

RULEBOOK



The Napoleonic Wars

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1. INTRODUCTION

This game can be played by two to five players. While defeat of Imperial France is the goal of most, victory goes only to the one player who has most improved his national holdings. [This is version 1.3f of the Living Rules. The rules of this edition supersede all former Q&A and game components.](#) This is really four games in one – a variation for each possible number of players. To accommodate this presentation, the rules have been written with very precise use of terms, such as Power, Player Power, and Minor, to convey subtle differences between each version. Players should carefully read the rules with the map, [pieces](#), and charts spread before them for easy reference. Set up the pieces in their starting locations and follow the progress of the Sample Turn provided in the Campaign Manual which will prove helpful for its many examples of play given in the context of an actual Turn.

2. GAME COMPONENTS

2.1 INVENTORY

The game contains:

- one 22" x 34" map
- four sets of die-cut playing pieces.
- one Control Chart/Setup Sheet
- one Battleground Chart
- [nine Headquarters Displays](#)
- 110 cards
- these rules and a Campaign booklet
- 8 plastic stands and six six-sided dice

2.2 PLAYING PIECES

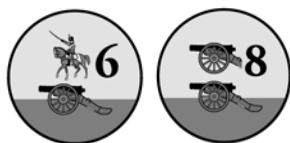
UNITS: Each round piece represents one, two or four Units. The illustrations are just another indication of the strength of the piece: infantry indicates 1 Unit, cavalry 2, and artillery 4. Pieces make “change” at any time by substituting smaller denominations or replacing several pieces with a stronger piece of equal Unit strength within the limits of available pieces. There are also a few 6- and 8-strength pieces to ease stacking. These should be added only after removing an equal number of Units from the pool of 1-, 2- and 4-strength pieces. The 6- and 8-strength pieces cannot move or evade without an appropriate leader.



1 Unit

2 Units

4 Units



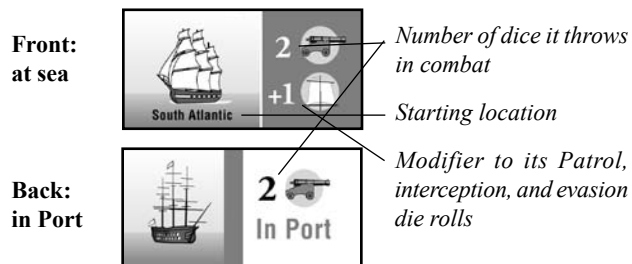
6 Units

8 Units

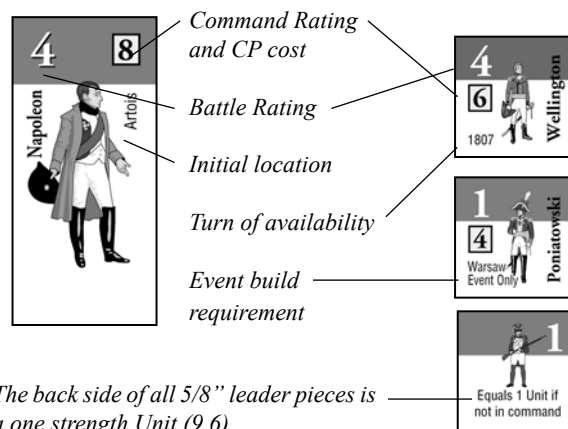
Used only to facilitate stacking. Requires appropriate leadership to move.

Those pieces with a name under the illustration start in that named space, although you may substitute any piece of equal value if preferred. Pieces without a name may be built later. The pieces provided are an absolute limit. No more may be created for any purpose.

SQUADRONS: Each oblong, rectangular ship piece is a Squadron. The front side (depicted under sail) is used when at sea. The back side (depicted at anchor) is used when in Port. The cannon number is the amount of dice it throws in combat. The sail number is the modifier to its interception and evasion dice rolls. The name (if any) on the piece is its starting location. If the name is on the front side, the Squadron begins at sea. If it is on the backside, it begins in Port.



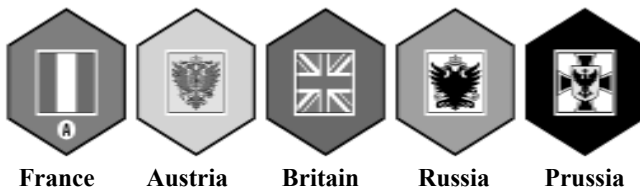
LEADERS: Each square piece represents a general with the specialized support elements of his Army (there is a matching oblong piece for every leader). A leader who is the Commander of an Army Group is placed on the “Holding Box” of his nation’s [Headquarters Display](#) along with all the Armies in his Army Group. His oblong marker is then inserted into a plastic base to stand upright and is placed alone on the map to represent the entire Army Group. Leaders that start on board have their initial locations printed beneath the encased number.



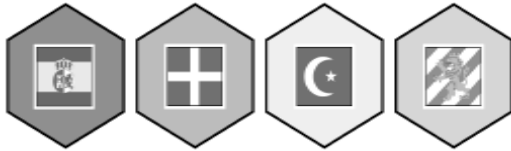
The back side of all 5/8" leader pieces is — Equals 1 Unit if not in command

FLAGS: A hexagonal piece is placed on the map to show a nation’s Control of a Duchy it did not own at the start of play. French Flags are on the back of all other nations’ Flags. Note the color-coded abbreviation beneath each French Flag which identifies the nations’ Flag on its reverse side. The number of Flags for each nation is listed below in brackets.

NATIONALITY COLORS: There are nine sets of colored pieces – each representing a different nationality as follows:



France Austria Britain Russia Prussia



Spain Denmark Ottoman Turks Sweden

France: blue [87]	Spain: brown [Sp 7]
Britain: red [B 17]	Denmark: orange [D 5]
Russia: green [R 15]	Sweden: light blue [Sw 5]
Prussia: black [P 14]	Ottoman Turks: yellow [T 7]
Austria: gray [A 17]	

3. GLOSSARY

All Capitalized terms used in the rules are defined here. Initial readers may wish to skim this section for familiarity only, and refer to it as needed when reading the appropriate rules section.

Active: The nation currently taking its Impulse (5.1). A Neutral not controlled by a player which is only making automatic builds (7.5) or event plays (5.31) is not Active.

Adjacent: Duchies directly connected by solid or dashed lines, sea Zones which share the same boundary, sea Zones and Ports which share an Anchor symbol.

Allies: Multiple nations in the same Camp, or a Power and Proxy sharing Pact status (8.2).

Army: A leader with or without additional leaders/Units of the same nationality (or those of a Pact Minor Ally) up to that leader's Command Rating in the same Duchy. Forces of more than one Allied Power may not be in the same Army. Extra Units in the same Duchy must defend with the Army, but are not an Army and may not attack/move with it (9.1).

Example: Assume Prussia is in the Imperial Camp, as is Spain who is a Pact Ally of France. A French leader could form an Army made up of French and/or Spanish (France's allied Minor Pact) Units, but not Prussian Units. Prussia is France's ally, but not a Minor. A Prussian leader could not have Spanish Units in its Army, because Spain is not directly tied to Prussia by Pact.

Army Group: Two or more friendly Armies under the same Commander occupying the same Duchy or moving together. An Army Group can be composed of any number of allied Armies and its Commander is the leader of one of those Armies (but see 9.1). The Commander is placed on the map in a plastic stand to represent the entire Army Group. The rest of the pieces (leaders and Units) are placed in an Army Group Holding Box on the Commander's Headquarters Display.

Attrition: An occurrence requiring a number of die rolls equal to the Unit strength of all affected Forces (Flags are unaffected if the cause of Attrition is movement-induced). Each "6" die roll causes an elimination (9.4 and 6.17; French exception: 9.45). **Example:** A 4-Unit piece (artillery) rolls four times and loses one of its four Units for each "6" it rolls.

Battle Rating: A leader's unencased number (1 to 4) which favorably modifies intercept/evade attempts and provides that many battle dice if that leader is the Commander (2.2).

Besieger: Besiegers are Formations occupying an Uncontrolled Fortress Duchy – even if they do not actually engage in a Siege attack (12).

Blockade: The status of a Fleet in Control of a Zone over Ports in that Zone (13.35).

Camp: A group of nations whose members are considered to be mutually Allied. Nations in one Camp are at war with all nations in the other Camp. A Power's Consul, or a Proxy's "+1 CP" marker, is placed in the appropriate Camp box on the Control Chart to show membership. A Player Power may only leave a Camp by Conquest or Submission, by voluntarily changing Camps during the Interphase (8.3), or by a 7 CP-Declaration of War during an Impulse (8.33). Proxies leave a Camp only by Conquest, forced Submission (15.42) or play of a Pact-breaking event (8.21).

Client: Any nation whose Consul is in the Friend, Aide, Partner, or Pact space of a Power's row on the Diplomatic Track is a Client of that Power. A nation whose "+1 Consul" is Unaligned is not a Power's Client.

Command Points (CPs): The circled number atop a card, spent by the Active nation to build or move Forces and Squadrons, or to affect Consuls on the Diplomatic Track and to end Foreign Wars (6.3).

Command Rating: A Commander's encased number (4, 6, or 8) is his Army's maximum total Unit strength (excluding himself or other subordinate Army Commanders) (9.1).

Commander: The leader within a Formation whose ratings are used for battle, interception, evasion, and to co-ordinate the movement of an Army (or Army Group). Only one leader's ratings may be used per Duchy. A Formation's Commander can only change during the Impulse of a new Commander's nation or when another leader enters (or is placed in) the Formation's Duchy (by any means) (9.7).

Consul: A marker representing a Proxy's diplomatic corps. The space the Consul occupies on the Control Chart indicates a Proxy's current status or the Camp of a Player Power (4.2).

Control: A nation's ownership of a Duchy or Sea Zone. Control is shown as follows:

- Duchies: Having its Flag in the Duchy. If not Flagged, the original owner of that Duchy (shown by its color) Controls it. The presence of an Enemy Formation negates Control of a non-fortified Duchy, but the Enemy does not Control it until they Flag it (7.4).
- Zones: Having its Fleet at sea in a Zone containing no Enemy Fleet. Allied or Neutral Fleets may also be present (13.35).

Convoy: Naval transport of Formations. No Fleet is required (13.6).

Deployment: Interphase strategic movement of an Army, Convoy or Fleet (14.23).

Diplomatic Track: The display on the Control Chart where the shifting loyalties of Proxy nations are recorded. The space a Consul occupies in a Power's row identifies the relationship between the Consul's nation and that Power (8.1).

Duchy: A land space whose type is indicated by its shape and color. All Duchies compose the nation indicated by the color of its bottom half regardless of type (Home, Associate, Ceded, etc.). The different types of Duchies include:

- **Associate:** A Duchy space with two different colored halves. A Duchy that is half-white and half a nation's color is an Associate of the nation of the non-white color. Control of this Duchy at the start of play is indicated by the color of its bottom half. See also Dual Associate below. **Example:** *Lisbon is a British Associate. Only Britain could build there, and only if it is not currently Flagged by another nation.*
- **Capital:** A Home Duchy with a checkered border is a Capital. Control of an Enemy Capital during the Interphase triggers possible conquest (15.1). **Example:** *London is a Capital.*
- **Ceded:** A Duchy awarded by Conquest or Submission and so marked by a Flag and side record. A Ceded Duchy belongs to the nation to which it was ceded until it is flagged by a member of the opposing Camp.
- **Dual Associate:** An Associate Duchy with colors of two Powers. Control of this Duchy at the start of play is indicated by the color of its bottom half (7.43). **Example:** *Warsaw is a Prussian and French Associate but starts under Prussian Control. A French Flag must be placed on it before France Controls it.*
- **Enemy (Duchy):** A Duchy in enemy color or Flagged by an Enemy Nation not currently occupied by Forces belonging to you or your Allies.
- **Fortress:** A 16-sided Duchy. A Fortress is also a Key. It has an inherent Siege strength (2 or 4) listed beside it (12). **Example:** *Gibraltar is a Fortress with a Siege strength of 4.*
- **Friendly (Duchy):** A Duchy Controlled by you (or an Ally) not occupied by enemy Formations. For Fortresses see "Duchy, Uncontrolled".
- **Home:** A Duchy totally matching the color of its nationality. **Example:** *Gibraltar, London and Kent are all British Home Duchies.*
- **Key:** Any non-circular Duchy. Control of Keys earns points (used to assess victory) and the cards with which to begin a new Turn (5.81).
- **Port:** A naval facility in a Duchy, represented by an anchor symbol at sea in a Zone. The Duchy can be occupied by a Fleet and is Adjacent to the Zone containing the anchor symbol. If the anchor symbol straddles a Zone border, its Duchy is Adjacent to both Zones (13.32). **Example:** *Kent has a Port. Cornwall has a two-Zone Port. Corsica has a one-Zone Port. A Port in an Uncontrolled Duchy may be used for Fleets and Convoys by the nation (and its Allies) whose Flag is in the Duchy (13.62).*
- **Uncontrolled (Duchy):** A Duchy, the Control of which is negated by the presence of an enemy Formation, but which is not yet Flagged by that enemy. An Uncontrolled Fortress is considered Friendly to a nation whose Flag (or original color if unflagged) is in the Fortress and Uncontrolled to its Besieger (12.1).

Flag: A hexagonal piece representing an inherent garrison placed on the map to show a nation's Control of a Duchy. No Flag is placed if a Duchy is Controlled by the nation which Controlled it at the start of play, but is considered to be inherently present (although it cannot be used to satisfy Attrition losses). **A Flag is placed or removed. It never moves between spaces. A Flag is also used on a nation's Headquarters Display to signify the availability of its Reserve(s) by covering the "Void until next Turn" box.**

Fleet: One or more Squadrons of the same nation (or a Power and its Pact Minor Allies) stacked in the same Port or Zone (13.1).

Forces: Units, leaders and Flags. Squadrons are not Forces.

Foreign War: An event card labeled as such inside the brown title bar atop it (6.13, 7.6, 8.4). Foreign War cards may require the commitment of pieces offboard to that card until such time as the event is ended by conquest (for Ottoman Turkey), or rolling a "6" during an Impulse "end war" attempt.

Formation: One or more Units and/or leaders in one stack. Each Unit not part of an Army, each Army not part of an Army Group, and each Army Group is a separate Formation and should be stacked separately. Flags or Squadrons are not Formations. There may be more than one Formation in the same Duchy. Units not part of an Army may be physically stacked together to save space, but are always treated as if each were a separate Formation. All Formations in the same Duchy may defend together, but may only move, attack, intercept, or evade with the other pieces in their Formation. In general, when an event requires the removal of one Formation you remove a single Unit or Leader – which may be taken from a larger Formation. When an event allows movement of a Formation, you may move a Unit, a Leader, an Army, or an Army Group – a Formation of any size (9.1).

