

# EMPIRES IN HARM



Version 4.0



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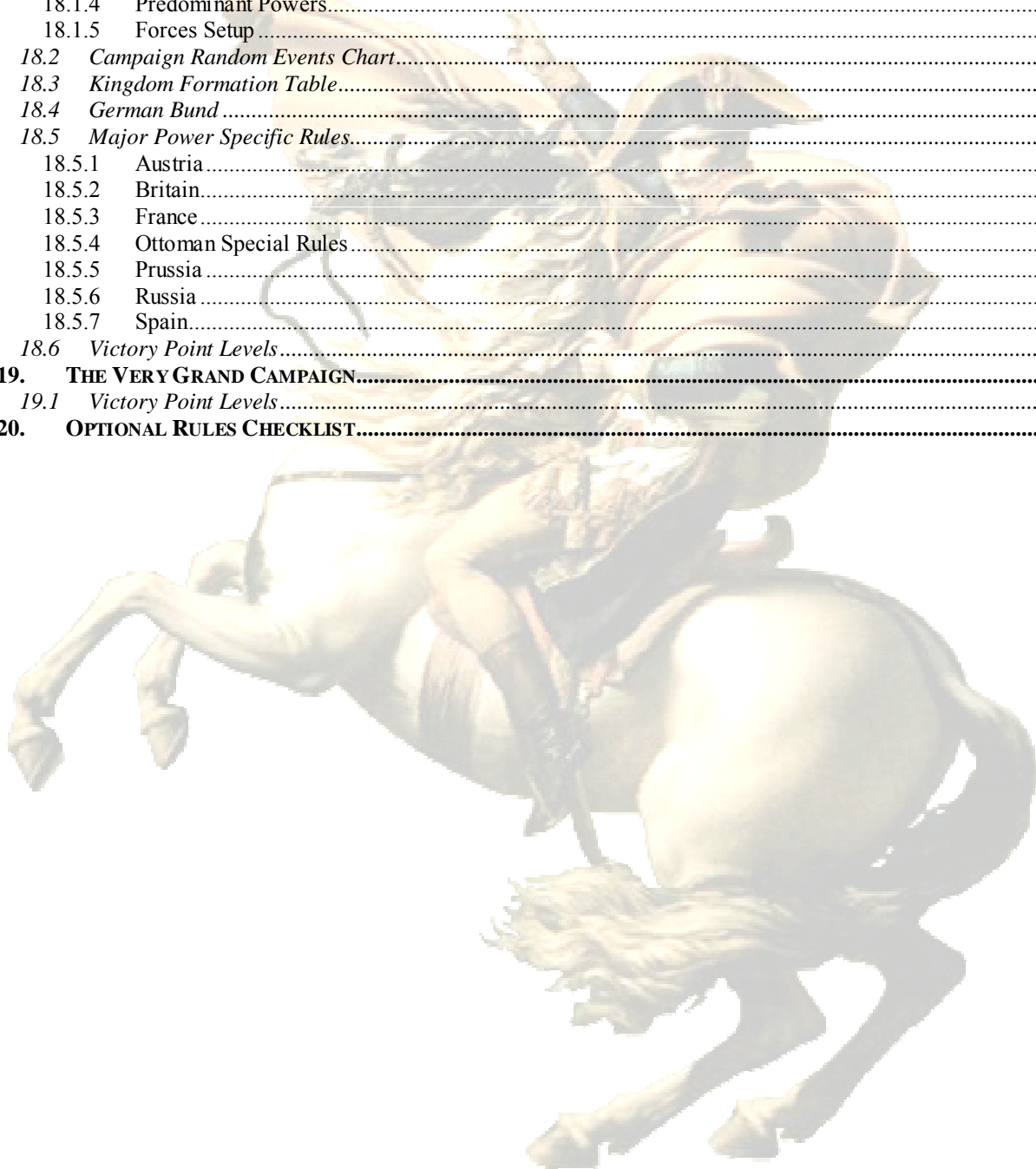


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# 1. INTRODUCTION/COMPONENTS

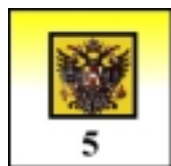
EMPIRES IN HARM is a strategic and diplomatic game for between seven to ten players (depending on the Campaign selected) that covers warfare in Europe during the 18th and early 19th centuries. The military counters in the game generally represent Corps and Fleets, with each army factor being equivalent to roughly 1000 to 3000 men and each “ship” equivalent to one ship of the line or a number of smaller ships of approximately equal force.

## 1.1 THE MAP

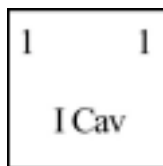
The game is played on a map that shows Europe and parts of Asia and North Africa. It is divided into “areas” by lines for the purpose of regulating movement. Areas have a main background color/graphic that indicates the terrain type, and a large number that indicates the forage value, used for supply determination purposes. Rivers are light blue, and act as area boundaries. Areas are grouped to form a “province” or “minor country” for the purpose of defining control and economic value. They are bordered by black lines, and have tax and manpower values listed after a minor country or province name. “provinces” are further grouped to form political entities, as defined by red lines. A province may be part of a Major Power, while a minor country is either a component of a Kingdom, or may exist as an independent minor country.<sup>1</sup> These lines and all other map terrain features are identified on the TERRAIN EFFECTS CHART (7.3.4).

## 1.2 THE COUNTERS

There are a variety of counter sets for each of the Major Powers, with additional counters for the minor countries and miscellaneous others. All counters have a background color, varying by nationality with various colors for the minor neutrals. The various colors for the Major Powers are: Austria: yellow (top) fading to white (bottom), Britain: red (top) fading to dark pink (bottom), France: sky blue (top) fading to powder blue (bottom), Royalist France: royal blue (top) fading to white (bottom), Russia: snot green (top) fading to light green (bottom); Prussia: deep blue (top) fading to light blue (bottom); Spain: dark yellow (top) fading to canary yellow (bottom); Ottoman: lime green (top) fading to grey (bottom); Poland: dark pink (top) fading to white (bottom). The motifs on the counters are decorative and functional; various Fleet types, and depots and also provide information necessary for the play of the game. There are two sizes of counters provided in the game; the large counters (5/8”) for Corps, Fleets and depots, and the small counters (1/2”) for garrisons and off-map counters, Guerrillas, control flags, leaders and assorted markers. A sample of the counters used, and what the notation means on the counters is presented below:



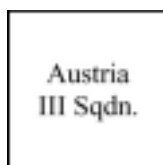
Front of counter for Austrian I Cav Corps. Note the movement value of “5” (7.3.4).



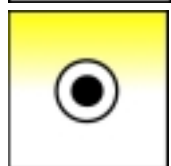
Back of the counter for Austrian I Cav Corps. The “1” in the top left indicates the Corp’s inherent strategic rating, and “1” in the top right indicates the Corp’s inherent tactical rating. For minor countries, there will be an asterisk in this position as minor country and Kingdom Corps take on ratings of their controlling Major Power (7.3.11.2).



Front of counter for Austrian III Squadron. Note the movement value of “8” (6.5.1.1).



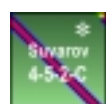
Back of counter for Austrian III Squadron, the nationality and unit identification are shown.



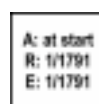
Front of counter for Austrian Depot. Depots are used in conjunction with supply (7.2).



Back of counter for Austrian Depot, the nationality and depot identification are shown.



Front of Russian leader Suvarov counter. The numbers “4-5-2” correspond to the strategic, tactical and tactical maximum values, respectively (7.3.11) The “C” denotes seniority (7.3.11.1). The “\*” in the top right denotes a Cavalry leader (7.5.2.10.2.2.1)



Back of the Russian leader Suvarov counter. The “A: at start” indicates that the leader is available at the start of the 1788 Campaign. The “R: 1/1791” indicates that the leader is removed from play in January, 1791. The “E: 1/1791” indicates that the leader is eliminated from play in January, 1791. See 5.3 for leader removal.

<sup>1</sup> For example: The district named “Holland” has a tax value of \$7 and a manpower value of 3. It consists of five separate areas. The thick red border around it indicates it is a minor country. The district named “Finland” consists of 6 areas - the green background graphic indicates that they are forested. The large “1” and “2” forage numbers in the areas indicate that this is a poor district for forage supply.

	Front of the Persian leader Fath Ali counter. Note the “R” in the top right denoting a “royal” leader (7.3.11.6).		Back of the Persian leader Fath Ali counter. The “R: Nil” and “E: Nil” indicates that the leader is not normally removed during the course of the campaign.
	Front of the Russian leader Gudovich counter. Note the “C” in the top right denoting a “Caucasus” leader (14.6.7.3).		Back of the Russian leader Gudovich counter. The “E: NA” indicates that this leader is “not available” after the removal date.
	Plunder marker (7.7.5). These are placed on the map board to denote a plundered city.		Plague marker (4.13). These are placed on the map board to denote a province suffering the effects of plague.
	Famine marker (4.13). These are placed on the map board to denote a province suffering the effects of famine.		Plunder marker (7.7.5).
	French Kingdom or minor country “Ally” counter. This is placed on the map, within the borders of a French Kingdom or minor country “Ally” (4.2).		Polish Kingdom or minor country “Ally” counter. This is placed on the map, within the borders of a Polish Kingdom or minor country “Ally” (4.2).
	Front of Ottoman Islamic Infantry counter. This is placed on the map board or the Ottoman NATIONAL CARD (2.4.1) to denote Islamic Infantry.		Back of Ottoman Islamic Infantry counter. The front/back values are different, to enable greater flexibility in the counter mix.
	Front of “Guerilla Value” counter. These are placed on the map as a result of revolts (4.3).		Back of “Guerilla Value” counter. The front/back values are different, to enable greater flexibility in the counter mix.
	Front of Defender’s Naval Combat chit (6.7.3.1)		Back of Defender’s Naval Combat chit, for the tactic “Line of Bearing”.
	Front of Defender’s Land Combat chit (7.5.2.1)		Back of Defender’s Land Combat chit, for the tactic “Cordon”.
	Front/back of Ottoman Basibozuk counter (5.4). Each counter represents a single Basibozuk factor.		Front/back of Prussia’s Political Status marker. This counter is placed on the Political Status Display (2.4.2.2) to indicate Prussia’s current political status
	Front/back of Britain’s Economic Status marker. This counter is placed on the Economic Manipulation Display (8.4.2.2) of Britain’s NATIONAL CARD to indicate Economic Manipulation.		Front/back of Gottingen’s Diplomatic Status marker. This counter is placed on the DIPLOMATIC STATUS CHART (4.2) to indicate Gottingen’s diplomatic status.
	Front/back of Kingdom of Poland’s Diplomatic Status marker. This counter is placed on the DIPLOMATIC STATUS CHART (4.2) to indicate Kingdom of Poland’s diplomatic status. It is only used when the Kingdom of Poland is in existence.		Front/back of the “Month” marker. This is used to denote the current month (9.0) on the STATUS CARD.
	Front/back of the “Year” marker. This is used to denote the current year (9.0) on the STATUS CARD.		Front/back of the “Holland Flooded” marker. This is used to denote that Holland is presently flooded (5.2.5).
	Front/back of the Spanish Trade Status marker. This is used to denote on the STATUS CARD whether Spain is in the British trading system, Continental trading system or no trading system (8.2.1.2).		Front/back of the “British Parliament” marker. This is used to denote the current position on the BRITISH POLITICAL TRACK (14.6.2.10).
	Front/back of the “Vive la Revolution” marker. This is used to denote the current position on the FRENCH REVOLUTIONARY TRACK (14.6.3.5.1).		Front/back of the “Polish Revolution” marker. This is used to denote the current position on the POLISH INDEPENDENCE TRACK (14.6.6.1).





Front/back of the “War with America” marker. This is used to denote that a state of war exists between Britain and the United States (8.2.1.2.2.2).



Front/back of the “American Embargo” marker. This is used to denote that an embargo exists between Britain and the United States (8.2.1.2.2.1).

### 1.3 THE RULES

The rules are written fairly closely in sequence to the play order. As rules sections are read, it is helpful to pull out and examine the component or chart being discussed while reading the rule. A Table of Contents is provided at the beginning of this document to help find and reference rules during the play of a game. Sections 1 through 13 outline the main body of common rules, with Sections 14 and following providing specific rules for each Campaign. Some of the rules may be considered optional, and are denoted as such by “**(OPTIONAL)**” after the rule number and name. (There is no reason to be constrained by having only these rules as “optional”. If the people playing the game desire to make additional modification, there is no reason why not, as long as consensus can be reached and such discussions occur prior to starting the game.) It is recommended that player discuss which of the optional rules they will or will not include, prior to starting the game.

### 1.4 THE CHART CARD

The CHART CARD contains the most commonly used charts and tables for easy reference during a game, these charts and tables can also be found within the body of the rules.

### 1.5 THE STATUS CARD

This card is used with small counters to record political status, diplomatic relationships between Major Powers and minor countries, victory points and the game date.

### 1.6 THE DICE

Two 6-sided dice (D6) and two 10-sided dice (D10) are required.

### 1.7 FORMS

There are a variety of other forms that may be created, samples are provided at the end of the document.

### 1.8 OTHER

Pencils and scrap paper will also be required; a calculator may also prove useful.



## 2. GAME SETUP

After players decide which Campaign game to play, the following must be done to prepare for play.

### 2.1 SELECTION OF MAJOR POWERS AND CAMPAIGN SETUP

The below rules provide information regarding player selection of Major Powers. The setup for each Campaign is described in the Campaign rules. These contain needed specific setup information not found here.

#### 2.1.1 BIDS

Each player secretly notes a bid for each Major Power specifying the number of victory points he is willing to concede to play each particular Major Power. A different value must be bid for each Major Power. A bid may not be zero, but a positive whole number.

#### 2.1.2 REVEAL BIDS

Next all bids are simultaneously revealed and compared in the following order: Britain, France, Russia, Austria, Prussia, Spain, the Ottoman (and Poland if a Major Power).

#### 2.1.3 DETERMINE CONTROL

For each Major Power the player who has bid the highest value gains control of that Major Power. All other bids for other Major Powers by this player and all other bids for that Major Power no longer count as the sequence moves on to other Major Powers. If two or more bids are equally highest, the decision is made by unmodified D6 rolls, between the players who made equal bids. This process continues until all the players have been allotted a Major Power. Players then subtract the number of victory points they bid for their Major Power, before the game starts, resulting in a negative number.

### 2.2 MAP AND GAMING AREA SETUP

The maps should be laid flat and placed together so that they match up. It is advisable to laminate the map to prevent damage over time, from spills, dust, etc. *EMPIRES IN HARM* is a large game that requires a large area in which to play, and any table selected should be large enough not only to hold the maps but also to provide room for the various cards to be placed near and around the maps.

### 2.3 COUNTER SETUP

This order in which the various Major Powers setup their forces is detailed in the rules for each Campaign.

### 2.4 MAP COUNTERS

Various counters represent the forces on the map. The strengths of garrisons (use garrison strength counters), and Guerrillas are directly shown by the number on the actual counter. These factors are totally interchangeable within their type (e.g., a “4” factor Militia garrison counter may be exchanged for a “3” factor Militia plus a “1” factor Militia counter, etc.). The strengths of Corps and Fleet counters are recorded off the map.

#### 2.4.1 THE NATIONAL CARDS

The maximum strengths and allowable types of factors for Corps and Fleets are shown on the appropriate NATIONAL CARD. NATIONAL CARDS exist for each of the Major Powers (Britain, France, Russia, Austria, Prussia, Spain, Ottoman and Poland), with the cards to be used specified in the Campaign rules. Depending on the Campaign, the NATIONAL CARD may change. The old card is removed according to rules specified within the Campaign rules, with the new one taking its place<sup>2</sup>. The dates given on the NATIONAL CARD are the earliest date that that particular NATIONAL CARD is available, not necessarily when it is brought into play. Any factors that may not be transferred from the old to new card are placed on the map as garrisons, in accordance with 5.0, otherwise lost. Excess ships are placed in ordinary at the nearest home nation port. Regional Cards exist containing similar information for the various minor countries.

The Corps and Fleet counters when face-up on the map only show their general type and movement allowance. The Corps each counter represents is shown on the back of the counter and may be examined by *only* the owning player, except when its identity must be revealed to other players (e.g., during combat 7.5.2.5.2). The designation of each Fleet (and its movement allowance) is shown on the front of the counter and so its designation *and* exact strength should *always* be available to *all* players.

##### 2.4.1.1 Using The NATIONAL CARDS

The NATIONAL CARD contains spaces for indicating the strength of every Corps and Fleet of that Major Power. The NATIONAL CARD may be modified by certain events such as reforms. When directed to do so by the Campaign rules, simply replace the cards and move the factors as appropriate.

##### 2.4.1.1.1 Showing Strengths

The number in each box indicates the maximum number of ships or army factors of that type that Corps or Fleet may contain. The current strength of a Corps is shown by the placement of garrison/strength counters in the appropriate boxes. For this purpose, use *any* national or neutral Infantry or Militia garrison/strength counter or counters. The counters used can be of any type or nationality, as it is their strength and the box they occupy that determine their effect and what they

<sup>2</sup> For example: In the 1805 Campaign, the Prussian NATIONAL CARD that is marked at the top as “Prussia 1788” is replaced by the “Prussia 1805” NATIONAL CARD when the conditions for completing the reform as outlined in 16.6.5.1 have been met.

represent<sup>3</sup>. These factors are also interchangeable (e.g., a “2” and a “1” factor counters can be exchanged for a “3” factor counter, etc.), as with the garrison strengths. Note that most Corps for most Major Powers allow for a maximum number of regular Infantry *and/or* Militia factors plus possibly an additional number of Cavalry factors (plus an additional number of Guard factors in some cases).

#### 2.4.1.1.2 Altering Strengths

The current strength of a Corps or Fleet is altered as strengths vary (e.g., because of swapping factors between Corps, combat losses, foraging losses, garrison detachments, etc.) by changing the number of factors in the appropriate boxes of that Corps or Fleet.

#### 2.4.1.1.3 Economic Manipulation

The Major Power’s economic manipulation markers should be initially placed in the “0” boxes of their Economic Manipulation Display, unless otherwise specified by the Campaign setup. Economic manipulation is detailed in 8.4.2.

### 2.4.2 STATUS CARD SETUP

The displays on this card record game information and is shown in the below diagram.

## STATUS CARD

POLITICAL STATUS DISPLAY											Status Modifier
FIASCO ZONE	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	
Victory Points	0	1	1	1	1	2	2	2	2	3	
<b>PSA</b>	<b>+3</b>	<b>+3</b>	<b>+3</b>	<b>+3</b>	<b>+3</b>	<b>+3</b>	<b>+3</b>	<b>+3</b>	<b>+2</b>	<b>+2</b>	<b>-2</b>
Economic Loss No.	5	5	5	4	4	4	3	3	3	3	
INSTABILITY ZONE	I1	I2	I3	I4	I5	I6	I7	I8	I9	I10	
Victory Points	3	3	3	4	4	4	4	5	5	5	
<b>PSA</b>	<b>+2</b>	<b>+2</b>	<b>+2</b>	<b>+2</b>	<b>+2</b>	<b>+2</b>	<b>+2</b>	<b>+2</b>	<b>+1</b>	<b>+1</b>	<b>-1</b>
Economic Loss No.	2	2	1	1	1	1					
NEUTRAL ZONE	N1	N2	N3	N4	N5	N6	N7	N8	N9	N10	
Victory Points	5	6	6	6	7	7	7	8	8	8	
<b>PSA</b>	<b>+1</b>	<b>+1</b>	<b>+1</b>	<b>+1</b>	<b>0</b>	<b>0</b>	<b>-1</b>	<b>-1</b>	<b>-1</b>	<b>-1</b>	<b>0</b>
Economic Loss No.											
DOMINANT ZONE	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	
Victory Points	9	9	10	10	11	11	12	13	14	15	
<b>PSA</b>	<b>-2</b>	<b>-2</b>	<b>-2</b>	<b>-2</b>	<b>-2</b>	<b>-3</b>	<b>-3</b>	<b>-3</b>	<b>-3</b>	<b>-3</b>	<b>+1</b>
Economic Loss No.											

#### 2.4.2.1 Time

Place the turn markers (month and year) in the appropriate boxes of the TIME DISPLAY to match the starting date of the Campaign.

#### 2.4.2.2 Political Status Display

Each Major Power has an initial starting position on this STATUS CARD display as given in the Campaign setup (see 16.1.1). That position is altered by winning or losing combats, by gaining formal allies or breaking alliances, being surrendered to or surrendering, declaring war upon a country, becoming bankrupt, by economic manipulation, by conquering a minor country or having one conquered from you or by being selected to run it, etc.

Place the political status markers (one per Major Power) on the Political Status Display to record each Major Power’s starting political status as given in the Campaign. The starting boxes for each Campaign are indicated in the Campaign set up information. The box furthest to the left of each row is “1” and the box furthest to the right is “10”<sup>4</sup>. The POLITICAL POINTS CHART is for reference when using the Political Status Display.

#### 2.4.2.3 Adjustment Procedure

When political points are adjusted, all positive adjustments require the Major Power’s political status marker to be moved that number of spaces along the display from left to right (the zone lines are contiguous e.g., the right hand end of the Neutral Zone joins the left hand end of the Dominant Zone). Similarly, negative adjustments require the marker to be moved from right to left along the display. A Major Power’s political status marker cannot be adjusted off *either* end of the Political Status Display, but remains at the end until adjusted away by gains or losses. Adjustments to the Political Status Display are made, as and when called for in the rules.

<sup>3</sup> For example: an Austrian militia counter of “2” factors in a box for Russian cavalry factors on a Russian NATIONAL CARD acts as “2” Russian cavalry factors, not as Austrian militia.

<sup>4</sup> For example: the 7<sup>th</sup> box in the Dominant Zone row, worth 12 Victory Points is referred to as the Dominant 7 box and is denoted by the “D7” immediately above the box..





#### **2.4.2.4 Political Status Modifiers**

The Political Status Modifiers at the side of the Political Status Display are the modifiers used (in addition to any others) in a variety of situations dealing with diplomacy and diplomatic efforts on minor countries and Kingdoms. The status modifier number next to the zone line in which a Major Power's political status marker is located indicates a Major Power's Political Status Modifier.



## 3. SEQUENCE OF PLAY

A “turn” in EMPIRES IN HARM represents one month of real time. Each turn consists of a number of “phases” which may be further broken down into “steps”. Each phase or step is completed by all players before going to the next. Any phases or steps that do not apply during a turn can be skipped. The sequence of a turn (also given on the CHART CARD) is as follows:

### 3.1 THE POLITICAL PHASE

See 4.0. Players interact to achieve the game’s political goals. This phase is performed in steps, as follows:

- A. The Diplomacy Step
- B. The Diplomacy on Minor Country or Kingdom Step
- C. The Revolt Step (Optional)
- D. The Declarations of War Step
- E. The Call to Allies Step. The order of calling is determined by competitive D6 rolls.
- F. The Peace Step. Peace term selection order is determined by the order the Major Powers went to war.
- G. The Creating Alliances Step
- H. The Minor Country Control Step. Setup in the order: France, Russia, The Ottoman, Austria, Poland (if a Major Power), Prussia, Britain, and Spain.
- I. The Breaking Alliances Step
- J. The Client State Declaration Step
- K. The Declaration of Combined Movement Step
- L. Ottoman Turmoil Step (Optional)
- M. Random Events Step (Optional)

### 3.2 THE REINFORCEMENT PHASE

See 5.0. Reinforcements are introduced into the game and strength factors are transferred or eliminated. This phase is performed in steps, as follows:

- A. The Naval Reinforcement Step. The Major Powers perform this step in the order; Spain, France, Prussia, Austria, Poland (if a Major Power), Ottoman, Russia, Britain.
- B. The Army Reinforcement Step. The Major Powers perform this step in the order; Spain, Britain, Prussia, Austria, Poland (if a Major Power), Ottoman, Russia, France.

### 3.3 THE NAVAL PHASE

See 6.0. All naval operations are handled.

- A. The Flee Step (Optional)

The Major Powers perform the following steps in the sequence; Britain (any announced position in the sequence if Predominant), Russia, Poland (if a Major Power), Ottoman, Austria, Prussia, France, Spain. As each Major Power performs this phase, the following steps are performed in order:

- B. The Naval Movement Step
- C. The Naval Supply Step
- D. The Naval Combat Step

Major Powers then perform the following step simultaneously.

- E. The Privateer Step (Optional)

### 3.4 THE LAND PHASE

See 7.0. All land operations are handled. The Major Powers in Campaign games perform this phase in the sequence; France (any announced position in the sequence if Predominant), Russia, Ottoman, Poland (if a Major Power), Austria, Prussia, Britain, Spain. As each Major Power performs this phase, the following steps are performed in order.

- A. The Depot Creation/Removal Step
- B. The Land Movement Step
- C. The Supply Step
- D. The Land Combat Step
  - (1) Resolve field, and trivial combats.
  - (2) Resolve siege combats.
- E. The Guerrilla Step

Major Powers then perform the following steps simultaneously.

- F. The Conquest and Plunder Step
- G. Prisoner Attrition Step

### 3.5 THE ECONOMIC PHASE

See 8.0. This phase occurs only every three months; at the end of the March, June, September and December turns. This phase is performed in steps as follows:

- A. The Victory Points Step
- B. The Money and Manpower Collection Step



- C. The Lending Money Step
- D. The Manipulation Step
- E. The Money and Manpower Expenditure Step
- F. The Political Status Adjustment Step
- G. The Civil Disorder Step
- H. The Ceding Step
- I. The New Political Combinations Step
- J. The Levy Step

### **3.6 THE TIME RECORD PHASE**

See 9.0. The passage of a turn is recorded; weather for the upcoming month is determined.





## 4. THE POLITICAL PHASE

The actions of the Political Phase occur in the following order and during this phase only. The exception to this is declaration of war, which can also occur at other specified times.









### 4.1 THE DIPLOMACY STEP

During this step, an agreed upon period of time is set aside for discussion among the players. No more than ten minutes is recommended to keep the game moving. Generally, players will wish to separate into pairs or small groups and move out of earshot of others for “secret” negotiations. This is the time to talk to other players about getting together for declarations of war, checking to see if allies will respond if called, preliminary discussions about peace terms, asking if others wish to ally, deciding on combined movements and their announcement, expressing pleasure or displeasure, making promises and threats, etc. This is also the time for players to write down their diplomatic actions on minor country or Kingdoms (4.2.8).

### 4.2 DIPLOMACY ON MINOR COUNTRIES AND KINGDOMS STEP

The game focuses on the interaction of the Major Powers; however, the “minor” countries could also play a role. All minor countries must be located on the MINOR COUNTRY DIPLOMATIC STATUS CHART (shown below).

### MINOR COUNTRY DIPLOMATIC STATUS CHART

	Conquered	Client State	Sponsored	Ally	Influenced	Neutral
 Austria						
 Britain						
 France						
 Ottoman						
 Prussia						
 Russia						
 Spain						
 Poland						

Minor countries have a variety of potential statuses: Neutral, Influenced, Ally, Sponsored, Client State, and Conquered. If they are in any status other than Neutral, a counter with the minor country’s name is placed in the “diplomatic track” of the appropriate Major Power. Minor countries may also be organized into groupings referred to as Kingdoms. See 8.9 for details specific to each Kingdom.

#### 4.2.1 KINGDOMS

A Kingdom is a collection of minor countries that have been temporarily joined into a single political entity, as defined in the Campaign rules. This collection of minor countries is then treated as having the same political status, whether Neutral, Influenced, Ally, Sponsored or Client State status. A Kingdom’s component minor countries can be conquered separately as individual minor countries (7.7.2).

Attempts to change the diplomatic

status of a Kingdom are more costly than attempting to influence the diplomatic status of an individual minor country (4.2.8). Throughout these rules, there are many references to “minor countries”. Unless otherwise noted, these rules apply to Kingdoms as well.

#### 4.2.2 NEUTRAL

Neutral minor countries or Kingdoms are non-aligned, and will allow any Major Power to *pass through* or *trace supply through* their territory. Major Powers may not place supply depots or garrisons in a Neutral minor country or Kingdom.

#### 4.2.3 INFLUENCED

Influenced minor countries or Kingdoms have some ties with a Major Power. They are treated as Neutral minor countries or Kingdoms with the following exceptions;

- if declared war upon, the Influenced minor country or Kingdom will automatically become a Sponsored minor country or Kingdom, controlled by the Major Power in whose Influence box it is located, unless that Major Power was the Major Power to declare war on the Influenced minor country or Kingdom (see 4.8 for changing of status of minor countries or Kingdoms when war is declared)
- an Influenced minor country or Kingdoms will allow forces controlled by Major Powers to pass through the minor country or Kingdom, or trace supply through *only* with the permission of the Major Power in whose Influence box it is located.

#### 4.2.4 ALLY

Allied minor countries or Kingdoms have strong ties with a specific Major Power. They are treated as Influenced minor countries or Kingdoms with the following additions;

- if the Ally minor country or Kingdom has declared war upon it, the Ally minor country or Kingdom will attempt to call the controlling Major Power (4.5) which has Casus Belli (4.4.2) and may immediately declare war against the aggressor, unless restricted by 4.4.3.

- If the controlling Major Power does not declare war against the aggressor of his Allied minor country or Kingdom, he is considered to let down the alliance and immediately loses “-1” political point (though still has first option to control as a Sponsored minor country or Kingdom which is now at war with another Major Power).
- The controlling Major Power is permitted to build depots, garrisons and depot garrisons inside the Ally minor country or Kingdom.
- The controlling Major Power may absorb a minor country Ally into a Kingdom, if possible (8.9.1).
- If the controlling Major Power, or, another Ally minor country or Kingdom controlled by the controlling Major Power, is declared war upon (unless a war with Persia), the Ally minor country or Kingdoms may be “called” in the same manner as a Major Power Ally. See 4.5. If called, the Ally minor country or Kingdom becomes a Client State of the Major Power that called it. This choice is made at the point at which war breaks out, and cannot be changed later.<sup>5</sup>

#### 4.2.5 SPONSORED

A Sponsored minor country or Kingdom is a Neutral, Influenced or Ally minor country or Kingdom that was declared war upon by a Major Power and is being controlled by a “sponsoring” Major Power. (In the case of an Ally minor country or Kingdom, this occurs only when the controlling Major Power lets down the alliance and does not declare war on the Major Power(s) that attacked the Ally minor country or Kingdom.) “Sponsored” is a limited form of a Client State diplomatic status. A Sponsored minor country or Kingdom’s status can only change as a result of being conquered (in which case it becomes a Conquered minor country (or countries) under the control of the conquering Major Power), or through a lapse of war (4.6.1). A Sponsored minor country or Kingdom’s land forces (Corps and garrisons) cannot leave the minor country or Kingdom, with the exception of entering the territory of the Major Power that declared war on it. A Sponsored minor country or Kingdom’s naval forces cannot leave the sea zones adjacent to the minor country or Kingdom.

A Sponsored minor country or Kingdom will only allow the Major Power in whose Sponsored box it is located to pass through the minor country or Kingdom’s territory or trace supply through it’s territory.

#### 4.2.6 CLIENT STATE

Client State minor countries or Kingdoms are totally controlled by a Major Power, possibly providing military forces and acting as potential supply sources (7.2). The controlling Major Power moves the Client State forces as his own, collects money and manpower for the purpose of building forces for the Client State, as outlined in 8.2.3.

A Client State minor country or Kingdoms will allow Major Powers to pass through the minor country or Kingdom or trace supply through *only* with the permission of the Major Power in whose Client State box it is located.

#### 4.2.7 CONQUERED

A Conquered minor country is totally controlled by its controlling Major Power, and does not have any military forces of its own. A minor country becomes Conquered though occupation of its capital, as outlined in the Conquest Step 7.7. The controlling Major Power collects money and manpower from the minor country, treating it almost as it were part of it’s home nation (8.2). Conquered minor countries may not be declared war upon separately from their controlling Major Power.

A Conquered minor country will allow Major Powers to pass through the minor country or trace supply through *only* with the permission of the Major Power in whose Conquered box it is located.

#### 4.2.8 CHANGING THE DIPLOMATIC STATUS OF MINOR COUNTRIES OR KINGDOMS

Each Major Power may attempt up to two diplomatic actions a turn, with predominant Major Powers attempting up to three diplomatic actions a turn. More than one action may be undertaken on each minor country or Kingdom, with a limit of one action from each Major Power. Each action may only move a minor country or Kingdom marker one box, *only* from the following possibilities: Neutral to Influence, Influence to Ally, Ally to Client, Ally to Influence, Influence to Neutral. A diplomatic action undertaken on a Kingdom requires and counts as, two diplomatic actions.

Major Powers located in the Instability or Fiasco Zones of the POLITICAL STATUS DISPLAY on the STATUS CARD, may only undertake diplomatic actions on a minor country or Kingdom located on that Major Power’s diplomatic track, or “defend” against the attacks by other Major Powers on a minor country or Kingdom located on its diplomatic track.

##### 4.2.8.1 Neutral Minor Countries or Kingdoms, or located in the same Major Power’s diplomatic track

The Major Power wishing to modify the diplomatic status of the minor country or Kingdom pays \$1 for each attempt and rolls a D10 modified by:

Two times the National Modifier + Investment Modifier + two times the Political Status Modifier “-2” if Privateering was conducted on Minor trade in any of the past three turns (6.8.2).

