game designer crafted a 3rd Edition of the Naval Rules (General Magazine Volume 19 Issue 5). Much Q&A was released, officially, along with many Optional Rules, Variants, and Misc, especially focused on the 2 player version of the Campaign Game. It has been about 29 years at the time of this writing (28 February 2009) since War and Peace was released and, through the wonder of the internet and projects such as VASSAL, this game is still in use, and quite popular. Yet, without the combined knowledge of all the official releases the game still has the same problems. So the opportunity existed for a consolidation of all the official work, and perhaps some minor input by the project contributors. The Third Edition Rulebook (Unofficial) was born. It should be noted that others have performed similar projects for other games and they provided inspiration for this work. Bill Thompson’s excellent work with the Wargame Academy is the most notable, especially for his efforts for Russian Front. To him, to the project team, to the VASSAL team, to the game’s original creator’s and to Avalon Hill, much thanks!

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

B. DESIGN NOTES & DECISIONS

Precedent: Some rules have gone through 3 or 4 variations through the two editions of the rules, the Errata, and the 3rd Edition Naval Rules. Order of precedence used (plus corresponding font) is as follows: (1) Q&A (2) 3rd Edition Naval Rules (3) 2nd Edition Rulebook (4) Errata (5) 1st Edition Rulebook (6) Unofficial-ruling. Note: Minor changes such as formatting changes have not been tracked. Only where a change could impact a ruling.

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

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

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

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

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

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

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

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

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

Solution: Added a few words to clarify this point.

Section Z.V.I.D.5.c-e.f. contains two entries for ‘c’ and no entry for ‘f’. Solution: Renumbered the list.

Section Z.VIII.F.1.a. shows both ‘14l’ and ‘21’ entries. The ‘21’ is in line with the entry: ‘1C’ (1’), while the ‘14l’ entry is in line with the French Leaders. Also, Z.IX.E.1.b. shows ‘11’ under French satellite Force Pool. While this is a common structure in the document, these instances are confusing taken alone.

Solution: It is reasonable to assume the ‘21’ should have been Italian. The entry was changed to read ‘21’ (1’), for the first case and 11 (I) for the second.

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

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

Section Z.X.A. states the Grand Campaign Game is very well suited for 2 players. This has been shown to be a problem, and many official optional rules have been developed to assist with the 2 player game.

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

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

Admiral Nelson brought 27 vessels to the Battle of Trafalgar. This fleet engaged a combined fleet of both French and Spanish ships totaling 33 ships. The typical small unit designation for 6 vessels would have been a squadron for large vessels such as galleons and a flotilla (or the French word flotte) for smaller vessels such as frigates. The War and Peace playing pieces have no designation other than a number for the naval fleet units so anything could be used to replace the term fleet. However, it is not the purpose of the 3rd Edition rules to re-write the game. Therefore, the simplest approach is taken.

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

Design Notes: The War and Peace game purposefully labels the unit counters with a specific unit type in all instances except the naval combat unit. A unit is an infantry unit, a cavalry unit, a leader, and a transport. In each case these are types of military units. However, instead of calling the naval combat unit a galleon, or some other type the word fleet was chosen. The word, as used in normal conversation, generally refers to a group of naval vessels and can refer to many, many naval vessels. It is reasonable for players to refer to stacks of naval units as a fleet. The official designation in War and Peace for the word fleet, however, is 1 strength point of naval combat units containing approximately 6 ships. Are 6 ships a fleet? 20? 30? Yes. This causes an ambiguity, and is therefore deemed to have been a less than appropriate choice.

Admiral Nelson brought 27 vessels to the Battle of Trafalgar. This Fleet engaged a combined Fleet of both French and Spanish ships totaling 33 ships. The typical small unit designation for 6 vessels would have been a squadron for large vessels such as galleons and a flotilla (or the French word flotte) for smaller vessels such as frigates. The War and Peace playing pieces have no designation other than a number for the naval fleet units so anything could be used to replace the term fleet. However, it is not the purpose of the 3rd Edition rules to re-write the game. Therefore, the simplest approach is taken.

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CAMPAIGN TURN SEQUENCE

1. Neutral Player(s) Segment
   a. Naval Phase
      1. Naval Movement
      2. Naval Combat
   b. Reinforcement Phase
      1. Reinforcements
      2. Replacements
   c. Movement Phase
      1. Supply Check
      2. Movement
   d. Alliance Phase

2. Pro-French Player(s) Segment
   a. Naval Phase
      1. Naval Movement
      2. Naval Combat
   b. Attrition Phase
      1. Supply
      2. Attrition (No Attrition on Turn 1)
   c. Alliance Phase
   d. Reinforcement Phase
      1. Reinforcements
      2. Replacements
   e. Movement Phase
      1. Movement
      2. Enrenchments
   f. Combat Phase
      1. Combat Initiation
      2. Combat
      a. Combat Round Begins
      b. Supply Check
      c. Combat & Combat Resolution
      d. Repeat a-c if necessary
      3. Leader Casualties
      4. Siege Marker
      5. Siege Check