Fractions: French Attrition losses are always rounded up (9.45). **Otherwise, round fractions in favor of the player playing the event.**

Grace Period: The time during which a Subject Neutral may not declare war on its Conqueror and vice versa (15.24). **It is also the time which a Proxy nation is free from influence on the Diplomatic Track after being conquered (15.25).**

Grand Fleet: A Grand Fleet is a stack of allied Fleets of different nationalities not tied directly by Pact and commanded by the Squadron of a Power at the top of the stack (13.2). **A Grand Fleet will move together only with the consent of the player(s) controlling those Squadrons. Those not consenting will not move. Minor Squadrons may never pay for the movement of a Grand Fleet.**

Guerre de Course: A French Reserve event; see Offboard Fleets on the Battleground chart.

Halved: See Fractions above.

Hand: All of the cards a nation drew that it has not yet played (4.4).

Impulse: A nation's required play of a card as dictated by the Order of Movement on the Movement Track (5.1). A nation with no cards remaining may or may not be Active but still takes a Scheduled Impulse: **For example, the nation could make a Siege attempt (5.4), use its Resource to draw (and perhaps play) a card, or to play a Reserve.**

Maneuver: Spent by the Active Nation to move Squadrons or Fleets to or from a Port or to an Adjacent Sea Zone, Refit a Squadron, or to Patrol (attempt interception in the same Sea Zone) during its own Impulse. Each CP spent buys two Maneuvers (13).

Maximum Hand Size: The most cards with which a nation may begin a Turn (14.32).

Minor Nations: Ottoman Turks, Spain, Sweden, and Denmark.

Movement Track: A display on the map indicating the sequence (left-to-right) in which nations perform various game functions, most notably Impulses.

Movement Track Order: A sequence in which various game functions are performed – always starting with France and ending with Denmark as per the Movement Track display (from left to right). Note the difference from Order of Movement (5.1).

Mulligan: At the start of every Turn, in Order of Movement, each Nation may discard its entire Hand (excluding those left over from the previous Turn) and replace it, drawing one less card (4.5).

Neutral: A nation not at war with either Camp. A Subject Neutral is a previously conquered or Submitted nation that is currently Neutral (8.8). A nation whose Consul has Unaligned, Friend, Aide, or Partner status on the Diplomatic Track is Neutral (8.1).

Neutral Client: A nation whose Consul has Friend, Aide, or Partner status on a Power's row of the Diplomatic Track is its Neutral Client (8.32).

Order of Movement: A sequence in which nations take their scheduled Impulses, unless preempted, or perform various game functions – always starting with the next Scheduled Impulse, not necessarily France. Note the difference from Movement Track Order.

Overrun: Complete elimination of either side in a battle or its subsequent retreat (11.6).

Pact: An alliance created when a Proxy's Consul has reached Pact status on a Power's row of the Diplomatic Track. The Proxy becomes a Pact Ally of that Power. The Power's player may play the cards of that Proxy, build and move its pieces, conduct diplomacy for it, and treat its Duchies as Friendly (6.16, 8.2).

Patrol: An attempt to intercept by an Active Fleet (13.3).

Patron: Any Power with a Proxy's Consul on the Friend, Aide, Partner or Pact space of its row on the Diplomatic Track is that Proxy's Patron.

Peace: A “sudden death” ending of the game occurring after any Turn with a modified Peace die roll greater than or equal to “6” (5.8).

Player Power: A Power played directly by a player – as opposed to a Proxy played by a Power through diplomatic means (4.3).

Power: France, Britain, Russia, Austria and Prussia (4.3).

Proxy: Any nation not played by its own player at start (5.3). There are three states for a Proxy in terms of Camp status: Unaligned, Neutral Client (Friend, Aide or Partner), and Ally (Pact). Prussia is a Proxy in games with less than five players and is the only Power that can ever be a Proxy.

Refit: The temporary condition of a Squadron rebuilt from Regroup or newly built. Place a Refit marker on the Squadron to note this status. A Squadron under Refit is considered a Squadron for all purposes, except it may not voluntarily sail and has its cannon number reduced by one. A Squadron under Refit may remove the Refit marker in any Friendly Port by spending one Maneuver in an Impulse or Interphase subsequent to the Impulse or Naval Build Phase in which the marker was placed (5.62, 6.13, 7.7).

Regroup: A map display where pieces returning from resolved Foreign War cards or other events are placed pending purchase for return to play at a cost of 1 CP per Unit, leader, or Squadron (7.7).

Reserve: A nation's inherent cache of strength composed of the non-cards printed on its Headquarters Display (6.2). All nations have one Reserve, except France and Britain which have two.

Resource: A nation's saved military assets with special capabilities (16).

Round: A rotation of the Movement Track, completed each time Denmark has its Scheduled Impulse (regardless of which nation started the Turn. Battles and Sieges are also resolved in terms of battle Rounds in which each participant rolls battle dice to determine a victor (11.32, 12.3).

Scheduled Impulse: The point in the Order of Movement when a nation becomes Active (excluding preemption). A nation with no cards remaining cannot be preempted and may or may not be Active, but still takes a Scheduled Impulse for purposes of choosing whether or not to Siege or play a Resource or Reserve.

Siege: An attack upon a Fortress. A Siege is required to place a Flag in an Enemy Fortress Duchy. A nation does not spend CPs to Siege (12.2).

Squadron: A single oblong ship piece is a Squadron (2.2). All stacked allied Squadrons in the same Zone or Port form a Fleet or Grand Fleet (13.1, 13.2). A Squadron under Refit is considered a functioning Squadron for most purposes. A Squadron under a Build marker is not considered a Squadron for any purpose, other than being a target for Fire Ships.

Subject Neutral: A nation that has been conquered or Submits (8.8). A Subject Neutral is a form of Neutrality which precludes war between that nation and its conqueror during a one-Turn Grace Period, and allows its conqueror (and the conqueror's Camp) passage within its borders as long as that nation remains Subject Neutral. Even after the Grace Period expires, a Subject Neutral remains such until it joins a Camp (15.24).

Submit: A negotiated surrender. A Player Power which Submits gains Subject Neutral status (15.4). A Proxy forced to Submit is conquered (15.42).

Turn: A period in which nations receive new Hands and, in Order of Movement, alternate play of their cards during Scheduled or preemptive Impulses. A Turn lasts until the last nation with a card finishes an Impulse (5).

Unaligned: A column on the Diplomatic Track that is considered common to all Powers. A Consul in the Unaligned column is no Power's Client.

Unit: The measure of strength of a round piece representing troops (2.2). Infantry equals 1 Unit, cavalry 2 Units, and artillery 4 Units. A leader also has a strength of one Unit for purposes of Attrition, Deployment, battle dice (when not using its Battle Rating), calculating nationality bonus (11.21) and fulfilling battle losses (2.2). Flags have a strength of one Unit only for purposes of non-movement-induced Attrition and determination of which nation has more Forces in a nation for Submission purposes (15.4).

Zone: Each of the 15 blue sea areas.

4. PREPARE TO PLAY

4.1 PIECES

The starting locations of all Forces and Squadrons are listed on their respective pieces if they begin in play and on their nation's Headquarters Display. Place each nation's initial pieces in their indicated starting positions, and place each Headquarters Display at the map edge of the corresponding color with a Flag on each Reserve section of each Display covering its “Void” box.

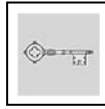
4.2 CONTROL CHART

Place the following markers on the Control Chart:

- the Turn marker in the 1805 section of the Turn Track.
- the Consul of each Minor on the section of the Diplomatic Track listing its name.
- the Prussian Consul in the Unaligned column if there are four players or less. The Prussian Consul is placed on the Prussian Headquarters Display if there is a fifth player.



- the British, Austrian and Russian Consuls in the Coalition Camp; the French Consul and Spanish “+1 CP” marker in the Imperial Camp.
- the Impulse marker on the first (French) section of the map’s Movement Track.
- the Resource marker for one of the Powers under each Player’s control on the “1” space of the Resource Track.
- the Key marker of each nation where indicated on the Key Control Track.
- the Impulse Round marker on the leftmost space (1) of the Key Control Track.



4.3 POWERS

Two to five people may play. Minors (and Prussia if less than five players) are run by whoever commands the Power to which they become allied by Pact on the Diplomatic Track.

4.31 DETERMINE ROLES: In the two-player version, if both players want the same Camp, they bid a number of Units they are willing to forfeit in order to command it. The winning bidder removes the Units he bid from any Power he directs before play begins. With three or more players, roll dice to determine who plays which Power(s).

- Four or less Players: Prussia is a Proxy.
- Three Players: One person plays both Russia and Austria; neither is a Proxy and each nation’s Hand is played separately.
- Two Players: One person plays Britain, Russia and Austria with separate Hands for each. None of them are Proxies.

4.4 INITIAL HANDS

Shuffle the cards and deal them face down to each nation to form Hands as follows:

- | | |
|---------------------|-------------------------|
| 6: France | 2: Ottoman Turks, Spain |
| 4: Austria, Britain | 1: Sweden, Denmark |
| 3: Russia, Prussia | |

Reserves (6.2) supplement the capabilities of each hand. All remaining cards form a Draw pile near the map.

4.41 MULTIPLE HANDS: Players with the Hands of more than one nation must keep them separate. They may Mulligan (4.5) with any or all of them, but must limit their inspection and the Mulligan decision to the Order of Movement.

Example: At game start, the French player may not inspect the Spanish Hand until after making the Mulligan decision with the French.

4.5 MULLIGANS

Inspect your Hand. **If you decide not to keep it, replace your entire Hand (regardless of content or hand size limits, 14.32) by drawing one less card.** Nations may start a Turn with less than their minimum hand size due to Mulligans.

4.51 MULTIPLE MULLIGANS: You may discard and redraw your Hand again and again, replacing it with one less freshly drawn card each time, but must do so before the next player opts to Mulligan or not. Discards are placed face-up in a discard pile near the map with only the top one visible.

5. SEQUENCE OF PLAY

The game is played in five or less Turns, each representing two years. **A sixth turn can be added by play of the *Napoleon Abdicates* event.** Each Turn includes numerous Rounds of card Impulses. If there is another Turn, an Interphase will follow to prepare for the next Turn. Every Turn proceeds in five steps:

1. Impulse Rounds (5.1-5.51)
2. Attrition & Naval Build Phase (5.6-5.62)
3. Conquest Phase (5.7, 15.1)
4. Peace Phase (5.8-5.82)
5. Interphase (5.9, 14)
 - A. Change Camps Phase (14.1-14.14)
 - B. Reinforcement & Deployment Phase (14.2-14.24)
 - C. Card Draw Phase (14.3-14.33)

5.1 IMPULSES

Each nation, in Order of Movement, becomes Active, plays a card, and advances the Impulse marker on the Movement Track one space to the right. Each nation’s Active opportunity is called an Impulse.

The played card either causes its event or allows that nation to take certain actions. Unless expending a Resource (16.2) **or Reserve**, every nation must play a card during its Scheduled Impulse if it has one.

When Denmark, the last scheduled nation to move in each Round regardless of which nation took the first Impulse of the Turn, has played or passed, the Impulse marker returns to France at the start of the Track.

This sequence continues until only one nation has an unplayed card(s) remaining (5.5). The Turn will end after that nation takes its Impulse (**unless in so doing another nation gains a card during that Impulse**).



Played and discarded cards are placed face up offboard in the discard pile and cannot be inspected beyond the top card.

5.11 ONE-CARD IMPULSES: The Active nation may usually play only one card (**or Reserve**) per Impulse. An event allowing the draw and play of another card in the same Impulse (such as the *House of Rothschild* event) counts as the continuation of play of the event card and not as another card played.

5.12 PLUS PLAYS: **Resources and Power Reserves have an inherent “+” capability that allows them to be played in addition to a normal card during an Impulse. Only one Resource or Reserve can be played during a nation’s Impulse (except as Response events [6.14]). Such plays need not be pre-declared and can occur in any order. You could even use part of a card’s CPs, make a plus play, and then continue with the remaining CPs from the first card.**



5.2 PREEMPTIVE IMPULSE

After the first Round of 1805, the Order of Movement may be preempted by the nation with the most cards. **Neither Resources or Reserves are considered cards. A Resource can be played to draw a card, but until then it is not considered a card.** Insert the “Preemption” marker in a stand and place it on the Movement

Track in the space of the nation with Preempt ability until that ability is lost. If several nations tie for the most unplayed cards, none can preempt. A nation may not preempt if doing so gives it consecutive Impulses (even over the span of two Turns). After preemption is resolved, play returns to the preempted nation. The preempted nation cannot be interrupted again until it completes its Scheduled Impulse. A nation without cards cannot be preempted (even during a Siege or play of a [Resource/Reserve](#)).



5.21 OPPORTUNITY: Before taking his Scheduled Impulse, the next player should ask the player with the Preemption option if he wishes to interrupt. Once the scheduled player has revealed his intended play, it is too late to interrupt unless he has failed to cue the preemption opportunity.

5.22 POINT OF PREEMPTION: Preemption occurs only between Impulses – not during them. The act of using a Resource (16.2) to draw a card is an Impulse action and that Impulse does not end until the player uses or declines the other half of the Resource's "+" play option.

5.23 FORFEITURE OF SCHEDULED IMPULSE: It is possible to preempt a nation which then uses or loses all remaining cards before its Scheduled Impulse. If this results in the preempting nation having two consecutive Impulses, it must forfeit its Scheduled Impulse.

5.3 PROXY CARD PLAY

Proxy plays are selected by the player whose Power has Pact status with that Proxy. If a Proxy is not in Pact status, its card is drawn randomly from its Hand as required by the scheduled Order of Movement.

5.31 RED & GREEN CARDS: A Neutral Proxy's cards are used only to build Forces (7.5) unless the card is red or green (i.e., the CP number has a red or green background). A Neutral Proxy drawing a red card (or a green card on or after the indicated Turn) must play it as an event, unless the event is void.

5.32 PROXY RESERVE: A Proxy cannot use its Reserve unless currently directed by a player. A player can direct a Proxy (and select its card plays) only by having Pact status.

5.4 PASS IMPULSE

A nation without a card may not be preempted. The Impulse marker advances to the next nation on the Movement Track. However, that nation may still resolve a Siege (12.2), play a Resource (16.2), or play a Reserve (6.2) if it chooses.