- The National Modifier is found on the MINOR COUNTRY CHART, by cross-referencing the name of the minor country (the capital minor country for a Kingdom) and the Major Power.
- The Investment Modifier is determined by the money spent by the Major Power: \$1 = “+1” modifier, \$2 = “+2” modifier, \$3 = “+3” modifier; for Kingdoms presently with *more* than two component provinces, these values are doubled.

<sup>5</sup> For example: The Kingdom of Naples is an Ally of Spain, Piedmont is the minor country Ally of France. Spain declares war on France, giving France the option to call Piedmont, changing its diplomatic status from an minor country Ally to a Client State minor country. The Kingdom of Naples would remain a Ally of Spain, unless France called a Major Power Ally, which declared war on Spain. If this occurred, Spain would then have the option of “calling” the Kingdom of Naples and changing its diplomatic status from Kingdom Ally to a Spanish controlled Client State Kingdom.

• The Political Status Modifier is determined by which row on the Political Status Display on the STATUS CARD the Major Power is presently located (Fiasco Zone “-2”, Instability Zone “-1”, Neutral Zone “0”, Dominant Zone “+1”). This result is compared to 2D10 rolled on behalf of the minor country or Kingdom, by another Major Power. If the Major Power undertaking the action has a higher roll, the MINOR COUNTRY CHART is consulted. If the result is equal to or greater than the number required for Influenced, Ally or Client status, the minor country or Kingdom marker is placed in the appropriate box of the diplomatic track for that Major Power<sup>6</sup>. If a diplomatic action successfully moves a minor country from Ally to Client diplomatic status, that Major Power gains “+1” political point. The diplomatic status of Kingdoms may not be moved from Ally to Client status in this manner.

If two or more Major Powers attempt an action on the same Neutral minor country or Kingdom, they proceed as normal, comparing the modified results. The highest result can attempt to Influence the minor country, while the second highest result rolls 2D10 for the minor<sup>7</sup>. If the modified result is the same, resolve through unmodified competitive D6 rolls.

#### 4.2.8.2 Minor Countries or Kingdoms located in the diplomatic track of other Major Powers

Major Powers may attempt to move the minor countries or Kingdoms of other Major Powers towards Neutral status with the following restrictions:

- A Major Power may not attempt a diplomatic action on a minor country or Kingdom that is in the diplomatic track of a Major Power Ally.
- A Major Power may only attempt a diplomatic action on a minor country or Kingdom of another Major Power if that minor country or Kingdom is located in the Influenced or Ally box in that Major Power’s diplomatic track.
- A successful result will move the minor country or Kingdom marker, either from Ally to Influenced, or from Influenced to Neutral, while an unsuccessful result will have no effect.

##### 4.2.8.2.1 Procedure

The Major Power wishing to modify (lower) the status of a minor country or Kingdom in another Major Power’s diplomatic track pays \$1 and rolls a D10 modified by:

two times the National Modifier + Investment Modifier + two times the Political Status Modifier “-2” if Privateering was conducted on Minor trade in the past three turns (6.8.2). These are the same modifiers as outlined in 4.2.8.1.

To this result, a D10 is rolled by the defending Major Power, modified by:

two times the National Modifier + Investment Modifier + two times the Political Status Modifier (as outlined in 4.2.8.1) with an additional “+2” if the minor country or Kingdom is Influenced *or* “+4” if the minor country or Kingdom is Allied, “-2” if Privateering was conducted on Minor trade in the past three turns (6.8.2). The Major Power’s modified roll, in whose diplomatic track the minor country or Kingdom’s marker is located, is subtracted from the modified roll of the Major Power attempting to downgrade the status of the minor country or Kingdom. If the modified result is greater than or equal to the number required for Influenced, or Ally (depending on the present status of the minor country or Kingdom), then the attempt is successful, and the status of the minor country or Kingdom is downgraded one step<sup>8</sup>.

Attempts to resist the diplomatic actions of other Major Powers conducted on minor countries or Kingdoms in a Major Power’s diplomatic track; do not count against the limit of diplomatic actions of the “defending” Major Power.



<sup>6</sup> For example: Spain would like to attempt a diplomatic action on Portugal, which is currently Neutral. Portugal is a minor country, not a Kingdom, requiring the use of one of Spain’s diplomatic actions. Spain’s modifiers are: “+2” (double the National Modifier), “+3” (Investment Modifier, spent \$3), and “+2” (Political Status Modifier, 2 times “+1”, as Spain is currently sitting in the Dominant Zone) for a net “+7”. Spain rolls a D10 and gets a “6”. Another player rolls 2D10 and gets a total of “11”. Spain has a total of “13”, which compared to “11” is “+2”. This “+2” is equal or greater than the number required to move Portugal from Neutral to Influenced status. This means that Spain was successful and Portugal, which was formerly Neutral becomes a Spanish Influenced minor country.

If Portugal was already a Spanish Influenced minor country and Spain was attempting to change Portugal’s diplomatic status to Ally, in the above example Spain would have failed (with Portugal remaining a Spanish Influenced minor country) as “+3” is required to move Portugal from “Influenced” to “Ally”.

<sup>7</sup> For example: Both France and Austria are attempting to change the diplomatic status of Baden, which is currently Neutral. Both roll a D10, which is modified by 2 times national modifier, the investment modifier and 2 times the Political Status Modifier. France’s modified roll is 12, while Austria’s is 10. France would then roll again, using the standard process and modifiers, attempting to change Baden from Neutral to French Influenced, while Austria would roll 2D10 in defense, on Baden’s behalf.

<sup>8</sup> For example: Spain would like to attempt a diplomatic action on Portugal, which is currently a British Influenced minor country. Spain’s modifiers are: “+2” (double the National Modifier), “+3” (Investment Modifier, spent \$3), and “+2” (double “+1” Political Status Modifier, as Spain is currently sitting in Dominant Zone) for a net “+7”. Britain’s modifiers are: “+6” (double the National Modifier), “+1” (decides to spend only \$1), “0” (Political Status Modifier, as Britain is currently sitting in the Neutral Zone), and “+2” as Portugal is presently British Influenced for a net “+9”. Spain rolls a D10 and gets a “6”, which is modified to “13”. Britain rolls a D10 and gets a “4” which is modified to “13”. Spain’s total of “13”, which compared to Britain’s “13” is “+0”. This is less than the “+2” required to move Portugal to/from Influenced status. This means that Spain was unsuccessful and Portugal remains British Influenced. If Spain had rolled an “8”, giving a net result of “+2”, then Portugal would become Neutral.



If a Major Power is attempting to “upgrade” the diplomatic status of a minor country or Kingdom in its diplomatic track, and another Major Power is attempting to downgrade from Ally to Influenced, or from Influenced to Neutral, each attempt is resolved separately, with the attempt to downgrade resolved first, followed by the attempt to upgrade second, with the cumulative results applied to the minor in question<sup>9</sup>.

#### 4.2.8.3 A Major Power’s own Minor Countries or Kingdoms

At this time, any Major Power may voluntarily “downgrade” the status of any minor country or Kingdom that is in their diplomatic track, at the Ally, or Influenced position to any lower level, or Neutral status. A Major Power may also downgrade a Conquered or Client, minor country or Kingdom to Neutral, though loses “-1” political point for doing so.

### 4.3 THE REVOLT STEP (OPTIONAL)

Revolts represent external interference in another country’s affairs. It also provides a more subtle form of conflict, rather than outright war. A revolt may be incited by any Major Power in *Conquered* minor countries of a non-allied Major Power, or in ceded provinces that were previously part of the *inciter’s home nation* (*EXCEPTION: Revolts by this procedure are not available in Tyrol, which has its own revolt rule outlined in the Campaign section*). Revolt attempts cannot be made against an entire Kingdom, but must be undertaken against each component minor country separately. The inciting Major Power need not be at war with the Major Power controlling the territory where the revolt attempt is occurring.

#### 4.3.1 NUMBER OF ATTEMPTS

Each Major Power may make a maximum of three of attempts at inciting revolt(s) during each revolt step. Each attempt to incite a revolt costs “-1” political point. A d6 is rolled, modified by:

The National Modifier + the Political Status Modifier. (*EXCEPTION: For inciting revolts in a minor, there is a cumulative “-1” modifier per previous revolt(s) let down (4.3.6) by the inciting Major Power in that minor.*)

- The National Modifier is found on the MINOR COUNTRY CHART, by cross-referencing the name of the minor country and the Major Power.
- The Political Status Modifier is determined by which row on the Political Status Display on the STATUS CARD the Major Power is presently located (Fiasco Zone “-2”, Instability Zone “-1”, Neutral Zone “0”, Dominant Zone “+1”).

The revolt is successful on a modified “6” or higher.

A Major Power is assumed to have a National Modifier of “+3” for all ceded provinces previously part of their home nation for the purposes of revolt attempts.<sup>10</sup>

#### 4.3.2 LIMITS ON ATTEMPTS

A Major Power may make *one* inciting attempt per revolt step *per* minor country or province. Also, there may be *only one* ongoing revolt per minor country or province at any given time. If more than one Major Power desires to incite a revolt at the same time in the same minor country, then each loses “-1” political point and attempts the modified D6 roll. If only one is successful, then there is no conflict. If more than one Major is successful, then the Major Power with the higher modified D6 roll is the sponsor of the revolt. If more than one Major Powers modified D6 rolls are equal, then the sponsor is determined by further unmodified D6 rolls.

#### 4.3.3 REVOLT PROCEDURE

After a revolt breaks out in a minor country or province, the revolt sponsor rolls a D6 to determine the strength of the revolt. The modifiers for this D6 roll are: + sponsor Major Power’s National Modifier (+3 for a ceded provinces), + sponsor Major Power’s Political Status Modifier, - Major Power controlling the minor country or province’s National Modifier (0 for all ceded provinces), - Major Power controlling the minor country or province’s Political Status Modifier “-1” if the Major Power controlling the minor country or province has a Corps in that minor country or province.

- The National Modifier is found on the MINOR COUNTRY CHART, by cross-referencing the name of the minor country (the capital minor country for a Kingdom) and the Major Power.
- The Political Status Modifier is determined by which row on the Political Status Display on the STATUS CARD the Major Power is presently located (Fiasco Zone “-2”, Instability Zone “-1”, Neutral Zone “0”, Dominant Zone “+1”).

The result is the revolt number and is treated as a Guerrilla number (see 7.6.1) for that minor country or province. Initially, it cannot be less than two (if less, increase to 2) or greater than five (if greater, decrease to 5)<sup>11</sup>.



<sup>9</sup> For example: Britain attempts to upgrade the diplomatic status of Portugal from Influenced to Ally following the procedure of 4.2.8.2.1. Spain is attempting to downgrade the diplomatic status of Portugal from British Influenced to Neutral, following the procedure of 4.2.8.2.1. Spain resolves her attempt first, and then Britain. The potential outcomes are: both successful or both unsuccessful (in which case the diplomatic status of Portugal does not change), Spain is successful, while Britain is unsuccessful (Portugal slides from British Influenced to Neutral) or Britain is successful while Spain is unsuccessful (Portugal moves from British Influenced to British Ally).

<sup>10</sup> For example: Spain wishes to incite a revolt in the province of Andalusia, which it was forced to cede to France in a previous peace agreement. Spain immediately loses “-1” political point. Spain is currently in the Neutral Zone (no Political Status modifier) and Andalusia is a former home nation province (“+3” National Modifier). Spain rolls a “4” on a D6, which is modified to a “7”, indicating a successful revolt has broken out.

<sup>11</sup> Continuing the previous example, where Spain has successfully incited a revolt in French held Andalusia. Andalusia was a former home nation province (“+3”), currently in the Neutral Zone (no modifier), France is currently in the

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#### 4.3.3.1 Use of Revolt Forces

The Guerilla factors generated from a revolt are treated in the same manner as detailed in 7.6.3, with the following exceptions:

- There need not be any enemy forces inside the revolting minor country or province to make a Guerrilla D6 roll, in the Guerrilla step.
- Guerrillas in a revolting minor country or province treat all forces not of the inciting Major Power and his Allies as enemy forces.
- Revolting Guerrillas may besiege a city in conjunction with the inciting Major Power's or his Allies' Corps.
- Revolting Guerrillas may declare a siege by themselves but incur a "-2" die roll modifier to the Siege Table (7.5.4) if besieging alone.
- The total number of Guerrillas in a revolting minor country or province may never be greater than five times that minor country or province's manpower value. A province or minor country with a manpower of zero is considered to have a manpower value of one for the purposes of this rule.
- Guerrillas may not leave the borders of their home minor country or ceded province.

#### 4.3.4 DECREASING REVOLT NUMBERS

After each successful anti-Guerrilla operation (see 7.6.2), the revolt number (Guerrilla value) of the minor country or province is decreased by one. An anti-Guerrilla operation may be carried out even if there are no Guerrillas in a revolting minor country or province.

#### 4.3.5 INCREASING REVOLT NUMBERS

After each modified anti-Guerrilla operation D6 roll of "6", the revolt number is increased by "+1", unless the controlling Major Power immediately chooses to pay another D6 roll in \$ from the treasury. Each time the sponsoring Major Power successfully sends aid to a revolt (see 8.5.3), the revolt number is increased by "+1".

#### 4.3.6 ENDING REVOLTS

Revolts are considered to be over under certain circumstances, with all guerilla factors immediately removed:

- Immediately when the sponsoring Major Power and the Major Power controlling the minor country or province in revolt Ally, the revolt is over and the sponsoring Major Power is considered to have let down the revolt.
- During any peace step, the sponsoring Major Power may voluntarily end the revolt. That Major Power is considered to have let down the revolt.
- If the minor country or province is ceded to the sponsoring Major Power, the revolt is over.
- If the minor country becomes Neutral, the revolt is over; with any guerrilla factors converted to Infantry or Islamic Infantry factors (as appropriate) of the minor country.

A revolt may also be put down. If the revolt number ever decreases to "1", *or* there have been no Guerrillas in the minor country or province for the last three months, the revolt is over.

#### 4.3.7 SUCCESSFUL REVOLTS

Revolts are considered to be successful under certain circumstances:

- When their Major Power sponsor is *not at war* with the owner, if Guerrillas fulfill all criteria for conquest (i.e. unbesieged occupation of the capital for one month, 7.7) *and* the revolt number is greater than or equal to "6", the revolt is successful. In this case, a minor country immediately becomes an Ally minor country of the inciting Major Power during the Conquest Step, *or* a former province immediately reverts to the being a home nation province of the sponsoring Major Power. All garrisons of any Major Power (except the sponsor) are immediately repatriated as per 4.6.8.1, with all Corps immediately moved to nearest controlled friendly controlled territory. All Guerrillas are converted into Infantry factors or Islamic Infantry factors, as appropriate, of the minor country or Major Power in the case of a ceded province.
- If the Major Power sponsor of a revolt is at war with the Major Power controlling the minor country or province in revolt, the minor country or province can be conquered by the sponsor in the normal manner *or* though the Guerrillas own efforts, if Guerrillas fulfill all criteria for conquest (i.e. unbesieged occupation of the capital for one month) *and* the revolt number is greater than or equal to "6". If the revolt is in a former home nation province of the sponsor Major Power, a number of regular Infantry factors equal to the number of Guerrillas, are immediately placed anywhere in the province, and all Guerrillas are removed. If the revolt is a minor country, the sponsor Major Power has the option of: a) converting the minor country into a Client State with a number of Infantry or Islamic Infantry factors, as appropriate, equal to the number of Guerrillas, immediately placed anywhere in the minor country, or b) receiving the minor country as a Conquered minor country, with guerilla factors are removed<sup>12</sup>.

*Dominant Zone ("-2") holding a ceded province (no modifier), for a net "+1". Spain rolls a "3" which is modified to a "4", which is the guerilla value for the revolt.*

<sup>12</sup> Following is a summary of how revolts work:

Political Phase: Countries attempt to incite revolts during the Revolt Step. If successful, determine the strength of the revolt (4.3.3) Towards the end of the political phase, guerillas are created by rolling a d6. For every number UNDER the revolt number, 1 guerilla is created in the province or minor country.

Movement/Combat phase: During combat phase, guerillas are fought either through trivial combat (as per normal

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#### 4.3.8 THE SICK MAN OF EUROPE

By many Major Powers (notably Russia, Austria and Britain), the Ottoman Empire was considered to be the “sick man of Europe”, whose time for dismemberment had arrived. For this reason, much meddling within the internal affairs of the Ottoman provinces ensued, not always with the knowledge or blessing of other Major Powers. Several Ottoman provinces are subject to potential revolts (these are in addition to revolts available under 4.12). These are: Albania, Greece, Serbia, Bosnia, Bessarabia, along with Crimea, Transylvania, Novorussia and Podolia if they become Ottoman provinces. Revolts under these rules are not permitted if the Ottoman is a Predominant Major Power (though revolts created by 4.12 are). Only certain Major Powers may sponsor revolts in certain Ottoman provinces under this rule:

An eligible Major Power may attempt to incite a revolt in a target province, as long that Major Power is not Allied with the Ottomans. A revolt, once successfully incited, is subject to all rules regarding revolts except as modified below:

- The National Modifier for the Ottoman in each province is “0”. The National Modifiers for each Major Power and corresponding Ottoman province are given below:
- An additional modifier of “+1” applies if the Major Power attempting to initiate the revolt is at war with the Ottoman, *and* has one or more home nation corps within the target province, *and* the Feudal Corps of the target province is presently not in the target province.
- The maximum number of Guerrillas possible in Ottoman province in revolt, is seven times that province’s manpower value (A province with a manpower of zero is considered to have a manpower value of one for the purposes of this rule).
- While a province is in revolt, the Feudal Corps of that province is unavailable for the duration of the revolt, and may not be raised under any circumstances. If it is on map, it is removed at the moment the revolt breaks out (even if besieged). Furthermore, no Ottoman Feudal Corps, with the exception of the Anatolia or Smyrna Feudal Corps may enter the revolting province
- The provinces of Albania, Greece, Serbia and Bosnia are treated as a minor country capable of becoming a Client State for the purposes of ending the revolt. If the province breaks free of Ottoman rule (as per a successful revolt 4.3.7), then its Feudal Corps is no longer available to the Ottoman, but rather the Corps shown on the Minor Country NATIONAL CARDS is available to the Major Power controlling the new minor country if as a Client State. The MINOR COUNTRY CHART provides new National Modifiers, as well as Influence, Ally/Client values for the newly created minor country. If these newly created minor countries are conquered by, or ceded to the Ottoman, they revert to being Ottoman home nation provinces, and the Feudal Corps is immediately available to the Ottoman. The provinces of Albania, Greece, Serbia and Bosnia are treated as a minor country capable of becoming a Client State for the purposes of ending the revolt.
- The provinces of Bessarabia, Crimea, Transylvania, Novorussia and Podolia become ceded provinces, under the control of the sponsor of the revolt, should the revolt become successful. In the case of Russia gaining control of Crimea, Novorussia or Podolia, it once again becomes a home nation province. In the case of Austria gaining control of Transylvania, it once again becomes an Austrian home nation province. In either case, if the province breaks free of Ottoman rule, then its Feudal Corps is no longer available to the Ottoman.

Possible sponsor:	Province:
Russia	Albania, Greece, Serbia, Bessarabia, Crimea*, Podolia*, Novorussia*
Austria	Albania, Greece, Serbia, Bosnia, Transylvania*
France, Britain	Albania, Greece
*only if an Ottoman province	

Province	Br	Ru	Au	Fr
Albania	0	0	0	0
Greece	0	+2	0	-1
Serbia	-	0	0	-
Bosnia	-	-	0	-
Bessarabia	-	+1	-	-
Crimea*	-	+1	-	-
Transylvania*	-	-	+1	-
Novorussia*	-	+1	-	-
Podolia*	-	+1	-	-
*only if an Ottoman province				

combat) or by anti-guerilla operations (7.6.2). “Anti-guerilla operations” attempt to eliminate guerillas by rolling higher than the current revolt number. A “+1” is added to die roll if “2” or more Corps are involved. If successful, all guerillas are removed from the map and the revolt number is reduced by “1”. If a modified “6” is rolled, the revolt number is reduced an additional “-1”. If a modified “1” is rolled, the revolt number is increased by “+1” unless the Major Power controlling the minor country or province in revolt pays \$d6. This is the ONLY way a player can reduce the revolt number. Economic phase: A player may aid a revolt in the expenditure phase by spending between \$1 to \$6 (8.5.3). If roll equal to or under that amount, then the revolt number increases by “+1”. This, and an anti-guerilla operations roll of “1” without payment of penalty, is the only way a revolt number can increase.

Ending Revolts: If Major Powers involved Ally. If sponsor Major Power voluntarily lets the revolt lapse. If the minor country or province in revolt is ceded/conquered to/by the sponsoring Major Power. If guerillas seize capital and hold it unbesieged for a month (conquered). If the revolt number decreases to “1” or no guerillas have been in the territory for three months in a row (the revolt ends during to political phase of the fourth month).

#### 4.4 THE DECLARATIONS OF WAR STEP

Each Major Power secretly *writes* down every Major Power (which includes their Conquered minor countries, ceded provinces under that Major Power's control and Client States) *and/or* Neutral/Influenced/Ally minor country *and/or* Neutral/Influenced/Ally Kingdom upon which that Major Power has chosen to declare war (if any). Major Powers not declaring war may wish to write "no declarations" just to keep everybody guessing. All declarations are revealed simultaneously. In order for a Major Power and its controlled minor countries to attack another Major Power (and its Conquered minor countries, ceded provinces under that Major Power's control and Client States) or Neutral, Influenced or Ally minor country or Neutral, Influenced or Ally Kingdom or their forces, a declaration of war must have been made between them during this step. There are exceptions to this noted in the appropriate sections below.

A Major Power that declares war is called the "aggressor", and a Major Power, minor country or Kingdom upon which war is declared is called the "defender."

##### 4.4.1 POLITICAL POINT LOSSES FOR WAR DECLARATIONS

Major powers lose political points for each of their declarations and these changes are immediately recorded on the Political Status Display of the STATUS CARD.

##### 4.4.1.1 Declaration of War on a Major Power

A Major Power loses "-4" political points whenever it declares war on another Major Power, or "-2" if has a Casus Bellum (see 4.4.2). Additionally, if a Major Power declares war on an ally, there is an additional loss of "-2" political points for breaking the alliance by the declaration of war. If a Major Power declares war on a Major Power with which it has a Royal Marriage (12.0, B.5.), there is an additional loss of "-1" political point.<sup>13</sup>

##### 4.4.1.2 Declaration of War on a Kingdom or Minor Country

A Major Power loses "-1" political point for declaring war on a minor country, unless no Major Power can be found to sponsor that minor country (4.8).

A Major Power loses "-2" political points for declaring war on a Kingdom, unless no Major Power can be found to sponsor the Kingdom (4.8).

- If a Major Power declares war on a minor country that is presently a minor country or Kingdom Ally of that Major Power, it loses an additional "-1" political point.
- A Major Power loses an additional "-1" political point for declaring war on a minor country or Kingdom Ally of a Major Power Ally<sup>14</sup>.

##### 4.4.2 CASUS BELLUM

A casus bellum is simply a justifiable (in the eyes of other nations of Europe, and to a nation's own citizens) reason to go to war. Having a reason to go to war reduces the political point cost for declarations of war. The following are "Casus bellum":

- A Predominant Major Power (8.10) may claim casus bellum against any other Predominant Major Power (at any time).
- A casus bellum may be claimed by Major Power B, against Major Power A that declared war on a minor country Ally located in the diplomatic track of that Major Power B (for the current month only).
- A casus bellum may be claimed by Major Power B, against Major Power A that has made a declaration of war on a Major Power Ally of Major Power B, if Major Power B will declare war on Major Power A in response to a "call to allies" (for the current month only).
- A casus bellum may be claimed by Major Power B against Major Power A that attacks Major Power B's Fleets, or Major Power B's Client State's Fleet, without a declaration of war (for the current and subsequent month only).
- A casus bellum may be claimed by Major Power B against Major Power A, if Major Power A grants voluntary access, transports troops or provides depot supply, sea supply or invasion supply to another Major Power's forces with which Major Power B is at war (for the current and subsequent month only). If there is a pre-existing access agreement between Major Power A and a Major Power at war with Major Power B, the access agreement must be rescinded (7.3.10.2.2) to remove the casus bellum. However, Major Power A providing supply or transporting troops would not negate the casus bellum.
- A casus bellum may be claimed by Major Power A against Major Power B for each attempt to incite a revolt, or send aid to an ongoing revolt (4.3) in a minor country or ceded province under its control (for the current and subsequent month only) by Major Power B.
- A casus bellum may be claimed by Major Power B on Major Power A, if Major Power A uses forcible access on Major Power B's provinces or Client States (see 7.3.10.5) (for the current and subsequent month only).

<sup>13</sup> For example: France declares war on Spain. France has a Casus Bellum as Spain is inciting a revolt in a French Conquered minor country ("-2"), France is not allied to Spain (no modifier), though does have a Royal Marriage from an earlier peace agreement ("-1"). The total political point cost to France for declaring war on Spain would be "-3" political points.

<sup>14</sup> For example: Russia declares war on the Kingdom of Sweden, an Ally of Britain, which is an Ally of Russia. Russia loses "-2" political points for declaring war on a Kingdom, "-1" political points for declaring war on a Kingdom Ally of a Major Power Ally (Britain), for a net "-3" political points.



- A casus bellum may be claimed by Major Power B on Major Power A, if Major Power A controls any of Major Power B's ceded home nation provinces (as long as such provinces are controlled).
- A casus bellum may be claimed by France on a Major Power that voluntarily leaves (or has a controlled Kingdom leave) the Continental System (see 8.2.1.2.3) (for the current and subsequent month only).
- A casus bellum may be claimed by Britain on a Major Power that voluntarily enters (or has a controlled Kingdom enter) the Continental System (see 8.2.1.2.3) (for the current and subsequent month only).
- A casus bellum may be claimed by Major Power B against Major Power A, if Major Power A receives transferred ships from a Major Power with which Major Power B is at war (see 5.1.4) (for the current and subsequent month only).
- A casus bellum may be claimed by Major Power B against Major Power A, if Major Power A receives ceded territory from a Major Power with which Major Power B is at war (see 8.8) (for the current and subsequent month only).
- A casus bellum may be claimed by Major Power B against Major Power A, if Major Power B loses trade revenue due to Privateering undertaken by Major Power A's controlled Fleet that inflicted the trade revenue loss (6.8.2) (for the current and subsequent month only).
- A casus bellum may be claimed by a Major Power that was the loser in a peace agreement in which the Ottoman selected B.5 Royal Marriage. The casus bellum is in effect as long as the Royal Marriage is in effect.
- A casus bellum may be claimed by the Holy Roman Emperor against any Major Power at war with the HRE (14.4.7).
- A casus bellum may be claimed by Austria or Prussia against any Major Power at war with the German Bund (14.5.6).

#### 4.4.3 LIMITATIONS OF DECLARATIONS

A Major Power may declare war within the following limitations:

- A Major Power may not declare war on another Major Power or Neutral, Influenced, Ally or Sponsored minor country or Kingdom if the declaring Major Power has forces of any type (including land factors, ships of any status, leaders, corps, or depots) within the second Major Power's territory or within that minor country or Kingdom.
- A Major Power already at war with another Major Power may not declare war on another Major Power(s) if unbesieged enemy Corps are inside its home nation provinces. *EXCEPTION: Unbesieged forces within the provinces of: Majorca, Corsica, Crete and Cyprus do not prevent declarations of war.*
- War may not be declared on a Neutral, Influenced or Ally minor country or Neutral, Influenced or Ally Kingdom if it is physically impossible for the declaring Major Power to enter the minor country or Kingdom during the turn.
- A Major Power may not declare war against another Major Power if restricted by an enforced peace (see 4.6.8.3).

##### 4.4.3.1 Less Restricted Declaration of War (OPTIONAL)

The suggestion has been made that it should be possible to declare war, while forces are located within that Major Power or minor country / Kingdom's territory. This rule allows such a possibility. To enable this option, the first point of 4.4.3, limiting such declarations, should be ignored. This rule *does not* nullify the other provisions of 4.4.3.

##### 4.4.3.1.1 Political Point Cost

Declaring war while a Major Power has forces of any type (including land factors, ships of any status, leaders, corps, or depots) within the second Major Power's territory or within that minor country or Kingdom costs an "-4" political points, in addition to the political point cost specified in 4.4.1.1 and 4.4.1.2.

#### 4.4.4 EXTENT OF DECLARATIONS

A declaration of war on a Major Power is also (at no further cost in political points) a declaration of war on *all* of its Client States, Conquered minor countries and ceded provinces. Client States, Conquered minor countries, Kingdoms and ceded provinces may not have war declared upon them separately. The defender's Ally minor countries and Ally Kingdoms are included in this declaration as well; if at the time of the declaration they all called by their Allied Major Power (4.5). Minor countries or Kingdoms that subsequently become Client States of either Major Power, while both are at war, are also included in this declaration.

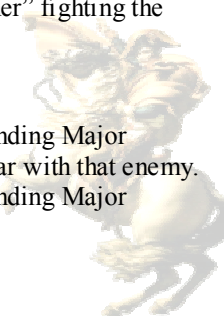
#### 4.4.5 EFFECTS OF A DECLARATION OF WAR

If forces in the same land area suddenly find themselves at war, control of the area must *immediately* be determined through a combat involving *all* hostile forces (Corps, city and depot garrisons, Guerrillas, Cossacks and Freikorps). If both sides include Corps, then resolve control by a field combat (no reinforcing attempts are allowed). Political points are awarded and lost as usual. If both sides do not include Corps then fight a trivial combat (involving all hostile forces). The withdrawal of the losing side will only happen after control of all areas have been determined (and then the army reinforcement order is used to decide withdrawals). Losing forces that are not able to withdraw (city and/or depot garrison forces may immediately after combat be absorbed in Corps in the area) must surrender. If three or more sides find themselves in this situation, combat is fought between two sides (determined randomly) with the "winner" fighting the remaining side. This process is repeated until one side controls the land area.

A Major power that had war declared upon it, may "flee" with Fleets in the Flee Step (see 6.4)

#### 4.5 THE CALL TO ALLIES STEP

Any Major Power that has in this Political Phase who has had war declared upon it, may demand (defending Major Power's option) that a Major Power Ally immediately declare war on the aggressor, if not already at war with that enemy. Any Major Power that has in this Political Phase who has had war declared upon it, may demand (defending Major Power's option) that a minor country Ally or Kingdom Ally immediately declare war on the aggressor.



A minor country Ally or Kingdom Ally that has had war declared on it, will call it's Major Power Ally to declare war on the aggressor, subject to the restrictions below.

If there is more than one declaration of war during a Declaration of War Step, the order in Major Powers "call to allies" is determined by competitive D6 rolls.

#### 4.5.1 ALLY CALLING RESTRICTIONS

The defending Major Power calls his allies first, if he chooses not to call allies, then the aggressor Major Power may not. If the defender calls allies (regardless of their response), then the aggressor may do so as well.

A minor country Ally or Kingdom Ally will always attempt to call it's Major Power Ally, though the aggressor Major Power may not attempt to call allies in this case.

- A Major Power may call on some allies (Major Power, minor countries or Kingdoms) and not on others, at the calling player's discretion.
- If two Major Powers declare war on each other *simultaneously*, they are both considered aggressors and neither may call allies.
- Should a called Major Power Ally of a defender Major Power refuse a call, that refusing Major Power Ally is considered to have broken the alliance and loses the requisite political points ("-2").
- Should a called Major Power Ally of a defender minor country Ally or Kingdom Ally refuse a call, that refusing Major Power Ally is considered to have broken the alliance and loses the requisite political points ("-2").
- If any Major Power Ally *cannot* declare war because of peacetime restrictions (such as an enforced peace, 4.6.8.3), that ally may *not* be called upon.
- If an Ally cannot declare war for other reasons (see 4.4.3), the Ally can still be called and, since the call cannot be answered, will be *forced* to break its alliance and lose the requisite political points ("-2" in the case of a Major Power Ally, "-1" in the case of a minor country Ally or Kingdom Ally).

#### 4.5.2 ANSWERING A CALL

Allies called upon may only declare war upon the *original* aggressor; further declarations of war resulting from a call to allies do not permit a further call to allies. The political point cost for responding to a call to allies is determined by 4.4.1.

A minor country Ally or Kingdom Ally that is responding to a call to allies from its Major Power Ally, immediately declares war on the aggressor, and has it's diplomatic status changed from minor country Ally to minor country Client State (Kingdoms become Client Kingdoms) of the defending Major Power.

If a Major Power is called by a minor country Ally or Kingdom Ally and the Major Power Ally declares war on the aggressor, the minor country Ally or Kingdom Ally immediately becomes a minor country Client State (Kingdoms become Client Kingdoms) of the Major Power that has come to its support. The Major Power who responds positively to the minor country Ally or Kingdom Ally's call by declaring war on the aggressor gains "+1" political point.

### 4.6 THE PEACE STEP

Formal and official peace may be made only at this time. Each Major Power secretly *writes* down every Major Power (which includes their Conquered minor countries, ceded provinces under that Major Power's control and Client States) to which that Major Power has chosen to surrender to, or offer an Informal or White Peace (if any). Major Powers not offering to surrender may wish to write "no surrenders" just to keep everybody guessing. All declarations are revealed simultaneously. A lapse of war with a minor country may also occur during this step (see 4.6.1). Peace due to a lapse of war occurs before any other type of peace. Peace must be in one of the following forms:

#### 4.6.1 LAPSE OF WAR WITH MINOR COUNTRIES

If, during any Peace Step prior to the conquest of a Sponsored minor country or Sponsored Kingdom, any invading Major Power has: no Corps, depots or garrisons within that Sponsored minor country or Sponsored Kingdom, or Fleets within any of the Sponsored minor country or Sponsored Kingdom's blockade boxes, *or* no field battles were fought between forces controlled by the invading Major Power and the minor country in question in the previous month, then that Major Power is considered to be no longer at war with the Sponsored minor country or Sponsored Kingdom. Informal peace is immediately concluded between the Major Power and the Sponsored minor country or Sponsored Kingdom. Any garrisons, or captured leaders are repatriated as per 4.6.8.1.