3. Anti-French Player(s) Segment
   Equivalent to #2, above, except the anti-French player(s) is phasing

4. Advance Turn Marker
### TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain Feature</th>
<th>Map Symbol</th>
<th>Movement Point Cost</th>
<th>Note Number</th>
<th>Effect on Field Battle (Modify Dice Roll By)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Hex</td>
<td><img src="clear_hex.png" alt="Symbol" /></td>
<td>1</td>
<td>NA</td>
<td>No Effect</td>
</tr>
<tr>
<td>Territorial Boundary</td>
<td><img src="terrestrial_boundary.png" alt="Symbol" /></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Forest Hex</td>
<td><img src="forest_hex.png" alt="Symbol" /></td>
<td>2</td>
<td>6</td>
<td>(-1) if S is attacked in (+1) if L is attacked in</td>
</tr>
<tr>
<td>Lake Hex</td>
<td><img src="lake_hex.png" alt="Symbol" /></td>
<td>2*</td>
<td>1, 6</td>
<td>(-1) if S is attacked in (+1) if L is attacked in</td>
</tr>
<tr>
<td>Swamp Hex</td>
<td><img src="swamp_hex.png" alt="Symbol" /></td>
<td>2*</td>
<td>1, 6</td>
<td>(-1) if S is attacked in (+1) if L is attacked in</td>
</tr>
<tr>
<td>Mountain Hex</td>
<td><img src="mountain_hex.png" alt="Symbol" /></td>
<td>2*</td>
<td>2, 6</td>
<td>(-2) if S is attacked in (+2) if L is attacked in</td>
</tr>
<tr>
<td>Mountain Pass</td>
<td><img src="mountain_pass.png" alt="Symbol" /></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>River Hex</td>
<td><img src="river_hex.png" alt="Symbol" /></td>
<td>Pay cost of other terrain in the hex*</td>
<td>3, 6</td>
<td>(-2) if S is attacked from (+2) if L is attacked from</td>
</tr>
<tr>
<td>Major City</td>
<td><img src="major_city.png" alt="Symbol" /></td>
<td>1*</td>
<td>4, 5</td>
<td>Fort Capacity (6)</td>
</tr>
<tr>
<td>Minor City</td>
<td><img src="minor_city.png" alt="Symbol" /></td>
<td>1*</td>
<td>4, 5</td>
<td>Fort Capacity (4)</td>
</tr>
<tr>
<td>Capital City</td>
<td><img src="capital_city.png" alt="Symbol" /></td>
<td>1*</td>
<td>4, 5</td>
<td>Fort Capacity (6)</td>
</tr>
<tr>
<td>Production City</td>
<td><img src="production_city.png" alt="Symbol" /></td>
<td>1*</td>
<td>4, 5</td>
<td>Normal Fort Capacity</td>
</tr>
<tr>
<td>Coastal Hex</td>
<td><img src="coastal_hex.png" alt="Symbol" /></td>
<td>Pay cost of other terrain in the hex*</td>
<td>7, 8</td>
<td>Land combat is affected by other terrain in the hex</td>
</tr>
<tr>
<td>Coastal / Port Hex</td>
<td><img src="coastal_port_hex.png" alt="Symbol" /></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sea Zone</td>
<td><img src="sea_zone.png" alt="Symbol" /></td>
<td>NA</td>
<td>7, 8</td>
<td>NA</td>
</tr>
<tr>
<td>Sea Zone Boundary</td>
<td><img src="sea_zone_boundary.png" alt="Symbol" /></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* See relevant Terrain Effects Chart Note(s)
Terrain Effects Chart Notes

1. Lake and Swamp Hexes are treated as Clear Hexes for all purposes during winter turns.

2. A unit spends one movement point to enter a Mountain Hex through either of the hexsides connected by the dotted (Mountain Pass) symbol.

3. A unit which enters a River Hex must expend one additional movement point to leave that hex through any hexside which it could not reach without physically crossing the line symbol which represents the river. A unit which occupies a River Hex at the start of its Movement Phase may enter any adjacent hex at the normal terrain cost. There is never any penalty to leave a hex which is not entirely traversed by a river.

4. A unit may enter any hex containing a city at a cost of one movement point, regardless of any other terrain in the hex. A unit in a city hex may freely cross a river and enter any adjacent hex at the normal terrain cost.

5. Cities have no effect on Field Battles. The Fort Capacity of a city indicates the maximum number of strength points which may be placed inside the city's fortifications (see section S).

6. For resolving a Field Battle, "S" represents the Smaller Force and "L" represents the Larger Force. The dice roll is always modified in favor of a force which is attacked in Forest, Lake, Swamp, or Mountain terrain. The dice roll is always modified in favor of a force which is being attacked from a River Hex if, and only if, all of the attacking units occupy a River Hex and none of the defending units occupy a hex traversed by the same river. In a Field Battle, the force which initiates combat is considered the attacking force, regardless of which player actually rolls the dice.

7. Army units may never move across an all-sea hexside such as the hexside separating hexes EE4(2) and EE5(2).

8. A naval unit must expend one movement point to enter a sea zone or a port hex. A naval unit must expend two movement points to enter a non-port coastal hex. If a naval unit is already in a sea zone, it expends only one movement point to enter an adjacent sea zone.