5.5 END OF IMPULSES

After Denmark plays or passes, the Movement Track has completed a Round and the Impulse marker returns to the French space. Advance the Round marker one space to the right on the Key Control Track. This sequence continues until only one Nation has unplayed card(s) remaining. The Turn will end after that Nation takes its Impulse. Then begin the Attrition Phase (5.6).

If the last nation to play has cards remaining, those cards are retained until the next Turn (14.31•4).

5.51 EXTENDED TURN: What appears to be the last Impulse of a Turn could result in another nation receiving a card, such as Britain playing its Parliament Reserve to give a card draw to another nation thus extending the Turn to that nation's next Impulse.

5.6 ATTRITION

Formations in Uncontrolled Duchies now suffer Attrition. A surviving Formation then places its Flag (or removes an opposing one) in every non-Fortress, Uncontrolled Duchy. If a multinational Army Group occupies the Duchy, the Commander places the Flag. If there is no Commander of multinational Forces, the nation with Forces in that Duchy listed next in Order of Movement places the Flag.

5.61 PORTS: Should Attrition cause a Port to change Control, enemy Squadrons therein would be forced to sea and subject to interception as if it were an Impulse (13.9).

5.62 NAVAL BUILDS: Flip any Naval Build marker to its Refit side. Upon payment of a Maneuver during a subsequent Impulse (or the Reinforcement Phase; 14.21), the Refit marker is removed and the Squadron is ready to sail at full strength.



5.7 CONQUESTS

Potential conquests are resolved (15.1).

5.8 PEACE DIE ROLL

The game ends on a Peace die roll greater than or equal to "6". Each player, in Order of Movement, may add or subtract one to/from the upcoming Peace die roll once this Turn by reducing the Hand replenishment of a specific Power he commands for the next Turn by one card. A Peace die roll is then made. A Power due only a minimum draw (14.32) in the next Turn, or which is a Subject Neutral, may not influence the Peace die roll. A Proxy Power may never influence the Peace die roll. Each player can spend only one card regardless of the number of Powers controlled.

Example: In a two-player game, if Austria were next in Order of Movement, the Coalition player could spend an Austrian card, or a Russian card, or wait to see what France does, before deciding to spend a British card.

5.81 VICTORY: The number of Keys Controlled by each nation is indicated on the Key Control Track. As nations lose or gain Keys, their Key markers move left or right on the Track accordingly. A player gains a point for each Key gained and loses a point for each Key lost by his Player Power(s). Key status of Neutral Clients, Prussia as a Pact Ally, and Minor Pact Allies is not considered. At game end, each player also gains a point for each surviving Minor Pact and Player Power Resource he has. The player with the most points (not necessarily the player with the most Keys) wins. Ties are won in reverse Movement Track Order.

Example: If France has 14 Keys, no Resources and no Minor Pacts, they would have one point since France starts with 13 Keys. Any other

player with one point would win the tie, since France is the first nation on the Movement Track.

5.82 AUTOMATIC PEACE: Regardless of the Peace die roll or the game Turn, the game ends (after conquest resolution, 15.2) if France is conquered or Submits (or immediately in case of *French Capitulation*). It also ends at the end of Turn 5 (Turn 6 if *Napoleon Abdicates*) or any Conquest phase (5.7) in which either Britain or Russia is a Subject Neutral and France has six or more points. Victory is always determined by points as per 5.81 regardless of the condition that causes the game to end.

5.9 INTERPHASE

Conduct an Interphase (14) to prepare for the next Turn. After the Interphase, all Fleets in the Offboard Fleets box Regroup. Advance the Turn marker one space on its Track. Unless preempted, the next nation on the Movement Track will take the first Impulse of the next Turn.

6. CARDS & RESERVES

Action requires the play of cards or Reserves. Each has an event at the bottom and a CP value circled at the top left and is played either as an event or as CPs. It cannot be used for both (although some events grant CPs that can be used with that event). The *Europe Exhausted* card is the only card that must be played as an event.

6.1 EVENTS

An event occurs by playing a card or Reserve and declaring the event instead of using its CPs. Events can even be played against Allies regardless of Camp status. The event prevails when contradicted by the normal rules of play with the single exception that a nation may never conduct two consecutive Impulses, even if an event would allow this. If two events contradict, the last one played prevails – even if that contradiction is questionable. For example, subsequent play of *Hussars and Grenzers* allows Austrian interception of a *Turning Movement* even though the latter promised movement without interception. If an event con-

sists of multiple parts, the conditions for each must be satisfied or the event is unplayable.

6.11 ■ SYMBOLS: Events with a ■ symbol have effects with continuing consequences. These events have 3/4" markers matching the color of the ■ symbol to place on the appropriate space of the Movement Track or on an affected Reserve to remind players of the continuing consequences of that event.

6.12 BUILDS/REMOVALS: If insufficient Units exist to place new ones, you may eliminate them elsewhere so as to place/build them anew. Leaders may not be eliminated and rebuilt/placed in this manner. Conversely, a nation lacking pieces (on the map or in Regroup) to fulfill required event losses must instantly build (and lose) those pieces using any remaining cards/Resources/Reserves as if taking an Impulse but forfeiting any excess CPs. If unable to satisfy the required losses, the nation must fulfill as many as possible and then Submit (see 15.42).

6.13 FOREIGN WARS: Foreign War events are identified by a brown crossbar atop the card. An event requiring pieces to be allocated to a Foreign War requires that the card be set aside with the specified pieces atop it (even if already at war with that nation). These pieces do not return to play until that War ends (7.6). All Foreign War events, plus a number of others, are marked at the top right of the card by a red "DISCARD" to indicate they are permanently removed from the game after being played as an event. If the card is not played as an event, it remains in the game. Some "DISCARD" signals are green to indicate that there are conditions required for removal from the game. Those conditions are also printed in green on the card.

PIECE REMOVAL: A Squadron under blockade or Refit, or one in the Regroup Box, can be instantly withdrawn to a Foreign War or the Offboard Fleets section of the Battleground chart for the *Guerre de Course* event card to fulfill "Squadron removal" requirements. Removing a Squadron from Regroup does not require the normal 1 CP cost for its activation. Taking a Unit/leader from Regroup does require immediate CP payment (as per an Impulse with excess CPs forfeit). Squadrons taken from Regroup have a Refit marker added and retain any Refit markers they may already have when being withdrawn to a Foreign War or *Guerre de Course*. A Squadron under a Build marker or already in a Foreign War or *Guerre de Course* cannot be so used.

6.14 RESPONSES: Response cards, identified by a blue striped crossbar, may be played during any Impulse by anyone to interrupt the Active Player's Impulse, any battle (regardless of the involvement of their own pieces), or event. Response cards may also be used as a normal Impulse play.

Responses are resolved in the order they are played. The wording of events varies but in some cases will allow changing a prior result or die/dice roll. However, in all cases, once action has moved on to the next CP expenditure, card play, or dice roll, it is too late to play a Response that will affect the previous action. Gaming etiquette is required to ensure all players an adequate opportunity to play a Response before action progresses past that point. Play should always be in a deliberate fashion, declaring each CP expenditure separate of all others so as to allow play-

Command Points (CPs)

Red card (must be played as an event by Neutral Proxy)

Foreign War card (brown cross bar)

Indicates a 3/4" piece exists to mark this event

Event



ers an adequate chance to respond. Responses cannot be played between the end of an Impulse and the start of the next. Should play of multiple responses be considered simultaneous, the playing nation which is next in Order of Movement is considered to have played first. **An inactive Player may not play a Response card to avoid surrendering that card to an announced event.**

6.15 BATTLE CARDS: Events **with a black crossbar** can be used in battles by any nation with a Formation present in that battle. Any number of battle cards is playable as events in a battle (11.1). **Battle cards cannot be used as events in a siege or naval battle unless specifically cited as such by the event.**

6.16 DIPLOMACY: Some events move a Proxy’s Consul on the Diplomatic Track. Once in Pact status, Consuls exit Pact status only by conquest, submission, or if specifically allowed by an event.

6.17 ATTRITION: Events requiring Attrition by “Forces” require a die roll for each affected Flag, leader and Unit in the Duchy but the Commander may choose which Force(s) are eliminated in each Duchy to satisfy any collective losses incurred. Leaders are eliminated only with the consent of their owner or if there are insufficient Forces (regardless of nationality) to fulfill the required loss.



6.18 EVENTS NOT PLAYABLE IN 1805: The event of a **card/Reserve** with a green crossbar and containing the “No 1805” symbol cannot be played during the 1805 Turn. It can be used only for CPs and any “+” capability it may have.



6.19 TIMED EVENTS: **A timed event is signified by an hourglass icon before the event name.** All played timed events remain in effect until the end of the Turn or after a successful *event removal* die roll (whichever is first). At the end of every Impulse in which a Player Power is the Active player and has played at least one card a die is rolled if a timed event was in play at the start of that Impulse. If the result is a “6” the timed event is no longer active. If multiple timed events are in play, the Active player chooses which is removed. Only one *event removal* die roll is made per Impulse.

6.2 RESERVES

Every nation has an inherent cache of strength printed on its Headquarters Display as one or two Reserves which can be played instead of a card as either an event or CPs. Remove the flag from its “Void until next Turn” box whenever the Reserve is used to symbolize its unavailability until the next Turn. **Note:** We recommend that you augment your game with 11 generic playing cards to use to cover the Reserve portion of the Headquarters Display when used. These are more obviously visible to all players and less prone to being dislodged or mistaken as flag pieces. A Reserve which is unused during a Turn cannot be used during the Interphase. A Neutral nation’s Reserve is unplayable until it is directed by a player.

6.3 COMMAND POINTS (CPs)

A card not used as an event provides CPs equal to the circled number atop it. CPs are used to:

- build Units/leaders/Squadrons/Flags (7.1- 7.5)
- move Proxy Consuls on the Diplomatic Track (8.1)
- move Formations/Fleets (7.7, 9, 13)
- attempt to end Foreign Wars (7.6)

CPs may be combined or separated to perform more than one action. CPs are not pre-designated. They are spent as used and cannot be accumulated from one Impulse to the next (but see 7.51).

6.4 PACT PROXY IMPULSES

The cards of an Allied Proxy can be selected by the Patron Pact player as either the event or as CPs to build/move that Proxy’s pieces. Exception: Pact Proxy Prussia may move other nation’s Formations (9.1, 9.7). The Patron Pact player can also preempt or respond with the Proxy’s **Hand/Reserve/Resource**. Once directed by a player, a Pact Proxy can do most of the same actions as any Player Power including spending CPs on the Diplomatic Track to negatively influence a Consul. A Proxy can spend CPs to end its own Foreign War (e.g., Ottoman Turks/*Serbian Revolt*) – but not that of other nations.

6.5 HAND INTEGRITY

Cards may not be traded or shown to another player unless so allowed by an event.

7. BUILDS

Formations may be built in any Home, Associate, or Dual Associate Duchy of the building nation unless controlled by another nation. Builds are limited to the pieces provided. Builds in an Uncontrolled Duchy would cause an immediate battle unless the enemy Forces therein evade.

7.1 UNITS

Building a 1-strength Unit costs two CPs. Consecutive multiple builds of Units and/or leaders (7.2) can be declared simultaneously.



7.2 LEADERS

Building a leader costs CPs equal to its Command Rating, but the three leaders with an “1807” listing are not available before the 1807 Turn. “Bernadotte” and “Pontiatowski” are available only by playing their respective events and cannot be replaced if eliminated. All others may be rebuilt – even if “killed” by an event.



7.3 SQUADRONS

Building a Squadron costs four CPs. Place it with a Build marker in any Friendly Home Port of the building nation. The Squadron is not functional until the Build marker is replaced by a Refit marker in the Naval Builds Phase (5.62). Even then, it cannot move voluntarily until the Refit marker is removed (13.11) in a subsequent Impulse or Interphase. Squadrons with multiple Refit markers (6.13, 7.7), can only remove one Refit marker per Impulse/Interphase.



7.4 FLAGS

Only one Flag can occupy a Duchy. Removal/placement of a Flag costs one CP unless due to Flag Overrun (11.7), successful Siege (12.3) or end of Turn Attrition (5.6). Placing a Flag removes any other Flag in that Duchy. The original owner of a Duchy never places a Flag there – relying instead on the color of the Duchy and the absence of any other Flag to signify its inherent Control. Removing an enemy Flag from your (or an ally's) Home or Associate returns Control of that Duchy to the original owner's inherent Flag (8.22•2).



7.41 PLACEMENT: The presence of an allied Formation in an Uncontrolled Duchy does not prevent Flag placement/removal in that Duchy. Flag requirements are determined as CPs are expended. Moving a Formation may make a newly-occupied or newly-Adjacent Duchy eligible for a Flag with the next CP expenditure.

- 1. A Formation may Flag/unflag any unfortified Duchy it occupies.
- 2. An Active Army in a Friendly Duchy may Flag/unflag an Adjacent unfortified Duchy, but only if that Duchy neither contains an enemy Formation nor is Adjacent to an enemy Army which could intercept that placement. An Army incapable of interception cannot prevent Flagging in an Adjacent Duchy. **An Active Army that has lost a battle in that Impulse may not place or remove Flags.**
- 3. Flags may never be placed across a marsh or strait.

7.42 FORTRESS: Fortress Keys are Flagged/unflagged only by Siege, Conquest, or Submission.

7.43 DUAL ASSOCIATES: The four Low Countries Duchies and the Vendee (red over blue), the Hanoverian Duchy (red over black), and Warsaw (blue over black) contain two nationality colors. The color of the bottom half indicates the nation with original Control. The Power indicated by the top half must place a Flag in that Duchy to Control it. Either Power may build in that Duchy while it Controls it. An ally of the original owner of a Dual Associate Duchy unflagging it must restore that Duchy to the inherent original owner – not the secondary inherent nation of that Duchy.

7.44 LIMITS: The pool of Flag pieces limits the Duchies each nation can garrison outside its own borders. To place an additional Flag once you run out of them, you must take it from elsewhere on the map. Note, however, that if France has used one or more of your Flags for its own purposes, you are entitled to replace that French Flag with another backed by a different nationality. All Flags are identified by a letter of the nation whose Flag is on the reverse side. In the case of French Flags, try to place a Flag bearing the nationality of the original owner of that Duchy on the reverse side as it makes locating the proper Flags much easier in the rare instance in which finding a particular nation's Flag is necessary.