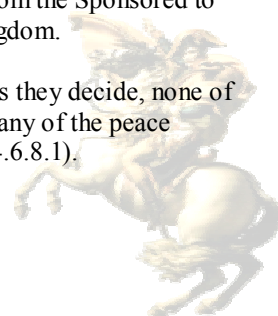
For Sponsored Kingdoms, this applies if a component minor country of the Sponsored Kingdom has been conquered and there are no invading Major Power: Corps, depots or garrisons, within the other component minor countries of the Sponsored Kingdom, or Fleets within any of the Sponsored Kingdom's component minor country blockade boxes. If multiple Major Powers at war with the same minor country or Sponsored Kingdom and make any type of peace with each other, then these Major Powers cause a lapse of war with the Sponsored minor country or Sponsored Kingdom for both. When a lapse of war occurs, the diplomatic marker for the minor country or Kingdom, is moved from the Sponsored to Ally box of the diplomatic track of the Major Power that was controlling the minor country or Kingdom.

#### 4.6.2 INFORMAL PEACE

Two Major Powers may informally agree to a peace between themselves on whatever general terms they decide, none of which are enforceable, and no political points are involved. An Informal Peace may never involve any of the peace conditions specified in 12.0. There is no 18 month enforced peace and forces are repatriated (see 4.6.8.1).

#### 4.6.3 WHITE PEACE

A White Peace is identical to an informal peace with the following exceptions:



- Both Major Powers concluding a White Peace lose “-2” political points each. There is 18 month enforced peace between Major Powers concluding a White Peace.
- If Major Powers simultaneously sue each other for peace, they *must* both accept a White Peace.

#### 4.6.4 SUING FOR PEACE

A Major Power wishing to “surrender” may “sue” for peace.

- Minor countries may not sue for peace, although peace can come through a lapse in a war (4.6.1) or conquest (7.7.1).
- When a Major Power sues for peace, the opponent must then offer a “formal peace,” either a “Conditional Peace,” which *must* be accepted, or an “Unconditional Peace,” which may be accepted only if the suing player desires. If a Major Power wishes to sue to several powers for peace simultaneously, then have each Major Power write down “Conditional” or “Unconditional” before revealing all the peace proposals simultaneously. All “Conditional” peace offers must be accepted, though any “Unconditional” peace offers may be accepted or rejected at the Major Power suing for peace’s option.
- Players are limited to sue for peace under the following restrictions:
  - 1) A Major Power must first sue to Major Powers with unbesieged forces inside home nation provinces, before any other powers,
  - 2) with allied powers in home nation provinces treated as a group and cannot be sued to individually, and finally,
  - 3) any additional Major Powers outside of home nation, regardless of their alliance status.<sup>15</sup>

##### 4.6.4.1 Conditional Surrender

A Major Power accepting the conditional surrender of another Major Power gains “+3” political points. A Major Power that surrenders conditionally another Major Power loses “-5” political points.

##### 4.6.4.2 Unconditional Surrender

A Major Power accepting the unconditional surrender of another Major Power gains “+5” political points. A Major Power that surrenders unconditionally another Major Power loses “-8” political points.

#### 4.6.5 CONDITIONAL PEACE

If the peace is Conditional, the loser surrenders and chooses one “peace condition” that will apply to him with that victor from list “A” of the PEACE CONDITIONS CHART 12.0, and the victor chooses *up to* two peace conditions from list “B” *not* conflicting with the list “A” choice. If surrendering Conditionally to more than one Major Power simultaneously, the same or a different peace condition from list “A” may be selected for each victor.

#### 4.6.6 UNCONDITIONAL PEACE

If the peace is Unconditional, each victor chooses up to three conditions from lists “B” and/or “C” and the surrendering loser does not get a choice from list “A”. Certain choices in list “B” preclude choices from “C” and vice-versa, as shown on the PEACE CONDITIONS CHART 12.0.

#### 4.6.7 SIMULTANEOUS PEACE WITH MULTIPLE ENEMIES

- If a Major Power makes peace by “surrendering” to and/or concluding Informal and/or White Peaces with two or more enemies at once, it loses only one (the largest, if there is a difference) set of political points.
- The victors choose their peace terms on an alternating basis until each has gained the maximum number of peace terms possible and/or desired or all peace terms available for that type of surrender have been taken.
- Victors choose their alternating peace terms in the order that they went to war with the surrendering power; if the victors went to war at the same time (a Major Power that went to war as a result of a call from a Major Power Ally is considered to have gone to war after the caller), resolve the order of choice by competitive D6 rolls.
- Regardless of the number of victors, no peace term may be chosen more than once (*EXCEPTION: peace term C.6, which all victors must choose as one of their conditions to go into effect*)<sup>16</sup>.

#### 4.6.8 EFFECTS OF PEACE

When two Major Powers make *any type* of peace, the following are always done:

##### 4.6.8.1 Peace Treaty Limited Access and Prisoner Exchange

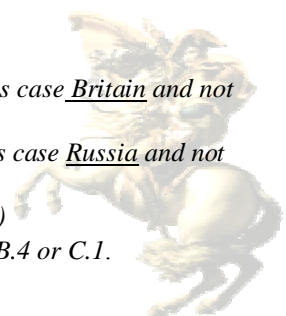
All captured factors (less losses; 7.8) and captured leaders are mutually exchanged. Any captured Cavalry or Guard Cavalry factors return as Infantry or Guard factors, respectively. For every two captured Artillery factors, one Infantry



<sup>15</sup> For example: France is at war with Austria, Prussia, Britain, Russia and Spain. Austria and Prussia are Allied, Britain and Russia are Allied. Austria, Prussia and Spain have forces inside France’s home nation. The French may offer surrender to:

- Spain (*inside home nation*)
- Prussia and Austria (both as they are allied, and both are inside home nation)
- Austria, Prussia and Spain (all inside home nation)
- Britain, Austria, Spain and Prussia (all powers inside home nation and any outside, in this case Britain and not Russia)
- Russia, Austria, Spain and Prussia (all powers inside home nation and any outside, in this case Russia and not Britain)
- Britain, Russia, Austria, Spain and Prussia (all powers inside and outside of home nation)

<sup>16</sup> For example: if one victor chose peace term B.4, no subsequent picks could be conditions B. 1, B.4 or C.1.



factor is returned (round down). The exchanged factors are placed as reinforcements during the next Reinforcement Phase. This is the only time *captured factors* are exchanged, though captured leaders may be returned at any time at the captor's option.

In addition, when peace is made, the former enemies have a period of automatic "limited access" to get their forces out of the former enemy Major Power's controlled territory.

- By the end of three Land Phases after peace is made, all garrison factors must be out of the other Major Power's controlled *cities*. In the case of a victor that chose peace condition C.5, the requirement is reduced to getting garrisons out of the capital cities during this period. Upon conclusion of a peace agreement garrisons also have the one time option of taking "honors of war" to be placed in the nearest friendly city, that can hold the factors.
- By the end of six Land Phases after peace is made, all Corps, Fleets, depots and depot garrison factors must be out of the other Major Power's controlled territory. This requirement can be ignored by a victor that chose peace condition C.5.
- In this six-month period, embarkation on ships for the purpose of naval transport is always allowed through port cities in the former enemy Major Power's controlled territory with no permission required.
- Each Land Phase, Corps must either move closer towards their capital or friendly controlled territory, using the shortest viable route, or not move at all.
- Peace Treaty Limited Access is not considered access for the purpose of providing a casus bellum, under 4.4.2.

For the purposes of this section, "controlled territory" is defined as: provinces, ceded provinces, Conquered, Client State or Ally minor countries of the Major Power in question.

#### 4.6.8.2 Failure to Leave

Any forces that have not met the above requirements in within the required times must be demobilized and/or scuttled during the next Reinforcement Phase (NOTE: limitations on scuttling of minor country Fleets may not be ignored to meet this requirement) unless the Major Power controlling the territory grants voluntary access, or the Major Power controlling the forces uses forced access (7.3.10.5).

#### 4.6.8.3 Mandatory Enforced Peace Length

Except for an informal peace, neither Major Power may declare war on the other for 18 months (*EXCEPTION: see 4.6.9 and provisions of peace term B.6*). Certain peace terms may extend this time period for the loser (see peace terms B.2 and C.2 on the PEACE CONDITIONS CHART 12.0). Keep written records of when peace is made and when Major Powers may again go to war.

#### 4.6.9 EXCEPTION TO ENFORCED PEACE RESTRICTION

Provisions of peace term B.6 allow a declaration on a Major Power under an enforced peace. (PEACE CONDITIONS CHART 12.0). Additionally, if a Major Power: transports troops (see 6.5.5), pays for supply to Corps, or concludes a voluntary access agreement after the peace with another Major Power currently at war with a third Major Power, then the third Major Power may declare war on the first even if restricted by an enforced peace. The third Major Power may not declare war if restricted by other reasons than an enforced peace<sup>17</sup>.

#### 4.6.9.1 Status of Minor Client States Ceded Through Peace Conditions

Any Major Power that acquires minor country Client States as a result of peace conditions B.7 or C.4 may accept them as they are with their forces or immediately change them to Conquered minor countries and remove their forces as in 8.8.2.

#### 4.6.10 SEPARATE PEACE AND ALLIES

If a Major Power surrenders to some but remains at war with other Major Powers, a Major Power that remains at war *may* demand that a Major Power Ally (or Allies) that was a *victor* in the formal peace immediately break their alliance(s) with the Major Power still at war (and lose "-2" political points for breaking the alliance). A Major Power Ally may also demand that a Major Power Ally that concludes an Informal Peace or White Peace with a common enemy break their alliance<sup>18</sup>.

#### 4.6.11 A FINAL PEACE

If, as a result of a formal peace, a Major Power's province containing its home nation's capital is ceded (which can only be done if no alternate province is available for ceding), that Major Power is permanently out of the game and all of its home nation forces are permanently eliminated from the map.

#### 4.6.12 CHANGING TRADING SYSTEMS

At this time, announcements (and political point changes are made) of entering or leaving the Continental or British trading systems are made (8.2.1.2.3)

### 4.7 THE CREATING ALLIANCES STEP

New formal alliances between Major Powers are now announced and each of the two Major Powers that Ally gain "+1" political point.

<sup>17</sup> The idea being that if you offer moderate support to another power at war with your former enemy, or incite a former foe, he won't be bound by the enforced peace.

<sup>18</sup> For example, Russia and Austria are Major Power Allies and are both at war with Prussia, with neither of them having forces inside Prussia. Prussia surrenders conditionally to Austria, but not to Russia. Russia may demand that Austria break its alliance with Russia, forcing Austria to lose "-2" political points.



- Major powers who are already Allied may not re-Ally with each other.
- Major powers at war with one another may not Ally with each other.
- Major powers that broke an earlier alliance may not re-Ally until at least twelve months *after* the date of breaking the earlier alliance (It is recommended to keep written records of when alliances are broken).
- Major powers may not Ally until at least six months after signing an Informal, White, Conditional or Unconditional Peace (It is recommended to keep written records of when peace treaties are signed).

#### 4.8 THE MINOR COUNTRY CONTROL STEP

At this time a Major Power must, if possible, be chosen to run each minor country or Kingdom upon which war has been declared. Also in this step, a check is made to determine whether a Major Power in the Instability or Fiasco zone on the Political Status Display retains control over minor countries located in its diplomatic track.

##### 4.8.1 SELECTING CONTROLLING MAJOR POWER

Selecting a controlling Major Power for the minor country or Kingdom at war is determined by in following priority:

- For a minor country Ally or Kingdom Ally, a call to allies (4.5) will have already been made, with the Major Power Ally either declaring war on the aggressor Major Power or not. The Major Power Ally has the option to take control of the minor country or Kingdom now at war if so desired.
- If the minor country or Kingdom is in the Influenced box of the diplomatic track of a Major Power, that Major power automatically assumes control of the minor country or Kingdom, if that Major Power desires.
- In the case of a Neutral minor country or Kingdom, or when a Major Power in whose diplomatic track an Influenced or Ally minor country or Kingdom was located, chooses not to take control of the minor country or Kingdom, a Major Power who is not presently at war with the minor country or Kingdom may attempt to gain control. This Major Power may only be an ally of a Major Power at war with the minor country or Kingdom if there are no non-allies willing or eligible to run it. If two or more Major Power meets the same criteria, the following procedure is used to determine who gains control of the minor country or Kingdom.
- A D6 is rolled, modified by: the National Modifier, the Political Status Modifier and an additional “+2” if the Major Power attempting to gain control of the minor country or Kingdom is already at war with *any* of the Major Powers that have declared war on that minor country or Kingdom.
  - The National Modifier is found on the MINOR COUNTRY CHART, by cross-referencing the name of the minor country (the capital minor country for a Kingdom) and the Major Power.
  - The Political Status Modifier is determined by which row on the Political Status Display on the STATUS CARD the Major Power is presently located (Fiasco Zone “-2”, Instability Zone “-1”, Neutral Zone “0”, Dominant Zone “+1”).
- The Major Power that will run the minor country is that with the highest modified D6 roll, with any ties being decided by additional competitive *unmodified* D6 rolls<sup>19</sup>.
- If there is no Major Power willing or eligible to control the minor country or Kingdom, the attacker loses no political points for declaring war on it and it’s forces are set up are as a garrison (no Corps, cavalry factors are placed as infantry) in it’s capital. If there are more factors than will fit in the capital city, these factors are lost. (See 7.7.1 for conquering minor countries.)

##### 4.8.2 ASSUMING CONTROL PROCEDURE

The Major Power selected to control the minor country or Kingdom moves the minor country or Kingdom’s diplomatic status marker to the Major Power’s Sponsor box on the diplomatic track. This Major Power gains “+1” political point per minor country or per *province* in the Kingdom (record on the POLITICAL POINTS CHART on the STATUS CARD), and, to show control, places one of its Sponsored flags in the minor country or Kingdom. Once a player has been selected to run a minor country or Kingdom, that minor country or Kingdom may no longer incur separate declarations of war, unless it returns to Neutral, Influenced or Ally diplomatic status.

A Major Power selected to control minor country or Kingdom retains control of the minor country or Kingdom as a Sponsored minor country or Kingdom, unless control is lost through random event, conquest, ceding, a condition of a formal peace agreement, political status in the instability or fiasco zone, or voluntarily.

##### 4.8.2.1 Order of Setup

If the forces of a number of different minor countries or Kingdoms need to be set up, they should be set up by the controlling Major Powers in the order: France, Russia, The Ottoman, Austria, Poland (if a Major Power), Prussia, Britain, Spain.

<sup>19</sup> For example: Prussia declares war on the minor country of Nassau, which is presently Neutral. France and Austria are the only Major Powers interested in gaining control of Nassau and neither are allied to Prussia. (If either was allied, control would automatically go to the other.) France is currently at war with Prussia, giving it a “+2” modifier, France has a National Modifier of “+2” and Austria has a National Modifier of “+1”. Both countries are in the “Neutral Zone” on the Political Status Display, giving both a “+0” Political Status Modifier. France rolls a “2” which is modified to “6”. Austria rolls a “4” which is modified to a “5”. As France’s modified roll was higher, Nassau becomes a French Sponsored minor country and France gains “+1” political point.

#### 4.8.2.2 Initial Strength Factors

- The MINOR COUNTRY CHART shows the *starting* minor country strengths in various factor types the various Campaigns starting in the given years. This chart also shows the diplomatic status of each minor country at the start of these Campaign games; whether it is Neutral, Influenced, Ally, Conquered, Client State, part of a Kingdom, what Major Power controls it, etc.
- Minor countries build armies even when not directly controlled by a Major Power. When war is declared on a Neutral, Influenced or Ally minor country or Kingdom, the number of economic phases since changing from Client State, Conquered, or Sponsored diplomatic status (this value is “0” at the start of Campaign games) is multiplied by the minor country or Kingdom’s income (money, trade and manpower) This value is *not* doubled, as would be normally the case for Kingdom. This income must be used to buy forces, which are placed at the map immediately (construction times are not taken into account). If the minor country or Kingdom had any forces, due to Campaign rules at the time when it left Client State, Conquered or Sponsored diplomatic status, then these are available as well. Minor countries without Corps are also able to build forces this way, but they can only be used to garrison the minor country’s own cities within the minor country. Garrison factors for minor countries without Corps are always Infantry with morale of 3.0, except for countries that can build Islamic Infantry, in which case the garrison factors are Islamic Infantry with morale of 2.0. If the minor country is not able to build any forces and no forces are available from the Campaign set up then the minor country places one garrison factor in the capital of the minor country.<sup>20</sup>

#### 4.8.2.3 Land Setup

Any, all or none of the minor country or Kingdom’s Corps are set up in any area(s) of that minor country or Kingdom and it’s initial army strength factors distributed among those Corps and/or as garrisons.

#### 4.8.2.4 Fleet Setup

If the minor country or Kingdom has naval forces, they are set up in *any port* in that minor country or Kingdom, or in *any sea zone* adjacent to such a port, at current strength.

#### 4.8.2.5 Political Points from Control

The Major Power controlling the Sponsored minor country or Kingdom gains and loses political points for any combats involving the minor country or Kingdom’s forces.

#### 4.8.2.6 Force Movement Limitations

A Sponsored minor country or Kingdom may not voluntarily move it’s land forces from the home provinces of that minor country or Kingdom. Naval forces may leave the minor country or Kingdom’s ports or sea zones adjacent to the minor country or Kingdom only to intercept or initiate an attack on ships controlled by the Major Power with which it is at war. These limitations are removed if and when the Major Power controlling the minor country or Kingdom is at war with the Major Power that declared war on the minor country or Kingdom.<sup>21</sup>

### 4.8.3 MORE THAN ONE DECLARATION OF WAR UPON A MINOR COUNTRY

If more than one Major Power has declared war on the same minor country or Kingdom in the same turn, any of the Major Powers may back down from the war declaration (but still lose the political points for the declaration); if necessary, the involved players should *secretly* write down their intentions and reveal them simultaneously. If any two Major Powers who are both in a period of enforced peace with each other, both declare war upon the same minor country or Kingdom then they must both back down, still paying the political point cost for the war declaration. If a Major Power is unable to declare war on any other Major Power that also declared war on the minor country for any other reasons, that Major Power *must* back down, still paying the political point cost for the war declaration. Major powers are *not* considered to have broken an alliance by these actions.

#### 4.8.3.1 Retaining Control

If, after this, no Major Powers remain at war with the minor country or Kingdom, a lapse of war (4.6.1) ensues the following turn.

#### 4.8.3.2 Forced War Declarations

If two or more Major Powers do not back down and remain at war with the minor country or Kingdom, each must declare war on all the other Major Powers also attacking the minor country or Kingdom (if not already at war with them all). All those remaining Major Powers are eligible to attack the minor country or Kingdom and each other, but not minor country or Kingdom’s Sponsoring Major Power (unless at war with it).

<sup>20</sup> For example: It is January 1810, in an 1805 Campaign game. The Ottoman declares war on Egypt, and Britain gains control. Egypt was previously conquered by the Ottoman (so the forces on the MINOR COUNTRY CHART for the 1805 Campaign are not available), and became Neutral in January 1808. Between January 1808 and January 1810, there are 8 economic phases. The value of Egypt is 6/6, with an additional \$2 per economic phase in trade. This gives Britain a total of (8 times \$8) \$64 and (8 times 6) 48 manpower to build Egyptian forces. These forces may include factors for any of Egypt’s Corps or Fleets as well as garrisons. Britain chooses to build 18 Islamic Infantry (\$18 and 38 manpower), 5 Islamic Cavalry (\$45 and 10 manpower), with the remaining \$1 unused and lost. The forces may then be placed in any available Egyptian Corp or as garrisons. The “free” Tribal Corps is also available for placement.

<sup>21</sup> For example: France declares war on the Kingdom of Hanover which becomes controlled by Austria. Austria is at peace with France, but at war with Prussia. Austria may not use the Hanoverian Corps to march into Prussian territory or to attack Prussian forces, it must remain in Hanoverian provinces.

- This costs the same in *total* as a declaration of war on one Major Power.
- If there are any alliances and/or royal marriages involved then the alliances and/or royal marriages are broken and the requisite points lost for *each* Major Power.
- There are no calls to allies for these declarations of war.

#### 4.8.4 MAJOR-POWER SUPPORT OF CONTROLLED MINOR COUNTRIES

The minor country or Kingdom's Sponsoring Major Power now has the option (if eligible and not restricted) of declaring war on none, any, or all of the aggressor Major Powers. This costs (in political points) the same in total, regardless of the number of declarations of war, as for a declaration of war on *one* Major Power ("−4" political points, unless there is a Casus bellum in effect then "−2"), plus the political points lost for *each* broken alliance ("−2" political points) It also costs "−1" political point for *each* royal marriage involved. No allies can be called for these declarations of war.

- If the controlling power desires to help the minor country or Kingdom against the Major Power(s) attacking it, it has to declare war on or already be at war with the other Major Power(s) before forces (other than a leader) of the Sponsoring Major Power can take part in any combat with the attacking Major Power(s).
- If it is not at war with at least one of the attacking Major Powers, the Sponsoring Major Power may not garrison or control any cities of the minor country or Kingdom other than with that minor country or Kingdom's factors; the minor country or Kingdom must be defended using only the minor country or Kingdom's own forces, although the Sponsoring Major Power *may* pay for depots and/or supply costs for the minor country or Kingdom.
- The controlling Major Power may lend leaders (any reinforcement phase) and money (any economic phase) to the minor country or Kingdom. If the controlling Major Power's leader(s), its minor country or Kingdom's leader(s) is captured, and there exists no state of war between the involved Major Powers, then the leader is returned in the start of the next reinforcement phase, and no other leaders may assist the minor country or Kingdom and any existing ones removed in the next reinforcement phase (except if a state of war emerges between the involved Major Powers and then only between the involved Major Powers which are at war as more than one Major Power may be at war with a minor country or Kingdom at a time).
- The Sponsoring Major Power's Corps are ignored in any combat involving that minor country or Kingdom's forces unless against a force which consists of factors of one or more countries with which it is at war.
- Combats between a minor country or Kingdom forces and a Major Power may only take place if that Major Power has declared war upon the minor country or Kingdom, or is at war with the Major Power in whose diplomatic track the minor country is located in as a Client State.

#### 4.8.5 CONTROL CHANGE DUE TO INSTABILITY/FIASCO POLITICAL STATUS

If a controlling Major Power's political status marker is located in the Instability or Fiasco Zones on the POLITICAL STATUS DISPLAY on the STATUS CARD during a Minor Country Control Step, minor countries or Kingdoms located in its diplomatic track may change control or revert to Neutral status at the start of this step. If a minor Client State reverts to Neutral diplomatic status then all its forces at the time are recorded for use when war is declared upon it, and any ships are immediately placed into ordinary in the largest port of the minor country or Kingdom.

##### 4.8.5.1 Being in the Instability Zone

If a Major Power *commences* the Minor Country Control Step of a Political Phase in the Instability Zone of the POLITICAL STATUS DISPLAY;

- Conquered minor countries, without an enemy Corps and/or an enemy garrison is located in the minor country, become Ally minor countries
- Conquered minor countries, with an enemy Corps and/or an enemy garrison is located in the minor country, become Conquered minor countries of the enemy Major Power
- Ally minor countries without an enemy Corps and/or an enemy garrison is located in the minor country, become Influenced minor countries
- Ally minor countries, with an enemy Corps and/or an enemy garrison is located in the minor country, become Ally minor countries of the enemy Major Power
- Influenced minor countries, without an enemy Corps and/or an enemy garrison is located in the minor country, become Neutral minor countries
- Influenced minor countries, with an enemy Corps and/or an enemy garrison is located in the minor country, become Influenced minor countries of the enemy Major Power

These changes do not occur if, the Major Power has either; an unbesieged Corps of that Major Power in the minor country, *or* a five factor garrison of that Major Power in the capital of the minor country, *or* an unblockaded Fleet of that Major Power, in a port of the minor country in the case of single province island minor countries. These changes due to being in the instability zone do not affect Kingdoms.

If there are enemy Corps and/or an enemy garrisons of more than one Major Power in a minor country when a change of diplomatic status occurs, the Major Power having the greatest number of factors in the minor country determines which enemy Major Power benefits from the change in diplomatic status (if equal number of factors, roll unmodified D6).

##### 4.8.5.2 Being in the Fiasco Zone

If a Major Power *commences* a Minor Country Control Step of a Political Phase in the Fiasco Zone of the POLITICAL STATUS DISPLAY;

- Client, Conquered, Ally, and Influenced minor countries, without an enemy Corps and/or an enemy garrison are located in the minor country, become Neutral minor countries.
- Client minor countries, with an enemy Corps and/or an enemy garrison is located in the minor country, become Conquered minor countries of the enemy Major Power
- Conquered minor countries, with an enemy Corps and/or an enemy garrison is located in the minor country, become Conquered minor countries of the enemy Major Power
- Ally minor countries, with an enemy Corps and/or an enemy garrison is located in the minor country, become Ally minor countries of the enemy Major Power
- Influenced minor countries, with an enemy Corps and/or an enemy garrison is located in the minor country, become Influenced minor countries of the enemy Major Power

Kingdoms will change diplomatic status as in the same manner as a minor country, as outlined above on a “1-3” on a D6 roll, “4-6” results in no effect this Minor Country Control Step.

- If enemy Corps and/or an enemy garrison are located in the capital district of the Kingdom, diplomatic status will change in the same manner as a minor country of the same diplomatic status.
- If there are no enemy Corps and/or an enemy garrison is located in the capital district of the Kingdom, the Kingdom will become Neutral.

If there are enemy Corps and/or an enemy garrisons of more than one Major Power in a minor country or Kingdom when a change of diplomatic status occurs, the Major Power having the greatest number of factors in the minor country or Kingdom determines which enemy Major Power benefits from the change in diplomatic status (if equal number of factors roll unmodified D6).

#### **4.8.5.3 Changing Control**

Any forces of a minor country or Kingdom that becomes an minor country Ally, Influenced or Neutral, are immediately removed from the map and recorded, to be placed as reinforcements in the standard manner after the minor country or Kingdom becomes a Client State or Sponsored State (4.8.2.2) again (if ever), any ships are immediately placed into ordinary in the largest port of the minor country or Kingdom. If a ceded Major Power province becomes Neutral, the province immediately reverts to the Major Power of which the province is a home nation province, regardless of whose forces are in it at the time of a change in control.

If as a result of changing control, a Major Power has forces within a minor country or Kingdom without formal access, access is immediately granted in the same manner as access following a peace agreement (4.6.8.1).

#### **4.8.5.4 Political Points for Changed Control**

No political points are lost when a Major Power loses control of minor countries in this way. However, all Major Powers who have the control of a minor country or Kingdom transferred to them in Client State, Conquered, or Sponsored diplomatic status gain “+1” political point for each minor country, or Kingdom.

### **4.9 THE BREAKING ALLIANCES STEP**

A Major Power may break any standing alliances, even if made this turn, paying the political points cost of “-2” for breaking an alliance. This is not a declaration of war.

### **4.10 THE CLIENT STATE DECLARATION STEP**

Major powers can declare that any of their Conquered minor countries that can have Corps or Fleets are now minor country Client States. Move the minor country marker from the appropriate Conquered to the Client State box on the diplomatic track. The minor country’s Corps, Fleets, land, and naval factors may be purchased beginning in the next Economic Phase. Once a Major Power has declared a minor country to be a Client State, it may not be later “undeclared” (i.e., switched back to being a Conquered minor country by that Major Power), though it may be returned to Neutral status at the controlling Major Power’s decision.

### **4.11 THE DECLARATION OF COMBINED MOVEMENT STEP**

Major Power Allies may declare that their Naval and Land Phases *or* just their Land Phases, *or* just their Naval Phases, will be combined for the remainder of the turn, with movement of all their forces being conducted in the order of the Major Power Ally moving last in each phase. The enables Major Power Allies to move and attack together. If desired write down combined movement declarations and reveal them simultaneously.





**4.12 The Ottoman Turmoil Table**

Roll 2d6	
2 or less	Roll on the province revolt table <b>and</b> Grand Vizier is killed
3	Roll on the province revolt table
4-12	No Event
-1 political point to Ottoman each time Grand Vizier is killed	
Modifiers	
-1 if located in instability zone	
-2 if located in fiasco zone	
+1 if located in dominant zone	
-1 if Feudal Corps is outside of home province October through February	

its revolt number by "+1".

For a revolt initiated as a result of this step, all the rules under 4.3.8 apply, with the exception that the Ottoman does not gain a casus bellum against the Major Power controlling the revolt.

The sponsor Major Power's National Modifier for purposes of determining the strength of the revolt initiated in this manner is shown in the Turmoil Province Revolt Table. Ottoman National Modifier for *all* the provinces is "0".

If the result on Turmoil Province Revolt Table is "10", roll additional D6, if any of provinces: Crimea, Transylvania or Podolia are Ottoman controlled. If this, or any other result calls for a province *not* controlled by Ottoman, re-roll D10 on the Turmoil Province Revolt Table.

**4.12 Turmoil Province Revolt Table**

D10 roll	Province	Au	Br	Fr	Pr	Ru	Sp
1	Albania	0	0	0	-2	0	-2
2	Greece	-2	0	-1	-2	+2	-2
3	Serbia	0	-2	-2	-2	0	-2
4	Bosnia	0	-2	-2	-2	-2	-2
5	Bessarabia	-2	-2	-2	-2	+1	-2
6	Wallachia	-1	-2	-2	-2	-1	-2
7	Bulgaria	-1	-2	-2	-2	-1	-2
8	Rumelia	-1	-2	-2	-2	-1	-2
9	Macedonia	+1	-2	-2	-2	0	-2
10	1-2 Crimea*	-2	-2	-2	-2	+1	-2
	3-4 Transylvania*	+1	-2	-2	-2	0	-2
	5-6 Podolia*	-2	-2	-2	-2	+1	-2

\* Only if Ottoman controlled, if result is not applicable, reroll

NATION CHART. The designated Major Power has two options: (A) select up to two

Ally, Influenced, Conquered or Client State minor countries (the minor countries selected may not be part of a Kingdom, unless both minor countries are provinces of the same dual province Kingdom) located in the diplomatic track of another Major Power and change their diplomatic status to Neutral, with the Major Power in whose diplomatic track the minor countries were located immediately losing "-2" political points, *or* B) select two Neutral minor countries (or Influenced

**4.12 OTTOMAN TURMOIL STEP (OPTIONAL)**

Life at the top of the Ottoman government was at best tenuous. The result was that many Grand Viziers lasted in office only a few months before being replaced, overthrown, murdered or executed. In addition, the Christian provinces of the Ottoman Empire were under continuous pressure by Islamic Pashas (feudal lords) leading to perpetual revolts and uprisings. The Ottoman rolls 2D6 in The Ottoman Turmoil Step of the Political Phase, on the following table<sup>22</sup>.

If Grand Vizier is murdered the new Grand Vizier is randomly selected from Grand Vizier Table and available for placement the current month's Ottoman Land Reinforcement Step.

If the result calls for revolt, roll a D10 on Turmoil Province Revolt Table. The result indicates the province where the revolt occurs. Once the revolt occurs, use the procedure in 4.8.1 to determine the revolt's sponsor with the national modifier for the revolting province shown in Turmoil Province Revolt Table. The Major Power that takes control of the revolt loses "-1" political point. If the province affected in already in revolt, increase

**4.12 Grand Vizier Table**

Name	Stats	D10 roll
Grand Vizier A	1-1-5-A	0
Grand Vizier B	1-2-5-A	1
Grand Vizier C	1-3-5-A	2
Grand Vizier D	2-1-5-A	3
Grand Vizier E	2-2-5-A	4-6
Grand Vizier F	2-3-5-A	7
Grand Vizier G	3-3-5-A	8
Grand Vizier H	2-2-6-A	9

If there is no Major Power willing to be sponsor of the revolt, treat the revolt as a "one month" revolt that automatically ends at the beginning of the next Ottoman Turmoil Step. The only impact on the Ottoman is that the Feudal Corps of the province that suffers a "one month" revolt is forced to stand down. In the case of a "one month" revolt, no guerrilla factors are created.

**4.13 RANDOM EVENTS STEP (OPTIONAL)**

Each month the Major Power with the highest political status (in case of a tie competitive D6 roll determines who can roll for the event) rolls one event on the RANDOM EVENT TABLE below and implements the result immediately, use NATION CHART if indicated by the event. The event is rolled using 2D10, with the first for "10s" and the second for "1s".

**NATION CHART:**

**1-25 No Event:** No random event for this turn.

**26-27 Diplomatic**

**Triumph:** Roll once on the

1 Austria	5 Prussia
2 Spain	6 Russia
3 Britain	7 Ottoman
4 France	8-0 re-roll

<sup>22</sup> For example: It is January 1800 and the Ottoman is in the Dominant Zone ("+1"), and rolls a "3", which is modified to a "4", meaning the Grand Vizier survives and no province goes in revolt. If he was in the Instability Zone "-1" with the same roll "3", the Grand Vizier would not die (being replaced with a new Grand Vizier in the January land reinforcement phase) though one province would revolt. If the Ottoman were in the Fiasco Zone "-2", with the same roll ("3") the Grand Vizier would die (being replaced with a new Grand Vizier in the January land reinforcement phase) and one province would revolt.