7.5 PROXY BUILDS

A card of a Neutral Proxy is drawn randomly from its Hand in its Impulse and used as CPs to build pieces, unless it is a **red or green** card which must be played as an event (5.31). A Unit, leader, or Squadron in the Regroup box must be built by a Neutral Proxy before new ones of that type can be built. Neutral Proxies build in their Capital if possible (or the closest Friendly Home Port to the Capital in the case of a Squadron) with the following priority determined at the start of its Impulse:

- 1. build (but do not Refit) an eligible Regrouped Squadron once all of its Regrouped Units/leaders have been built (**leaders first**).
- 2. build Units unless the Capital already contains more unled Units than the Command Rating of its best available unbuild leader (or unless nothing else can be built).
- 3. build the best available leader if the Capital already contains more unled Units than that leader can command.
- 4. build a Squadron only if a Unit/leader cannot be built.
- 5. Refit any Squadron(s) if no pieces remain to be built or Regrouped.

7.51 CP CREDITS: Units in a Neutral Proxy Capital can be exchanged for two CPs each to pay for a Squadron or leader when necessary. Unspent CPs are recorded for later use by placing a “+1 CP” marker on the Capital. There is a maximum of one such marker per Neutral Proxy Capital. The “+1 CP” credit is lost if not spent before gaining Pact status.

7.6 FOREIGN WARS

A nation may attempt to end its Foreign War once for each CP it spends to make an “end war” die roll during its Impulse. A resulting die roll of “6” ends that Foreign War **and removes it from the game as symbolized by the discard symbol**. Pieces involved in that Foreign War are immediately sent to Regroup.

7.7 REGROUP

Conquests, submissions and events may take Units, leaders and Squadrons (blockaded or not) from play to the Regroup box. Each Unit, leader, or Squadron located there can be returned to play in a **Friendly Home Duchy** for one CP apiece. **Any Squadron leaving the Regroup box for any reason is placed under a Refit marker. Squadrons from Regroup are placed in any unblockaded Friendly Home Port (5.62)**. If there is no such Port available, they remain in the Regroup Box until used to respond to a Foreign War event (6.13). Flags subject to Regroup (15.22) are simply returned to the pool of unused Flag pieces.

8. DIPLOMACY

8.1 DIPLOMATIC TRACK

The Diplomatic Track is not in play during the first Round of the 1805 Turn. Thereafter, each Proxy can be influenced by using CPs and/or events to move its Consul along the five rows (one for each Power) of the Diplomatic Track. The Unaligned column is part of every row. All Consul sliding is done laterally from one box to the next. To change rows, the Consul must move along

its current row to the Unaligned column. It can then move up or down freely to any other row (at no CP cost). The cost to shift a Consul by CP (instead of event) is equal to the number in the column(s) it enters.

The Consul can be flipped to its +1 side or back to its normal side at the cost of one CP. A “+1 Consul” slides to the right for one less CP and to its left for one more CP than normal, and flips to its normal side when it enters a new box of the Diplomacy Track or an opponent pays a CP to flip it. A “+1 Consul” cannot move freely up or down the Unaligned Column; it must be flipped to its normal Consul side before changing rows.



NEGATIVE INFLUENCE: Any player may use CPs/events to shift a Consul left (or flip a “+1 Consul” to its normal side).

POSITIVE INFLUENCE: Any nation can play an event to shift a Consul to the right on any Player Power’s row of the Diplomatic Track. However, CP expenditures to shift a Consul to the right (or flip it to its +1 side) can only be made by a Player Power on its own row of the Diplomatic Track

Example: Austria could not play CPs to move the Ottoman Turk Consul to the right in Britain’s row (but could move it to the right on Britain’s row using an appropriate event).

8.2 ALLY STATUS

GAINING AN ALLY: When a Proxy’s Consul marker enters a Power’s Pact Box of the Diplomatic Track, that Proxy becomes allied to that Power. An ally’s Controlled Duchies are Friendly for Attrition and movement. During the Proxy’s Impulse, a Patron can use his allied Proxy’s cards to negatively impact the Diplomatic Track, to end its own Foreign Wars, to build/move its pieces, or as events. The Patron may use its own cards to move his allied Proxy’s pieces only by commanding an Army Group with one of the Patron’s leaders (9.7) or an Army/Fleet containing allied Minor pieces.

BREAKING A PACT: Once a Consul enters into Pact status, it leaves only by Conquest, Submission or a Pact-breaking event.

8.21 BROKEN PACT: When an event breaks a Pact any one nation, including the targeted Proxy Pact nation, may immediately respond in Order of Movement solely to restore that Pact status by play of event (or in the case of the Power losing that Pact by CPs) as if it were taking an Impulse. If no nation is able or willing to do so, the Proxy’s Hand is replaced by an equal number of newly drawn cards and played as a Neutral Proxy. Then all newly Neutral Forces outside their Home and their own Associate Duchies Regroup, as do any Forces of other nations in the Neutral’s Home Duchies. Any formerly allied Squadron(s) in that newly Neutral nation’s controlled Port may remain there (or Regroup) but no longer benefit from that Port’s shore batteries. Associate Duchies of the newly Neutral nation remain controlled by their current owner, and their occupants may stay or Regroup at their option. Uncontrolled Associate Duchies of the newly Neutral nation are returned to the Neutral nation’s Control and their occupants must Regroup. Newly Neutral Squadrons Regroup if in a Port other than their own.

8.22 ALLY RESTRICTIONS:

- 1. France and Britain never change Camps. Even if it becomes Subject Neutral, Britain’s only options are to remain Subject Neutral or rejoin the Coalition.
- 2. A nation may not attack an ally’s Forces nor place its own Flag on an ally’s Home, Associate or Controlled Duchy. However, allied Forces can remove an enemy Flag, thus restoring inherent Control of a Duchy to their ally if the ally was the original owner of the Duchy.
- 3. A nation may never declare war on another nation directed by the same player.
- 4. No nation may be expelled from a Camp by its Allies.

8.3 CAMPS

Camps are binding alliances. The Imperial Camp (France and its Spanish Minor ally) starts at war with the Coalition Camp of Britain, Austria and Russia. Prussia, Sweden, the Ottoman Turks, and Denmark start in varying stages of neutrality. These Proxy nations (in the five-player version Prussia is not a Proxy) will join/exit either Camp as they gain/lose Pact status on the Diplomatic Track. Nations of the same Camp are allied, but may play events that hinder each other. A Player Power may freely change to the enemy Camp during the Interphase by joining it with the permission of all members of that Camp (14.11), but may not become Neutral unless it is conquered or Submits. No nation may be at war with both Camps.

8.31 BENEFITS: Camp benefits include:

- 1. multinational Army Groups (9.7•2) and Grand Fleets (13.2)
- 2. Friendly allied Duchies for movement and Attrition
- 3. Turkish War events cannot strike a Camp while the Ottoman Turks are a Client of that Camp.

8.32 PROXIES: When any nation declares war on a Neutral Client the attacked Proxy allies with the Power holding its Consul on its row of the Diplomatic Track by advancing the Consul to its Pact box. However, if attacked by its own Patron or while Unaligned the invaded Proxy allies with the Player Power opposing (i.e., in the opposite Camp) the invader listed last in Movement Track Order. A Pact Ally (as opposed to a Neutral Client) may never be attacked by its Patron or its Patron’s Allies.

8.33 DECLARATION OF WAR: A Player Power (and its Pact Allies) may attack another nation only by a Declaration of War. A Neutral Proxy may not attack; it must first become allied with a player – at which point it joins the Camp of that player, forfeits neutrality, and is at war without any Declaration of War costs. A Declaration is made during the Interphase (14.1) or an Impulse. However, a nation cannot declare against its own Pact Allies. An Interphase Declaration against any nation is free (i.e., costs 0 CPs). An Impulse declaration against a Power costs 7 CPs. An Impulse Declaration against an Unaligned Minor, a Neutral Client of an enemy Power, or the declarer’s own Neutral Client is free. An Impulse Declaration against a Neutral Client of an Ally requires that the would-be declarer switch Camps and pay 7 CPs.

A Declaration of War can be used to change Camps only with the permission of all players in the Camp to be entered. A Neutral Power (8.5, 15.42) must join a Camp to declare war but needs no such permission to do so. A Subject Neutral entering its Conqueror's Camp needs permission (8.81). However, both Neutral and Subject Neutral Powers may only declare war against a nation already in a Camp.

Events (such as *Papal Bull* and *Minor Forces*) which place Forces in another nation's Duchy do not cause War or violate an *Armistice* (see also 17.2).

Example 1: *In a 5-player game, Russia, a member of the Coalition, wishes to attack Sweden, a Neutral Client of Britain. Russia has two options: She may either "buy down" the Swedish Consul to Unaligned and then declare war without switching Camps or any additional CP costs. Or, Russia may obtain permission to switch to the Imperial Camp and pay 7 CPs. If Russia first "buys down" Sweden to Unaligned status, Sweden becomes allied with the Player Power opposing the invader (in the Imperial Camp) listed last in Movement Track Order.*

Example 2: *In a 3-player game, Britain wants to attack Denmark, a French Neutral Client, during his second card play of Turn 1. As Denmark is a Neutral Client of an enemy Power, Britain may, without CP cost, immediately attack Danish pieces and/or enter Denmark. In the event of a British attack Denmark would automatically ally with France.*

8.34 CONSEQUENCES OF WAR: Declaring Formations (including those changing Camps; 14.1) in an ex-ally's (or former Subject Neutral's) Duchy suffer Attrition and the survivors Regroup. Non-declaring Formations in an ex-ally's (or former Subject Neutral's) Duchy suffer Attrition also, but the survivors have the option of freely Flagging the Duchy if alone or Regrouping. If the conqueror of a Subject Neutral changes camp the conqueror's former allies in the still Subject Neutral nation suffer Attrition and the survivors Regroup. However, Duchies ceded to the conqueror and occupied by the conqueror's former allies may be flagged for free by any surviving Formations.

Newly declared opposing Formations co-occupying a Duchy after all necessary Regroups, i.e., located in an Uncontrolled Duchy, must do battle unless the declarer successfully evades. No terrain benefits (11.22) apply in that battle.

8.4 TURKISH FOREIGN WARS

You are not subject to a Foreign War event against any Client of your Camp, nor can you gain Client status with any nation with which your Camp has a Foreign War. If you join a Camp that has a Client with which you currently have a Foreign War, or if your Client is currently in a Foreign War with a member of the Camp you join, that Foreign War automatically ends and all pieces are immediately sent to Regroup.

Example: *Russia is in the Imperial Camp. Turkey is a Pact Ally of Britain (both in the Coalition Camp) and the Russo-Turkish War is in effect. During the Interphase Russia joins the Coalition Camp. The Russo-Turkish War immediately ends and all Russian pieces therein are sent to Regroup.*

If Turkey is attacked by any member of a Camp currently opposing Turkey's opponent in an offboard war, Turkey's offboard

involvement in that Foreign War(s) ends automatically and all pieces in that Foreign War are immediately sent to Regroup.

Example: *Russia is in the Imperial Camp and declares war on an Unaligned Turkey while the Anglo-Turkish Foreign War is in effect and Britain is in the Coalition. The Anglo-Turkish War automatically ends and all British pieces therein are immediately Regrouped.*

8.5 PRUSSIAN NEUTRALITY

Prussia may not join a Camp during the first Round of the 1805 Turn. During that Round, Prussian Forces may not exit Prussia. If a Prussian Duchy is invaded (except by certain events, 8.33), Prussia is at war with that invader and all members of that invader's Camp – thereby voiding the restrictions of enforced Prussian neutrality.

8.6 NEGOTIATIONS

You may bargain freely but such discussions must be public and cannot delay play. There is no penalty for breaking a promise. Cards may not be traded or shown to other players unless so allowed by an event.

8.7 PROXY PACT CAMP STATUS

When a Proxy becomes part of either Camp, place its "+1 CP" marker in the appropriate Camp box (at the bottom of the Control Chart sheet).

8.8 SUBJECT NEUTRALS

If a Player Power Submits or is conquered, it becomes a Subject Neutral. Any Pacts it has do NOT become Neutral; they remain members of their current Camp and remain directed by the same player (see 15.25). However, their "+1 CP" marker is flipped to the "Neutral Builds" side in that Camp box signifying that although controlled by a Subject Neutral, they are not "allied" to it for any purpose until that Subject Neutral joins it in the same Camp. The Subject Neutral's former Allies (and current Proxy Pact Allies) must Regroup out of the Subject Neutral's Controlled Duchies and respect each other's borders as if they were not allied – which they aren't – although the same player directs them both. Only a nation in a Camp may declare war on the Subject Neutral (see 15.24), and the Subject Neutral may not declare war on a nation not in a Camp. Even after the Grace Period expires, a Subject Neutral remains as such until it joins a Camp.

8.81 CHANGING CAMPS: If a Player Power changes Camps (14.1), all the Pacts he controls change Camps with him. There is no CP cost to do so during the Interphase. If a Power is Neutral (or Subject Neutral) and joins a Camp, all the Pacts he controls join that Camp with him. A Subject Neutral could remain so while his Pact(s) remain active in their current Camp. However, a player can never control nations in both Camps. This means that when the Subject Neutral joins either Camp, all of its Pacts do also. If a Subject Neutral is attacked, the Subject Neutral and its Pact Allies automatically, and without incurring the Declaration of War costs paid by the attacker, join the opposing Camp of the attacker for free.

Example 1: *Austria has gained Pact status with Proxy Prussia. Prussia is then conquered by France, who gains Breslau as a Ceded Duchy. Austria continues to fight. Austrian Units may not enter Prussia without a*

Declaration of War, but they could enter Breslau (which is now French), and could even possibly Flag Breslau as Austrian.

Example 2: Austria has gained Pact status with Proxy Prussia. Austria is then conquered by France, who gains Prague as a Ceded Duchy. Prussia continues to fight under the Austrian player's direction. Prussian Units may not enter Austria without a Declaration of War, but they could enter Prague (which is now French), and could even possibly Flag Prague as Prussian. Per 14.13, if Austria ever leaves Subject Neutrality to rejoin the Coalition and still has Prussia as an ally, Prague could be voluntarily restored to Austria by the Prussians if they have Flagged it.

Example 3: Austria has a Pact with Turkey. Austria is then conquered by France and becomes a Subject Neutral. Turkey remains in the Coalition Camp, with its pieces directed by the Austrian player. If Austria later joins the Imperial Camp (either voluntarily with permission from all Imperial Camp members, or as a result of being attacked by a Coalition member), Turkey switches Camps with it.

8.82 CONQUEROR/SUBJECT NEUTRAL ALLIES: Should any Subject Neutral find itself in the same Camp with its former Conqueror, the Conqueror - at the moment of the Camp entrance only - may voluntarily unflag any Duchy of its new Camp partner it currently holds but is under no obligation to do so.

Example: A newly Subject Neutral in the following Change Camps phase (14.1) joins the conqueror's Camp. This requires the permission of the Conqueror since this would constitute a change from his last Camp. The Grace Period (15.24) prevents the victim from making a declaration against the conqueror before the Interphase of the next Turn, so such a declaration could only be made against its former Camp. Note that the conqueror MAY unflag one or more of the Subject Neutral's Duchies (8.82, 14.13) as part of a deal to get its victim to join it against its former Camp. This capability lends itself to a valid submission offer - i.e., "I'll submit now and join your Camp in the Interphase if you let me keep all or some of my Keys (or return them to me when I join your Camp)."

8.83 SUBSEQUENT FLAGGING: If a Subject Neutral joins the Camp of its former Conqueror and its new Camp partner retains the Ceded Duchies of the former Subject Neutral, then those Duchies could be Flagged by opponents of its new ally. If those Duchies are then reflagged by a member of its current Camp (the former Subject Neutral or its new ally) then those Duchies are just unflagged to indicate they belong to the original owner (the former Subject Neutral). They do not become Ceded Duchies again.

9. MOVEMENT

9.1 OVERVIEW

Pieces move by expending CPs. A leader spends one CP for each Duchy entered whether alone or with the other Units of his Army. A moving Army contains a leader and possibly Units/leaders of its own nationality (and/or those of its Minor Pact Allies) up to that leader's Command Rating. A leader of a Minor nation can lead only its own Units/leaders in an Army or Army Group. A leaderless Formation moves one space per CP. However, the cost is per piece or per Army and is never paid simultaneously so separate Formations (not under the same Commander) cannot enter battle together (9.8).

9.2 STACKING

Unlimited Formations can occupy (and defend) a Duchy together. However, an Army may move and attack with only as many Units/leaders as its leader's Command Rating allows.

9.3 ENTRANCE

A Duchy may be entered only from an Adjacent Duchy except by Convoy (13.6) or Amphibious Assault (13.7).

9.4 ATTRITION

Certain moves trigger Attrition requiring a die roll for each applicable Unit/leader. One Unit/leader of the Commander's choice is lost for each "6" rolled. In general, if allied with a nation and entrusted with its pieces you are expected to command them in such a way as to maximize gain by that nation. The Commander cannot sacrifice an allied leader instead of a non-leader Unit of his own without the owner's consent.



- 1. If several Attrition conditions apply, resolve each for the entire Formation before removing losses.
- 2. Attrition losses are not battle casualties unless so cited by an event.

9.41 PASS/MARSH: Links formed by dashed lines are marsh (blue) or mountain passes (black). Entering an Enemy Duchy via a marsh/pass causes Attrition.

9.42 FORCED MARCH: Formations suffer Attrition in the fifth and subsequent Duchies they enter in each Impulse. Formations may move alone and/or as part of the same or a different Army, but Attrition applies to each Unit/leader that moves more than four Duchies (excluding retreats, evasions, and/or interceptions).

9.43 AMBUSH: Entering an Enemy Duchy from an Uncontrolled Duchy causes Attrition.

9.44 RETREATS/EVASIONS: Entrance during retreat/evasion to an Enemy Duchy, or across a strait, or retreat to sea from a failed Convoy/amphibious assault causes Attrition for each occurrence. Retreating via a mountain pass or marsh does not in itself cause Attrition if the retreat is to a Friendly or Uncontrolled Duchy.

9.45 FRENCH: French Attrition losses are Halved unless in a Russian, Spanish or Turkish Home Duchy regardless of Camp status. **Therefore, when a multinational force is involved, French Attrition must usually be rolled separately.** The nationality of the Duchy they attempt to enter has no effect.

Example: A French Army of four Units and Ney moves five Duchies. The fifth is an enemy Duchy and entered across a Pass. Both Pass and Forced March Attrition penalties apply. **Consequently, the French roll five Attrition dice twice, but halve losses (fractions rounded up) each time unless in a Russian, Spanish or Turkish Home Duchy.**

9.5 RESTRICTIONS

Movement is not allowed through:

9.51 ENEMY FORMATION: Entrance of a Duchy containing an enemy Formation requires stopping for immediate battle unless

the enemy successfully evades (10.2). Further movement during that Impulse by the Active pieces in the battle is not allowed without an Overrun (11.6). However, an Active surviving **victorious** Formation may possibly place Flags with any remaining CPs as this requires no actual movement.

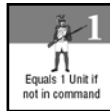
9.52 ENEMY FORTRESS: Entrance of an enemy Fortress Duchy ends movement for that Formation (barring a Siege Overrun; 12.31).

9.53 STRAIT: Straits link Duchies with blue dotted lines. Movement, retreat, interception and evasion are not allowed across a strait if an enemy Fleet is in that Zone or Port.

9.54 NEUTRALS: Only a Neutral Power's Pact Allies may enter that Neutral's Duchies without a Declaration of War (except by event; 8.33).

9.6 MULTIPLE LEADERS

A leader may enter a Duchy containing a friendly leader, but if it stops there, one must be designated the "Commander". The other is considered a Unit in the Commander's Army and is flipped to its reverse side (unless it belongs to a different Power or the Minor Ally of a different Power, in which case a Multinational Army Group may be formed; 9.7•2). A **flipped leader** regains leader status when separated from the Commander's currently-occupied Duchy (i.e., **through evasion, interception, or being left behind during movement**) or if leading another Army within the Commander's Army Group.



9.7 ARMY GROUPS

Two or more Armies of the same Camp in the same Duchy may form an Army Group – regardless of how they came to occupy the same space. One leader is the Commander. He is placed in the Commander section of his **Headquarters Display's** Army Group Holding Box and the rest of his Army Group is placed in the box. His standup piece is then placed on the map to represent the entire Army Group. Subordinate Army Commanders remain face-up in the Army Group Holding Box. Any excess leader is flipped to its reverse Unit side and placed in Armies in the Army Group (subject to normal restrictions on mixing nationalities within an Army). **Only a leader of a Power may command a multinational Army Group.**



- 1. TRANSITING FRIENDLY ARMIES: An Army Group need not be formed while one Army passes through another Army's Duchy in mid-Impulse, but can be. In that case, the stationary Army must join the currently moving Army as it continues its Impulse, and the moving Army – now an Army Group – pays the corresponding movement costs of an Army Group for any further combined movement.
- 2. MULTINATIONAL ARMY GROUPS: Forming a multinational Army Group requires the consent of all players whose pieces compose that Army Group. Lack of such consent prevents the relevant allied Army from joining an Army Group. Otherwise, once such consent is given, the command of an

Army Group can change only during an Impulse of a new Commander or upon combination with a new leader who will become the Commander. If an Army Group is not formed, all occupants of a Duchy still defend together, but with a Commander Battle Rating of 0 (i.e., one leader chosen by the attacker as the temporary defensive Commander contributes no dice to the battle **although his printed Battle Rating still applies as a liability should he be routed**; 11.5). Until formed into an Army Group, Armies in that Duchy may not intercept or evade together, but must resolve such attempts as separate Armies.

- 3. FLAGS: When placing Flags, an Army Group places only the flag of the nation whose Impulse is currently being played regardless of the nationality of the Commander. So, for example, an Austro-Russian Army Group under Kutuzov could place only Austrian flags during the Austrian Impulse and Russian flags during the Russian Impulse.



9.71 ARMY GROUP MOVEMENT: An Army Group moves during its Commander's Impulse. Regardless of its Command Rating, an Army Group pays one CP per Army for each Duchy it enters. An Army Group may move as many Units/leaders as are contained in the Armies of its various Army Commanders. An Army Group may freely shed Formations along its path and/or gather Formations within the Command Rating limits of its Armies. Note that a leader can be an Army unto itself or can simply be an additional Unit within another leader's Army. Generally speaking, when multiple leaders are in the same Duchy, each secondary leader should be treated as a Unit within the Commander's Army until such time as the Commander's Command Rating is exceeded, requiring a secondary leader to exercise his own Command Rating to move additional Units in another Army.

Example: Napoleon (Command Rating: 8) and Murat (4) could move 12 Units in addition to themselves as an Army Group. Each Duchy entered would cost two CPs (one for each Army). Napoleon, Murat and seven Units (any combination of French and French Minor Pact Allies) would compose one Army and cost one CP for each Duchy entered.

9.8 ENTERING BATTLE

Entering an enemy Formation's Duchy causes battle unless the defender evades. The battle cannot be delayed while another Formation moves into the same Duchy with another CP – even if it started in the same Duchy with the other moving Formation. Only by simultaneous movement as an Army Group (or by dual-interception) can multiple Formations enter battle together, and therefore possibly exceed the command rating of a single leader. Once a **Formation** is committed to battle, all other action (except interceptions and evasion) stops until that battle is resolved. The Active player may not play other non-response events (in combination with a "+" card) to affect that battle.

10. INTERCEPTION & EVASION

10.1 INTERCEPTION

An inactive Army or Army Group may attempt to enter an Adjacent Duchy to interrupt the movement of enemy Forces (including those appearing due to events or builds) if no enemy Formation already occupies that Adjacent Duchy. If successful, a battle is fought. The Active player is the attacker.

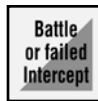
MULTIPLE INTERCEPTS: Regardless of the interception attempt outcome, other inactive Armies (or Army Groups) may attempt interception into the same Duchy. When intercepts are possible by multiple players, they are declared and resolved in Order of Movement if the order of resolution cannot be mutually agreed upon. This may result in a multinational Army Group being formed. After all intercept attempts for a Duchy are resolved, a battle occurs there between any opposing Formations [present](#).

10.11 RESOLUTION: Once resolved, the interceptor may not decline an intercept result. Interception succeeds on a modified two-dice roll greater than or equal to “9”. If the modified dice roll is less than “9”, interception fails. Failed intercepts never require Attrition since no move was made; successful intercepts are subject to the normal movement-induced forms of Attrition as applicable.

INTERCEPT MODIFIERS: The dice roll is modified by:

- +1 if intercepting into a Friendly Duchy
- -1 if intercepting from an Uncontrolled Duchy
- +? the Battle Rating of the intercepting Commander
- -1 if the interception crosses marsh, pass or strait

10.12 ARMY GROUP: If an Army Group attempts interception, pre-declare all Forces in that Army Group attempting to intercept. Only the Commander’s Battle Rating is used. If successful, any Army/Army Group that it leaves behind has its own sole intercept capability. However, the Army Group may decline to intercept en masse, and dispatch a lone Army or a smaller Army Group to attempt interception using its own Commander’s Battle Rating. However, once any intercept attempt from that Duchy fails, all remaining Formations in that Duchy lose intercept capability for that Impulse and are marked accordingly with a “Battle or failed Intercept” marker until the end of that Impulse. A subordinate Army of another player may not be forced to attempt interception with its own Battle Rating without its consent. Likewise, the subordinate Army may not attempt interception without the consent of the Commander.



10.13 FLAG INTERCEPTS: A Flag (without accompanying Formations) placed by an event Adjacent to an Army with intercept capability may be intercepted. [Such a](#) Flag is immediately removed when a successfully intercepting Army enters its Duchy.

10.2 EVASION

Inactive Formations can avoid battle by evading to an Adjacent Duchy other than the one from which the enemy entered.

An entire Army Group attempts evasion just once and must evade to the same Duchy without altering the composition of that Army Group. Evading Units not within an Army check individually for each piece. Evasion to sea or into a Duchy containing enemy Formations or an unbesieged enemy Fortress is never allowed. Evasion into an Enemy Duchy or across a strait suffers Attrition.

Evasion succeeds on a two-dice roll greater than or equal to “9” which is modified by:

- +1 if evading into a Friendly Duchy
- -1 if evading from an Uncontrolled Duchy
- +? the Battle Rating of an evading Commander
- -1 if the evasion crosses marsh, pass or strait

If the modified dice roll is less than “9”, evasion fails; the evader does not move, forfeits any terrain dice (11.22) it would otherwise have had, and the Active Formation gains an extra Battle die in the first Round of battle for each failed evasion attempt from that Duchy.

10.21 PURSUIT: Given sufficient CPs, the Active Formation may pursue an evading Formation into an Adjacent Duchy or move in a different direction. Should it enter the Duchy of an evading Formation, that evading Formation may again attempt evasion.

10.3 SEQUENCE & RESTRICTIONS

[Evasions, retreats, and interceptions cannot be intercepted. Units not within the Command Rating of a leader may not intercept. An Army can attempt interception unless it has failed an interception attempt or fought a battle other than an Overrun during that Impulse. Such Armies are immediately marked with a “Battle or failed Intercept” marker until the end of that Impulse. Formations attempting evasion/interception must do so before any Attrition suffered by the movement which prompted that evasion/interception attempt is resolved. A Formation that has successfully intercepted may only then evade after the battle joined or caused by the interception has been resolved. Otherwise, there is no required order for evasion and intercept attempts; the results of one attempt can be seen before declaring another. If players disagree on the order, resolve them in Order of Movement.](#)

11. BATTLE

11.1 BATTLE EVENTS

A battle event(s) may be played by any nation(s) with pieces in that battle. Battle events are played prior to any dice rolls in Order of Movement beginning with the Active nation (which must play all of its desired Battle events before the next nation declares whether it will play any). Battle events affect only one Round of battle. If there is a second Round, all nations will again have the opportunity to play Battle cards in the same order. “Response” events (6.14) also affect battles, and, unlike “battle” events, can be played in any order by any nation – even after battle resolution.

11.2 BATTLE DICE

Combat is resolved by rolling dice. The number of dice each player rolls is:

- one per undisrupted Unit (including all leaders other than the Commander whether acting as Units within an Army or commanding subordinate Armies in an Army Group)
- +/- dice as listed by battle event
- + Nationality bonus (11.21)
- + the Commander's Battle Rating (if undisrupted)
- +? any defender's terrain bonus (first Round only; 11.22)
- +1 per failed enemy evasion attempt (first Round only; 10.2)

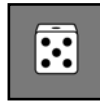
11.21 NATIONALITY BONUS: Each side gets one extra die unless composed of more than 50% French (i.e., Units/leaders) which get two extra dice, or composed of at least 50% Minors which get no bonus dice.