- or Ally minor countries located in its own diplomatic track) and convert those two a Client State located in its diplomatic track, gaining "+2" political points.
- 28-31 Diplomatic Coup:** Roll once on the NATION CHART. The designated Major Power has two options: (A) select one minor country Ally, Influenced, or Client State located in another Major Power's diplomatic track (the minor country selected may not be part of a Kingdom) and change this minor country's diplomatic status to Neutral, with the Major Power in whose diplomatic track the minor country was located losing "-1" political point, *or* (B) select one Neutral minor country (or Influenced or Ally minor country located in its own diplomatic track) and convert it into a Client State located in its diplomatic track, gaining "+1" political point.
- 32-34 Excellent Harvest:** Roll once on the NATION CHART and that nation receives +20% money from home nation provinces and Conquered minor countries next economic phase.
- 35-38 Emancipation/Enfranchisement:** Some ethnic/racial/cultural/religious minority was recognized as persons. Roll once on the NATION CHART and reward that Major Power with 5 extra manpower points in the next economic phase.
- 39-45 Trade Surplus:** Roll once on the NATION CHART and double that Major Power's trade income (British/Continental and US) in its next economic phase. If this event is rolled to effect Britain, treat as "British expand overseas Trade" instead.
- 46-47 British expand overseas Trade:** Permanently increase base British colonial trade income by \$5, to a maximum of the limit specified in the Campaign rules. If British colonial trade is at the maximum allowable, re-roll this event.
- 48-49 Monarch is likened to Voltaire for his civilized and liberal nature:** "+2" political points to the Major Power rolled on the NATION CHART.
- 50-58 Famine:** Roll once on the NATION CHART and then apply results. The affected Major Power rolls 1D6. A result of "1-3" causes one province or to be affected, "4-5" two provinces, "6" three provinces. These territories to be determined randomly. Affected provinces provide no money in the next economic phase and their forage values are reduced to zero for the next three months. A Famine marker is placed on the affected province(s).
- 59-61 Plague:** Roll once on the NATION CHART and then apply results. The affected Major Power rolls 1D6. A result of "1-3" causes one province to be affected, "4-5" two provinces, "6" three provinces. Affected provinces are determined at random, and provide no manpower the next economic phase. A plague marker is placed on the province(s), any Corps that is in an affected province *must* forage, and all city garrisons must make siege supply rolls for the next three months, while the plague is in effect.
- 62 Sickness of a leader:** Roll on the NATION CHART, and then randomly pick an active, on map leader from that Major Power (if no leaders of that Major Power are on the map ignore event). Roll D6, this is the number of months that leader is out of action with an illness.
- 63 Premature Retirement of a leader:** Roll on the NATION CHART, and then randomly pick an available leader (on or off map) from that Major Power (if no leaders of that Major Power are available ignore event). This leader is then prematurely retired, and may be returned to play as per 5.3.1.
- 64 Desertions:** Roll on the NATION CHART, and that Major Power loses D10 factors (any type of factor, victim's choice) due to desertion. This only applies if that Major Power is at war with a minor country, Kingdom or Major Power. Treat as no event otherwise.
- 65 Manpower Shortage:** Roll on the NATION CHART, and that Major Power loses 5 manpower points from home province manpower in the next economic phase.
- 66 Political Repression:** Roll on the NATION CHART, and that Major Power loses "-1" political point for excessively repressive domestic behavior.
- 67 Corruption in the military:** Roll once on the NATION CHART and that Major Power's maintenance costs (Corps, Fleets and depots) are doubled in the next economic phase.
- 68 European Monarch goes on spending spree:** Reduce a Major Power's income by \$15 in the next economic phase, the Major Power is chosen randomly on the NATION CHART.
- 69-70 To Arms against Tyranny:** Roll once on NATION CHART. One randomly selected minor country located in the diplomatic track of this Major Power suffers a revolt. If no minor country is located in the diplomatic track of this Major Power, treat as no event. Control of the revolt goes to a Major Power at war with victim of revolt (if more than one, highest unmodified D6 roll) or if not possible, to a Major Power desiring control with highest unmodified D6 roll, if no Major Power desires control of the revolt, treat as no event.
- 71 Privateer Raiding:** Roll a D10 to determine which nation this affects. "1-2" Spain, "3-4" France, "5-7" Britain, "8" Russia, "9" Austria, "10" Ottoman. The Major Power selected suffers a three Fleet Privateer attack on their trade via the Mediterranean Privateer Box in the upcoming Privateer Phase for the current turn.
- 72 Fiscal Evasion:** Roll once on the NATION CHART and reduce saved money of that Major Power by 30% immediately.
- 73-74 Diplomatic Faux Pas:** Roll once on NATION CHART. The designated Major Power randomly selects a minor country Client State under its control and turns it Neutral. If the Major Power has no Client State minor countries treat as no event. Forces are repatriated as per 4.6.8.1. In any case, the designated Major Power loses "-2" political points.
- 75 Diplomatic Outrage:** Roll once on NATION CHART. The designated Major Power randomly selects two minor country Client States that are located in that Major Power's diplomatic track and changes their diplomatic status to Neutral. Forces are repatriated as per 4.6.8.1. If the Major Power has no Client States, then apply results to two Conquered minor countries of that Major Power, if no Conquered minor countries, treat as no event. In any case, the designated Major Power loses "-2" political points.

**76-00 Campaign Specific Random Event:** Re-roll 2D10 and refer to the appropriate Campaign rules.



## 5. REINFORCEMENT PHASE

Reinforcements are those counters and strength factors, including leaders, due to enter the game in the current month. All operations discussed in this section may be performed *only* during this phase, unless stated otherwise.

### 5.1 THE NAVAL REINFORCEMENT STEP

In this step, all players may place on the board naval reinforcements due this turn. This step is performed in the order; Spain, France, Prussia, Austria, Poland (if a Major Power) Ottoman, Russia, Britain.

#### 5.1.1 PLACING EMPTY FLEET COUNTERS

Purchased (8.5.5) empty Fleet counters (called “Fleets”) may be placed in any friendly-controlled home nation port or with any existing Fleet counter but must have at least one ship strength factor (called “ship”) immediately placed in, or transferred to them.

#### 5.1.2 PLACING SHIPS

All ships due for placement this month may be placed in any Fleets (including empty Fleet counters just placed) of the same nationality and able to contain that ship type, that are not blockaded, *or* in a Fleet blockaded in the same port in which the ship was, but not so as to exceed the ship capacity of any Fleet *or* into ordinary in the same port. Ships due this turn can be postponed until a later turn or turns (keep a written record of all postponed ships, which are considered to be in the harbor in which they were brought into commission). Any ships not placed within three months of the scheduled arrival are placed in ordinary at the port they were build in. Minor country ships are added similarly to existing Fleet’s of the minor country or only in ports of that minor country.

#### 5.1.3 FREE PRIVATEERS

The minor countries of Algeria, Cyrenaica, Morocco, Tripolitania, and Tunisia each receive one free Privateer factor in the March Naval Reinforcement Step. This reinforcement is lost if there is no Fleet available to accept the reinforcement.

#### 5.1.4 TRANSFER OF SHIPS

During a Naval Reinforcement Step, a Major Power may also transfer ships between Fleets of the same nationality occupying the same sea zone, blockade box or port. The ships of minor countries *may not* be transferred into Fleets of other nationalities. Ships may be transferred from one Major Power to another Major Power, if the two Major Powers are Allies, and the Fleet transferring the ships is located in a home nation port of the Major Power receiving the ships. These ships are immediately placed in ordinary and may return to commission as active ships of the receiving Major Power as per 6.1.2. Transfer of ships to from one Major Power to another Major Power grants a casus bellum (4.4.2) against the Major Power receiving the ships to any Major Power at war with the Major Power transferring the ships.<sup>23</sup> Fleets that are located in a port may transfer ships into “ordinary” (6.1.2) at that port, if they have permission of the owner of the port. Minor country or Kingdom ships may only be placed into ordinary in ports of the same minor country or Kingdom. If *all* ships are transferred from a Fleet, the Fleet counter is removed from the map at no cost in political points.

#### 5.1.5 SPANISH OVERSEAS BOX

This box is a holding area for ships that are protecting Spanish Gold Convoy (8.2.1.3). Any Major Power (and controlled Kingdoms and minor countries) may transfer ships to/from this box, announcing ships being transferred during its Naval Reinforcement Step. Ships presently in existing unblockaded fleets or arriving as reinforcements may be transferred. Ships transferred to this box are not organized in Fleets (there is no combat in this box). Ships take four months to arrive in the box, and to return from the box are available for placement at in any home nation port, in the manner of normal naval reinforcements. Each non-Spanish<sup>24</sup> ship in this box is subtracted from the Spanish ships in the box to obtain the number of ships for purposes of the Spanish Gold convoy (8.2.1.3).

#### 5.1.6 BRITISH OVERSEAS BOX

This box is a holding area for ships that are protecting British Colonial Trade (8.2.1.4). Any Major Power (and controlled Kingdoms and minor countries) may transfer ships to/from this box, announcing ships being transferred during its Naval Reinforcement Step. Ships presently in existing unblockaded fleets or arriving as reinforcements may be transferred. Ships transferred to this box are not organized in Fleets (there is no combat in this box). Ships take four months to arrive in the box, and to return from the box are available for placement at in any home nation port, in the manner of normal naval reinforcements. Each non-British ship in this box is subtracted from the British ships in the box to obtain the number of ships for purposes of British Colonial trade (8.2.1.4).

<sup>23</sup> For example: It is March 1808 and France is at war with Britain. Spain is neutral. France transfers ships to Spain (they become Spanish ships), placing them into ordinary as Spanish ships in Cadiz. Britain has a casus bellum against Spain in March and April 1808.

<sup>24</sup> This does not include Spanish controlled Kingdoms and minor country’s ships. They are also subtracted. The idea being that for some duties, particularly far from home, only the Spanish ships will do. This also applies to the following rule on the British Overseas Fleet Box.



### 5.1.7 REMOVING FLEETS AND SHIPS (“SCUTTILING”)

A player may remove any of his Fleet counters (permanently eliminating all untransferred ships, if any, that they contain). Scuttling can also occur as a result of being trapped at sea during winter, or being forced to leave port, under certain conditions.

- Each Fleet “scuttled” that contains one or more ships causes the loss of “-1” political point (record on the POLITICAL STATUS DISPLAY on the STATUS CARD). Removing a Fleet that contains no ships costs no political points.
- Minor country Fleets may *never* be scuttled during this step.
- A Fleet counter must be repurchased during the Money and Manpower Expenditure Step of an Economic Phase (8.5.5) if it is to be placed back on the map.

### 5.2 THE ARMY REINFORCEMENT STEP

In this step, all players may place on the board those army reinforcements due this turn. Army factors include: Artillery, Cavalry, Islamic Cavalry, Guard Cavalry, Guard Infantry, Infantry, Islamic Infantry and Militia factors due this turn must be added as reinforcements. Their placement may not be delayed.

- Factors that cannot be placed are lost (with the exception of 5.2.2 and its sub clauses).
- This step is performed in the order; Spain, Britain, Prussia, Austria, Poland (if a Major Power), the Ottoman, Russia, France.
- Feudal Infantry, Feudal Cavalry, Tribal Infantry, Tribal Cavalry, insurrection Corps Militia, insurrection Corps Cavalry, Cossack, Freikorps and Guerrilla factors are also army factors but they are not placed on the map board during this step unless part of a prisoner exchange (4.6.8.1).

#### 5.2.1 CORPS COUNTER REINFORCEMENTS

- Purchased empty Corps counters may be placed in an unbesieged home nation city (or minor country city for Corps of that minor country) or with any existing, unbesieged Corps of the same nationality. A factor must be immediately placed in or transferred to such a Corps.

#### 5.2.2 PLACING ARMY FACTORS

If placement of any army factor reinforcements is not possible, due to Corps limits or garrison capacities or enemy siege and/or control of cities, these reinforcements are lost. Regular Cavalry, Guard Cavalry and Guard Infantry due this turn may at this point be instantaneous (and at no cost) converted to regular Infantry or Militia factors for the remainder of the Campaign. Islamic Cavalry due this turn may at this point be instantaneous (and at no cost) converted to Islamic Infantry for the remainder of the Campaign. Artillery factors are also so converted, with two Artillery factors converted into one Infantry or Militia factor (fractions rounded down).

##### 5.2.2.1 Adding to Corps Inside Home Nations

Factors may be added to any unbesieged Corps of the same nationality, which has the capacity, and is inside its home nation (this excludes ceded provinces). Minor country factors can be added in this way, but inside that minor country’s borders. NOTE: Tribal or Feudal Corps must be in their home province/ home minor country, which currently contains no unbesieged enemy Corps or off-map and Insurrection Corps must be in an Austrian-controlled border province which currently contains no unbesieged enemy Corps or off map to receive reinforcements from *prisoner exchanges* (normally they receive new factors during December Levy Steps (8.11)). If the returning prisoner factors cannot be placed, they are lost.

##### 5.2.2.2 Adding Factors to Garrisons

Infantry, Islamic Infantry or Militia factors may be added as garrisons in unbesieged friendly-controlled cities in the home nation. Minor country Infantry or Islamic Infantry factors can be added in this way but only inside that minor country’s borders.

##### 5.2.2.3 Adding Factors to Corps in Supply

Any army factor can be added to an unbesieged Corps of the same nationally which is not up to full strength (for the type of factor) and which is *on or adjacent to a depot of that Major Power* that is a supply source or part of a valid supply chain (7.4.2) with the following restrictions:

- For non-Militia (or Islamic Infantry) factors, this depot must be part of a valid supply chain of six or less depots to that point, which starts at a supply source *in the home nation*.
- For Militia and Islamic Infantry factors, the valid supply chain can only be at most three depots long to that point, which starts at a supply source *in the home nation*.
- Minor countries may receive their factors in the same way, but must trace a supply line (of their controlling Major Power) back to a supply source in their minor country/Kingdom.
- Supply lines for reinforcements may be also be traced in whole or in part via sea supply (7.4.3) but not via invasion supply (7.4.4)

#### 5.2.3 TRANSFER OF ARMY FACTORS

During an Army Reinforcement Step unbesieged Corps in the same area may exchange factors as desired, capacity permitting. Land force factors may also be transferred between a Corps and a garrison in the Land Phase (7.3.6). Ship factors may also be transferred between Fleets in the start of the phasing player’s Naval Phase (6.5.1.5). Corps of different nationalities (including different minor countries not part of the same Kingdom or a Major Power and a minor country) may *not* exchange factors. This is the only time (with the above noted exceptions) during a turn that army factors may be exchanged *except* to detach and absorb garrison factors. Army factors may also be exchanged with garrisons in the same

area during this step, and, if *all* factors are detached from a Corps, the Corps counter is removed. *EXCEPTIONS: Tribal, and Insurrection Corps factors may not be exchanged.*

#### 5.2.4 REMOVING CORPS AND ARMY FACTORS (“DEMobilizing”)

At this time army factors forming all or any part of a garrison of a city or depot and/or Corps counters (and any army factors they may hold) may be removed from the board. These factors are lost, but there is no political point penalty. If the city was besieged, and the entire garrison is demobilized, resulting in the besieging force immediately gaining control of the city, political points are gained and lost as though the city was taken in a siege assault (7.5.4.1.4).

- A Corps counter that has been removed from the map must be purchased during a *later* Money and Manpower Expenditure Step of an Economic Phase to be returned to the map.

#### 5.2.5 FLOODING HOLLAND (OPTIONAL)

The Major Power controlling Amsterdam<sup>25</sup> can choose to flood Holland, and announces this during the Army Reinforcement Step. Doing so results in the loss of “-1” political point, though prevents the Amsterdam area from being entered via land movement (amphibious invasion or sea transport (6.5.5) are the only means of access). This movement restriction remains in place until the Major Power controlling Amsterdam announces in its Army Reinforcement Step that the flooding has ended. While Holland is flooded, no home province taxation or manpower may be collected, though trade (all forms) is unaffected.

If Holland is flooded, during December, January and February, a D6 is rolled. On a “6” the movement restriction is lifted for that particular month.

#### 5.3 LEADER RETIREMENT AND REINFORCEMENT

Leaders may be removed from the map during their appropriate Reinforcement Step *or* if all their Corps are eliminated by foraging *or* by failure to disembark. Leaders may not be removed if in a besieged city (a besieged port city must also be blockaded to prevent a leader’s retirement), unless they called to be eliminated as per THE LEADER REINFORCEMENT CHART. Removed leaders are returned (along with newly introduced leaders) as reinforcements on *any* later Army Reinforcement Step (Naval Reinforcement Step for the naval leaders), if still permitted to be placed.

Leader reinforcements may be placed with any national Corps (Fleets for naval leaders) of the same Major Power, Sponsored or Client, Kingdoms or minor countries. Leader reinforcements of minor countries may only be placed with national Corps of the same minor country.

The LEADER REINFORCEMENT CHART details which leaders are available, when they are available and their statistics. The “Available” column indicates the turn when a leader is eligible for placement. The “Remove” column indicates the turn when the leader is to be removed from the map. A leader that has been removed due to the date given in the “Remove” column, may be placed back on the map, in the same manner as a returning leader (5.3.1), with the placing Major Power paying the appropriate political point cost. The “Eliminate” column indicates the date when a leader is permanently removed from the game, and may not be placed again. A leader that is “Eliminated” is removed from the map, regardless of where he is located.

- Leaders who start the Campaign “retired” are considered to have been removed from the map as a result of the “Remove” column and may only be placed in the manner of 5.3.1.

##### 5.3.1 RETURNING LEADERS

When a leader is removed from the game under peace condition C.6, that leader can only be returned to the game the following manner. This method is also used for leaders who “retire” as per the reinforcement schedule.

- Leaders who are “A” ranking must spend at least one year in retirement or exile before returning to the map.
- To determine the political point cost for the returning leader use the following equation: Add the values of the leader’s strategic, tactical and strategic maximum values. Divide the total by three. Add or subtract the nation’s current political status (“+1” for dominant, “-1” for instability, “-2” for fiasco). Add the leader’s rank “D=1”, “C=2”, “B=3”, “A=4”. The new total is the number of political points (round up) that must be lost to return the leader in the following reinforcement phase<sup>26</sup>.
- NELSON, or VILLNEUVE, with no ratings numbers, can be returned for a loss of seven political points.
- Once the political points have been subtracted, the leader is eligible to be returned to the map for normal use during the next or any subsequent Reinforcement Phase.
- If the Napoleon “A” leader returns from exile (as a result of peace condition C.6) his ratings are “4-5-5” rather than “5-5-6”. In addition, upon his return from exile, France gains a x2 manpower multiplier “Levee en Masse”, as per 14.6.3.5.9. This only applies the first time the Napoleon “A” leader returns from exile.

#### 5.4 COSSACKS, FREIKORPS AND BASIBOZUKS

Each Cossack, Freikorps or Basibozuk counter represents one factor. This factor is a Cavalry factor for all purposes and has morale value of “1”. These individual Cossack counters are in addition to any available in the Tribal Corps.

<sup>25</sup> For purposes of this rule, if Amsterdam is besieged, nobody controls Amsterdam, and Holland may not be flooded.

<sup>26</sup> For example: things are going poorly for Spain in January 1814 and they wish to bring Castanos (3-3-3-B) back from exile. Spain is currently in the instability zone. The political point cost would be:  $3+3+3=9/3 = “3”$  (ratings added and divided by three) “-1” (instability zone) “+3” (B leader rank) for a total of “5”. This means Castanos could return to the map this reinforcement phase for the immediate loss of “-5” political points.

#### 5.4.1 CREATION OF COSSACKS, FREIKORPS AND BASIBOZUKS

New Cossack, Freikorps or Basibozuk counters, if all allowable counters are not already on the map, may be placed on the map during the appropriate (Russian for Cossacks, Austrian or Prussian for Freikorps, Ottoman for Basibozuk) Army Reinforcement Step.

##### 5.4.1.1 Cossack Placement

One Cossack counter is placed anywhere within each and every Russian-controlled “Cossack province” (a Cossack province has a “C” in parenthesis next to the province name on the map, Crimea, Astrakhan and Georgia), so long as there would then be no more Cossack counters on the map than there are Russian-controlled Cossack provinces.

However, if an enemy Corps is inside the Russian home nation, even if besieged, then there may be up to *two* Cossacks on the map for each Russian-controlled Cossack province. Any excess factors are removed during the first Levy Step when enemy Corps are no longer inside Russian home nation provinces, or when a “C” province has been ceded.

##### 5.4.1.2 Freikorps Placement

A new Austrian Freikorps counter is placed in the Vienna area and a new Prussian Freikorps counter is placed in the Berlin area, if those areas are under their own home nation control and the cities are unbesieged. Freikorps are only available after certain dates. The Austrian Freikorps is available starting in the March 1809 Economic Phase and the Prussian Freikorps is available starting in the March 1813 Economic Phase (maximum one counter per Austria and Prussia available at any time).

##### 5.4.1.3 Basibozuk Placement

If the Ottoman is at war with another Major Power, one Basibozuk counter is placed anywhere within each and every Ottoman-controlled “Basibozuk province” (a Basibozuk province has a “B” in parenthesis next to the province name on the map, Rumelia, Bulgaria and Anatolia), so long as there would then be no more Basibozuk counters on the map than there are Ottoman-controlled Basibozuk provinces.

However, if an enemy Corps is inside the Ottoman home nation, even if besieged, then there may be up to *two* Basibozuks on the map for each Ottoman-controlled Basibozuk province. Any excess factors are removed during the first Levy Step when enemy Corps are no longer inside Ottoman home nation provinces, or when a “B” province has been ceded. All factors are removed during the first Levy Step when the Ottoman is at peace with all other Major Powers.

##### 5.4.1.4 Using Cossacks, Freikorps and Basibozuk

Cossacks, Freikorps and Basibozuk have five movement points and may not be forced marched. They may move through enemy forces and may be moved through by enemy forces, without being required to stop. They may not be transported by Fleets. They may move anywhere they can reach and are allowed by the rules (though not transported by ship), but Basibozuk may operate only within their home nation’s *original* borders. Freikorps may operate only within their home nation’s *original* borders and the following minor countries: Ansbach, Baden, Bavaria, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Lausitz, Mecklenburg, Munster, Nassau, Oldenburg, Saxony, Swabia, Thuringia, Wurttemberg and Wurzburg.

- Cossacks, Freikorps and Basibozuk block enemy supply but do not need to be supplied themselves unless besieged.
- When a Cossack, Freikorps or Basibozuk ends *its* movement in an area containing enemy field forces it *must* initiate an attack.
- Cossacks and Basibozuk (not Freikorps) count as three Cavalry factors (rather than one) when calculating pursuit losses inflicted after combat.
- When unbesieged Cossack, Freikorps and/or Basibozuk that are alone in an area and are themselves attacked, the controlling player(s) *may*, if desired, *automatically* retreat them before any combat occurs into any adjacent area not containing an unbesieged enemy Corps. (*EXCEPTION: If attacked by a force containing at least one enemy Corps containing solely of Cavalry; Cossacks, Freikorps and/or Basibozuk may only retreat before combat if their controlling player(s) rolls a “4” or less on one D6 (roll once per stack, regardless of the number of Cossack, Freikorps and/or Basibozuk counters present).* This system is also used when Cossacks, Freikorps and/or Basibozuk are with Corps attempting to withdraw prior to a trivial combat. Opposing Cossacks, Freikorps and/or Basibozuk *must* fight a trivial combat if alone (no other forces from either side) together in an area.



## 6. THE NAVAL PHASE

### 6.1 SHIP STATES

Ships have four possible states: active (in commission), in ordinary, under construction, and damaged.

#### 6.1.1 ACTIVE (IN COMMISSION) SHIPS

These vessels represent the standing active naval forces of a nation, move and participate in combat.

#### 6.1.2 SHIPS IN ORDINARY

These vessels are either lacking in crew or supplies, but are otherwise seaworthy vessels. With a little time and expense these vessels can easily be returned to active duty.

- Ships in ordinary *must* be assigned to a port at the start of a Campaign when that Major Power sets up its naval forces and that of controlled minor countries and Kingdoms.
- A ship in commission may be placed in ordinary at any port during the Naval Reinforcement Step (5.1.4). (The port should be recorded in case of capture and limitations on harbour build capacity, optional rule, 8.5.4.2).
- Ships in ordinary may be taken as losses (becoming damaged) if enemy Fleet(s) runs the harbour guns and attack the port. Ships in ordinary may not leave the port or otherwise participate in the battle.
- A ship in ordinary is returned to commission at a cost of \$3 and one manpower factor. This process takes four months with the ship arriving in the reinforcement phase in the manner of a new construction. It should be noted that bringing ships out of ordinary contributes towards the harbour build capacity, in the same manner as new constructions (See 8.5.4.2). One ship may be brought out of ordinary at a time in any port, even if that port has no shipbuilding capacity.

#### 6.1.3 SHIPS UNDER CONSTRUCTION

These vessels are ships in the process of being built. See 8.5.4 for building ships.

#### 6.1.4 DAMAGED SHIPS

These vessels have either been damaged in combat, or suffering from extreme neglect.

- Damaged vessels take no part in naval combat.
- Damaged vessels may be repaired at a cost of \$5 and one manpower factor, and return to commission in seven months. (See 5.1.2 for placement procedure) Damaged vessels may be repaired at a cost of \$3 and return to ordinary in four months. It should be noted that repairing damaged ships contributes towards the harbour build capacity, in the same manner as new constructions (See 8.5.4.2). One ship may be repaired at a time in any port, even if it has no shipbuilding capacity.
- Damaged vessels not in home nation ports may be repaired and recommissioned, though money costs are 1.5 times normal *and* it takes 1.5 times (round down) as long to repair the vessel. *EXCEPTION: Malta and Gibraltar are considered part of the British home nation for purposes of this rule.*

### 6.2 SHIP AND FLEET TYPES

The navies of the period were comprised of a wide variety of ships, with differing characteristics depending on their function.

#### 6.2.1 SHIP TYPES

##### 6.2.1.1 Heavy ships

These represent the ships of the line, the big ships with big guns.

- Heavy ships cost \$12 and one manpower, taking 18 months to build.

##### 6.2.1.2 Light ships

These represent the frigates and lighter ships, which would perform anti-piracy operations, act as scouts for the Heavy ships and occasionally participate in major battles.

- Light ships cost \$10 and one manpower, taking 12 months to build.

##### 6.2.1.3 Privateers

These are very Light ships that attempt to disrupt the enemy economy through its maritime trade.

- Privateers cost \$3 and one manpower taking three months to build.

##### 6.2.1.4 Galleys

These ships represent the various rowed vessels that were useful near coastlines, in light wind conditions, used by the Russians and Swedes in the Baltic and by the Russians and Ottomans in the Black Sea. Their usefulness was determined by the unique geographical features of these areas, such as: inlets, narrows island archipelagos, tidal flats, etc.

- Galleys cost \$6 and one manpower taking four months to build.

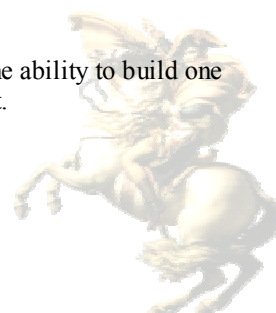
##### 6.2.1.5 Naval Transports

Naval transports represent ships designed specifically to transport troops. Each Major Power has the ability to build one Transport Fleet, with no limit on the number of naval transport factors that can be held in this Fleet.

- Naval transports cost \$4 and one manpower, taking six months to build.

#### 6.2.2 FLEET TYPES

The ships of the era were grouped into "Fleets"





### 6.2.2.1 Fleet

These represent large concentrations of naval forces, whose primary mission is to seek engagement or to keep in check the main naval forces of the enemy.

- Fleets have a movement of “6”.

### 6.2.2.2 Squadron

These represent smaller naval squadrons, usually consisting of several frigates and lighter ships with the possible addition of a few Ships of the Line. Their missions typically include: escorting merchant or transport ships, and blockading or chasing smaller enemy squadron.

- Squadrons have a movement of “8”.
- Squadrons influence the success of Privateering (6.8.2).

### 6.2.2.3 Privateer Fleet

These represent converted merchantmen and smaller navy vessels, commissioned by private interest, usually with the logistical support of a Major Power, that seek out enemy merchantmen to capture them and bring their cargo home for a profit. Privateer fleets can also potentially be very disruptive to trade.

- Privateer Fleets may not participate in sea combat (other than indirectly via Privateering 6.8.2), or transport troops.
- Privateer Fleets may not be intercepted in combat, though may be blockaded, and may only be fought indirectly by Squadrons when located in a Privateer Box during the Privateer Step (6.8).
- Privateer Fleets may be forced to scuttle as a result of a port capture.
- Privateer Fleets have movement of “9”.
- Privateer Fleets may not stack.

### 6.2.2.4 Galley Fleet

These represent the fleet of Galleys. Their main characteristic compared to other fleets is that they do not rely on the wind for movement, hence greater maneuverability, but also a limited area of operations.

- Galley Fleets have a movement of “6”.
- Galley Fleets must always end their naval movement either in an enemy blockade box that also contains a friendly Fleet or Squadron, or in a friendly controlled port. They may never leave the Baltic or Black Sea.
- Galley Fleets do not participate in any form of naval combat (with the exception of port raids). If the stack of which they are a part, participates in combat, they are treated as not being present. The only exception to this is if *all* other Squadron and Fleets in their stack become either damaged or sunk, the Galley Fleets are captured. If the stack of which they are a part, retreats or pursues, the Galley Fleets move with the stack. If the stack is forced to move to an area where the Galley Fleets may not move (outside the Baltic or Black Sea), the Galley Fleet immediately return to the nearest friendly port.
- Galley Fleets that are in commission may add their strength to the harbour guns if the port that they are occupying is attacked. Galleys may then also be taken as casualties rather than non-Galley vessels.
- Galley Fleets may participate in a port raid alongside a stack of Fleet and/or Squadrons. A maximum of one Galley Fleet may take part in each raid. Galleys are then taken as proportional losses, along with the non-Galley Fleets participating.
- A Galley Fleet may be used to provide sea supply (7.4.3), modify besieged port supply attempts (7.4.5) and modify siege attempts (7.5.4.1.1).

### 6.2.2.5 Transport Fleet

These represent large concentrations of small transport vessels, build or gathered to conduct ambitious amphibious operations, such as Napoleon's planned invasion of England.

- Transport Fleets have a movement of “3”.
- Each naval transport factor is capable of transporting land forces, following the rules of naval transport (6.5.5). Naval transports may also perform beach evacuations (6.5.5.6)
- Naval transports do not participate in any form of naval combat. If the stack of which they are a part, participates in combat, they are treated as not being present. The only exception to this is if all other Squadron and Fleets in their stack become either damaged or sunk, the Transport Fleet (and any passengers) are captured. If the stack of which they are a part, retreats or pursues, the Transport Fleet move with the stack.

## 6.3 THE NAVAL PHASE SEQUENCE

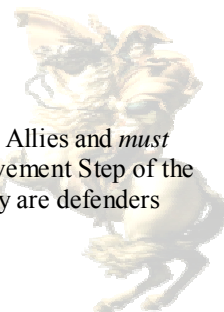
At the beginning of this phase, Britain (if a Predominant power, 8.10.2.1) announces when in the following sequence it will be moving. The other Major Powers move in the following order: Russia, Poland (if a Major Power) Ottoman, Austria, Prussia, France, and Spain.

### 6.3.1 MINOR COUNTRY SEQUENCE

All Fleets of minor countries and Kingdoms move with their controlling Major Power.

### 6.3.2 COMBINED MOVE SEQUENCE

In order for a Major Power to move in the sequence of another Major Power, the Major Powers *must* be Allies and *must* have announced combined naval, or naval and land movement during the Declaration of Combined Movement Step of the Political Phase. Major Powers that are not using combined movement may not fight together unless they are defenders



from a mutual attacking enemy stack. Combined Major Power movement is conducted in the sequence of the Ally who would have moved *last* in the phase.<sup>27</sup>

### 6.3.3 NAVAL PHASE STEPS

The Naval Phase is divided into: the Flee Step, Naval Movement Step, Naval Supply Step, Naval Combat Step, and the Privateer Step. Prior to the first Major Power's Naval Movement step, a Major Power (and controlled minor countries and Kingdoms) that had war declared upon it this turn may perform a Flee Step. Then, each Major Power completes the Naval Movement Step, Naval Supply Step and the Naval Combat step, in the order determined above. The Major Power (Major Powers in the case of combined naval movement) taking his sequence and his counters are described as "phasing" during that time and all other Major Players and their counters are called "non-phasing." Once all Major Powers have completed their Naval Movement, Naval Supply and Naval Combat Steps, the Privateer step is conducted by all Major Powers simultaneously.

### 6.4 FLEE STEP (OPTIONAL)

A Major Power that had war declared upon it this turn may move any and all controlled Fleets up to their maximum allowed movement.

- Fleets moving in the Flee Step may not transport troops.
- A Major Power that moves any Fleets in the Flee Step, may not conduct any type of naval movement (other than evasion or retreat from naval combat), or attempt naval interception during the remainder of the turn.