11.22 TERRAIN: All terrain bonuses require that the Duchy be Friendly before battle. Should any Formation fail an evasion attempt, all defenders forfeit any terrain bonus. Interceptors reach the battle site first to earn any terrain bonus, but must commit to the attempt before the Active player rolls any Attrition for entering that Duchy.

- ROUGH: If any Active Formation entered the contested Duchy in this Impulse across rough (a brown line), the defender gains one battle die during the first Round of battle.
- PASS: If any Active Formation entered the contested Duchy in this Impulse across pass (a dashed black line), the defender gains two battle dice during the first Round of battle.
- MARSH: If any Active Formation entered the contested Duchy in this Impulse across marsh (a dashed blue line), the defender gains three battle dice during the first Round of battle.
- STRAIT: Formations may cross a strait (blue dotted line) only if no enemy Fleet is in that Zone or Port. If the entered Duchy is enemy Controlled, it defends as per Amphibious Assault (although without Convoy limitations; 13.7).

11.3 CASUALTY RESOLUTION

Losses are simultaneous. Each "6" die roll kills an enemy Unit instantly. Each "5" die roll disrupts one for the duration of the battle. Kill results take priority over disrupts if there are insufficient Units/leaders to absorb all hits. Record casualties by moving the Camp dice markers along the Casualty Display on the Battleground Chart.



11.31 LOSS DISTRIBUTION: Unit (but not leader) losses are divided evenly by nationality. The Commander of a multinational Formation determines which nation suffers any excess kill result. Leaders are eliminated only with the consent of their owner or if there are insufficient Units (regardless of nationality) to fulfill the required loss.

11.32 VICTOR: If all Units/leaders on one side are eliminated by kills and the other is not, it loses the battle. Otherwise, total the kill and disrupt casualties of each side. The one with the most

casualties loses and retreats. If equal, fight a second Round with any remaining undisrupted Formations. If still tied after two Rounds, the Active Formation retreats. Battles never exceed two Rounds.

11.33 DISRUPTS: A combatant that suffers as many or more disrupt results than it has Units, and is required to fight another Round, may still possibly have battle dice due to its leader, events, and/or nationality bonus. **Excess disrupt results detract from these bonuses, with the first excess result disrupting the Commander and thus canceling his entire Battle Rating (11.2). Additional disrupts cancel applicable event and/or nationality bonuses at the player's discretion.**

11.4 RETREATS

The victor remains in the battle Duchy. The loser retreats to an Adjacent, Friendly Duchy(s) if possible. The first choice for retreat of Active losers must be to any Duchy from which they entered the battle Duchy. Intercepting Formations, since they reached the battle Duchy first, do not have to retreat to the Duchy(s) from which they came.

11.41 ATTRITION: A defender unable to retreat to a Friendly or Uncontrolled Duchy may retreat to another Adjacent Duchy(s) but suffers Attrition (9.44).

11.42 NO RETREAT: Formations unable to retreat are eliminated; causing an Overrun (11.6). A Formation may not retreat:

- to a Duchy from which the enemy entered the battle,
- out to sea (unless attacking from the sea),
- to an unbesieged enemy Fortress,
- to a Duchy containing an enemy Formation,
- across a strait, if an enemy Fleet is in that Zone or Port.

11.43 VOLUNTARY ELIMINATION: The owner of any Formation whose retreat would cause a Declaration of War (8.33) may choose to eliminate such Formation(s) instead. If the owner decides against their removal, a Declaration of War must be made and, if applicable, purchased as if taking an Impulse (excess CPs are forfeit).

11.44 COMBAT EFFECTS: Neither disrupt results nor retreats incur additional lasting effects beyond the confines of the current battle.

11.5 ROUT

A victor inflicting at least three more casualties than he suffered (regardless of the Round(s) in which they were inflicted), causes a rout. All routed disrupted Units/leaders are eliminated. **If the routed Formation was an Army or Army Group the victor rolls a die. If the die roll is less than or equal to the printed Battle Rating of the routed Commander the victor gains a Resource (16). Note that elimination of the opposing Army/Army Group in itself is insufficient to allow a possible Resource gain; a Rout must occur. A routed Army/Army Group cannot generate more than one Resource gain per Impulse.**



11.6 OVERRUN

If all Units/leaders of a side in battle are eliminated – even if due to rout, failure to retreat or Attrition suffered during a retreat – an Overrun occurs. An Active Overrunning Formation may continue to move with any remaining CPs.

11.7 FLAG OVERRUN

If eliminations exceed the loser’s leaders/Units, the victor gains a free Flag placement (or removal as applicable) in the battle Duchy unless it is a Fortress or both sides are eliminated.

12. FORTRESSES

12.1 OVERVIEW

A Fortress Controls its Duchy regardless of the presence of enemy Formations. To Flag a Fortress you must defeat it by Siege. Fortresses do not affect battles, but do affect Control, naval combat and all forms of movement (12.4). Formations are never inside a Fortress. Formations built on a Fortress Duchy under Siege would cause an immediate battle (or evasion by the Besieger). If defeated, the newly-built attacking Formations (barring an available retreat route to an Adjacent Uncontrolled or Friendly Duchy) are eliminated for failure to retreat. A Fortress is Uncontrolled to any Enemy Formation that occupies it. Sieges are not affected by battle events unless the event specifically refers to siege use.

12.2 SIEGE

Only a single Army may Siege. An Active Besieging Army may resolve a Siege if there are no enemy Formations occupying the Fortress Duchy, and it has not already fought a non-Overrun battle there in that Impulse. A Siege costs no CPs. It may be resolved at any time, including prior to, during, or after, using a card/Reserve/Resource, during the Besieging Army’s Scheduled Impulse. This may occur even during a “pass” Impulse in which the besieger has no cards, and thus, no normal Impulse. A Fortress may only be besieged once per Impulse (although that Siege may last more than one Round), and only by one Army. A Besieging Army moves no further in an Impulse in which it lays Siege unless the Siege is an Overrun (12.31).

12.3 SIEGE RESOLUTION

A Fortress rolls dice equal to its base strength (4 for Gibraltar; 2 for all others). It falls only if it suffers a number of “6” results greater than or equal to its strength in one Impulse and if the Besiegers are not eliminated. “5” results have no effect against a Fortress; only “6” results determine whether a Fortress will fall and even they have no effect on the strength of the Fortress in subsequent Rounds of that or other sieges. The Besieging Army may attack a still standing Fortress again immediately with any remaining undisrupted Forces if it has caused more casualties (“6’s”) than it has suffered (“5’s” and “6’s”) in that Round. A Besieging Army does not retreat or rout. A fallen Fortress is immediately Flagged at no cost and remains a Fortress for its new owner.



Example: A Spanish Army of four Units under Castanos besieges Lisbon. The Fortress throws two dice and inflicts no casualties (“5’s” or “6’s”),

while Castanos throws five dice and inflicts a single casualty (“6”). The Fortress does not yet fall (because it did not suffer a number of “6” results greater than or equal to its strength in one Impulse). However, Castanos may attack again because he has caused more casualties (one) than he has suffered (zero) in that Round. On the second Round, the Fortress inflicts two casualties (rolling one “5” and one “6”), while Castanos fails to roll a “6”. The end result would be Castanos loses one of his Units killed (from the “6”) and the Fortress does not fall. However, had Castanos rolled a “6” in the second Round, Lisbon would have fallen due to taking two casualties in this Impulse even though Lisbon rolled more casualties (two) in the second Round than Castanos (one).

12.31 OVERRUN: A Siege attack which rolls more “6’s” or takes fewer Siege Rounds in that Impulse than the Fortress strength is an Overrun and allows the Besieging Army to move elsewhere in that Impulse by spending the required CP.

12.32 ZONE MODIFIER: If besieging a Fortress-Port where the Port owner (or his ally) Controls an Adjacent Zone, the Besieging Army rolls one less die than normal.

12.33 ARMY GROUPS: Any one Army in a single nationality Army Group may conduct a Siege during its Scheduled Impulse. Excess Units present beyond the Besieging Army’s Command Rating may replace any disrupted/eliminated Units in the Besieging Army during subsequent Siege Rounds. In addition, any one Army of a multinational Army Group may besiege a Fortress during its Scheduled Impulse. If successful, it places the flag of the nation whose Impulse is currently being played regardless of the nationality of the Commander (9.7•3). Any given piece may only besiege a given Fortress (12.3) during one Impulse per Impulse Round.

12.4 MOVEMENT EFFECTS

Retreat or evasion to an enemy Fortress is not allowed unless it is besieged by friendly forces. All forms of movement, retreat, interception and evasion from an enemy Fortress Duchy must be to an Adjacent Uncontrolled or Friendly Duchy.

13. NAVAL AFFAIRS

Fleets move by paying Maneuvers. Each CP buys two Maneuvers.



13.1 FLEETS

A Fleet consists of all Squadrons of the same nation (or a Power and its Pact Minor Allies) in the same Zone or Port. Movement from a Port to its Zone – or vice versa – costs one Maneuver, as does movement from a Zone to an Adjacent Zone. Squadrons may be left behind or gathered as a Fleet moves. Any Squadron separating from a Fleet becomes a new Fleet. It moves by expending its own Maneuvers.

13.11 REFIT: Squadrons under Refit may not voluntarily move. A Squadron under Refit must remove its Refit marker in a subsequent Impulse or Interphase (at a cost of one Maneuver) before it can voluntarily sail. Squadrons under Refit go to sea only if an enemy gains Control of their Port or to respond to a Foreign



War or *Guerre de Course* event. A Squadron under Refit forced to sea is the same as any other Squadron of that nationality, but with one less battle die due to its Refit status. It will continue to have one less battle die until it returns to a [Friendly Port](#) and pays a Maneuver to remove the Refit marker there.

13.2 GRAND FLEETS

A Grand Fleet is a stack of allied Fleets of different nationalities not tied directly by Pact. It is commanded by the Squadron of a Power at the top of the stack. If they cannot agree on a Commander, each Fleet forms a different stack. The Squadron in command of a Grand Fleet can change only during the Impulse of the nation assuming the command, whether it moves or not.

Example: Britain, Sweden, and Russia are all in the same Camp, but Sweden is tied by Pact only to Britain. British and Swedish Squadrons must combine in the same Fleet. However, Russian and British Squadrons can combine only by forming a Grand Fleet.

13.21 MOVEMENT: A Grand Fleet moves and Patrols as a combined force – paying extra Maneuvers for each Fleet therein like an Army Group pays extra CPs for each Army (9.7). Just as Minor Nations cannot move a multinational Army Group, a Minor Nation may not command a Grand Fleet. A Fleet may exit a Grand Fleet, and co-exist in the same Zone if desired (although all Squadrons of the same nation and its Pact Minor Allies in the same Zone or Port always form one Fleet), during its own Impulse. [A Grand Fleet gains the interception/evasion modifier \(13.36\) only if it is composed of more than 50% French or British Squadrons and is also commanded by either Britain or France.](#) In combat, a Grand Fleet throws dice equal to the sum of its respective Squadrons (13.4).

13.22 CAMP CHANGES: Squadrons in a Grand Fleet (or a multinational Fleet) immediately become separate stacks in the same Zone if their nation leaves the Camp of the main Fleet.

13.3 INTERCEPTION & EVASION

Fleets may move through other Fleets (enemy, allied, or neutral), or co-exist with them in the same Zone. If more than one Fleet occupies a Zone each individual Fleet can be successively intercepted (13.31) by an Active Fleet's Patrols at a cost of one Maneuver apiece and fought separately, ignoring the presence of other Fleets in the same Zone. Conversely, only one inactive Fleet at a time (the first in Order of Movement) or a Grand Fleet (13.2) can intercept and, if successful, would fight a battle ignoring the presence of other Fleets in the same Zone. After the first interception attempt and any resultant battle or evasion is completed, the next Fleet in Order of Movement would have the option to attempt interception and battle independent of any other Fleets in the same Zone, etc. If defeated in battle the Active retreating Fleet would not be subject to further interception before or during its retreat.

Example: Sweden is a Pact ally of Britain who is allied with Russia in the Coalition Camp. The North Sea contains a British, a Swedish, and a Russian Squadron. Although these Squadrons could form a Grand Fleet, the Russian has opted to remain separate. The British and Swedish Squadrons must be combined into a single Fleet (stack).

A French Fleet enters the North Sea, during its Scheduled Impulse. The British, next in the Order of Movement, have the first option to intercept. Because their Fleet is not more than 50% British, their intercept modifier does not apply and they need to roll a “9” or greater to intercept. If they fail to force a battle or lose, the Russian Fleet may then attempt to intercept.

Assuming both Coalition Fleets decline or fail to intercept, the French Fleet may then spend a Maneuver to Patrol to find either Coalition Fleet. The French decide to Patrol for the Russians and spend a Maneuver to do so. They are successful. The Russians fail an evasion attempt and are sunk in the resulting battle. The French may follow this success by spending another Maneuver to Patrol for the British Fleet.

13.31 INTERCEPTION: Interception requires a modified two-dice roll greater than or equal to “9”. Interception can be attempted in a Zone by an inactive Fleet whenever a Fleet enters its Zone and/or a Port in that Zone (and before it combines with any friendly Fleet already in that Zone or Port, or gains protection of the shore batteries). The inactive Fleet gets the first interception opportunity. If it fails or declines, the Active Fleet may then combine with any Fleet already in that Zone and may spend a Maneuver to Patrol (attempt interception) or move on. Each failed Patrol by the Active player can be followed by expenditure of another Maneuver for another Patrol or movement elsewhere.

13.32 TWO-ZONE PORTS: Entry of a two-Zone Port can be intercepted only by a Fleet in the Zone from which the entry is attempted. Exit from a two-Zone Port can be intercepted only by a Fleet in the Zone to which entry is attempted.

13.33 EVASION: Intercepted Fleets may evade by making a modified two-dice roll greater than or equal to “9”. Inactive evaders remain in the same Zone and can be intercepted again by successful Patrol. An Active evading Fleet leaving a Blockaded Port returns to the Port it was leaving although it may attempt breakout again in that Impulse by spending a Maneuver until it loses a battle. An Active evading Fleet not leaving a Blockaded Port may continue moving with another Maneuver. A failed evasion attempt grants the intercepting Fleet an additional battle die in the first Round of battle.

13.34 PORT: Fleets in Port cannot intercept (but see 13.8) or evade.

13.35 BLOCKADE: A Fleet in Control of a Zone Blockades all Ports in that Zone. Allied Fleets can share Control of a Zone. The presence of a Neutral Fleet does not deny Control of a Zone. Blockade modifiers apply to Two-Zone Ports only if the Port is entered/exited through a blockaded Zone.

13.36 RESOLUTION: Resolve interception/evasion attempts by rolling two dice whose total is modified by:

- +2 if the acting Fleet is more than 50% British
- +1 if the acting Fleet is more than 50% French
- +1 vs Fleets leaving a Blockaded Port

13.4 NAVAL COMBAT

An intercepted Fleet which does not successfully evade fights a battle. Naval battles are like land battles without routs except that a Squadron (depending on nationality) may be disrupted,

perhaps more than once, and still retain a battle die. Disrupted Fleets roll one less die in any subsequent Round for each “5” result inflicted on them. One Squadron of the owner’s choice is eliminated for each “6” result inflicted on them. Squadron losses of multinational Fleets must be split as evenly as possible. **The Commander of a multinational Grand Fleet determines which nation suffers any excess kill result. Events do not affect naval combat unless specifically cited as usable in naval battles.** Each side rolls the following battle dice amounts:

- three dice for each British Squadron
- two dice for each French, Danish, or Swedish Squadron
- one die for each Russian, Turkish, or Spanish Squadron
- one die if the opposing Fleet fails an evasion attempt (only in the first round of battle)
- Squadrons under Refit roll one less die (to no less than 0)

Example: *An Active British Fleet of four Squadrons Patrols and intercepts an Imperial Fleet composed of two French and two Spanish Squadrons. The Imperials attempt to evade and fail with a roll of “8” as their Fleet is only half French and therefore not entitled to the +1 evasion modifier for being French. The British get 13 Battle Dice in the resulting battle (3 each for four squadrons plus 1 for the failed enemy evasion). The Imperials get 6 Battle Dice (2 each for two French Squadrons and 1 each for two Spanish Squadrons).*

Both sides roll three hits - resulting in a second round of combat. The British roll two “5’s” and a “6” which sinks one Spanish Squadron and reduces the French Fleet to three Battle Dice for Round 2. The Imperials rolled three “5’s” which reduces the British Fleet to nine Battle Dice for Round 2 as the added Battle Die for the failed Imperial evasion attempt no longer applies.

During Round 2, the Imperials roll another “5” for a single hit while the British also roll a single hit - a “6”. The Imperials lose a French squadron this time since they have already lost a Spanish one and must split losses evenly. However, the British lost the battle and must return to Port, even though they lost no Squadrons, because as the Active player they failed to score more hits after two rounds of battle.

13.41 VICTORIOUS FLEET: A victorious Active Fleet may continue movement.

13.42 DEFEATED FLEET: The losing Fleet is placed in any one closest friendly Port (the loser deciding which of equidistant Ports is closest) where it remains for that Impulse. A Fleet defeated while leaving Port must return to that Port (see 13.9). A Fleet defeated while entering a Port must retreat to another Port.

13.5 PORT NAVAL BATTLES

Fleets entering an enemy Port receive fire from shore batteries before naval combat. The Port rolls two dice (four if a Fortress) and exacts any losses. Surviving Active Squadrons then (minus any battle dice due to disrupt results) engage in a battle with any Squadrons in that Port (even if there are no Squadrons capable of returning fire [i.e., Squadrons being built]) plus another Round of fire from the shore batteries – adding the results of the previous shore battery fire into one combined Round to determine the victor. If tied (and both Fleets still exist), a second round is fought, the Port again adding a new Round of shore battery fire to that of the defending Fleet. If the Port loses the battle, the defending Fleet (including any non-fighting Squadron under

a Naval Build marker) is eliminated and the victorious Active Fleet returns to the Zone from which it entered that Port. It may continue movement from there. The surviving Fleet always wins any Port battle in which the opposing Fleet is eliminated regardless of the number of hits sustained.

13.6 CONVOYS

A Convoy is naval transport of Formations from one Friendly Port to another Friendly Port. No Fleet is required but a nation may Convoy only once per Impulse. Up to five Units/leaders may be convoyed per Impulse but are subject to the same limitations as land movement insofar as single CP expenditure moves of multinational Forces and Unit sizes are concerned (9.1).

Example: *A Convoy could not move three Units unless a leader capable of commanding them as an Army was present. Likewise, Units of a Power and its Minor Allies would require the presence of a leader of that Power to form an Army to Convoy them both. Units/leaders of two Powers cannot Convoy together.*

- 1. Convoyed Formations may not combine sea with land movement – they must begin (not be built during the Impulse) and end their Impulse in a Port.
- 2. The Convoy costs one CP per Zone or Port entered. **Example:** *A Convoy from Wales to Lisbon would cost 4 CPs.*
- 3. A Convoy may not enter a Zone or Port containing an enemy Fleet, or cross a Strait held by an enemy Fortress.

13.61 RELIEF CONVOYS: A besieged Fortress may receive a Convoy with no shore battery fire – but a land battle does ensue (barring evasion by the Besieger). If the relief Convoy is defeated in the ensuing battle, any attacking survivors would retreat to any Friendly Port in any Zone entered during that Impulse – and would be subject to Attrition for doing so.

13.62 UNCONTROLLED PORTS: A Port Duchy which is Uncontrolled (i.e., enemy-occupied but unflagged by the enemy) remains Friendly to the last Controller of the Duchy for Port purposes. That nation and its Allies may receive Convoys in that Port without the penalties of Amphibious Assault (although a battle would then ensue as per 13.61). In contrast, the nation which occupies the Port Duchy but does not yet Control it would have to use Amphibious Assault to receive reinforcement through that Port.

13.63 NEUTRAL/ALLIED FLEETS: A Convoy is not normally prevented from entering a Zone by an Allied or Neutral Fleet. However, if an Amphibious Assault would begin a war with a currently non-enemy nation, then any Fleets or Fortresses belonging to that nation or its Allies are treated as enemy when plotting the Assaulting Convoy’s move.

13.7 AMPHIBIOUS ASSAULT

Convoys may assault an enemy Port only if they (or an ally) Control that Zone. Assaulting Formations receive shore battery fire as per 13.5. Surviving Formations are placed in that Port. If an enemy Formation is present, and does not evade, a battle will occur (without further shore battery fire). An Army Adjacent to that Port can intercept an Amphibious Assault. Casualties of the

previous shore battery fire add no dice to any combat resulting from the landing and are considered casualties in the first Round of that battle. If forced to retreat, the landing Formations suffer Attrition and go to any friendly Port in any Zone entered during that Impulse.

13.71 ENEMY FLEET: A Port containing an enemy Fleet cannot be Amphibiously Assaulted until the Fleet has been eliminated (13.5).

13.8 FORTIFIED STRAITS

A Fleet crossing a Strait must undergo fire from shore batteries of any enemy Fortress connected to that strait. Fleets in Fortress strait Ports may automatically intercept Fleets attempting to cross their strait after any shore battery fire. Losses from the shore battery fire affect any immediately subsequent naval battle but no further shore battery fire would occur in that battle.

13.9 PORT LOSS

Any Squadron in an enemy Controlled Port automatically puts to sea where it is subject to possible interception. If intercepted, it may not evade. If defeated during the ensuing battle, it is eliminated. [A Squadron under a Naval Build marker is always eliminated.](#)

14. INTERPHASE

If Peace (5.8) has not been declared, prepare for the next Turn. [Cards/Reserves/Resources](#) may not be played during the Interphase. Each Interphase has three steps:

14.1 CAMPS

Once in a Camp, a nation remains at war until it becomes a Subject Neutral by Submission or Conquest, (or, in the case of Proxies, by play of a Pact-breaking event).

14.11 SWITCHING: A Power may change Camps during the Interphase, with permission of all players in the Camp it joins. This announcement is free and made in Order of Movement. No Declaration of War is bought, but all other consequences of a Declaration (8.34) apply. [However, no Power may both declare war on another nation\(s\) not in a Camp \(Neutral, Subject Neutral, Unaligned Proxy\) and change Camps in the same Interphase.](#)

14.12 JOINING: A Neutral Power may join a Camp regardless of permission with a free Declaration of War – whether it attacks a Camp member or is attacked by one. A Subject Neutral entering its Conqueror's Camp requires the permission of all players in the new Camp.

14.13 FLAG CONSEQUENCES: A [nation](#) changing Camps must unflag any Duchies it holds of its new Allies. Its new Allies, for their part, may immediately unflag any Duchies of their new Camp partner that they wish per prior agreement, but must unflag their new ally's Capital. The retention of any prior existing Flags in their new ally's Duchies is an exception to the general prohibition against Flagging a current ally's Duchy. [Such Duchies may not be reclaimed by their original owner unless first flagged by a member of an opposing camp, by voluntary Flag removal \(7.44\), or by event \(see also 8.83\).](#)

14.14 OFFERS: An offer to change Camps, like an offer to Submit (15.41), must be accepted or rejected without negotiation. If the terms offered by the Power wanting to change Camps are not accepted as presented, the offer must be declined until the next Interphase.

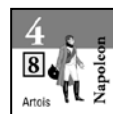
14.2 REINFORCEMENTS

Each nation in Order of Movement, builds pieces and deploys. Reinforcements are built from among those previously eliminated, the Regroup Box, or that have not yet entered play.

14.21 CP EXPENDITURES: Players spend their CPs to build Units, leaders or Squadrons, bring pieces out of Regroup (7.7), Refit previously built Squadrons (7.3) for one Maneuver each, or buy an extra Deployment (14.24). Reinforcement CPs cannot buy Diplomatic status, Flags, or Foreign War cessation attempts. Neutral Proxies must follow the Build priorities set out in 7.5 and cannot deploy. Available reinforcement allotments are:

- France: 18 CPs
- Britain: Six CPs
- Austria, Russia, Prussia: Eight CPs each
- Spain, Ottoman Turks: Four CPs each
- Denmark, Sweden: Two CPs each

14.22 PLACEMENT: Reinforcements are placed either in their respective Capitals (in the case of Units/leaders), any Friendly Home Port (in the case of Squadrons), or an unblockaded Friendly Home Port (in the case of Regrouped Squadrons). If the Capital is enemy Controlled, place its reinforcement Units/leaders in the closest friendly Home Duchy. If all Home Duchies are enemy Controlled, reinforcement Units/leaders are placed in the closest friendly Associate Duchy (including an Uncontrolled Fortress). [A nation lacking a friendly Home Port \(Duchy\) cannot place Squadrons \(Units/leaders\) with reinforcements CPs.](#) An Adjacent enemy Army does not prevent the placement of reinforcements, nor can that placement be intercepted during the Interphase.



14.23 FREE DEPLOYMENT: One leader may freely move by land through an unlimited number of Friendly Duchies, gathering (but not dropping) a number of Units/leaders (including Pact Minor Allies) up to its Command Rating as it goes. Deployment can be used to enter/exit an Uncontrolled (Besieged) Fortress to reinforce/evacuate the besiegers – but it can only move *through* Friendly Duchies.

- A Deploying Fleet may pick up, but not drop off, other Squadrons.
- A Convoy (13.6), [with or without a leader](#), may Deploy from Port to Port (but no further than its [Reserve](#) could buy in an Impulse).
- A Deploying Army/Convoy/Fleet may not enter a Duchy/Zone in which it could theoretically be intercepted [were this an Impulse](#).
- No Unit/leader/Squadron may deploy twice in any Interphase.

14.24 EXTRA DEPLOYMENT: A Power may purchase one additional Army, Convoy or Fleet Deployment with Reinforce-

ment CPs. The cost of a second Army Deployment is one CP per Unit/leader in the Deployed Army (whether by land or Convoy) but must be a different Army, Convoy or Fleet than the one using the normal free deployment. The cost to deploy a Fleet is one Maneuver per Zone/Port entered.

14.3 RESUME PLAY

Shuffle all discards, **other than those removed from play**, into the remaining deck to prepare for the next Turn.

14.31 DRAW:

1. All nations in Order of Movement draw one card for every two Keys they control or their minimum Hand (whichever is greater, 14.32). There is no maximum draw – regardless of Maximum Hand Size. A **Power** which modified the Peace die roll (5.8) draws one less card.
2. After all initial cards have been drawn, each nation (even those with minimum Hands, 14.32) in Order of Movement, can replace its Hand of newly drawn cards via the Mulligan rules (4.5; possibly resulting in less than a minimum Hand).
3. **Any Subject Neutral nation that did not Mulligan may discard all cards and forfeit its Reserve(s) for the current turn. The Subject Neutral then draws a new Hand equal to its Maximum Hand Size. It also draws an additional card for each Reserve it forfeited which becomes its new Reserve for that Turn only and is placed face down on its HQ Display until used or the Turn ends. That new Reserve ceases to be considered a “card” and is treated in all respects as a Reserve until discarded.**
4. Upon completion of Mulligans **and any Subject Neutral draws**, any nation with unplayed cards remaining from the prior Turn adds them to its Hand.
5. Nations in excess of their **Maximum Hand Size (14.32)** must discard one card at random, but gain a Resource.
6. Nations still in excess of their **Maximum Hand Size** select excess cards to discard for their CP value in Diplomatic Track buys (8.1). However, Pact status cannot be obtained or broken during this Phase. CPs in excess of possible Diplomatic buys are forfeit.

14.32 HAND SIZE LIMITS: Each nation is restricted to the following minimum and maximum number of cards for its starting Hand. **Hand size is not thus limited once the Turn is underway and can increase beyond “Maximum Hand Size”.** Mulligans may **reduce Hand size below the minimum shown.**

<i>Nation</i>	<i>Minimum Hand Size</i>	<i>Maximum Hand Size</i>
France	4	8
Other Powers	2	4
Minors	1	3

14.33 RESERVES: **Reserves are now available to their original nation. Cover their “Void” box on their Headquarters Display with a Flag until used.** Play then resumes with the next nation on the Movement Track, although preemption of that nation is a possibility.

15. CONQUEST & SUBMISSION

Conquest occurs during the Conquest phase (5.7) at the end of all Impulses for that Turn. A Player Power may Submit (15.4) before then, but only if the invader agrees.

15.1 CONQUEST

A nation is conquered if it has lost all of its Keys, or its Capital is enemy Controlled and a mandatory Conquest die roll greater than or equal to “6” is made. The Conquest die roll is modified as follows:



- Denmark: + 3 Prussia, Austria, Britain, Russia*: – 1
- Sweden: + 2 France, Spain, Ottoman Turks: – 2
- +1 for each Key lost from its initial inventory (or, if previously defeated, since its prior Conquest/Submission)

**Conquest of Russia requires both Capitals*

15.11 JOINT CONQUEST: Should the terms of conquest be jointly accomplished by several nations, only the one Controlling the Capital is the conqueror. Should two invaders each Control a Russian Capital, only the first in the Order of Movement may attempt Conquest.