### 6.5 THE NAVAL MOVEMENT STEPS

Major Powers may move any or all of their Fleets up to the maximum their of their movement allowances during their sequence of the Naval Phase.

#### 6.5.1 GENERAL NAVAL MOVEMENT RULES

Each Fleet has a maximum movement printed on the counter. Each Fleet may expend movement points up to the maximum of this number. Movement points may not be accumulated from turn to turn nor may they be transferred among Fleets.

##### 6.5.1.1 Sea Movement Costs

Each sea zone or blockade box entered costs one movement point, with the exception of the Privateer box, which have the number of movement points required to enter or leave printed on the box.

##### 6.5.1.2 Port/Blockade Box Movement

It costs *no* movement points to move between a port and its blockade box, or vice-versa, and *all* Fleets entering or exiting ports are considered to do so by passing through the port's blockade box.

To signify that a Fleet is in port, it is placed on the coastline of the associated land area. Fleet(s) may enter a port controlled by another Major Power or minor country only to attack Fleet(s) there, *or*, with the controlling Major Power's permission. In no other cases may a Fleet be located in a land area. Fleets may not enter the ports of neutral minor countries or Kingdoms.

##### 6.5.1.3 Dardanelles Movement

A Fleet may not enter the Dardanelles sea zone unless it receives permission from: the Major Power controlling an unbesieged Constantinople, *or* a Major Power that is presently besieging Constantinople. (Forced access (7.3.10.5) may not be used in this case.)

##### 6.5.1.4 Ice Line Restrictions

- Any Fleets caught in a sea zone or blockade box north of the ice line during any winter month (9.5.1) are immediately scuttled unless in a port.
- Fleets of minor countries *must be moved to a location where they will not be damaged by the onset of winter* in the prior naval phase to possible winter to *avoid any potential* of being caught by ice and destroyed.
- If Fleets are forced to leave port in winter, and are north of the ice line, (such as due to port capture) they are scuttled instead.

##### 6.5.1.5 Transferring Factors between Fleets

Factors may be transferred between Fleets at the start or end of the phasing Major Power's Naval Movement or Combat Step (5.1.4).

### 6.5.2 STACKING

A Major Power's (and controlled minor countries and Kingdoms) Fleets that begin a naval phase occupying the same port, blockade box or sea zone are *automatically* combined into one "stack.", provided that stacking limitations are not exceeded. Major Powers that start the naval phase in the same port, blockade box or sea zone that have announced combined movement are treated as one stack, provided that stacking limitations are not exceeded. It may be necessary to organize the forces in one port into more than one stack. Stacks should be kept separate (not one big pile) to more easily deal with issues of interception and initiation of combat. The component fleets of a stack may only be changed during a Major Power's Naval Movement Step, or as a result of the elimination or capture of component Fleets. The limits as to the number and types of fleets that may be "stacked" together are as follows:

<sup>27</sup> For example: Russia and Britain desire to combine naval movement. Both are allied. Britain chooses to move after France, but before Spain. As this is after Russia's normal movement timing, Russia and Britain conduct their naval move, together, after France and before Spain.

- A maximum of two Fleets may stack together.
- A maximum of three Squadron and/or Galley Fleets may stack together.
- One Fleet may stack with up to two Squadron and/or Galley Fleets.
- Transport Fleets do not count against stacking limitations (they can join any stack).
- Privateer Fleets may not stack (even with other Privateer Fleets).
- All Fleets that start in a stack move at the rate of the slowest Fleet in the stack for the entire movement phase<sup>28</sup>.

### 6.5.3 NAVAL MOVEMENT PROCEDURE

A player may pick up any or all of the Fleets in a stack and begin moving them as one stack.

- Fleets may be added to this stack by moving it to the port, blockade box or sea zone containing the Fleet(s) desired to be added, provided that this does not exceed stacking limitations.
- Fleets may be dropped off in any port, blockade box or sea zone through which the stack passes.
- Once a stack ends its movement, it may not be moved again this player sequence (*EXCEPTION: for retreat or pursuit following naval combat or to leave an enemy-controlled port*).

So long as no Fleet moves twice nor exceeds its movement allowance, the player may continue to repeat this process until all desired Fleets have been moved.

#### 6.5.3.1 Moving Multiple Fleets

These rules apply to the movement Fleets in a stack that are all controlled by one Major Power and/or using combined movement. They do not apply to Fleets in the same location that are controlled by different Major Powers that are not using combined naval movement.

- Any Squadron or Fleet(s) that is transporting Corps (6.5.5) loses “-2” movement points.<sup>29</sup>
- Any Fleet(s) that is towing ships (6.5.4) loses “-1” movement points
- These effects are cumulative<sup>30</sup>.
- These movement allowance reductions apply only to normal naval movement, they do *not* apply for naval retreat and pursuit movements.

#### 6.5.3.2 Blockade of Ports

- If a blockade box is occupied, a stack may enter or leave the port without interception if not at war with any of the Major Powers with Fleets in the blockade box. However, a Fleet not at war with any Major Power’s Fleet in the blockade box may be intercepted if transporting factors or towing ships controlled by a Major Power that is at war with the blockading stack (or portion of the stack).
- Fleets of a Major Power that are at war with blockading Fleets may enter or leave that port but may automatically be intercepted by the blockading enemy Major Power’s stack. Stacks entering a blockade box that win any interception combats, may then proceed into the port or out to sea.

##### 6.5.3.2.1 Maintaining a Blockade

A phasing Major Power may at the very start of its naval phase may “test the blockade” at each blockaded port. Both the blockaded stack of the phasing Major Power and the non-phasing blockading stack each roll one D6. If the blockading stack’s roll is equal to or higher than the blockaded stack’s roll then the blockade holds. If the blockade does not hold then the blockading stack *must* withdraw to an adjacent sea-area, at the blockading stack’s choice (they may subsequently attempt to intercept any Fleets leaving port as usual from this sea zone).

- British Fleets receive a “+1” modifier to maintaining a blockade roll, from January 1800.
- Prior to January 1805, all Fleets have a “-1” modifier on maintaining a blockade.
- If the VILLENEUVE leader is with a blockaded stack, “-1” modifier to Fleets maintaining a blockade.

The above modifiers are cumulative. If the phasing Major Power tests a blockade, and rolls “2” or more lower than the lowest blockading stack’s roll, the phasing Major Power initiates a blockade battle with his blockaded stack, against all of the blockading forces.<sup>31</sup> See 6.7.4 for details on blockade box combat.



<sup>28</sup> For example: A stack containing two Squadrons and a Fleet has a movement of “6”, the movement of the slowest Fleet in the stack (the Fleet). After moving “5” sea zones, the Fleet could be dropped from the stack, allowing the two Squadrons to move an additional “1” areas, as the slowest Fleet in the stack at the start of movement has a movement of “6” and the stack has already moved “5”.

<sup>29</sup> For example: the movement allowance for a stack consisting of a Squadron and a Fleet, with the Fleet transporting factors would be “4”, the movement of the slowest Fleet in the stack. If the Squadron were transporting factors and not the Fleet, the movement of the stack would be “6”. After moving together as a stack, the Squadron could continue to move to it’s maximum movement allowance (“8”).

<sup>30</sup> For example, a Fleet transporting factors and towing ships would have a movement of “3”.

<sup>31</sup> For example: In October 1805, two French Squadrons are blockaded in Brest, by two British Fleets. The French decide to test the blockade, and roll a “1”. The British forces roll a “3” (+1 British Fleet modifier), modified to a “4”. This results in a blockade box battle (as the French roll was “2” less than the lowest British roll) initiated by the French with the two French Squadrons versus the two British Fleets. If the French Squadrons had rolled a “3” when it tested the blockade, no blockade battle would be necessary (unless the French decided to initiate one later in their Naval Movement

...NOTE CONTINUED ON NEXT PAGE...

### 6.5.3.2.2 Blockaded Privateers

Each Privateer Fleet in a blockaded port may make one attempt per naval movement phase to slip by the blockade, and continue moving at no extra cost, which is done with a result of “1-3” on a D6 roll. If a “4-5” is rolled, the Privateer Fleet returns to port. If a “6” is rolled the Privateer Fleet loses one ship and returns to port.

### 6.5.4 TOWING OF DAMAGED SHIPS OR SHIPS IN ORDINARY

Damaged ships, and ships in ordinary may be towed from one port to another. A Fleet or Squadron may tow an equal number of damaged or ships in ordinary during the Naval Movement step, providing that it starts the turn in the same port as the ships to be towed.

- Fleets towing ships may not intercept or initiate naval combat
- Towed ships are ignored during naval combat. If the towing force is victorious, no effect upon the towed ships, if the towing force is forced to retreat, the towed ships attempt to make for the nearest friendly port, as per 6.7.3.9.1.

### 6.5.5 NAVAL TRANSPORTATION OF ARMY CORPS AND LEADERS

Corps and any accompanying leaders may be transported in the Naval Phase. Fleets may transport the Corps of other Major Powers only if the two Major Powers have declared combined naval movement during the Declaration of Combined Movement Step of the turn's Political Phase. Guerrillas, Cossacks, Freikorps, Basibozuks, Insurrection Corps, Leaders not accompanying Corps, and garrison factors may not be transported. Tribal Corps and Feudal Corps may only be transported directly from one port to another port in their home nation, Client minor country or Kingdom, or Major Power province controlled by the same Major Power.

#### 6.5.5.1 Transportation Movement Procedure

The Corps and the Fleet *must* both begin in the same *port* land area. They move together until in the sea zone or blockade box adjacent to the land area in which the Corps is to land, or until reaching a port. Fleets and the Corps they transport may enter other ports only if friendly controlled or with permission of the Major Power controlling the port.

#### 6.5.5.2 Naval Transport Capacity

Factors that may be transported are either considered Infantry type or Cavalry type factors. Infantry type includes: Infantry, Islamic Infantry, Feudal Infantry, Tribal Infantry, Guards and Artillery. Cavalry type included: Cavalry, Guard Cavalry, Feudal Cavalry, Tribal Cavalry and Islamic Cavalry. The following table presents Transport capacity:

It does not matter in a stack how these are organized into Corps (though the army factors *must* still be in Corps).

If transporting ships or Fleets are eliminated, all excess army factors that they were transporting are also eliminated, these losses may be taken from various Corps, if desired. If all transporting vessels are eliminated or damaged, any leaders transported are captured by the Major Power that eliminated, damaged or captured the transporting ships.

#### 6.5.5.3 Transport Limitations

When Heavy and Light ships acted as transports, frequently the guns were removed to provide room below decks. To reflect this, Fleet and Squadrons may not participate in naval combat of any form while transporting factors, and are treated as Transport Fleets. If the stack of which they are a part, participates in combat, they are treated as not being present. The only exception to this is if all other Squadron and Fleets, not transporting factors, in their stack become either damaged or sunk, the Fleet and/or Squadrons transporting factors (and any passengers) are captured. If the stack of which they are a part, retreats or pursues, the Fleet and/or Squadrons transporting factors move with the stack.

#### 6.5.5.4 Winter Amphibious Invasions Prohibited

No amphibious invasions are allowed in the Atlantic during European winter months; no amphibious invasions are allowed in the Baltic (including the Copenhagen sea zone) during Arctic winter months.

#### 6.5.5.5 Failure to Disembark

If a Corps does not disembark during the Land Phase it is destroyed. If all Corps are destroyed in this manner, any leaders with the Corps are removed from the map (they may be placed in a subsequent reinforcement phase).

If Corps that are destroyed in this manner were being transported by Fleets controlled by an Major Power Ally, the Major Power Ally must immediately break the alliance, losing “-2” political points. In addition, the ships in the transporting fleets are captured by the Major Power who's Corps were destroyed, with the ships being placed in ordinary at a port of his choosing.

#### 6.5.5.6 Beach Evacuations

One Major Power or Allied Corps in a coastal province may embark on a Transport Fleet in an adjacent sea zone at the start of the naval movement phase so long as the following conditions are met:

- The Corps contains five or fewer: Guards, Infantry, Militia, Feudal Infantry, Tribal Infantry or Islamic Infantry factors.
- Cavalry, Guard Cavalry and Artillery are not permitted to use beach evacuations.
- There are no unbesieged enemy Corps in that province or minor country.
- There must be sufficient transports to carry the Corps (Three transports minimum needed to carry up to five factors).
- A beach evacuation must result in the evacuated Corps disembarking into a friendly-controlled port.

*Step). If the French has rolled a “5” or “6” when testing the blockade, the British Fleets would be forced to move from the blockade box into an adjacent sea zone.*

6.5.5.2 Transport Capacity	
Heavy Ship	1 Inf or 1/2 Cav factor
Light Ship	1/2 Inf factor
Transport Ship	2 Inf or 1 Cav factor
Galley Ship	may not transport
Privateer Ship	may not transport



The presence of an enemy depot or city/port garrison does not prevent such evacuations. Evacuation of additional Corps requires additional Transport Fleets.

#### 6.5.6 NAVAL INTERCEPTION

Fleets may move through areas containing other stacks (even enemy stacks) with no restriction on movement, except that they may be interrupted by interception. In that case an interception combat is fought *immediately* and if, and only if, the phasing Major Power's stack *win* the interception naval combat may it continue movement. Interceptions may not be attempted on stacks that are retreating or pursuing (6.7.3.8).

##### 6.5.6.1 Interception Procedure

When a phasing Major Power's stack enters a sea zone occupied by or adjacent to one or more enemy stacks, those enemy stacks may attempt to intercept the moving stack.

An "enemy stack" is any stack containing: Fleets at war with any Fleet or Fleets in the phasing Major Power's stack, *and/or* Fleets at war with any Corps that the phasing Major Power's stack may be transporting *and/or* Fleets at war with any ships being towed by the phasing Major Power's stack.

##### 6.5.6.1.1 Sequence of Interception Attempts

If more than one eligible Major Power wishes to attempt an interception, they *must* make their attempts in the Major Power sequence decided for movement in 6.3. Once one enemy stack succeeds in interception and forces the moving player to retreat, no other enemy stack may attempt an interception of that *same* phasing stack in that *same* sea zone or blockade box. If the phasing Major Power's stack does not retreat, but chooses to remain in the same sea zone or blockade box, it may be intercepted again, though by a different stack. Stacks that made or attempted earlier interceptions may be used again for later interceptions of *different* phasing stacks in the same sea zone or blockade box, *or*, of the same phasing stack in a *different* sea area or blockade box. Major Powers who have declared combined movement count as one Major Power for the purposes of interception, making their interception attempts, on a stack by stack basis, in the sequence position of the Major Power going later in the sequence.

##### 6.5.6.1.2 Who May Intercept

Only properly placed stacks in the appropriate circumstances may attempt to intercept.

- A stack in a port may only intercept enemy stacks entering the adjacent sea zone(s) or blockade box, and only if not blockaded.
- Fleets must attempt to intercept in stacks, not individually.
- A stack may make one interception attempt for each area that an enemy stack moves into the same or adjacent sea zone(s).
- A stack may not attempt to intercept a stack in an adjacent sea zone *from* a Privateer Box.
- A stack in an adjacent sea zone may not attempt to intercept a stack moving *into* a Privateer Box.
- A Fleet entering a blockade box may be intercepted by enemy stacks in the sea zone which borders the blockade box.
- A stack in a blockade box may intercept: enemy stacks which enter that blockade box (with the interception automatic if attempted) or enemy stacks which enter sea zones that border the blockade box.
- A stack adjacent to the Dardanelles sea zone, or in the Dardanelles sea zone which intercepts into/out from that area is subject to the rules of Dardanelles movement.
- If a Major Power attempting an interception has several different stacks available for an interception, any number may attempt interception, with the intercepting Major Power announcing the order of attempted interception. As soon as one stack successfully intercepts, an interception battle is fought. If the intercepting Major Power *loses* the battle, or the phasing stack does not retreat, he may attempt to intercept with his other available stacks. If he wins the battle, or the phasing stack retreats, he may not attempt another interception on that stack.

#### 6.5.6.2 Resolution of Naval Interceptions

##### 6.5.6.2.1 Blockade Box Interceptions

When a phasing stack enters a blockade box (either from port or adjacent sea zone) it is automatically intercepted by an enemy Fleet(s) in the blockade box (if the enemy Fleet desires), and the phasing stack *must* win the immediate interception naval combat before it can continue moving.

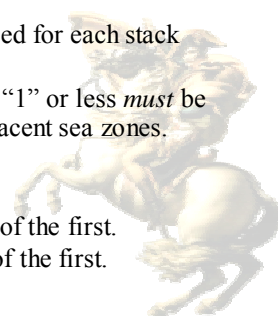
- If more than one enemy Major Power's Fleets occupy that blockade box, the entering stack(s) is intercepted by the Major Power higher in the sequence specified in 6.3.
- If all enemy stacks *choose not to intercept*, the phasing stack(s) may continue moving (the same as if the combat had been won).

A stack in a sea zone adjacent to a blockade box may attempt to intercept the moving stack, as per 6.5.6.2.2.

##### 6.5.6.2.2 Sea zone Interceptions

Except for interceptions with both stacks in a blockade box (which is automatic), a D6 *must* be rolled for each stack attempting to intercept.

- If attempting to intercept a phasing stack moving into an *adjacent* sea zone or blockade box, a "1" or less *must* be rolled on one D6. This also covers interception attempts from ports or blockade boxes into adjacent sea zones.
- Attempting to intercept a phasing stack moving into the *same* area requires a "3" or less.
- If the intercepting stack contains no Light ships, "-1" is subtracted from the interception roll.
- "+1" is added to the interception roll per Squadron or Fleet in the intercepting stack, in excess of the first.
- "+1" is added to the interception roll per Squadron or Fleet in the intercepted stack, in excess of the first.



- If attempting to intercept a stack that contains a Transport Fleet, add "+2" to the interception D6 roll.
- If the NELSON leader is with the intercepting stack, "+1" to the interception roll.

#### 6.5.6.2.3 Intercepting Fleet Movement

If successful, the intercepting stack *must* be moved to the area containing the phasing stack that was intercepted, if not already there.

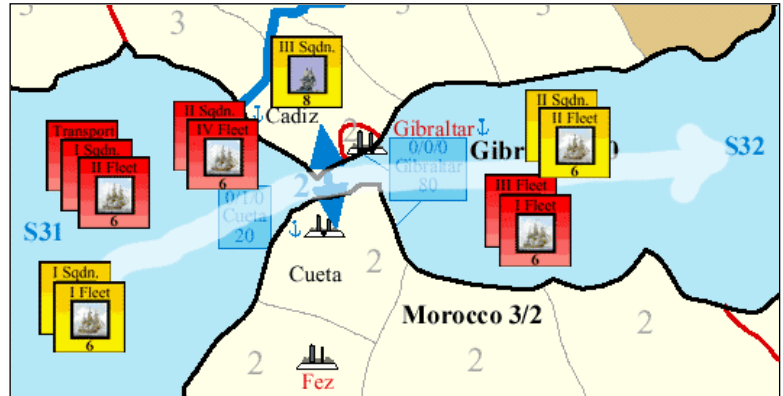
#### 6.5.6.3 Result of Interceptions

If the interception is successful, a naval combat is fought *immediately*, (i.e., during the Naval Movement Step) using the naval combat rules (6.7). No evasion by the phasing stack is possible from an interception.

The following graphic will serve as a basis for subsequent example regarding interception.

In this graphic the Spanish stack in S31 is attempting to move to S32 and beyond. Spain and Britain are at war. British stacks are located in S31, S32 and in the Cadiz Blockade box. Britain desires to intercept the Spanish stack.

- The British stack in S31 may attempt to intercept the Spanish stack moving into S32, and successfully intercepts on a "3" or less. (Base of "1", modified by "+1" for intercepting with one Squadron and one Fleet, "+1" as Spanish stack has one Squadron and one Fleet.)
- The British stack in S32 may attempt to intercept the Spanish stack moving into S32, and successfully intercepts on a "5" or less. (Base of "3", modified by "+1" for intercepting with one Squadron and one Fleet, "+1" as Spanish stack has one Squadron and one Fleet.)
- The British stack in the Cadiz blockade box may not attempt to intercept movement into S32 (though may attempt to intercept a stack moving into S31)



As this example demonstrates, large stacks are effective for intercepting, though are easy to intercept. If the Spanish stack moving consisted of only one Fleet, the interception numbers would be "2" and "4" respectively.

#### 6.5.6.4 Outcome of Interception Combat

##### 6.5.6.4.1 Intercepting Side Victory

If the intercepting stack wins the naval combat, the phasing stack *must* retreat its stack in accordance with the naval retreat rules, with the stack then ceasing movement after the retreat. In this case, the intercepting stack may continue to remain in the area for (possibly) intercepting other phasing stacks, or some or all of the victorious Fleets may pursue the defeated stack (6.7.3.8).

##### 6.5.6.4.2 Phasing Side Victory

If the phasing stack wins the naval combat, the intercepting stack *must* retreat in accordance with the naval retreat rules, and may not attempt more interceptions during *this* Major Power's movement sequence. A portion of, or the entire phasing stack may pursue the defeated stack and/or continue movement with whatever movement points the stack's Fleets retain. Of course, other enemy stacks can attempt to intercept the phasing stacks in every other sea zone that is entered by repeating the interception procedure.

##### 6.5.6.4.3 Draw

If the interception is a draw, the phasing player must cease movement of that stack, or retreat (6.7.3.8), at his choice. However, combat may be initiated on that stack by other intercepting stacks.

#### 6.5.7 INITIATION OF NAVAL COMBAT

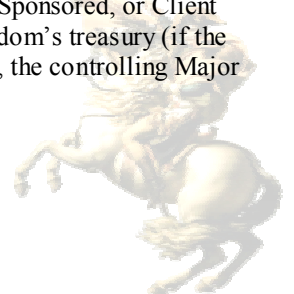
If a phasing stack ends its movement in a sea zone containing an enemy stack, it *may* initiate an attack against a stack containing enemy Fleets in the Naval Combat Step (6.7). If a phasing stack ends movement in a port or blockade box occupied by a stack containing enemy Fleet(s), an attack *must* be initiated on the stack containing enemy Fleet(s). If a number of attacks are initiated in various, or the same, locations, the attacker decides the order in which the naval combats are to be resolved.

#### 6.6 NAVAL SUPPLY STEP

For every Squadron, Privateer Fleet, Galley Fleet or Transport Fleet, on the map and not in a friendly port, at the end of the Naval Movement Step, the Major Power must pay \$0.5. For every Fleet, on the map and not in port, at the end of the Naval Movement Step, the Major Power must pay \$1. Major Powers pay the supply cost for their Sponsored, or Client minor country Fleets, with Sponsored or Client Kingdoms having the option to pay from that Kingdom's treasury (if the Kingdom cannot pay, then the controlling Major Power must pay). If unable to pay the supply cost, the controlling Major Power loses "-1" political point per Fleet not paid for.

#### 6.7 NAVAL COMBAT STEP

These rules cover all naval combat caused by interception or by initiation.



### 6.7.1 WHO MAY FIGHT

If enemy Fleets in stacks controlled by more than one Major Power occupy a sea zone, Privateer Box, blockade box or port, only one Major Power's stack can be attacked (for this purpose, all Major Powers who have declared combined movement and are at war with the attacker are considered to be *one* Major Power) per attacking/intercepting stack (i.e. one stack fights one stack). Other Major Power's stacks in the sea zone, Privateer Box, blockade box or port can be ignored (even with combined movement declared, if not at war with the attacker). See 6.5.3.2 for an exception.

#### 6.7.1.1 Naval Attacker/Defender Determination

If there is more than one enemy stack present, the "attacker" decides which enemy stack will be the "defender". The attacker is the phasing side if he initiates the combat or the non-phasing intercepting side if the combat is caused by an interception. A stack consisting of Major Powers with combined movement and all at war with the attackers/defenders is considered one Major Power. The defender (at the attacker's option) comprises any *one* defender's stack (which may contain ships of more than one Major Power *and/or* minor countries/ Kingdoms) that is present. A stack that was intercepted is automatically the "defender".

#### 6.7.1.2 Who is an Enemy

A stack may only attack another stack if:

- 1) at war with the Major Power controlling that stack, or,
- 2) at war with a Major Power owning Corps being (or that could be) transported by Fleets of that stack, or,
- 3) at war with a Major Power owning ships being towed by Fleets of that stack, or,
- 4) at war with one or more of the Fleets in a stack that has combined movement, or,
- 5) the defending stack provided supply of some form to land forces that are at war with the attacking stack.

In all but the first case, the attacker's stack need not be at war with the Major Power owning the transporting Fleets, or at war with the Major Power towing ships, or at war with all Fleets of a combined movement stack, and if not, the attacker has the option to either:

- Attack *without* a declaration of war (no political point loss, for there is no declaration of war) although political points are still normally gained or lost for winning or losing the battle<sup>32</sup>.
- Or, *immediately* declare war (even if operating under an enforced peace period, which can be ignored in this case, although the other restrictions in 4.4.3 and 4.6.9 still apply) and lose the requisite political points (4.4.1) for *each* separate declaration of war. No Allies may be called with these declarations of war.

#### 6.7.1.3 Choosing or Determining a Commander

If there is only one leader (NELSON or VILLENEUVE) present on a side at a combat, that leader automatically commands. Otherwise, the commander is determined as follows:

##### 6.7.1.3.1 Commanders for Allied Fleets

If more than one leaders are present on the same side at a combat then the leader commanding the stack must be a leader of the Major Power with the greatest number of Heavy and Light Ships present. If there are equal greatest numbers, the Major Power providing the leader may be chosen by the controlling players by mutual agreement from among those Major Powers or by competitive unmodified D6 rolls. This also applies even when no leader counters are present at a side, with the side with the greatest number of Heavy and Light Ships present becoming the commander.

### 6.7.2 POSSIBLE EVASIONS

The Major Power upon which an attack is declared may attempt to evade. No evasion attempt is possible if the combat is the result of interception, or is in a port, or blockade box. If the evasion is unsuccessful a combat will be fought. If the evasion is successful, the phasing player may attempt to attack any other enemy stack remaining in the area.

#### 6.7.2.1 Evasion Procedure

To attempt evasion, the commander of the evading stack rolls a D6. If a "2" or lower is rolled, ("3" or lower prior to January 1800), the non-phasing stack evades combat and is retreated according to the naval retreat after combat rules (for purposes of retreat, treat the evading side as if it were the loser of a combat and the attacking side as if it were the winner). If evasion is unsuccessful, proceed to step one of Naval Combat.

- If the VILLENEUVE leader is with the intercepted stack, "-1" to the evasion roll.
- If the intercepted stack consists solely of Squadrons, "-1" to the evasion roll.
- There are no political points gained or lost for a successful evasion.

### 6.7.3 NAVAL COMBAT PROCEDURE

#### 6.7.3.1 Step One: Selections of Naval Tactical Chits

Both commanders select an Operational Possibilities chit from an identical set of chits: melee, line of bearing, line of battle, lozenge or doubling. In the case of a stack containing ships of more than one Major Power, the Major Power with the most ships participating in the combat present (either its own, or its controlled minor countries, and/or Kingdoms) is considered to be the commander for that stack in the battle, if equal number resolve with unmodified D6 roll.

*NOTE: The melee tactic may not be used by any other Major Power, until it has first been used by Britain with a stack under the command of the NELSON leader.*

<sup>32</sup> For example: Britain is at war with France. Russia is allied with France and neutral with Britain. Russia and France announce combined movement and Russian Fleets are in Le Havre, in a position to transport a French Corps which there as well. Britain can conduct a port raid and attack the Russian stack in Le Havre without a declaration of war.

### 6.7.3.2 Step Two: Reveal Chits

Both attacker and defender now reveal chosen chits and cross-index their operational possibilities chits on the NAVAL COMBAT CHART.

6.7.3.2 Naval Combat Table						
DEFENDER	Melee	ATTACKER				
		Melee	Line of Bearing	Line of Battle	Lozenge	Doubling
		<u>A 1-1 4-2 5-2</u> D 1-1 4-2 5-2 (C)	<u>A 2-1 3-2 4-3</u> D 1-1 1-1 1-1 <u>A 2-1 2-1</u> D 3-3 4-4 (A) (C)	<u>A 3-2 4-2 5-3</u> D 1-1 1-1 1-1 <u>A 1-1 1-1</u> D 4-4 4-4 (B) (C) (D)	<u>A 3-1 5-1 5-2</u> D 1-1 1-1 1-1 <u>A 3-1 3-1</u> D 5-2 5-3 (B) (C)	<u>A 1-1 2-2 3-3</u> D 1-1 1-1 2-1 <u>A 1-2 1-2</u> D 3-3 4-4 (A) (C)
	Line of Bearing	<u>A 1-1 1-1 1-1</u> D 2-1 3-2 4-3 <u>A 3-3 4-4</u> D 2-1 2-1 (A) (C)	<u>A 2-2 3-2 4-2</u> D 2-2 3-2 4-2 (C)	<u>A 2-2 3-2 4-2</u> D 1-2 2-2 3-3 (C) (D)	<u>A 3-1 4-1 5-1</u> D 1-2 3-2 3-3 (C)	<u>A 1-1 3-3 4-2</u> D 1-2 3-2 2-2 (C)
	Line of Battle	<u>A 1-1 1-1 1-1</u> D 3-2 4-2 5-3 <u>A 4-4 4-4</u> D 1-1 1-1 (B) (C) (D)	<u>A 1-2 2-2 4-2</u> D 2-2 3-2 4-2 (C) (D)	<u>A 2-1 3-1 4-1</u> D 2-1 3-1 4-1 (D)	<u>A 1-1 2-1 3-1</u> D 2-1 2-1 3-1 (D)	<u>A 1-2 4-2 5-2</u> D 5-1 4-1 3-1 (D)
	Lozenge	<u>A 1-1 1-1 1-1</u> D 4-1 5-1 5-2 <u>A 5-2 5-3</u> D 3-1 3-1 (B) (C)	<u>A 1-2 3-2 3-3</u> D 3-1 4-1 5-1 (C)	<u>A 2-1 2-1 3-1</u> D 1-1 2-1 3-1 (D)	<u>A 1-1 1-1 2-1</u> D 1-1 1-1 2-1	<u>A 1-2 2-2 3-1</u> D 4-1 5-1 5-2
	Doubling	<u>A 1-1 1-1 2-1</u> D 1-2 2-2 3-3 <u>A 3-3 4-4</u> D 1-2 1-2 (A) (C)	<u>A 1-2 3-2 2-2</u> D 1-1 3-3 4-2 (C)	<u>A 5-1 4-1 3-1</u> D 1-2 4-2 5-2 (D)	<u>A 4-1 5-1 5-2</u> D 1-2 2-2 3-1	<u>A 1-2 3-2 3-3</u> D 1-2 3-2 3-3

#### Notes to 6.7.3.2

- (A) Roll 1-3 after each round to close  
 (B) Roll 1-2 after each round to close  
 Nelson subtracts up to -2 from attempts to close, though modifies his leader casualty roll  
 (C) +1 if majority of ships British  
 (D) +1 if majority of ships French  
 Modifiers to 6.7.3.2

- 1 if ships of more than one Major Power on the same side  
 -1 for each additional Fleet, beyond the first  
 -1 if a side consists solely of Light ships  
 +1 if possess 1.5 times the number of Heavy ships of opponent

- Odds in numbers      2 to 1   3 to 1   4 to 1  
 Modifier for larger force +1   +2   +3  
 Maximum of all modifiers can be +2 or -2

### 6.7.3.3 Step Three: Reveal Forces/Morale Levels

Both Major Powers reveal their forces and determine their final morale levels.

#### 6.7.3.3.1 Determining Morale Levels

Morale levels represent a force's "morale", and the higher the number the better. See the NAVAL MORALE CHART below, the morale information provided on the NATIONAL CARD, and any Campaign specific rules.





### 6.7.3.3.1 Calculation Method

The morale level is calculated by adding up morale for each ship participating in the battle, and dividing this total by the total number of ships participating in the battle and rounding off to the nearest tenth of a point. The morale values for each nationality is indicated on the NAVAL MORALE CHART, though the Campaign rules or NATIONAL CARD takes precedence, and should be referred to<sup>33</sup>. A force commanded by NELSON receives an additional “+0.5” to it’s morale. The morale level is the point at which the force will break.

### 6.7.3.3.2 Reveal Forces

Both sides simultaneously reveal Fleet identities, the exact size and composition of their forces and their morale levels.

### 6.7.3.4 Step Four: Find Combat Table

The NAVAL COMBAT CHART refers each Major Power to a series of three sets of combat tables on the COMBAT RESOLUTION CHART (both on the CHART CARD). One combat table is used per Major Power per “round” for the three rounds for which a combat “day” lasts. The attacker uses those tables designated by “Attacker” along the top of the OPERATIONAL POSSIBILITIES CHART, The defender uses those tables designated by “Defender” down the side of the chart<sup>34</sup>. Each combat table is identified by two numbers (i.e. “3-1”). The first number represents the “casualty level” and the second number represents the “morale level” of the combat table and these levels are cross-indexed on the COMBAT RESOLUTION CHART to find the combat table used for a round of combat<sup>35</sup>.

### 6.7.3.4.1 Melee Tables to Use

Until the melee force closes, the top set of combat resolution on the NAVAL COMBAT CHART is used. Once the side selecting melee has closed with the enemy, it uses the lower set of combat resolution tables. The NAVAL COMBAT CHART indicates the D6 roll required to close after each tactical round.

- A purely British naval force commanded by NELSON may subtract “-1” or “-2” from the D6 roll for closing, at the option of the controlling player. However, this number *must* then be applied as a positive modifier to Nelson’s chances of becoming a casualty if the roll is above “7”, and negative modifier if the roll is below “7”<sup>36</sup> (7.3.11.5).