15.12 SIMULTANEOUS CONQUEST: It is impossible for two nations to conquer each other simultaneously since the first one in the Order of Movement of the potential conquerors to successfully resolve its conquest prevails.

15.2 CEDED DUCHIES

The conqueror (and its Allies) removes all of its Flags in the fallen nation’s Home (not Associate) Duchies (except those ceded to it in a previous conquest of the same nation which remain in the conqueror’s control when this latest conquest is resolved). The conqueror then rolls a die to determine a number of Duchies to be ceded to it. The conqueror, followed by the victim (hereafter referred to as the Subject Neutral), then alternate selecting the Subject Neutral’s remaining unflagged Duchies to be Flagged by the Conqueror until that number is met. Proximity to conquering Forces is not relevant. The Capital is never ceded. The conqueror may now (not later) give Control of a Ceded Duchy to any Power in its Camp which will accept it. If the Subject Neutral had previously been conquered, it would have to cede different Duchies than those lost before unless it had regained Control of them.

15.21 CONQUEROR WITHDRAWAL: All conquering Formations and their Allies in the conquered Capital withdraw (without Attrition) from it to an Adjacent Duchy of the conquered nation or Regroup. Other conquering Formations in the Subject Neutral have the option to Regroup or remain in their current Duchy.

15.22 VICTIM WITHDRAWAL: Forces/Squadrons belonging to the Subject Neutral which are not in their own Home or Associate Duchy must Regroup – restoring Control of their Flagged Duchies to their original owner. All former allied Forces/Squadrons of the victim in the Duchies of that Subject Neutral also Regroup. Subject Neutral Formations in a Ceded Duchy must Regroup.

If a Duchy outside of the conquered nation formerly co-occupied by the Subject Neutral and its former Allies becomes uncontrolled as a result of Conquest (i.e., due to the removal of the victim's Flag) the remaining Formation may either Regroup or Flag the Duchy at no cost.

15.23 FRIENDLY TERRITORY: All Duchies of the Subject Neutral are now friendly to the conqueror and his current Camp as long as the conquered nation remains a Subject Neutral. The conqueror and his current Camp do not require permission of the Subject Neutral to enter any Duchy (including those containing a Subject Neutral Formation) other than its Capital and may Deploy through those Duchies as if they were their own. The Subject Neutral retains Control of such Duchies.

15.24 GRACE PERIOD: The conqueror and its Allies may not declare war on the Subject Neutral before the Interphase of the following Turn or vice versa. This prohibition is absolute and could void potential Camp changes (see 8.8). However, the Subject Neutral can ally with its conqueror before the end of the Grace Period.

Example: If, in a five-player game, Prussia had been a French ally during the conquest of Austria, Prussia could not change Camps until the end of that Grace Period if the Coalition is currently at war with Austria. If Prussia joins the Coalition while Austria remains a Subject Neutral before the end of the Grace Period, no member of the Coalition could declare war on Subject Neutral Austria until the end of that Grace Period as long as Prussia is part of the Coalition.



15.25 DIPLOMATIC EFFECTS: A conquered Player Power is a Subject Neutral and Controls its own cards and Forces as well as any existing Pacts (see 8.8). If a Proxy is conquered, it becomes

Unaligned and its Consul cannot be moved, by CP expenditure or event, on the Diplomatic Track until the Interphase of the next Turn.

15.3 FOREIGN WARS

If any participant in a Foreign War is conquered or Submits, their current Foreign Wars end and all pieces in those Foreign Wars are immediately sent to Regroup. However, new Foreign Wars can be played thereafter.

15.4 SUBMISSION

Proxies never voluntarily Submit. A Player Power may offer Submission if, at the end of any Impulse, an invading Nation and his Allies has more Forces occupying the invaded Power's Duchies than the invaded Power has in play (not counting those in Regroup or on Foreign War cards). Units/leaders Allied to the invaded Power that occupy his Duchies count towards his total Forces. However, a Power can only submit to the invader with the most Forces (including Minor Pact Allies) in his nation.

If Submission is accepted, the victim becomes a Subject Neutral and all the terms of the agreement are immediately invoked. Any Duchies to change control are immediately Flagged or unflagged as agreed, and the consequences of a conquest (15.21-15.25) are immediately enforced.

15.41 OFFERS: A player may offer Submission at the end of his or any other player's Impulse. The terms are whatever he offers and the invader accepts but cannot exceed six Duchies. Such offers may include anything from just the cessation of hostilities to the ceding of specific Duchies (including the unflagging of any specified captured Duchies not to be ceded). Only one offer can be made per Impulse. The offer must be accepted or rejected, without negotiation, with a Yes or a No. If rejected, the submitting player must wait at least until the end of the next Impulse to make a different offer. Such offers are not allowed to halt play for discussion.

Submission is not the same as Conquest. The terms are whatever is agreed to (up to the maximum limits of what could occur in a conquest) and they are invoked "immediately". The Submitting nation may even get to keep Keys it has gained if the invader agrees to that. There is no ceding of Duchies by die roll as per the Conquest rules per se, although the parties could agree to that if they so choose.

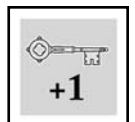
Example: Austria has been invaded by France, Prussia and Turkey. Austria Submits to France which has the most Forces in Austria. Austria demands the return of Austrian Home Duchies currently Controlled and/or occupied by the Prussians since those must be unflagged prior to a conquest anyway. The French need not accept those terms, but if they do, that's what happens. France can accept such an offer and force Prussia and Turkey to unflag the Austrian Home Duchies they have Flagged. Prussia's agreement would be necessary only if they were tied with France for most Forces in the Submitting nation. Of course, a France more concerned about keeping his Prussian ally happy might hold out for a better deal for the Prussians, or he might even accept terms more advantageous to the Prussians than to himself. It all depends on how badly he wants to accept Submission. Remember, it is the Submitting nation which sets the terms - the victor just accepts or rejects them. However, Submission terms cannot affect the Flag status of any Duchy that could not be affected by a Conquest situation. Therefore, Associate Austrian Duchies Controlled by the Prussians or Duchies Ceded in a previous Conquest can be kept by the Prussians regardless.



15.42 FORCED SUBMISSION: A nation forced to involuntarily Submit (6.12) is considered Conquered (15.2) by the nation with the most enemy Forces within its original borders (or the next in the Order of Movement if tied) and pays reparations (15.5) but does not cede Duchies. If there are no enemy Forces in its country, the submission is void but the nation loses any +1 Key status it may have and must start the next Turn without any Reserve.

15.5 REPARATIONS

A nation gains a space on the Resource Track every time it conquers a nation or accepts its Submission. The victim loses any Resource(s) and "+1 Key" status it may have. "+1 Key" status is obtained only by play of *The Emperor Commands* event and has no effect on Conquest resolutions.



16. RESOURCES

16.1 ACQUISITION

Any nation may acquire Resources during the game. A nation gains one Resource:



- during the Interphase of each Turn it has more cards than its Maximum Hand Size (14.31•5),
- as a result of certain events,
- every time it conquers another nation or accepts that nation's Submission (15.5),
- after routing a led enemy Formation and making a successful die roll (11.5).

A nation must forfeit all its Resources when conquered or if it Submits. Resources may not be traded.

16.2 USAGE

A single Resource may be played during a nation's Impulse to draw a card. Resources do not affect Hand limits or preempt capability. However, they can be used in lieu of a card (whether the nation has other cards or not) as an inherent Reserve to draw a card either alone or in combination with another non-Reserve play.

Example:

- You could play your last card and also play your Resource to draw a card.
- You could use your Resource to draw a card and play that card or another non-Reserve.
- You cannot play your last card and use a Resource to draw and play another card (since that would be equivalent to playing three cards).

A player with no cards could pass in one or more Impulses and play a Resource (or Reserve, 6.2) in a subsequent Round. However, a Resource cannot be played as an Impulse to extend a Turn after the last player with a playable card has taken his Impulse.

16.3 VICTORY

Each player adds one point to his score at game end for each unused Resource of his Player Power(s).

17. SPECIAL RULES

17.1 POINT OF OMISSION

Illegal plays or errors, while not to be encouraged, are considered valid if they go undetected before the next player reveals a card play or another battle is fought (whichever occurs first).

17.2 FORCES PLACED/REMOVED BY EVENT

If Forces, excluding a Flag, are placed in another nation's Duchy by event, a Flag may be subsequently placed by those Formations without violating an *Armistice* or requiring a Declaration of War. If entry (movement, interception, evasion, or retreat) into an additional Duchy of the same targeted nation occurs, the owner of the placed Formations must, if otherwise applicable, declare war or eliminate the offending pieces (11.43). Any subsequent entry into another Duchy of the targeted nation would also violate an *Armistice*. If the original targeted Duchy is vacated by the placed Formations normal rules apply, i.e., reentry into the originally targeted Duchy would require a Declaration of War if applicable.

If Forces, excluding a Flag, were placed in a nation controlled by a Player not in the opposite Camp as the owner of the placed Formations, the targeted Player may enter that Uncontrolled Duchy without declaring war. As soon as a Flag is placed a Declaration of War would be required by the targeted nation.

If the placed non-Neutral Forces, including any subsequent Flag, target a Neutral Duchy that Duchy may, after initial Flag placement, be (re)flagged by either Camp without declaring war on the still Neutral nation.

For any occupied Duchy that is unflagged and becomes Uncontrolled by event, the survivors may either Regroup or Flag the Duchy in question after Attrition during the Interphase, OR reflag the Duchy via CP expenditure without any applicable Declaration of War.

Example 1: In a 5-player game with a Neutral Prussia, France plays *Minor Forces* in Warsaw. Before a French Flag is placed in Warsaw, Prussia may enter Warsaw without violating an *Armistice* or a Declaration of War against France. If the *Minor Forces* enter another Prussian Duchy, France would then be required to declare war. Similarly, as soon as a French Flag is placed in Warsaw, Prussia would need to join the Coalition Camp to reclaim Warsaw. Assuming France Flags Warsaw a Coalition nation could remove the French Flag and place its own without a Declaration of War. If Prussia were to then join a Camp all Flag consequences would apply (14.13).

Example 2: In a 3-player game France plays *Papal Bull* and places 1 Unit and a French Flag in Naples. France also plays *Minor Forces* in and subsequently Flags Warsaw (Prussia is a Neutral Proxy). On the last card play before the Interphase, Russia plays *Nationalist Uprisings* to remove the French Flags in Warsaw and Naples. Assuming that both Duchies are still occupied by French Formations these may either Regroup or reflag the Duchy after taking Attrition. None of the actions would violate an *Armistice* or require a Declaration of War.

A Veteran's Quick Intro to the 2nd Edition

For veterans of *The Napoleonic Wars* who need no stinkin' rules, the following is a quick "all you need to know" tour of the 2nd edition to get you quickly back into the fray. For the rules lawyers among you who must study every altered word, I refer you to the living rules at http://www.gmtgames.com/living_rules/living_rules.html#tnw which highlight every word which has changed in a second color.

For the rest of you, rest assured that Nappy remains pretty much as you recall it with but three changed rules. The game is still as chaotic and colorful as before—only moreso. However, those changes are incorporated primarily within an enlarged deck of cards which favors you with more opportunities to explore its possibilities. Most of the cards you remember have undergone changes ranging from minor clarifications to major changes of substance. 20 new events augment the deck and bring forth possibilities that will have your troops trodding real estate previously disdained. The possibilities which seemed so unlimited before have now multiplied bigtime and you will be amazed at the new strategies/challenges they present. But don't assume that the more familiar events remain unchanged. A careful reading of the text will often uncover subtle changes.

As you inspect the components, the first thing you will notice is the presence of nine Headquarters Displays which replace the old Home and Setup Cards of the first edition now incorporated into these Displays. This alteration freed the space in the deck for the 20 new cards and constitutes Rule Change #1 in our presentation.

6.2 RESERVES: Home cards no longer exist. Now they are called Reserves and are an inherent part of your Headquarters Display. More importantly, Reserves are NOT a part of your Hand. They do not count for prolonging a turn, or preemption, but can be played in place of a card at your option. This means that you can now Pass your Scheduled Impulse when out of cards, but retain the ability to play later provided the Turn does not end first. Running the other guy out of cards and then having your way with him is now less of a sure thing. With this capability, the need for the original Early Winter Resource option has now outlived its usefulness and that inelegant solution to this problem is now relegated to history.

5.81 VICTORY: The second rule change you need to understand is that the method for determining victory has been simplified with profound effects on your strategy. When measuring your success, you now are concerned only by the gains and losses of your Power—not its Pact Allies. In other words, the holdings of allies no longer reward or punish you when determining victory—consider them a means to an end. Spanish gains, for example, are irrelevant except inasmuch as they deny assets to opposing Powers or increase their strength and usefulness under your control. This being the case, there is no longer any need to artificially prohibit dumping allies on the Diplomatic Track when their fortunes decline. Control of Proxies is always a good thing—never a liability.

11.5 ROUT: The third change to note is the new possibility of gaining a Resource whenever you rout an Army or Army Group in battle. This momentum changer further enhances the ability of fate

to change fortunes in drastic fashion in totally unexpected ways. A game that left few outcomes guaranteed has suddenly become even less predictable.

Advised of these three changes, any Nappy grognard can go forth and discover the surprises of 2nd edition *Napoleonic Wars* without undue stress. Of course, as with any game, familiarization with the possibilities enabled by that new deck will enhance your chances but if you are a brave soul who enjoys discovering such drama one card at a time as they come to bear rather than by studying the secrets of the deck en masse, viva la suspense.

Two lesser changes you may want to note beforehand follow:

6.19 TIMED EVENTS: That new deck contains a number of events with an hour glass symbol whose effects can remain in play until the end of the Turn or suddenly disappear at an inopportune time for someone.

14.31•3 SUBJECT NEUTRAL HAND: One thing that has not changed between editions is that few people will fight for the right to play Austria. Barring a rough French start or a "Conquer Britain" strategy, Austria remains the abused sister of the group whose chances for victory often depend on a long game and recovery from a prior submission. In fact, submission is more likely in the 2nd edition with the advent of the *Capitulation* event which makes Austria—among others—even more prone to an early historical demise. However, the 2nd edition allows for Subject Neutral nations to draw their Maximum Hand Sizes if they so choose. This change improves the rejuvenation possibilities of such unfortunates and gives them hope for ultimate victory while rooting on their comrades to prolong the game until they can return to the fray.

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