### 6.7.3.4.2 Possible Surrender

Naval forces may find it convenient more convenient to surrender rather than face certain death. The following provides for that provision.

- If more than one Major Power is part of a stack then the Major Power commanding the stack (determine as per 6.7.3.1) decides whether it wants to surrender or not. If and only, the Major Power commanding the stack decides to surrender, the other Major Powers can decide to either surrender or to continue the naval combat. If a Major Power chooses to surrender, then all its Fleets, Corps and leaders, as well as those of its controlled minor countries and Kingdoms *must* surrender and are captured by the commander of the opposing stack.
- A stack of Fleets may surrender *before* any combat round. A stack of Fleets may not surrender in the middle or end of a combat round<sup>37</sup>.
- Fleets that surrender are regarded as losers, and the Fleets to whom they surrender are regarded as winners with respect to political point gain/loss. The lost/gained political points from the accumulated combat and surrenders in a naval combat, may never exceed the political points which could have been given if a normal naval combat had been fought. The political point modifier for NELSON (6.7.3.6.3) is also applied in surrenders.

6.7.3.3.1 Naval Morale	
Austria	
Prussia	
Ottoman <sup>2</sup> 1788	2.0
Egypt <sup>5</sup>	
Ottoman <sup>2</sup> 1796-	
Spain <sup>3</sup> 1802-	
Genoa <sup>5</sup>	2.5
Sicily <sup>3</sup>	
Venice <sup>3,6</sup>	
Britain <sup>1</sup>	
France	
Russia <sup>3</sup>	
Spain <sup>5</sup> 1788	3.0
Denmark <sup>4</sup>	
Holland	
Portugal	
Sweden <sup>4</sup>	
Predominant Britain	3.5
United States	4.0
Modifiers	
Nelson commanding	+0.5
Blockading force in blockade box battle	+0.5
<sup>1</sup> +0.5 if in the English Channel (S18, S22, S23)	
<sup>2</sup> +0.5 if in the Mediterranean (east of S31) or Black Sea (S57 and east)	
<sup>3</sup> +0.5 if in the Baltic (S7 and east) or Black Sea (S57 and east)	
<sup>4</sup> +0.5 if in the Baltic (S7 and east)	
<sup>5</sup> +0.5 if in the Mediterranean (east of S31)	
<sup>6</sup> +0.5 if in the Adriatic (S43, S44 and attached blockade boxes), this is cumulative with note 5	

<sup>33</sup> For example: if a force of 20 ships has 10 ships at morale “3.0”, and 5 ships at morale “3.5” morale is calculated as;  $(10 \times 3) + (5 \times 3.5) = 47.5/15 \text{ ships} = “3.2”$  base morale level.

<sup>34</sup> For example: if the attacker selected the line of battle chit and the defender selected the lozenge chit the attacker’s combat tables would be “2-1” (first round), “2-1” (second round) and “3-1” (third round) and the defender’s combat tables would be “1-1”, “2-1” and “3-1” respectively.

<sup>35</sup> For example: the “1-5” combat table is the one located in the lower left-hand corner of the Combat Resolution Chart.

<sup>36</sup> For example: Nelson led a purely British naval force in battle that employed the tactic “melee” and modified the closing chance by “-2”. The British won the battle. When rolling for leader casualties (2D6) Nelson would receive a serious wound on a roll of 2-4, and a light wound on a 10-12.

<sup>37</sup> For example: forces can surrender before the battle (round 1), before round 2 or before round 3. You can not surrender after round 3, before a general pursuit or retreat.

- When peace is concluded between the powers that have captured ships, these ships are exchanged on an equal basis. Ships that were taken as prizes in a pursuit are not included. If one side has captured more ships *through surrender* than another, it has the option of not exchanging the extra captured vessels, taking a loss of “-1” political points for every five ships not returned. These ships are now considered to be “in ordinary” at a designated port(s) of the capturing Major Power, and as such may later be brought into active service.

#### 6.7.3.5 Step Five: Combat Resolution

The opposing Major Powers roll a D6 each, and cross grid their modified rolls on their respective combat tables on the COMBAT RESOLUTION CHART for each round, applying the result. Combat is considered to be conducted *simultaneously* with both forces taking losses at the same time. A variety of modifiers to this roll are presented below. However, the cumulative modifiers to the NAVAL COMBAT TABLE may never exceed “-2/+2”<sup>38</sup>.

##### 6.7.3.5.1 Tactical Modifiers

Tactical modifiers apply for the use of some tactics against others. (Refer to the NAVAL COMBAT CHART.)

##### 6.7.3.5.2 Odds in Numbers Modifier

Odds in numbers	at least 2-1	at least 3-1	at least 4-1
Modifier for the larger force	+1	+2	+3

*Note: Odds in number modifier only counts factors participating in the combat.*

The modifier for “Odds in Numbers” should be recalculated, if necessary, each round.

##### 6.7.3.5.3 Multiple Major Powers Modifier

If a side contains Fleets of more than one Major Power, it receives a “-1” modifier on the NAVAL COMBAT TABLE.

##### 6.7.3.5.4 Stack Modifier

If a side contains more than one Fleet, it receives a “-1” modifier on the Naval Combat Table for each Fleet in excess of the first.

##### 6.7.3.5.5 Solely Light ship force Modifier

If a side consists *solely* of Light ships, it receives a “-1” modifier on the NAVAL COMBAT TABLE.

##### 6.7.3.5.6 Heavy ship Superiority Modifier

If a side of a naval combat has 1.5 times more Heavy ships than the other, it receives a “+1” modifier on the NAVAL COMBAT TABLE.

##### 6.7.3.5.7 Percentage Loss: Types of Casualties

The “percentage loss” (“%LS”) result is the percentage of side A’s number of ship which become damaged ships of the side B. Losses incurred may be taken in any fashion within the following conditions:

- Ships that become damaged in one combat round may not be used in later rounds.

##### 6.7.3.5.8 Proportional Naval Losses

When a stack of Fleets of mixed nationalities (including minor country and Kingdoms) and ship types participates in a combat, the losses they takes should be as nearly proportional to the starting proportions as possible. Round “.5” and above up. When proportions do not “round out” precisely, an “odd” loss or losses should be assigned by mutual agreement or, if agreement cannot be reached, by competitive D6 rolls<sup>39</sup>. As the example indicates, losses are calculated first by nation, then by ship type.

##### 6.7.3.5.9 Morale Loss

The “morale loss” (“MRLS”) is subtracted from the other side’s final morale level. These are accumulated from round to round.

#### 6.7.3.6 Step Six: Victory and Defeat

A side in a naval combat is defeated when all of its ships are damaged, or when its cumulative morale loss reaches or exceeds its final morale level (the force is then said to be broken). The battle immediately ends with the other declared the victor. If one side is eliminated and the other side breaks, it is considered to be a draw. This may occur at the end of any round of combat.

##### 6.7.3.6.1 Continuing Battles

If, at the end of a combat round, neither side has been defeated the battle continues and both players repeat the sequence commencing at Step Five.



<sup>38</sup> For example, a British stack consisting of 35 Heavy ships and 10 Light ships engages a French/Spanish stack consisting of 10 Light ships. The modifiers would be: Britain; Odds in numbers (35 to 10 or 3 to 1) “+2”, Heavy ship superiority (35 to none) “+1” for a total of “+3”, which is dropped to “+2” as this is the maximum allowable modifier, France/Spain; Multiple Major Powers “-1”, solely Light ships “-1” for a total modifier of “-2”. Another example, a British/Portuguese/Venetian stack consisting of 28 Heavy ships and 10 Light ships engages a French/Spanish stack consisting of 45 Heavy ships and 10 Light ships. The modifiers would be: Britain/Portugal/Venice; multiple minor powers “-1” for a total modifier of “-1”, France/Spain; multiple Major Powers “-1”, Heavy ship superiority (45 to 28 or 1.6 to 1) “+1”, for a total modifier of “0”.

<sup>39</sup> For example: a stack of Fleets totaling 50 ships contains 32 British (64 %), 10 Swedish (20 %) and 8 Portuguese (16 %) ships, subsequently loses 9 ships in a naval battle. The losses should be 5.76 (6) British, 1.8 (2) Swedish and 1.44 (1) Portuguese ships. Of these 38 ships were Heavy ships, and 12 Light ships.. The losses should be 7 Heavy (76%), and 2 Light (26%). In cases where there may be option in taking casualties, competitive D6 rolls will resolve the differences.

### 6.7.3.6.2 Inconclusive Battles

If after three rounds of combat, neither side has been defeated the battle ends inconclusively. Neither side is defeated and neither is declared the victor. There is no continuation of the combat.

### 6.7.3.6.3 Political Points for Winning/Losing Naval Combats

The commander of the victorious stack now gains political points and every member of the losing stack loses them, recorded on the POLITICAL STATUS DISPLAY on the STATUS CARD. One political point is gained or lost for every Squadron in the *defeated* stack, and two political points are gained or lost for every Fleet in the *defeated* (rounding fractions up) stack during the combat up to a maximum of “+/-3” political points. Political points are only awarded/lost if there are *more* than two ships on *each* side. Galley Fleets and Transport Fleets have no impact on the gain/loss of political points. If forces of more than one Major Power are present, the commander of the victorious side gains any and all political points, while each Major Power on the losing side loses political points based on the number of its Fleets present. If there is no victor, no adjustments are made. *No* political points are gained/lost if the victor has *lost more* ships than the loser.<sup>40</sup>

- If the NELSON leader commanded the victorious side, Britain gains “+1” extra political point.
- If the NELSON leader commanded the losing side, Britain loses “-1” extra political point.

### 6.7.3.7 Step Seven: General Chase

The victor in any open sea combat or interception combat may declare an general chase, similar to the pursuit after a land battle. The effect of a general chase is determined by a D6 roll as determined on the NAVAL GENERAL CHASE TABLE. Find the victorious stack's total morale loss on the table and roll once on the combat resolution table as indicated. Only undamaged Heavy and Light ships not transporting factors may participate in the general chase. Note that a force using the “line of battle” tactic in the preceding battle *must* subtract “-1” from their general chase roll. Inflict only the indicated casualties on the Fleets and ignore any indicated morale loss. Any ships “hit” during a general chase become captured damaged ships (Step Nine) of the “chasing” forces.

### 6.7.3.8 Step Eight: Naval Retreat and Naval Pursuit

If neither side is declared the victor, both forces may retreat or remain the sea zone and no general chase or naval pursuit is allowed. An intercepted Fleet which has *won* an interception combat may continue to move with any remaining movement points.

**6.7.3.7 Naval General Chase Table**

Victor's Morale Loss:	0-0.5	0.6-1.5	1.6-2.5	2.6-3.5	3.6+
Roll once on Table:	5-1	4-1	3-1	2-1	1-1

### 6.7.3.8.1 Sea zone Retreats and Pursuits

- The naval combat loser retreats all Fleets that were in the combat (keeping in their stack) to the *nearest* unblockaded home nation port, *or* an Ally Major Power's unblockaded port, (with access permission), *or* unblockaded port of a Client State, Ally or Conquered, Kingdom or minor country, within five movement points (retreating player's choice if more than one possible port is equally close). Some, none or all of the victorious Fleet(s) may pursue, by following the losing stack and blockading *that* port.
- If no eligible port is available, the loser retreats his stack five movement points towards the nearest friendly port (as defined above). Some, none or all of the victorious Fleet(s) may pursue to follow the losing stack to the same sea zone though this will not result in further naval combat this phasing Major Power's Naval Phase.
- Retreating or pursuing Fleets may not be intercepted.
- A stack or Fleet may neither retreat nor pursue into or through a sea zone north of the ice line during winter *or* into or through the Dardanelles sea zone without the permission of the Major Power controlling Constantinople (if any).

### 6.7.3.8.2 Blockade Box Retreats and Pursuits

If the naval combat takes place in a blockade box the loser *must* retreat the stack to that port, if and only if, the combat resulted from the movement of the loser's stack from that port to the blockade box, and in any other case *must* retreat in accordance with sea zone retreat rules. Pursuit is the same as a sea zone pursuit. *EXCEPTION: Since movement between a blockade box and its port is free, the victor (even if the phasing side with all movement expended) in a blockade box naval combat may, if the port is friendly or with access permission, move into the port following the naval combat.*

### 6.7.3.9 Step Nine: Capturing Ships

After an open sea or blockade box combat, damaged ships are not automatically eliminated from play. The victor gains control D6 X 10% of defeated side's damaged ships (rounded down), plus any of the defeated side's ships damaged in the general chase, as well as retaining possession of his own damaged ships. The defeated side retains any ships not captured by the victor. In the case of no victor, each side retains its own damaged ships. The damaged ships must now attempt to return to a friendly port. The destination of all damaged ships *must* be stated before any dice are rolled.<sup>41</sup>

<sup>40</sup> For example: a force of a British Fleet and two Squadrons under the command of Nelson defeats a force containing, one Russian Squadron, one Austrian Squadron and a Spanish Squadron. The British would gain “+4” political points (three Squadrons on the losing side, with an extra “+1” for Nelson being victorious), while Russia would lose “-1” political point, Austria would lose “-1” political point, and Spain would lose “-1” political points. If the British force was defeated, Spain (being commander of the force) would gain “+3” political points, while the Britain would lose “-4” political points (the additional “-1” for Nelson losing).

<sup>41</sup> If your Fleets break in combat, the attacker will capture up to 60% of your ships damaged in combat, in addition to any ships that may be damaged in the general pursuit. This makes breaking in a naval battle very decisive.

### 6.7.3.9.1 Damaged Ships Returning to Port

- A side possessing damaged ships *must* immediately choose a port (or ports) to which to return them. Any controlled home nation, Ally, Conquered, or Client State, Kingdom or minor country port controlled by the Major Power, or with access permission to any port controlled by a Major Power Ally, may be selected. For each damaged ship, a D6 is rolled; if the distance to the port in movement points is greater than or equal to the D6 roll the damaged ship is successfully reached the port. If the D6 roll is less than the distance to the port, the ship sinks (lost forever). Regardless of the distance to port a roll of “1” always sinks a damaged ship and a roll of “6” always means that the ship successfully reaches port<sup>42</sup>. A ship that successfully reaches port is a damaged ship (6.1.4). Damaged ships do not need an escort, and move immediately (without requiring a Fleet counter, and are immune to interception) to the chosen port.
- All Client State or Sponsored, minor country or Kingdom damaged vessels not sunk or captured are still owned by the Client State or Sponsored, minor country or Kingdom. But when the or Sponsored, minor country or Kingdom changes control, the former controlling Major Power has the option to convert the damaged vessels to its own, if the Major Power controls the port where the damaged vessels are situated. If the port is Allied controlled, it is the Allied Major Power that decides whether the former controlling Major Power gains the damaged vessels or the minor country or Kingdom retains control.

### 6.7.3.10 Step Ten: Consolidation of Losses

After ships lost in combat are removed, excess Fleet counters (those without ships) are removed from the map. No political points are lost for removing these empty Fleets. If during naval combat or as a result of transfer, a Fleet is left without ships, it is removed from the map and *must* be repurchased during an Economic Phase to be brought back into the game. If NELSON or VILLENEUVE is with a stack in which all ships and Fleets are eliminated by naval combat, NELSON or VILLENEUVE becomes a prisoner of the victorious side in the naval combat.

### 6.7.4 BLOCKADE BATTLES

When a naval combat occurs in a blockade box between the blockaded force and the blockading force, the combat is resolved similarly to open sea combat, though the non-phasing stack may not attempt to evade. The blockading force receives a “+0.5” morale bonus for the combat. Proceed with the various steps of naval combat, as covered in 6.7.3. Additionally, if the *blockading* force is victorious, there is no general chase or naval pursuit allowed. Victory by the blockaded force would allow a general chase and naval pursuit. All surviving blockaded ships are returned to port. If a stack moving from an adjacent sea area attacks a stack in a blockade box, then naval combat is followed and the battle is treated as an open sea combat in all respects.

### 6.7.5 PORT RAIDS

When a stack attacks another Fleets located in a port, it is considered a port raid. Port raids are resolved using a modified sequence of open sea combat. The modifiers for open sea combat (6.7.3.5) apply to the attacker and to the defending forces. The modifiers do not apply to the port guns.

- Sponsored, or Client State, minor countries and Kingdoms’ Fleets *must* be accompanied by at least the same number and type of vessels from a player Major Power to participate in a port attack<sup>43</sup>.

#### 6.7.5.1 Harbor Defenses

If there is a garrison *or* Corps in the port, that are at war or that has denied access to the attacking stack, the harbor defenses inflict casualties and morale loss on the attacking force equal to a single, unmodified, D6 roll using the 4-1 table on the COMBAT RESOLUTION CHART, with the harbor defense number printed in the blockade box as the strength of the attack.

- If the attacking stack is given access by the port’s controlling Major Power, or no enemy Corps or garrisons are in the port, the harbor defenses are not used (Galleys present may still contribute to the harbor defense 6.2.2.4).
- If denied access to the port, the phasing stack may still attack, but the port’s controlling player may use the harbor defenses. No declaration of war is required in this case, but the attacker may declare war, if possible as in 6.7.1.2.

*EXCEPTION: Even if the attacker has unconditional access (peace term C.5) and/or an earlier voluntary access agreement with the Major Power that controls the port, if any of the Fleet(s) being attacked belong to the Major Power controlling the port, the harbor defenses are used.*

#### 6.7.5.1.1 Port Raid Resolution

The surviving attacking stack then engages *all* defending stacks in battle. No tactical chits are chosen. Instead the following indicates which combat tables to use on the COMBAT RESOLUTION CHART:

6.7.5.1.1 Port Raid Combat Chart					
Attacking Force		3-3	3-3	3-3	
Defending Force	4-1 port guns	1-1	2-2	2-2	5-1 port guns

The attacker’s morale is reduced in accordance with the damage taken while running the harbor guns, prior to the start of the three possible rounds of combat.

The raid lasts for three combat rounds, or until the attacking force

<sup>42</sup> For example: A port is 3 movement points away, on a roll of “3-6”, a ship would successfully reach the port. On a “1-2” the ship would sink.

<sup>43</sup> For example: Russia controls Holland (Minor Client State) and wishes to make a port raid. Holland has 22 Heavy ships and 4 Light ships. Russia would have to send at least 22 Heavy ships and 4 Light ships of it’s own to conduct such a raid.



breaks or is eliminated. If the defending force breaks, the attacking stack continues to attack for the duration of the three rounds but the defender can no longer reply.

Following the three rounds of combat (or earlier, if the attacking stack breaks), the attacking stack (regardless of whether broken or not) withdraws past the harbor guns, suffering another (unmodified) attack on the 5-1 table.

#### 6.7.5.1.2 Victory and Defeat in a Port Raid

To be considered a victor in a port raid, a force *must* have both broken (or totally eliminated) the opposing force *and* have inflicted more losses than he has received. If there is a victor, political points are adjusted as in 6.7.3.6.3. If neither side can claim victory, the battle is considered to be a draw and no adjustments are made.

#### 6.7.5.1.3 Aftermath

Regardless of the outcome of the port raid, the attacking stack is moved to the blockade box or the nearest sea zone (attacker's choice). Both sides retain their own damaged ships, and the attacker *must* roll to return them to a friendly port as per 6.7.3.9.1. The defender rolls a D6 for each ship damaged in the port raid, on a "1" that ship is eliminated. There is no general chase or naval pursuit after a port raid.

#### 6.7.6 ENEMY CONTROL OF A PORT

If a port in which a stack is located becomes enemy-controlled, the stack *must* be moved *immediately* (this will not happen during a Naval Phase, but during other phases and steps, including during a Declarations of War Step) into an adjacent sea zone or the port's blockade box. Harbor defenses are *never* used against stacks leaving a port in this manner.

##### 6.7.6.1 Failure to Leave

If the port is blockaded by an enemy stack at the time the stack in the port has the following choices:

- Scuttle, with all Fleets and ships being destroyed
- Surrender, with all Fleets and ships being captured as per 6.7.3.4.2
- Fight the blockading stack(s), in a standard Blockade Battle (6.7.4), with the blockaded stack(s) remaining in the blockade box if it *wins* the combat. The blockaded stack(s) *must* be scuttled or surrender, if it does *not win* the naval combat. Prize-taking is allowed (for both sides) in this type of blockade battle.

If NELSON or VILLENEUVE leader is with a scuttled stack in this situation, he is captured by the Major Power controlling the port. Minor country and Kingdom Fleets cannot be scuttled, and will surrender if placed in these conditions. Each Fleet scuttled causes the loss of "-1" political point. A scuttled Fleet counter *must* be repurchased during an Economic Phase to be brought back into the game.

##### 6.7.6.2 Damaged and In Ordinary Ships

- If the Major Power controlling a port decides that he no longer wishes the damaged or in ordinary ships controlled by another Major Power in his port, he *must* give the owner of the ships 12 months to remove the ships (e.g. by scuttling, repair or tow). This 12 month period nullified if or when the two Major Powers go to war.
- If Major Powers at war have land forces in the port, control of the port is resolved immediately through a trivial combat.
- If the Major Power controlling a port goes to war with a Major Power that controls damaged or in ordinary ships in that port, he may immediately capture (becoming prisoners) or destroy the ships (Major Power controlling the port's choice).
- If any enemy land force occupies a port with damaged, in ordinary or under construction ships, all are destroyed, if the Major Power controlling the ships so desires. For damaged, in ordinary, under construction ships in a port that changes hands due to Conquest *or* being ceded to a non-Allied Major Power, *or*, are controlled by a Major Power with whom war is declared, immediately roll one D6 for each damaged/ordinary/under construction ship, "1-3" ship destroyed, "4-6" ship transferred to the port's new owner (unless land factors of the ship(s) owner are in the port, in which case the vessels are sunk, if desired).

#### 6.8 THE PRIVATEER STEP (OPTIONAL)

In this step Privateer attacks on trade are resolved, together attacks by Squadrons on Privateer Fleets. All Major Powers perform attack on trade, followed by attacks on Privateers. These steps occur simultaneously.

##### 6.8.1 PRIVATEER BOX

There are four Privateer boxes; the Mediterranean, the Atlantic, Overseas and the Baltic.

- These boxes represent Privateer area of operations and can be entered from the sea zone pointing to and from the Privateer Box for a cost in movement points as printed in the box itself<sup>44</sup>. Leaving the a Privateer box costs the same number of movement points as to enter it, with the leaving Fleet moving to any sea zone adjacent to the box.  
*EXCEPTION: To enter the Overseas Privateer box, the Fleet must first pass through the Atlantic box. When leaving the Overseas box, the Fleet returns to the Atlantic box.*
- Squadrons (not Fleets) may attempt to intercept each other as per Sea zone Interceptions (6.5.6.2.2), and fight each other as per 6.7. The only exception to the process is that there is no retreat (for either side) after combat and all damaged ships are sunk and may not attempt to return to friendly ports (6.7.3.9.1).
- The Privateer Fleets of the minor countries of Algeria, Cyrenaica, Egypt, Morocco, Tripolitania, and Tunisia may only attack trade in the Mediterranean Sea Privateer Box.

<sup>44</sup> For example: Mediterranean = "2", Atlantic = "6", Overseas = "8", Baltic = "2".

- Each Privateer Box has a "Privateer value" from one to ten, that represents the trade of a particular Major Power or all minor countries passing through that Privateer Box.

### 6.8.2 PRIVATEERING

Once a Privateer Fleet is in the Privateer Box, it *may* conduct anti-trade operations during the Privateer Step of the Naval Phase. Squadrons present in the Privateer Box do not attack Privateer Fleets directly, the impact of defending Squadrons is taken into account in the table. For each Privateer Fleet with three or more Privateer factors, in a Privateer Box, the controlling Major Power announces which Nation's trade he wishes to raid. If the Privateer Fleet chooses not to attack (roll on the table), then the Squadron can do no damage to the Privateer Fleet.

- Privateers may attack the trade of any other Major Power (whether Allied, Neutral or at war) or "Minor" trade.
- If the decision is made to attack Minor trade, all efforts to modify or protect the diplomatic status of all minor countries are modified by "-2" for the next three turns.

Privateer Boxes			
Baltic		Atlantic	
Russia	6	France	8
Prussia	4	Spain	2
Britain	6	Britain	10
Minor	5	Minor	2
Mediterranean		Overseas	
Spain	3	France	1
France	1	Spain	2
Austria	4	Britain	10
Ottoman	3		
Russia	1		
Britain	9		
Minor	7		

2D6 are rolled, cross-referencing the Privateer Value of the targeted trade and the roll, with the following table consulted;

- the first column indicates how many Privateer Factors are eliminated as casualties (immediately)
- the second column indicates how much trade is captured by the Privateer Fleet
- the third column indicates how much trade is lost by the targeted Major Power<sup>45</sup>

6.8.2 Privateer Table											
Roll		1	2	3	4	5	6	7	8	9	10
	2	4 - -	4 - -	4 - -	4 - -	4 - -	4 - -	4 - -	4 - -	4 - -	4 - -
	3	3 - -	3 - -	3 - -	3 - -	3 - -	3 - -	3 - -	3 - -	3 - -	3 - -
	4	2 - -	2 - -	2 - -	2 - -	2 - -	2 - -	2 - -	2 - -	2 - -	2 - -
	5	1 - -	1 - -	1 - -	1 - -	1 - -	1 - -	1 - -	1 - -	1 - -	1 - -
	6	- - -	- - -	- - -	- - -	- - -	- - -	- - -	- - -	- - -	- - -
	7	- - -	- - -	- - -	- - -	- - -	- - -	- - -	- - -	- - -	- 1
	8	- - -	- - 1	- 1	- - 1	- - 1	- - 1	- - 1	- 1 1	- 1 1	- 1 1
	9	- - 1	- - 1	- 1	- - 1	- - 1	- 1 1	- 1 1	- 1 2	- 1 2	- 2 2
	10	- - 1	- 1 1	- 1 1	- 1 1	- 1 2	- 1 2	- 1 2	- 2 2	- 2 3	- 3 3
	11	- 1 1	- 1 1	- 1 1	- 1 2	- 1 2	- 1 2	- 2 3	- 2 3	- 3 3	- 3 4
	12	- 1 1	- 1 1	- 1 2	- 2 2	- 2 2	- 2 3	- 2 3	- 3 4	- 3 4	- 4 5

Modifiers (these are cumulative, and should be applied in the order below)

Shift two columns to the left (-2 to Privateer Value) if *not* attacking US trade. If US trade is attacked, another D6 is rolled, with a diplomatic incident occurring on a "1". The Major Power controlling the Privateers must immediately pay \$5 to the US as compensation.

Shift one column to the left (-1 to Privateer Value) for each Major Power in the Continental system (other than France), if attacking British trade.

"+1" in the Atlantic or Overseas Privateer box if the unmodified roll is less than "7"

"-1" in the Atlantic or Overseas Privateer box if the unmodified roll is greater than "7"

"-3" if four Squadrons are hunting Privateers

"-2" if three Squadrons are hunting Privateers

"-1" if two Squadrons are hunting Privateers

"+2" if no Squadrons are present

"+1" if two Privateer Fleets are attacking


"+2" if three Privateer Fleets are attacking

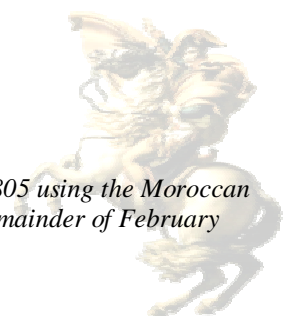
"+3" if four or more Privateer Fleets are attacking

<sup>45</sup> For example: France has three Privateer fleets in the Atlantic Privateer Box and would like to raid British Trade. Britain has one Squadron in the Atlantic Privateer Box. Britain's Privateer Value in the Atlantic Privateer Box is "10". France decides not to raid US trade, shifting two columns to the left, to the "8" column. France receives a "+2" on the roll for having three Privateer Fleets in the Atlantic Privateer Box, and a "-1" for the presence of one British Squadron, for a net "+1" modifier. France rolls 2D6 and gets a "10". This is modified by "+1" as indicated, and "-1" for unmodified roll is greater than "7" in the Atlantic Privateer Box. The net result is "10", and a result of "-22" on the Privateer Table. This means that no Privateers are lost, with \$2 captured by the Privateer Fleet and \$2 lost trade to Britain (calculated in the next Economic Phase).

A record should be kept of such losses and gains due to Privateer activities, and applied during the Money and Manpower Collection Step (8.2).

- The trade collected for any nation can not be reduced below zero, with a negative value being treated as zero.
- A Major Power that loses trade money due to Privateer raiding has a casus bellum for the current and subsequent month against the Major Power controlling the Privateer Fleet that did the damage (4.4.2).<sup>46</sup>

  
<sup>46</sup> For example: The Ottoman conducts a successful Privateer raid on British trade in February 1805 using the Moroccan Privateer Fleet that he controls, Britain would have a casus bellum against the Ottoman for the remainder of February 1805 and March 1805.



## 7. THE LAND PHASE

### 7.1 THE LAND PHASE SEQUENCE

At the beginning of this phase France announces when in the following sequence it will be moving (see 8.10.2.2 for a possible exception). The other Major Powers move in the following order: Russia, the Ottoman, Poland (if a Major Power) Austria, Prussia, Britain, and Spain.

#### 7.1.1 MINOR CLIENT STATE/KINGDOMS SEQUENCE

All land forces of Client States and Sponsored minor countries and Kingdoms move in the sequence of their controlling Major Power.

#### 7.1.2 COMBINED MOVE SEQUENCE

In order for a Major Power to move in the sequence of another Major Power, those Major Powers must be Allies and must have announced combined land movement during the Political Phase. Combined movement is conducted in the sequence of the Ally who would have moved *last* in the phase<sup>47</sup>.

#### 7.1.3 LAND PHASE STEPS

Each Major Power sequence of the Land Phase is divided into Depot Creation/Removal, Land Movement, Supply, Land Combat and Guerrilla Steps. Each Major Power completes all these steps during in sequence before the next Major Power commences his sequence. The Major Power taking his sequence and his counters are described as “phasing” during that time and all other Major Powers and their counters are called “non-phasing”. After all Major Powers have completed their sequences, the Conquest Step is simultaneously resolved.

### 7.2 THE DEPOT CREATION/REMOVAL STEP

Major powers may remove any of their depots, destroying any garrisons on a removed depot unless there is an unbesieged friendly controlled city, with the capacity to hold the garrison, in the same area to which they can be transferred. Major powers may *then* purchase and place new depots, up to counter mix limits on the map at any one time, at the cost of \$1 each.

- The same depots may be removed, then placed, etc. any number of times during the course of a game as long as \$1 is paid every time one is placed and the counter mix limits are not exceeded; the *same* depot counter may be removed and then placed elsewhere (at a \$1 cost) during the *same* Depot Creation/Removal Step.
- Client State or Sponsored minor countries use the depots of their controlling Major Power. Kingdoms may construct their own depots, or use those of their controlling Major Player.
- Depots may not be placed in areas containing unbesieged enemy Corps, Guerrillas, Freikorps, Cossacks, Basibozuks (unless an unbesieged Corps of the Major Power placing the depot is also in that area) or in an area which already contains a depot (there is a limit of one depot per area *EXCEPTION*: 7.2.2). Depots may be placed *only* in the following areas:

#### 7.2.1 DEPOT IN A FRIENDLY CITY AREA

A new depot may be placed in an area containing a friendly controlled unbesieged city, in that Major Power's home nation, controlled ceded province, Conquered, Client State or Sponsored, Kingdom or minor country.

#### 7.2.2 DEPOT INSIDE A FRIENDLY PORT OR IN A PORT AREA

A new depot may be placed in an area containing an unblockaded friendly controlled port, provided there exists a friendly unblockaded sea supply source (7.4.3) to the port.

- If such a port is besieged, then the depot is placed in the *port city itself*. This is the only case where the depot is considered to be in a city rather than in the surrounding area.
- This depot allows forces in that port to live off sea supply (rather than besieged supply). Corps must be in the port and not in the land area of in which the port is located.
- An enemy depot could also be placed in the port city's area, while a depot is also in the port city itself. This is the only case where two depots may be located in the same area (one in the city, and one in the surrounding area).
- At the end of a Major Power's Movement Step a depot in a port city is moved into the surrounding area if the city is no longer besieged. If there is already an enemy depot in the surrounding area, the enemy depot is destroyed rather than converted.
- A depot in a port city may be immediately destroyed or converted to a friendly supply depot (if it would then be part of a valid supply chain) and moved into the surrounding area when the forces in the city accept honors of war, surrender, and/or are eliminated.

#### 7.2.3 DEPOTS IN SUPPLY CHAINS

A new depot may be placed within two unblocked areas of an already existing (at the start of that Major Power's movement phase) depot that is part of a valid supply chain, if a Corps of that Major Power or Kingdom commences the

<sup>47</sup> For example: France and Russia are Allied and have declared combined land movement. They could both move in either Russia's place in the sequence, or in France's, if France choose a place in the sequence after Russia.



land phase in the area where the depot is to be placed. The placement of depots is as follows: depot in area – unblocked area – depot in area.

- A “supply source” is any unbesieged controlled city area in a Major Power’s home nation or Client State, Sponsored or Conquered minor country or Kingdom that is unoccupied by enemy forces and that contains a depot.
- A “valid” supply chain is one in which the intervening areas between any of the supply chain’s depots are not blocked by the presence of unbesieged enemy Corps, garrisons, Guerrillas, Cossacks, Basibozuks and/or Freikorps (*EXCEPTION: Garrisons, Guerrillas, Cossacks, Basibozuks and/or Freikorps do not block an area if that area also contains an unbesieged friendly Corps or garrison*).

#### 7.2.3.1 Supply Chain Definition

A “supply chain” is a series of *one* Major Power’s or *one* Kingdom’s depots that are placed no more than two areas apart and lead back to a supply source of that Major Power or Kingdom.

- A valid supply chain may only be traced across sea zones via sea supply (7.4.3). A valid supply chain may be traced across sea crossing arrows unless the surrounding sea zone contains an enemy Fleet(s).
- A valid supply chain may only consist of depots from one Major Power or Kingdom.
- Any portion of a supply chain that is not valid cannot be used for regular supply, although the invalid depots do not have to be removed.

#### 7.2.3.2 Supply Chain Restrictions

- New depots as part of a supply chain may not be placed in a minor country or Kingdom, unless the Major Power is at war with the minor country or Kingdom, or the minor country or Kingdom is either an Ally, Client State, Sponsored or Conquered minor country or Kingdom of that Major Power. Depots may only be placed in the controlled territory (home nation province, controlled ceded province, Ally, Client State, Sponsored or Conquered minor country or Kingdom) of another Major Power if given access permission by, or at war with, or having imposed peace condition C.5 on that Major Power.
- For a Major Power to place a new depot *outside* of its home nation provinces, ceded provinces, Client State, Sponsored or Conquered, minor countries or Kingdoms, an unbesieged Corps of that Major Power must be in that area.
- Depots from different Major Powers, even if Allied, may not combine to form one supply chain (including sea supply).

#### 7.2.4 DEPOTS ON FLEETS

Depots may be placed on Fleets, for the provision of invasion supply (7.4.4).

#### 7.3 THE LAND MOVEMENT STEP

Major powers may move any or all of their Corps, Cossacks, Freikorps, Basibozuks or Guerrillas during their sequence. Client State and Sponsored minor countries and Kingdoms Corps are moved at the same time by the controlling Major Power and are not limited to movement within their minor country or Kingdom (*EXCEPTION: Sponsored minor countries or Kingdoms*, 4.2.5). Movement may be restricted through other Major Powers’ territory (7.3.10). Movement allowances may not be transferred from unit to unit nor may they be accumulated from turn to turn.

##### 7.3.1 PLACING TRIBAL OR FEUDAL CORPS ON THE MAP

Any Tribal or Feudal Corps that is presently off map, and has stood down may be placed back on the map during any later appropriate Land Movement Step.

- A Tribal or Feudal Corps that stands down may only be placed back on the map in any area within its home province or minor country: if that home province or minor country does not contain an unbesieged enemy Corps, *or* is not in revolt, *or* is not controlled by another Major Power.<sup>48</sup>
- A Tribal or Feudal Corps may not move on the same turn it is placed back on the map, other than to reinforce a battle (7.5.2.11).
- It cost no money to place a Tribal or Feudal Corps on the map. The Tribal or Feudal Corps does not have to forage or otherwise pay for supply this turn.
- Tribal or Feudal Corps of Conquered, Influenced, Neutral or Allied minor countries, or ceded provinces may not be placed on the map.

##### 7.3.2 STANDING DOWN TRIBAL OR FEUDAL CORPS

In the Movement Step of the Land Phase, a Major Power controlling Tribal or Feudal Corps may “stand down” (i.e., remove from the map) any or all Tribal or Feudal Corps without altering their army factor strengths.

- A Tribal or Feudal Corps may not stand down if besieged *and* in it’s home province.
- A Feudal Corps must stand down if it’s home province is in revolt (4.3.8 and 4.12).

##### 7.3.3 FEUDAL CORPS IN WINTER

The forces in the Feudal Corps were not typically in the field from September to March. Having such forces away from home would lead to problems and increased threats of revolts for the Ottoman. To reflect this, from October through

<sup>48</sup> For example: The Ottoman has created the Kingdom of the Mamlukes. In the December levy step, the Egyptian Mamluke Cavalry Corps is stood down (removed from the map) and brought up to full strength. In the January Ottoman land movement step, the Mamluke Corps may be placed back on the map inside the Egypt minor country.

February (inclusive), the Ottoman loses “-1” political point if *any* Feudal Corps are not in their home provinces. A maximum of “-1” political point is lost per month. This check is made in the Ottoman Land Movement Step, immediately after the Ottoman has had a chance to stand down the Feudal Corps.

### 7.3.4 GENERAL LAND MOVEMENT RULES

Each land counter has a “movement allowance” consisting of a number of movement “points” that can be expended to enter new areas on the map.

#### 7.3.4.1 Movement Allowances

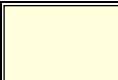









For Corps with an allowed composition of only Cavalry and/or Guards Cavalry, or Freikorps, Basibozuks and Cossacks (in addition the Austrian and British light Infantry Corps, and the Ottoman Nezami Cedid Corps) the movement allowance is “5”. For non-Royalist French Corps (including French Artillery) and non-Royalist French controlled minor country or Kingdom, Client State or Sponsored Corps that are part of the appropriate Kingdom (8.9.1) with their “3” movement allowance number in *parenthesis* the allowance is “4”. All other Corps have an allowance of “3”. Guerrillas have a movement allowance of one *area* (regardless of terrain). All land counters may move a minimum of one area, regardless of movement costs, unless besieged.

#### 7.3.4.2 Force Marching


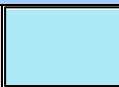

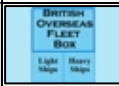
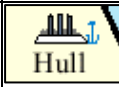


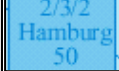
Corps may increase their movement allowance by one movement point by “force marching”., Corps with a movement of “5”, disembarking Corps, Cossacks, Freikorps, Basibozuks and Guerrillas may not force march.

#### 7.3.4.3 Land Movement Costs

Each map area generally costs one movement point from a counter’s movement allowance to enter, although this varies in some areas and weather conditions. The costs of moving (as well as possible combat modifiers) are given on the TERRAIN EFFECTS CHART. Movement costs are all cumulative<sup>49</sup>.

Terrain Effects Chart 7.3.4.3					
Land Units					
		Movement Costs	Combat Effects		
			Casualty Level Modifier	Morale Level Modifier	Pursuit Modifier
Clear		1	0	0	0
Forest		1	-1	0	-1
Mountain		2	-1 attacker only	0	-1
Marsh		2	-1	+1	-2
Desert		1	0	+1	-1
River		+1 (if entering area containing unbesieged enemy corps)		Note river modifications in 7.5.2.7.1	
City		none			
Crossing Arrow		+ number of crossing arrow. See 7.3.4.4			
Land area boundary		(light grey line) Boundary between land areas			
Provincial border		(solid black line) Major Power provincial border			

<sup>49</sup> For example: movement in a clear weather month across a river into a mountain area containing an enemy Corps costs: one movement point to cross the river into an area with an enemy Corps, plus two more movement points since it is a mountain area, for a total of three movement points of the counter’s movement allowance expended.

National border		(solid red or dark pink line) National border	
Naval Units			
Sea Area		1	
Privateer Box		Variable, see each Privateer Box	
British Overseas Fleet Box		4 months, see 5.1.5 and 5.1.6	
Port		1 from adjacent sea area	
Ice Line		impassable in winter, no effect in other months, see 6.5.1.4	
Coastline		no naval movement between areas only connected by coastline	
Blockade Box		1 from adjacent sea area	British trade, Domestic trade and American trade values Port Name and harbor defense value

#### 7.3.4.4 Crossing Arrows

Crossing Arrows are Straits that are narrow enough that troops can cross without utilizing naval transport. These are indicated on the map by dark blue, double arrows. There are two types of crossing arrows, denoted with the number “1” or “2”.

- Crossing arrows are considered not in existence when the weather is not clear (9.3).

##### 7.3.4.4.1 Type 1 Crossing Arrow

These crossings require one movement point for Corps, Cossacks, or Basibozuks to cross. An enemy Fleet in the surrounding sea zone will prevent crossing and interrupt supply chains traced across them, unless friendly Corps and/or garrisons occupy the land area on *both* sides of the arrow. Unless interdicted by an enemy Fleet, these crossing arrows have no other effect on supply lines.

##### 7.3.4.4.2 Type 2 Crossing Arrow

These crossings require two movement points for Corps, Cossacks, or Basibozuks to cross. An enemy Fleet in the surrounding sea zone will prevent crossing and interrupt supply chains traced across them, regardless of the presence of friendly troops in adjacent land areas. Supply may only be traced across this type of crossing if a supply depot is located in both adjacent land areas.

#### 7.3.4.5 Foraging While Moving

Although the rules are covered in the Supply Step, foraging (7.4.1) is performed while Corps are being moved.

#### 7.3.5 LAND MOVEMENT PROCEDURES

- Each counter is moved *individually*.
- A Corps must cease movement when it consumes its movement allowance or when it enters an area containing an unbesieged enemy Corps, or depot garrison, but not if the area contains only Cossacks, Freikorps, Guerrillas and/or city garrisons. When asked (if he has a choice) the non-phasing player must declare whether his Corps and/or garrisons are located in the city or outside. Once this decision is made it applies for the remainder of the phasing player's land movement phase. If the non-phasing player retreats into a city, the phasing player may lay siege and assault the city this month and/or continue moving.
- Cossacks, Basibozuks or Freikorps are not required to cease movement when they enter an area containing enemy forces.
- No counter may be moved into an area that would cost more movement points than the counter has remaining for use (other than a minimum of one area, if not besieged).
- Movement may be ended earlier, there is no requirement to move any counter nor for any counter to expend its full movement allowance.

##### 7.3.5.1 Scandinavian Restrictions

The Swedish Dalarna Corps and the Norway Corps may not leave: Sweden, Finland, Demark and/or Norway.

#### 7.3.6 MOVING INTO CITIES; DETACHING/ABSORBING GARRISONS

During a Major Power's Land Movement Step, any non-Artillery, non-Tribal or non-insurrection Corps may detach factors as garrisons at, or absorb army factors from, depots and/or unbesieged friendly or vacant cities by reducing or increasing its strength, if the capacity is present. There is no movement point cost for doing this.

### 7.3.6.1 Detaching/Absorbing Factors Restrictions

- Land factors may not be detached or absorbed in an area containing enemy Corps outside a city.
- Client State or Sponsored, minor country or Kingdom forces may detach and absorb their non-cavalry factors to and from cities and/or depots anywhere on the map. However, a written record must be kept to ensure the nationality of various “grey” counters and to prevent a minor country or Kingdom from having more than its allowable number of factors on the map at one time.
- Detachments during the movement phase cannot empty a Corps. All Corps must always contain at least one army factor to maintain the Corps counter on the map; Corps counters may be removed only due to elimination in combat or reorganization in the reinforcement phase (5.2.4).
- Although land factors may be detached and absorbed at will (including transfer between Corps) no land factor may be *moved* more than once (i.e. no army factor may be moved in more than one Corps per month).

### 7.3.6.2 Converting Army Factors

Regular Cavalry, Guard Cavalry, Artillery and Guard Infantry factors detached as garrisons *must* be converted to regular Infantry factors when detached as garrisons, and remain so for the remainder of the game.

### 7.3.6.3 Garrison Factors

- Garrison factors can be regular Infantry, and/or Militia factors and/or Islamic Infantry and/or Feudal Infantry, represented by the placement of garrison strength counters of the appropriate strength and type on the city or depot concerned. Each Major Power must use counters of its own color for garrison purposes outside the Major Power’s borders. The gray garrison strength counters must be used for minor country or Kingdoms inside their own borders and may be also be used inside a Major Power’s home nation territory to represent that Major Power’s garrisons if insufficient counters of the appropriate color are available.
- Cossack, Basibozuks, Freikorps and Guerrilla factors may also be used to form all or part of a city or depot garrison.
- Corps may form all or part of a city garrison without detaching army factors, so that any types of army factors in such Corps could also be a city garrison.

### 7.3.6.4 City Garrison Capacities

A city’s *maximum* garrison capacity is five times its supply value (for example, a city with four spires on its map picture, has a supply value of four and may contain up to 20 army factors). A city may also hold any number of leaders, if a Corps is present. (NOTE: leaders may only be moved into a city with Corps counters, they *must* remain there if the city is besieged, even after the Corps counter(s) may be eliminated, until the siege is lifted or captured).

### 7.3.6.5 Depot Garrison Capacity

- A depot’s maximum garrison capacity is 10 army factors.
- All army factors used to garrison a depot must be of the same Major Power or Kingdom as the depot.
- A depot inside a besieged port city does *not* add any garrison capacity to the city; the port city/depot combination has the same capacity as just the city alone.

### 7.3.7 MOVEMENT FROM CITIES

If a phasing Major Power has Corps, Cossacks, Basibozuks, Freikorps and/or Guerrillas inside a city which is *not* being besieged, they may be moved directly out of that city into the area surrounding the city and/or continue normal movement into adjacent areas (If there are enemy Corps in the area surrounding the city the Corps must cease movement as per 7.3.5.). Moving from a city into its area (or vice-versa) expends no movement points.

### 7.3.8 LANDING FROM SHIPS “DISEMBARKING”

- Corps being transported on Fleets at sea (6.5.5) must be “disembarked” into *any* adjacent land area during their Land Movement Step or be eliminated.
- Corps being transported on Fleets that moved into a port must disembark in the port’s area. If the port is under siege, and they will not fit inside the port, the excess Corps are disembarked outside the port, and must fight the besiegers in a trivial combat. Corps may not land in a port without passing through the port’s blockade box.
- When disembarking from Fleets located in a blockade box, Corps are placed in the land area containing that blockade box’s port.
- Disembarking exhausts a Corps’ *entire* movement allowance for all purposes, and counts the same as having crossed a river for purposes of any combat in that area during the current turn.

### 7.3.9 MOVING INTO AN ENEMY DEPOT AREA

- If during movement a Corps, Cossack, Basibozuk, Freikorps or Guerrilla moves into an area containing an *ungarrisoned* enemy depot, it may elect to destroy the depot. If it does destroy the depot, having destroyed the depot counts as having successfully foraged for supply (with no loss) for that one Corps. An alternative to destroying a depot is to convert (remove the enemy depot and replace it with one of the entering Major Power’s depots; there is no money cost for this conversion) it to a friendly depot *if* that would make it a supply source or an extension of a friendly *valid* supply chain.
- If an enemy depot *is garrisoned*, the player controlling the garrison factors has the option of immediately destroying the depot *before* the moving force chooses whether to leave the area (if permissible) or to stay and fight. If the garrison *does not elect* to destroy the depot and the phasing force chooses to stop its movement and fight, the depot may be captured *after* land combat (as above) and destroyed or converted. If the garrison destroys the depot, the garrison will



then surrender *or* if the owner of the garrison desires, all or part (if city cannot hold all; the part not moved to the city will surrender) can be moved to an unbesieged friendly controlled or city with room for the garrison in that same area.

### 7.3.10 FORCES IN OTHER COUNTRIES: ACCESS

“Access” is one Major Power, minor country or Kingdom permitting another Major Power, minor country or Kingdom’s forces to operate in the first Major Power, minor country or Kingdom. There may be limitations on this access.

#### 7.3.10.1 Minor Country or Kingdom Access

For access limitations in minor countries or Kingdoms, refer to 4.2.

#### 7.3.10.2 Major Power Access

A Major Power may only move through another Major Power’s territory; with that Major Power’s permission (called “voluntary access”) *or*, without permission, either using forcible access, *or*, if at war with that Major Power, *or*, if peace condition C.5 applies. Major powers need not be Allied to permit access.

##### 7.3.10.2.1 Voluntary Access Limitations

Voluntary access permission might be limited by specifying only certain provinces through which movement is permitted. “Conditional access” is also possible (for example, access only if at war with a particular Major Power, or any other conditions the player negotiate). This is up to the Major Powers, who are recommended to put the conditions in writing. The Major Power having access *must* obey the conditions set. The Major Power through whose territory access is desired may set any conditions (for example, whether the moving Major Power can leave garrisons, duration of the agreement, build depots, payment for the privilege, etc.).

In the case where *no written* access agreement exists, the terms of the access agreement are considered include:

- Access for any and all Corps, Fleets and factors to any and all home nation provinces, Client, Allied, Conquered or Influenced minor countries and Kingdoms.
- The access lasts until the Major Powers go to war with each other.
- Access does not include the right to detach factors into city or depot garrisons.

##### 7.3.10.2.2 Rescinding Access

Once inside another Major Power’s province or controlled minor country or Kingdom, voluntary access permission to be there may be rescinded. If access is rescinded:

- Further Corps or forces are denied entry.
- Forces of the Major Power that no longer has access, must repatriate forces as per 4.6.8.1
- The Major Power that rescinds access loses “-1” political point, and the Major Power that no longer has access may request that the Major Power that rescinded access break any Alliance between the two Major Powers (additional “-2” political points).

##### 7.3.10.2.3 General Access Rules

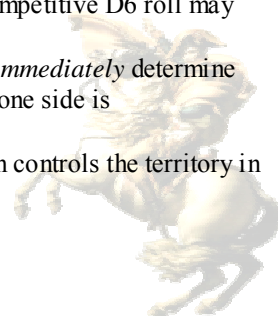
- Neutral forces that previously had access in territory that has changed control (for example, due to: conquest, diplomatic actions or ceding) can be given voluntary access under any new conditions granted by the new controlling Major Power (unconditional access must be given if peace condition C.5 applies between the new involved Major Powers). If no access is given or available, the forces must be handled as with force repatriation following peace (4.6.8.1)
- A depot (without any other forces present) is also subject to the rules of access. Fleets in ports are also subject to the rules of access (if they stay there, not if they leave in the same turn).
- Tracing supply between depots, and between depots and Corps is subject to the rules of access.

##### 7.3.10.2.4 Unconditional Access

Access gained as a peace condition (C.5 on the PEACE CONDITIONS CHART) is “unconditional access,” and no restrictions other than those in peace condition C.5 can be imposed.

#### 7.3.10.3 City Occupation

- The nationality of a city garrison determines who controls the city for *combat purposes*, regardless of the Major Power formally controlling the province, minor country or Kingdom in which the city is located. This procedure is also used to decide control in the case where a port has no garrison, but where there are Corps in the land area associated with the port (6.7.5.1).
- If a city has a garrison consisting of army factors from more than one Major Power, control is with the Major Power formally controlling the province or minor country.
- If no army factors of the Major Power formally controlling the province are present, control for combat purposes can be decided by mutual agreement among the players with army factors present or, if agreement is impossible, by competitive D6 rolls with no modifiers. This determination is made on a monthly basis. A competitive D6 roll may be required in a subsequent month(s) to determine control.
- If garrisons in the same city suddenly find themselves at war because of a declaration of war, *immediately* determine city control by trivial combat between the hostile garrison forces, repeating as necessary until one side is eliminated/broken.
- If there is no garrison, the city is controlled by Major Power, minor country or Kingdom which controls the territory in which the city is located.



#### 7.3.10.4 Neutral Garrisons in Enemy Territory

Neutral garrisons or portions of garrisons (army factors controlled by a Major Power not at war with any of the besieging Corps) in a city belonging to an enemy of a besieging Corps *may* “surrender” as soon as a siege of the city is announced. These surrendered army factors and Corps are automatically “exchanged” and automatically returned to the map as reinforcements during the surrendered forces’ next Army Reinforcement Step. Neutral garrisons are not automatically surrendered. They have the option to either get honors of war (7.5.4.1.2.1) or to *immediately* declare war on the besieger (unless prevented from doing so by an enforced peace).

#### 7.3.10.5 Forced Access

If a Major Power is denied voluntary access or denied desired access conditions, its land forces may still be moved into or through desired areas by using “forced access”.

- Forced access operates under the same restrictions as access through neutral minor countries (7.3.10.1).
- A phasing Major Power loses “-1” political point per month for each other Major Power whose territories (including the Major Power’s controlled minor countries and Kingdoms) it accesses by force. This political point loss escalates, with “-1” lost in the first month, “-2” in the second month, “-3” in the third month, etc.
- A phasing Major Power provides a Casus Bellum (4.4.2) to each other Major Power whose territories (including the Major Power’s controlled minor countries and Kingdoms) it accesses by force.
- The Major Power controlling territory in which forced access occurs may, if desired, immediately declare war and lose the requisite political points for each separate declaration on any or all the Major Powers using forced access in its territory, unless prevented by limitations in 4.4.3. An enforced peace period is *ignored* in this case. This chance to declare war is repeated for each counter that makes forced access. The forces make forced access by: being in, moving into, leaving from or moving in/through territory without access. If war is declared, no Allies may be called by either side.
- A Major Power that is using forced access is still bound by 4.4.3, preventing the Major Power from declaring war on the Major Power through which he is forcing access.
- If a power is giving supply to a Corps from a land depot or using invasion supply, it is the Major Power whose forces receives the supply that is considered to be making forced access, if applicable.

#### 7.3.11 LEADERS AND COMMAND

The leaders in the game represent historical personalities who held commands during the Napoleonic and Revolutionary Wars. All leaders, except NELSON or VILLENEUVE, must always be stacked with a Corps of that Major Power or controlled minor power when on the map (*EXCEPTION: Leader in a besieged city who entered with a Corps factor. This leader will either be captured if the city is captured, or be removed (as in the reinforcement phase) when the siege is lifted*). NELSON or VILLENEUVE must always be stacked with a Fleet(s) of the same Major Power or one of their controlled minor countries or Kingdoms.

A player may not voluntarily cause his leader to become unstacked. Where a leader becomes unstacked due to foraging losses or disbanding, the leader is removed from the board and is returned in any later Army Reinforcement Step (Naval Reinforcement Step for NELSON or VILLENEUVE). Leaders do not need supply and, except for NELSON or VILLENEUVE, may be transported on Fleets only if stacked with a Corps.

NOTE: Throughout the rules, and in the LEADER CHART, leader values are expressed in the format “X-Y-Z Q”; “X” is the strategic rating, “Y” is the tactical rating, “Z” is the maximum Corps rating (“tactical maximum rating”), and “Q” is the seniority rating. A “\*” after the leader ratings indicates a Cavalry leader (7.5.2.10.2.2.1). An “R” after the leader ratings indicates a Royal leader (7.3.11.6).

##### 7.3.11.1 Leaders Who are Commanders

The leader in charge of a force is called the “commander”. If no leader is present, the Corps intrinsic ratings (there intrinsic ratings reflect the abilities of the Corps commanders) of the Corps present is used. Fleets have no intrinsic ratings. These intrinsic strategic and tactical ratings can be found on the reverse of the counters. If no Corps is present, garrisons, Cossacks, Basibozuks, Freikorps and Guerrillas have an intrinsic tactical and strategic rating of “0”.

##### 7.3.11.1.1 Choosing or Determining a Commander

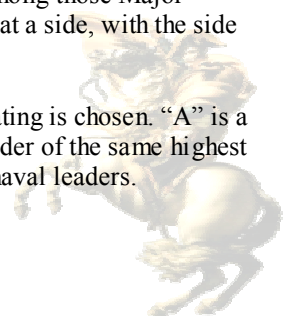
If there is only one leader present on a side at a combat, that leader automatically commands. Otherwise, the commander is determined as follows:

###### 7.3.11.1.1.1 Commanders for Allied Armies

If several leaders are present on the same side at a combat then the leader commanding the entire army must be a leader of the Major Power with the greatest number of controlled Corps present. If there are equal greatest numbers, the Major Power providing the leader may be chosen by the controlling players by mutual agreement from among those Major Powers or by competitive unmodified D6 rolls. This also applies even when no leaders are present at a side, with the side with the greatest number of Corps present using its intrinsic values.

###### 7.3.11.1.1.2 Commanders among other Leaders

If there are several leaders from the side that will command, the leader with the *highest* seniority rating is chosen. “A” is a senior rating to “B”, is a senior rating to “C”, is a senior rating to “D”. If there is more than one leader of the same highest seniority rating, then the controlling player may choose which leader to use. This is also valid for naval leaders.



### 7.3.11.1.1.3 Reinforcing Leaders Taking Command

If a reinforcing leader arrives during a combat, he takes command; if there is currently no leader *or* he is from the same Major Power as the present commander *and* has a higher seniority rating. If these conditions apply then the reinforcing leader *must* take command.

### 7.3.11.1.2 Commander Uses

The commander chosen will be used for all purposes in combats and *only* that leader's strategic and tactical ratings will be used.

#### 7.3.11.1.2.1 Tactical Maximum Ratings

Each leader has a "tactical maximum rating". If commanding *more* Corps than this rating, the leader's *tactical rating* is reduced by "-1".

- All Corps participating in a battle are counted for determining a commander's tactical rating.
- No leader may command more Corps than *twice* his tactical maximum. If additional Corps are present in the location, they do not participate in the battle, but must retreat as per 7.5.2.10.3 if their side is required to do so<sup>50</sup>.
- Corps without a leader are considered to have an intrinsic tactical maximum of "1".

### 7.3.11.2 Corps Leaders

For purposes of combats (although without a leader counter Corps must still attempt to withdraw or reinforce individually), when no leader is available the strategic and tactical ratings on the back of the Corps counter are used (strategic value is located on the top left, tactical on the top right). Minor countries and Kingdoms use the strategic and tactical values of their controlling Major Power. For a multi-Corps force, without a leader present, the commander is decided by mutual agreement or competitive D6 rolls. Since the intrinsic Corps leader for all Corps is assumed to have a tactical maximum rating of "1", only two Corps may participate in combat.

#### 7.3.11.2.1 Tactical Ratings Comparisons

The opposing commanders' tactical ratings (which may be modified if tactical maximum ratings are exceeded) are compared on the COMMANDER CHART, which gives a "0", "+1" or "-1" D6 roll modifier for attacker and defender in a combat round. The tactical rating is calculated round by round (i.e., reinforcements may change the commanders' tactical ratings from round to round).

#### 7.3.11.2.2 Secondary Generals (OPTIONAL)

The above rules focus solely on the commander of a particular stack. Leaders who were not the commander played an important role in battles, and this rule will encourage greater use of such leaders, through providing an alternative method of calculating the "Commander's Tactical Rating".

##### 7.3.11.2.2.1 Calculating the Tactical Rating

For each Corps participating in the battle, a leader counter is designated as its commander, providing a tactical rating for that Corps. If no leader counter is present, the inherent Corp leader's rating is used. The tactical ratings are added up for all Corps, and divided by the number of Corps. To this figure, the tactical rating of the commander is added. The total is divided by two and rounded off, providing the tactical rating for that stack in the battle.<sup>51</sup>

#### 7.3.11.2.3 Commanders for Pursuit

For pursuits, the combat commander is not necessarily the leader used. Any leader with a Cavalry leader symbol may be used to modify the pursuit (7.5.2.10.2) as long as at least one factor of that leader's nationality is pursuing.

### 7.3.11.3 Leader Movement

Leaders may move by spending their entire movement with a Corps (Fleet for NELSON or VILLENEUVE) with which they began the Land or Naval Movement Step. Alternatively, a leader may be retired from the map during the Reinforcement Step (unless in a besieged city; a besieged port city must also be blockaded to prevent a leader's retirement) and then placed with any unbesieged Corps (Fleet for NELSON or VILLENEUVE) of its Major Power, controlled minor countries or Kingdoms in any later Reinforcement Step.

### 7.3.11.4 Leader Capture

When all factors on a side, *or* in a pinning force with which a leader is present, are eliminated by combat that leader is captured by any Major Power on the opposing side of the owning Major Power's choice. If a leader becomes unstacked through losses incurred during besieged supply, the leader is captured by the besieging Major Power of the owning Major Power's choice (if there are multiple besieging Major Powers). Captured leaders must be returned as part of a prisoner exchange or *may* be returned earlier at the option of the capturing Major Power with the leader being placed on the board in any later Reinforcement Step.

<sup>50</sup> For example: if Napoleon, with a tactical maximum rating of "6" and a tactical rating of "5", commands between seven to twelve Corps, the tactical rating is reduced from "5" to "4". He cannot command more than twelve Corps.

<sup>51</sup> For example: There is a battle between three Austrian Corps and four French Corps. The Austrians have the following leaders present: Charles (4-4-6-A), Mack (1-3-4-B) and Johann (1-1-2-B). The Austrian Tactical Rating is "4" + "3" + "1" = 8, divided by "3" (as there are three Corps) = "2.67" + "4" (Charles, the commander's rating) = 6.67 / 2 = 3.33, which is rounded to "3". The French have the following leaders present: Napoleon (5-5-6-A), Murat (2-2-3-B) and Ney (2-4-1-C). The French Tactical Rating is "5" + "2" + "4" + "2" (intrinsic Corps rating) = 13, divided by "4" (as there are four Corps) = "3.25" + "5" (Napoleon, the commander's rating) = 8.25 / 2 = 4.12, which is rounded to "4".

### 7.3.11.5 Leader Casualties

After any field or trivial combat in which leaders are present potential leader casualties are resolved:

- Victorious side, or both sides in the case of a draw, roll 2D6: “2” (a serious wound, leader out of action for 2D6 +7 months), “12” (a minor wound, leader out of action for 1D6 +1 months). If a wound is indicated, roll D6 again, and on a “6” the leader is killed (permanently removed from play)
- Losing side, roll 2D6 for *each* leader present: “2” (a serious wound, leader out of action for 2D6 +7 months), “3” or “11” (leader is captured), “12” (a minor wound, leader out of action for 1D6 +1 months). If a wound is indicated, roll D6 again, and on a “6” the leader is killed (permanently removed from play)

### 7.3.11.6 Royal Leaders

It was deemed important by some royal houses that the monarch and/or members family were present and commanding troops in the field. To reflect this, the following applies:

- Members of a royal house (denoted by an R in the upper left-hand corner of the leader counter) *must* be placed on the map if their nation is at war, and they are not presently on the map<sup>52</sup>.
- An exception to this is the Russian Alexander I leader, who after *losing* his first field combat is exempt from the above restriction.
- If an Ottoman “R” leader and Grand Vizier are stacked together the Ottoman Major Power has an option to pick which one will lead the battle. In either case, political points are gained or lost as though the Royal leader commanded the battle.
- If a Royal leader loses the battle, that Major Power loses “-1” additional political point, if the Royal leader wins the battle, that Major Power gains “+1” additional political point.
- If the Napoleon leader loses a battle, “-2” political points (rather than the “-1”).
- If a Royal leader is killed or captured in battle, that Major Power loses “-1” additional political point.

### 7.3.12 MOVING INTO COMBAT:

#### 7.3.12.1 Enemy Corps in Area

If during movement a Corps moves into an area containing enemy Corps, the Corps *must* cease movement and declare an attack. If enemy Corps declare that they are in a city the phasing Corps may continue movement or stop movement and besiege (7.5.4) or not, as the controlling Major Power desires. If the phasing Major Power decides to besiege the enemy Corps and forages for supply, the foraging D6 roll is not reduced due to unconsumed movement points (7.4.1.2.2).

#### 7.3.12.2 Enemy Cossack, Basibozuk, Freikorps or Depot Garrison in Area

If a Corps *ends* its movement in an area containing an only enemy Cossacks, Basibozuk, Freikorps and/or depot garrison factors it must declare an attack. A Corps may move *through* such an area without stopping or declaring an attack.

### 7.3.13 DECLARATION OF COMBAT AND COMBINED MOVEMENT

To avoid problems when moving into combat the following step sequence *must* be followed whenever moving into an area containing forces controlled by two or more Major Powers when using combined movement (7.1.2).

#### 7.3.13.1 Step One

All Major Power Allies who are using combined movement, although moving in the same Major Power sequence, must decide in which order they will move within this sequence. If agreement cannot be reached, competitive D6 rolls decide.

#### 7.3.13.2 Step Two

The phasing Major Power (the first Ally in the case of combined movement) moves all his forces normally and must declare an attack against all field forces (Corps/garrisons that have not moved into cities, or Cossacks, Basibozuks, Freikorps and/or depot garrisons in the last area entered) with which he is at war, in each area that also contains his field forces.

#### 7.3.13.3 Step Three

Major powers who have field forces in an area in which a combat has been declared against an Ally, *may now declare war* (if not already at war and if not restricted by 4.4.3) on the attacker, losing the appropriate political points (4.4.1; record on the POLITICAL STATUS DISPLAY on the STATUS CARD) per separate declaration of war. No Allies can be called for these declarations of war. These Major Powers are now classed as the “defenders” and fight the combat as *one* force.

#### 7.3.13.4 Step Four

All Major Powers not at war with the attacker (except the attacker and his Allies at war with the defender and factors in cities or on depots) must now leave the area, moving to any adjacent area that, if possible, is closer or at least as close to their source of supply as the area they leave.

#### 7.3.13.5 Step Five

Now the second combined movement ally (if there is one) follows the procedures outlined in Steps Two through Four but may not enter an area containing forces of the first Ally unless it is an area where no attack has been declared or the second Ally is at war with all the defending Major Powers in that area. This Ally now becomes an attacker (joining the first Ally in the attack).

<sup>52</sup> For example: This may lead to a yo-yo effect. A Royal leader of a Major Power at war with another Major Power may be placed on the map in the Army Reinforcement Step of March 1798, removed in the April 1798 Army Reinforcement Step, and then must be placed on the map in the May 1798 Army Reinforcement Step, etc.



### 7.3.13.6 Step Six

Repeat Step 5 until all the combined movement Allies have moved. Now every Ally of the phasing Major Power(s) who is in an area where an attack has been declared and is at war with all the defending Major Powers may stay and participate as an attacker. Otherwise they must leave the area, moving to an adjacent area closer to their sources of supply.

### 7.3.13.7 Step Seven

This will now leave just two forces in every area where an attack has been declared, the attacking force (the original attacker and his Allies) and the defending force (as found in Step Three). Garrison army factors (including those on depots) of a Major Power that is not involved in the combat may remain in the area but are ignored for combat purposes<sup>53</sup>.

## 7.4 THE SUPPLY STEP

Only Corps and besieged forces must be supplied. Leaders and unbesieged Cossacks, Freikorps, Basibozuks, Guerrillas and garrisons do not need supply.

### 7.4.1 FORAGING

“Foraging” represents living off the country. When a Corps ceases movement it may elect (or be forced) to “forage” rather than use depot supply. If it has force marched, *or* is four or more areas from the nearest depot in a friendly valid supply chain, *or* not eligible to use invasion supply, *or* no money is available for depot supply then it *must* forage for supply.

#### 7.4.1.1 Foraging Procedure

A D6 is rolled for *each* foraging Corps as it completes movement (but *after* resolving any 7.3.13 procedures that may be caused by its movement). This D6 roll is modified as below, if any modifiers apply. The modified D6 result is then compared with the forage value of the area with the *lowest* forage value of all the areas passed through or stopped in, not counting the area in which the Corps started (unless the Corps did not move and remained in that area), during its Land Movement Step. If the modified D6 result is equal to or less than this forage value, there is no effect. For *each* modified D6 point above the forage value, the Corps must lose one army factor.

7.4.1 Foraging
<b>Land Area</b>
Base = Lowest forage value of terrain passed through
<b>Modifiers</b>
-1 inside home nation province
-1 per unused movement point
+1 if force marched
+1 for each additional Corps in final forage location (Max -2)
+2 during Winter months
+2 if plunder marker on area
<b>Besieged City</b>
Base = Number of spires of city
<b>Modifiers</b>
+1 for 4-9 factors in city
+2 for 10+ factors in city
-2 for Galley supply 6.2.2.4

#### 7.4.1.2 Foraging Modifiers

When the D6 is rolled for a foraging Corps, the following cumulative modifiers may apply:

##### 7.4.1.2.1 Other Corps in the Area

For *each* other unbesieged Corps in the area it currently occupies, whether that Major Power's or not (including friendly and enemy Corps which have, or have not, already moved during this step), “+1” is added to the result of the D6, up to a maximum of “+2”. NOTE: This does *not* include Corps that leave the area as a result of the 7.3.13 procedures<sup>54</sup>.

##### 7.4.1.2.2 Unused Movement Points

For each movement point the Corps did not use, one is subtracted from the D6.

*EXCEPTION: The D6 is not modified due to unused movement points if the Corps is besieging or planning to besiege enemy forces in the area.*

##### 7.4.1.2.3 Force Marching

If the Corps force marched, “+1” is added to the D6 roll.

##### 7.4.1.2.4 Winter

If it is winter, “+2” is added to the D6 roll unless the Corps is in the “Mediterranean zone” (9.2.3).

##### 7.4.1.2.5 Plunder

If the area where the city is located has a plunder marker on it (7.7.5), “+2” is added to

the D6 roll.

#### 7.4.1.2.6 In Home Nation Provinces

If the Corps did not move into an area outside the Major Power's home nation provinces, or home minor country or Kingdom provinces, for a minor country or Kingdom Corps this turn, and is not now in such an area, “-1” is subtracted from the D6 roll<sup>55</sup>.



<sup>53</sup> For example: Russia and Prussia are allied and have declared combined land movement. Both are at war with France, Prussia is at war with Spain, France is allied with Spain. Russia wisely decides to move first (Step 1), Russia moves Corps into an area that contains French and Spanish Corps and declares an attack (Step 2), Spain decides to declare war on Russia (Step 3), or otherwise would have to retreat from the area (Step 4) and not be able to participate in the battle, now Prussia moves (Step 5, back to Step 2), Corps into the same area and declares that it will attack (Step 2), since it is already at war with Spain, this is valid (Step 5). Combat is now resolved between the participants. However, in the above example, if Prussia had moved first, Russia would not be able to enter the battle, as moving second it cannot enter an area in which it is not at war with all the defending Major Powers in that area.

<sup>54</sup> For example: Two Russian Corps move into the same area. The first moving would receive no modifier, while the second moving would receive a “-1” modifier on the forage attempt due to the other's presence.

<sup>55</sup> For example: a French Corps (four movement points) located in France does not move in its movement phase and decides to forage for supply. The forage value for the area in which it is located is “4”. There are no other Corps present

...NOTE CONTINUED ON NEXT PAGE...

### 7.4.1.3 Foraging Losses

The factor or factors removed for foraging losses may be any in the Corps of the controlling Major Power's choice, with these restrictions:

- Any factors that were part of the Corps during its movement are eligible to be used for forage losses. If possible, forage losses *must* come out of the factors actually in the Corps when movement is completed.
- Corps counters may be removed as a result of forage losses only if *all* factors that were part of the Corps during its movement are lost to foraging. If only one factor remains after foraging losses are removed, that factor *must* be in the Corps and the Corps counter *must* be left on the map<sup>56</sup>.

If all Corps counters in an area are removed due to foraging losses, any leaders with the removed Corps are immediately removed from the map. They may be returned to the map during any later Army Reinforcement Step.

### 7.4.2 REGULAR (DEPOT) SUPPLY

After the movement and foraging of Corps is complete, any Corps or besieged port garrisons which did not forage must now pay for supply. Depot supply, while costing money prevents the chance of army factors being lost. Paying for depot supply is as follows:

#### 7.4.2.1 Paying for Depot Supply

Any Corps in a depot area or that can trace an unblocked route to a depot may use depot supply. Besieged port city garrisons (regardless of size) may also use depot supply. The costs for all Corps are summed and up, that amount then being deducted from that Major Power's current treasury. A Major Power may not use depot supply for a Corps if it doesn't have enough money to pay the cost and such Corps must instead forage for supply.

##### 7.4.2.1.1 Corps Depot Supply

A Corps in the same area as a depot being part of a valid supply chain costs \$.5 to supply. Other Corps up to three unblocked areas away from a depot pay the number of areas they are away from a depot in a valid supply chain in money points<sup>57</sup>.

7.4. 2 Depot Supply
Corps or besieged port city garrisons may use depot supply by paying the following per corps and/or garrison
\$0.5 in depot area
\$1.0 in adjacent area
\$2.0 two unblocked area away
\$3.0 three unblocked areas away
All costs are doubled during winter

##### 7.4.2.1.1.1 Limited Supply per Depot (OPTIONAL)

A depot may supply a maximum of four Corps<sup>58</sup>.

##### 7.4.2.1.2 Besieged Port Garrison Depot Supply

Besieged port city garrisons using sea supply through a depot in the port city cost \$.5 per 10 garrison factors to supply.

##### 7.4.2.1.3 Winter Depot Supply Costs

All supply costs are doubled in winter for Corps or garrisons not within the Mediterranean zone (9.2.3).

##### 7.4.2.2 Allied Depot Supply

Major Powers may have their forces live off the depots and/or supply chains of their Allies or Kingdoms, but those Allies or Kingdoms must pay the costs

involved. Naturally, permission is required for this, with supply being paid for by the Major Power or Kingdom owning the depot at the time it is required.

### 7.4.3 SEA SUPPLY

All or a portion of supply chain can be validly traced across sea zones.

#### 7.4.3.1 Tracing Sea Supply

In order trace supply across sea zones there must be one of a Major Power or Kingdom's depots in *each* of the two friendly controlled ports or port areas between which supply is to be traced. The port which is the supply source or be able to trace a

(no modifier), the Corps did not force march (no modifier), it is not winter (no modifier), the Corps is (and "moved" ) in it's home nation ("-1"), and has four unused movement points ("-4"), net modifier of "-5". A D6 is rolled and the result is "6", which is modified to "1". With the forage value being "4" no losses are taken. Another example, a Russian Corps (three movement points) located in Sweden force marches and must forage for supply. The lowest forage value through which it passed through is "1", the area in which the Corps stops has three Corps already present (" +2"), the Corps force marched (" +1"), it is winter (" +2"), and Sweden is not part of the Russian home nation (no modifier), net modifier (" +5"). A D6 is rolled and the result is "3", which is modified to "8". This is "7" greater than the forage value of "1", and "7" factors are lost.

<sup>56</sup> For example: a Corps with three regular Infantry factors detaches two of these factors into a city in an area passed through and then rolls a loss of two factors while foraging. Since the Corps can only be removed if all factors are lost, the two detached factors would have to be the ones lost. If the Corps had started with five factors, the two forage losses would come out of the Corps (leaving one factor in the Corps) and the two detached factors would remain in their city. If the Corps had started with four factors, one of the forage losses would have to come out of the Corps (leaving one factor in the Corps) and the other loss would have to be one of the detached factors.

<sup>57</sup> For example: a Corps three areas away costs \$3 to supply, two areas \$2, adjacent area \$1, same area \$.5. These values are doubled in winter.

<sup>58</sup> Some groups have problems with "monster stacks". By limiting supply to a maximum of 4 Corps per depot, multiple supply lines will be necessary, and it will become much more difficult to form stacks much larger than 4 Corps.

valid supply chain via depots to a supply source (7.2.3) must contain a Fleet (of any type) of the Major Power or Kingdom and/or an Ally Major Power, minor country or Kingdom. No sea supply is permitted, if either port is blockaded. If these conditions are fulfilled, the ports are valid links in a supply chain. The effect of this is as if the depots were in adjacent areas (regardless of the number of sea zones actually between them) for all purposes including placement of reinforcements.

#### 7.4.3.2 Blocking Sea Supply

Apart from Fleets in the blockade boxes of ports used for sea supply, enemy Fleets do not interrupt a sea supply chain.

#### 7.4.3.3 Dardanelles/Ice Line Supply Effects

- Sea supply may not be traced into or through neither the Dardanelles sea zone without the permission of the Major Power controlling Constantinople (if any) nor into or out of an area north of the ice line during winter months (9.5.1).
- No permission is necessary to trace sea supply through the Dardanelles sea zone if Constantinople is besieged.
- Sea supply may not be traced into or from the Baltic if more enemy Fleets are located in the “S7” (just south of Gothenburg, Sweden) sea zone than friendly ones. Friendly Fleets include those controlled by the Major Power tracing supply, Major power Allies, Kingdoms and Client States.

#### 7.4.4 INVASION SUPPLY

A depot may be constructed on a Fleet, Squadron or Galley Fleet in a sea zone or blockade box and used to provide supply for all Corps which were transported by any Fleets in the same sea zone or blockade box in all adjacent land areas (must be in the same land area as the port in the case of invasion supply from a blockade box) at the normal depot supply money point costs (\$1 normally, \$2 in winter, non-Mediterranean zone). This invasion supply can *only* be used for the supply of “invading” Corps in the turn in which they disembark. Supply for subsequent turns must be either regular depot supply, sea supply or foraging.

A depot built on a Fleet must be that of the same Major Power or Kingdom as the Fleet.

- Invasion supply can only be used if an unblockaded friendly controlled port that is a supply source or contains a depot that is part of a valid supply chain exists from which supply can be traced to the Fleet.
- If the Fleet holding the depot should move for any reason, the depot is immediately destroyed.
- Invasion supply does not allow reinforcements to be placed, nor can it be a link in a chain of supply; it only directly supplies invading Corps in adjacent land areas.
- No more than one depot for invasion supply may be placed in any one sea zone or blockade box for each Major Power.
- The limits of 7.4.3.3 still apply.

#### 7.4.5 BESIEGED SUPPLY

Unless eligible for sea supply, besieged garrisons and Corps *must* check for supply by the foraging method, using the *city* supply value (which equals the number of spires in the city graphic) rather than the forage value of the area containing the city.

- The foraging D6 roll modifiers are not used for besieged supply. Instead, for every *full* five army factors in the besieged city (regardless of whether the factors are part of a Corps or garrison) “+1” is added to the D6, to a maximum of “+2”<sup>59</sup>.
- A Galley Fleet(s) in a port under siege partially negates sea blockade, giving “-2” to all of the defender’s siege supply rolls.
- For each point of the D6 roll over the city supply value, one army factor of the besieged garrison and/or Corps is lost.
- If the city currently has a Plunder marker on it (7.7.5), add “+2” to the D6 roll.
- For losses taken to a city garrison, Cavalry factors must be taken as the first losses if possible.<sup>60</sup>
- If all the besieged army factors are lost, any besieged leaders become the prisoners of the besiegers and the besieging forces *may* immediately enter the city (with Corps or detaching a garrison)
- If the besieged force contains a Corps, or is in a fortress (has one or more fleches) or is a capital city (red), and starves to death, the besieging force gains “+1” political point.

##### 7.4.5.1 Besieging Forces

Besieging forces may live off regular supply or forage.

- If they forage they are considered to have spent their *full* movement allowance before rolling for supply, and use the area supply value and normal modifiers. This occurs even if it is the first turn of the siege.
- If forces that they are besieging are eliminated and the city becomes vacant, they may immediately detach factors into the city, or move into the city if enemy forces move into the area in subsequent movement phases.

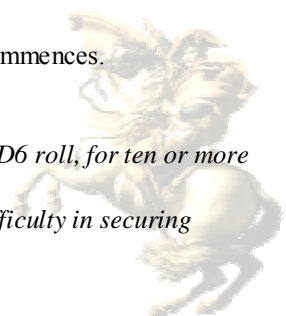
#### 7.5 THE LAND COMBAT STEP

At the end of all movement and supply in a Major Power’s sequence the land combat procedure commences.



<sup>59</sup> For example: a city with between five and nine factors garrison would have “+1” added to the D6 roll, for ten or more factors “+2”.

<sup>60</sup> Hungry people in city + big animals = lots of hamburger. The horses would also have great difficulty in securing fodder and would likely be the first to die regardless.



### 7.5.1 GENERAL RULES OF LAND COMBAT

If at the end of all movement of the phasing Major Power, enemy forces (excluding Guerrillas (7.6.3)) occupy the same area as its Corps, Freikorps, Basibozuks or Cossacks, the phasing Major Power *must* attack in those areas. The phasing side is the “attacker” and the non-phasing side is the “defender.”

#### 7.5.1.1 Defender Retirement into City

Any forces or portion of forces upon whom an attack is declared may immediately retire into any friendly controlled or vacant, and unbesieged city in that area but not so as to exceed that city’s garrison capacity.

- If there are several defending Major Powers wishing to retire into the city than an agreement must be reached on who shall retire into the city. If no agreement can be reached, then *none* may retire.
- If they *all* do so retire, the attackers may, if desired, commence a siege.
- If any portion of a defending force does not retire into a city, the attack continues against that portion.

A city must be able to hold all of the factors of *entire* Corps that move in (plus any other factors that may be in or moved into the city), for a Corps to be permitted to retire into a city.

#### 7.5.1.2 Who May Participate in Land Combats

All Corps, Cossacks, Basibozuks, Freikorps, depot garrisons, and *attacking* Guerrillas in an area participate in field or trivial combat in the area. Forces inside cities are not included, unless they desire to be, in field or trivial combat (they may otherwise attack or be attacked via siege combat, see 7.5.4.1).

#### 7.5.1.3 General Sequence of Land Combats

All field and/or trivial combats may be resolved in *any order* at the phasing Major Power’s choice. After a combat is completed, the phasing Major Power’s forces may immediately occupy and/or detach factors to occupy any friendly-controlled or vacant city in the area subject to usual restrictions. The phasing Major Power’s forces *then* conduct all siege combats (this can include forces which just took part in a field or trivial combat, 7.5.4) in any desired order.

#### 7.5.1.4 Destruction of Depots Before Combat

Defending Corps or depot garrisons (including Cossacks, Basibozuks or Freikorps) may destroy their own or Allied depots (with the owners permission) before selecting chits.

#### 7.5.1.5 Surrender

A defender in battle may surrender all of his forces prior to a field battle. Ottoman and Spanish forces inside their home nation may not surrender before combat. Ottoman Feudal factors that surrender are eliminated instead. Victory points are calculated as per 7.5.2.10.1.3

### 7.5.2 FIELD COMBAT PROCEDURE

Field combats simulate open-field battles. Individual field combats may be resolved in any order determined by the phasing Major Power, and may be intermixed with trivial combats. A combat in one area must be completed before commencing another combat. Each individual field combat occurs in the following order:

#### 7.5.2.1 Step One: Selection of Chits

Both Major Powers select an Operational Possibilities chit. There are different chits for the attacker (gray) and the defender (white). An outflank or envelop chit may be chosen only if a force consists of at least two non-Artillery Corps *and* has a leader counter.

#### 7.5.2.2 Step Two: Outflank/Envelop Announcement

Each Major Power declares whether or not he has picked the outflank or envelop chit. If both Major Powers, or neither Major Power picked the outflank or envelop chit, or if the attacking Major Power picked the outflank or envelop chit and the defending Major Power picked the cordon chit skip Step Three and go directly to Step Four.

#### 7.5.2.3 Step Three: Dividing an Outflanking Force

The Major Power who picked the outflank or envelop chit must divide his forces (by Corps) into a “pinning” and an “outflanking” force.

##### 7.5.2.3.1 Pinning Force Composition

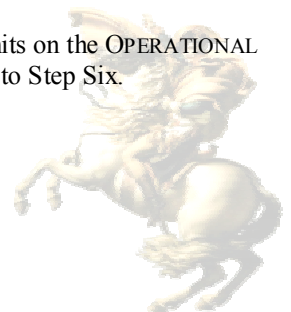
The Major Power designates part of his force (organized in Corps, at least one non-Artillery Corps plus *all* leaders, Artillery Corps, attacking garrison factors, and Guerrillas) as the “pinning force” before the other side reveals its tactical chit; *only* these forces will fight until the arrival of the outflanking/ enveloping force.

##### 7.5.2.3.2 Outflanking/Enveloping Force Composition

The rest, comprising of at least one Corps plus all Cossacks, Basibozuks and/or Freikorps, are considered to be “moving around the flank” and are not included for combat purposes (which includes Cavalry superiority, 7.5.2.9.2) until they “arrive.” *EXCEPTION: They are included for determination of the base morale levels (see 7.5.2.5.2).* The outflanking forces are also included when counting the total number of Corps in the stack (see 7.3.11.1.2.1).

#### 7.5.2.4 Step Four: Reveal Chits

Both Major Powers now reveal their chosen chits, and cross-index their operational possibilities chits on the OPERATIONAL POSSIBILITIES CHART. If the defender did not choose “Withdrawal”, skip Step Five and go directly to Step Six.





7.5.2.4 Operational Possibilities Chart

		ATTACKER						
		Outflank	Assault	Escalated Assault	Echelon	Probe	Envelop	Bombard
DEFENDER	Outflank	<u>A 1-2 1-4 2-4</u> <u>D 1-2 1-4 2-4</u> <u>A 2-3 3-2 3-2</u> <u>D 2-3 3-2 3-2</u> (AC)	<u>A 2-3 3-3 3-3</u> <u>D 2-1 2-1 2-2</u> <u>A 3-1 3-1</u> <u>D 4-4 4-4</u> (B)	<u>A 3-3 4-3 3-3</u> <u>D 3-1 3-1 3-2</u> <u>A 4-1 4-1</u> <u>D 5-4 5-4</u> (B)	<u>A 2-1 3-1 3-2</u> <u>D 2-1 2-1 2-1</u> <u>A 2-1 1-1</u> <u>D 3-1 3-4</u> (B)	<u>A 2-1 4-2 4-3</u> <u>D 2-1 2-1 1-1</u> <u>A 4-2 4-2</u> <u>D 2-3 2-2</u> (B)	<u>A 2-3 3-3 3-3</u> <u>D 2-3 3-2 3-2</u> (C)	<u>A 2-1 3-1 4-2</u> <u>D 1-1 2-1 3-1</u> <u>A 1-1 1-1</u> <u>D 3-4 5-5</u> (BK)
	Counter Attack	<u>A 2-1 2-1 2-2</u> <u>D 2-3 3-3 3-3</u> <u>A 4-4 4-4</u> <u>D 3-1 3-1</u> (B)	<u>A 3-1 4-2 3-2</u> <u>D 3-1 4-2 3-2</u> (D)	<u>A 4-1 5-2 4-2</u> <u>D 4-1 5-2 4-2</u> (D)	<u>A 1-2 3-4 2-4</u> <u>D 3-1 4-1 2-1</u>	<u>A 1-1 1-3 2-2</u> <u>D 3-2 3-2 4-2</u>	<u>A 1-1 1-1 1-2</u> <u>D 2-3 3-4 3-4</u> <u>A 4-4 5-5</u> <u>D 4-1 3-1</u> (B)	<u>A 4-1 4-2 4-3</u> <u>D 4-1 3-1 2-1</u> (J)
	Escalated Counter Attack	<u>A 3-1 3-1 3-2</u> <u>D 3-3 4-3 4-3</u> <u>A 5-4 5-4</u> <u>D 4-1 4-1</u> (B)	<u>A 4-1 5-2 4-2</u> <u>D 4-1 5-2 4-2</u> (D)	<u>A 5-1 5-2 5-2</u> <u>D 5-1 5-2 5-2</u> (D)	<u>A 2-2 4-4 3-4</u> <u>D 4-1 5-1 3-1</u>	<u>A 2-1 2-3 3-2</u> <u>D 4-2 4-2 5-2</u>	<u>A 1-1 1-1 1-2</u> <u>D 3-3 4-4 4-4</u> <u>A 5-5 5-5</u> <u>D 4-1 3-1</u> (B)	<u>A 4-1 5-2 5-3</u> <u>D 5-1 3-1 2-1</u> (J)
	Cordon	<u>A 2-1 3-1 2-1</u> <u>D 3-2 4-2 4-3</u> (C)	<u>A 4-1 4-3 4-1</u> <u>D 2-1 2-1 3-1</u> <u>A 4-1 4-2 4-1</u> <u>D 2-1 3-1 4-1</u> (E)	<u>A 5-1 5-3 5-1</u> <u>D 3-1 3-1 4-1</u> <u>A 5-1 5-2 5-1</u> <u>D 3-1 4-1 5-1</u> (E)	<u>A 2-1 3-1 4-1</u> <u>D 3-1 4-2 4-3</u> <u>A 2-1 3-1 3-1</u> <u>D 4-1 4-2 4-3</u> (EI)	<u>A 1-1 4-2 4-2</u> <u>D 1-2 2-1 3-1</u> <u>A 1-1 4-1 4-1</u> <u>D 1-2 3-1 3-1</u> (E)	<u>A 3-1 3-1 2-1</u> <u>D 4-2 5-2 5-3</u> (C)	<u>A 2-1 2-1 2-1</u> <u>D 2-2 2-2 2-2</u>
	Withdrawal	<u>A 2-2 3-4 3-4</u> <u>D 1-1 1-1 1-1</u> (BGH)	<u>A 4-2 4-2 4-3</u> <u>D 1-1 1-1 1-1</u> (G)	<u>A 5-2 5-2 5-3</u> <u>D 1-1 1-1 1-1</u> (GJ)	<u>A 3-1 3-2 3-3</u> <u>D 1-1 1-1 2-1</u> (GK)	(L)	<u>A 1-2 3-4 4-5</u> <u>D 1-1 1-1 1-1</u> (BGH)	(L)
	Defend	<u>A 2-1 3-1 3-1</u> <u>D 3-1 4-1 4-2</u> <u>A 2-4 4-4</u> <u>D 1-1 1-1</u> (B)	<u>A 3-1 3-1 2-1</u> <u>D 4-1 4-2 4-3</u> (FO)	<u>A 3-1 3-1 2-1</u> <u>D 5-1 5-2 5-3</u> (FO)	<u>A 1-3 2-3 2-4</u> <u>D 4-1 3-1 2-1</u>	<u>A 1-1 3-1 3-3</u> <u>D 3-2 3-1 2-1</u> (FO)	<u>A 2-1 2-1 2-1</u> <u>D 3-1 4-1 4-2</u> <u>A 3-4 5-4</u> <u>D 1-1 1-1</u> (B)	<u>A 1-1 1-1 1-1</u> <u>D 1-1 1-1 1-1</u>
	Envelop	<u>A 2-3 3-2 3-2</u> <u>D 2-3 3-3 3-3</u> (C)	<u>A 2-3 3-4 3-4</u> <u>D 1-1 1-1 1-2</u> <u>A 3-1 3-1</u> <u>D 4-4 5-5</u> (B)	<u>A 2-2 4-4 4-4</u> <u>D 1-1 2-1 2-2</u> <u>A 4-1 4-1</u> <u>D 5-5 5-5</u> (B)	<u>A 2-2 3-2 3-3</u> <u>D 2-1 2-1 2-1</u> <u>A 2-2 2-2</u> <u>D 4-2 4-4</u> (B)	<u>A 2-1 4-2 3-3</u> <u>D 2-1 1-1 1-1</u> <u>A 4-2 5-3</u> <u>D 3-3 3-2</u> (B)	<u>A 2-4 3-3 2-2</u> <u>D 2-4 3-3 2-2</u> (C)	<u>A 3-1 4-1 4-2</u> <u>D 2-1 2-1 2-1</u> <u>A 1-1 1-1</u> <u>D 3-4 5-4</u> (B)
	Counter Echelon	<u>A 2-1 2-1 2-1</u> <u>D 2-1 3-1 3-2</u> <u>A 3-3 3-4</u> <u>D 2-1 1-1</u> (B)	<u>A 3-1 4-1 2-1</u> <u>D 1-2 3-4 2-4</u>	<u>A 4-1 5-1 3-1</u> <u>D 2-2 4-4 3-4</u>	<u>A 1-3 2-3 3-3</u> <u>D 1-3 2-3 3-3</u>	<u>A 1-1 3-2 4-3</u> <u>D 1-2 2-1 4-1</u>	<u>A 2-1 2-1 2-1</u> <u>D 2-2 3-2 3-3</u> <u>A 4-2 4-4</u> <u>D 2-2 2-2</u> (B)	<u>A 4-2 3-2 2-2</u> <u>D 1-2 3-2 2-2</u>
	Flexible Defense	<u>A 2-1 2-1 1-1</u> <u>D 2-1 4-2 2-3</u> <u>A 2-3 2-2</u> <u>D 4-2 3-3</u> (B)	<u>A 3-2 3-2 4-2</u> <u>D 1-1 1-3 2-2</u>	<u>A 4-2 4-2 5-2</u> <u>D 2-1 2-3 3-2</u>	<u>A 2-3 3-2 4-1</u> <u>D 1-1 3-2 4-3</u>	<u>A 1-1 2-3 3-2</u> <u>D 1-1 1-2 3-2</u>	<u>A 2-1 1-1 1-1</u> <u>D 2-1 4-2 3-3</u> <u>A 3-3 3-2</u> <u>D 4-2 4-3</u> (B)	<u>A 3-2 3-1 2-1</u> <u>D 1-1 3-1 3-3</u>

**Modifiers to the OPERATIONAL POSSIBILITIES CHART:**

Forest: The casualty level is reduced by -1 for both sides Mountain: The attacker's casualty level is reduced by -1

Desert: The morale level is increased by +1 for both sides Marsh: The casualty level is reduced by -1, and the morale level

**Notes to the OPERATIONAL POSSIBILITIES CHART:**

(A) Use the upper numbers on a roll of 1-3, and the lower numbers on a roll of 4-6. (1-3 represents a turning battle where outflanks were on opposite wings, 4-6 represents a meeting engagement between the flanking forces.)

(B) Outflanking/Enveloping force arrives if D6 less than or equal to Strategic Rating. -1 to Strategic Rating for forest mountain or marsh, +2 to Strategic Rating for after the second round. Outflanking/Enveloping force must separate into pinning and outflanking forces. Use top table until outflank/envelop arrives and bottom table thereafter.

(C) Do not separate into pinning and outflanking forces.

(D) +1.0 final morale to a force if its commander is Ottoman, and over half the force is Ottoman.

(E) Use lower table if the attack is across a river, upper table otherwise.

(F) +1.0 final morale for defender if commander is Russian, and over half the force is Russian.

(G) Throw D6  $\leq$  Strategic Rating to withdraw, +1 to Strategic Rating if the defender is all cavalry and the attacker is not.

(H) +1 to defender Strategic Rating. Battle ends (defender withdrawals) after first round if outflank doesn't arrive.

(I) +1 to defender's die rolls if commander is Austrian and over half the force is Austrian.

(J) Leader's Tactical ratings are ignored.

(K) +1 to defender's Strategic Rating.

(L) automatic withdrawal, no battle.

**7.5.2.5 Step Five: Resolve Withdrawals****7.5.2.5.1 Withdrawal Procedure**

If a defending Major Power has picked the "Withdrawal" tactical chit, he dices to determine if he successfully withdraws. To be successful the D6 roll must be less than or equal to the defender's strategic rating.

- If the attacking side has chosen either the "Probe" or "Bombard" tactical chit, the withdrawal is *automatically* successful, and no D6 roll is necessary.
- If some other chit has been chosen by the attacker, then the defending Major Power rolls a D6, comparing the result to his commander's strategic rating (see 7.3.11.1.1 for determining a commander). If he has no leader counter as a commander, each Corps must be rolled for separately, comparing the roll to its intrinsic strategic rating. These strategic ratings may be modified by notes on the OPERATIONAL POSSIBILITIES CHART on the CHART CARD. If the side attempting to withdraw has cavalry superiority (7.5.2.9.2), it gains "+1" to the commander's strategic rating. If the attacking side has cavalry superiority (7.5.2.9.2), "-1" to the commander attempting to withdraw strategic rating
- Cossacks, Basibozuks and Freikorps that are with Corps attempting to withdrawal may attempt to withdrawal separately using the rules in 7.5.2.5.1.1 for their withdrawal. Guerrillas do not need to withdraw. Also, see 7.5.2.12.2 for withdrawing from an outflanking force that fails to arrive.
- Each Corps which withdrawals is retreated by the method given in Retreat after Combat (7.5.2.10.3), with the exception that the retreat is conducted by the Major Power controlling the retreating forces. There is no pursuit. If any Corps, depot garrison and/or Cossack, Basibozuks and/or Freikorps remain, the combat is fought on the combat tables found on the OPERATIONAL POSSIBILITIES CHART.

**7.5.2.5.1.1 Cavalry Withdrawals**

A defending Corps with "5" movement points stacked alone or only with other Corps with "5" movement points and/or Cossacks, Basibozuks and/or Freikorps has a minimum strategic rating of "4" for withdrawal purposes only, regardless of whether a leader is present, or uses the leader's strategic rating if greater than "4". This rule does not apply if the attacker's force is also comprised solely of Corps with "5" movement points and/or Cossacks, Basibozuks and/or Freikorps.

**7.5.2.5.2 Withdrawal Avoids Battle**

If the entire force *does* withdraw, skip Steps Six through Thirteen and go directly to Step Fourteen. There is no political point gain or loss following a successful withdrawal.

**7.5.2.6 Step Six: Reveal Forces and Morale Levels**

Both Major Powers reveal their forces and determine their final morale levels.

**7.5.2.6.1 Determining Morale Levels**

Morale levels represent a force's "morale", and the higher the number the better. "Base morale levels" indicate morale at the start of the battle. Refer to the appropriate NATIONAL CARD, and any Campaign specific rules.

**7.5.2.6.1.1 Calculation Method**

The base morale level is calculated by adding up the products of the number of army factors having the same morale value, and dividing this total by the total number of army factors and rounding off to the nearest tenth of a point. The morale values for each type of troop is indicated on the back of the Corps counters, though this should act only as a guideline, with the actual value confirmed by the Campaign rules or NATIONAL CARD<sup>61</sup>.

<sup>61</sup> For example: if a force of 51 army factors has 21 factors at morale "3.0", 20 factors at morale "4.0" and 10 factors at morale "5.0" this is calculated by;  $(21 \times 3) + (20 \times 4) + (10 \times 5) = 193 / 51 \text{ factors} = 3.784$  which rounds to a base morale level of "3.8".

#### 7.5.2.6.1.1.1 Home Nation Bonus

The following minor country Corps receive “+1.0” to their morale when engaged in field battles in their home nation: Chechnya, Circassia, Georgia and Imeretia.

#### 7.5.2.6.2 Final Morale Levels

The “final morale level” for each “day” is the base morale level “-0.5” for each succeeding day of the combat after the first and any modifiers indicated on the OPERATIONAL POSSIBILITIES CHART on the CHART CARD<sup>62</sup>. The final morale level is the point at which the force will break.

#### 7.5.2.6.3 Reveal Forces

Both sides simultaneously reveal Corps identities, the exact size and composition of their forces and their final morale levels. If the odds are five to one or greater in favor of the attacker, the attacker *may* demand to resolve the combat as a trivial combat (see 7.5.3), disregarding any tactical chits selected.

#### 7.5.2.7 Step Seven: Find Combat Tables

The OPERATIONAL POSSIBILITIES CHART refers each Major Power to a series of three sets of combat tables on the COMBAT RESOLUTION CHART (both on the CHART CARD). One combat table is used per Major Power per “round” for the three rounds for which a combat “day” lasts. The attacker uses those tables designated by “Attacker” along the top of the OPERATIONAL POSSIBILITIES CHART, the defender uses those tables designated by “Defender” down the side of the chart<sup>63</sup>. Each combat table is identified by two numbers (i.e. “3-1”). The first number represents the “casualty level” and the second number represents the “morale level” of the combat table and these levels are cross-indexed on the COMBAT RESOLUTION CHART to find the combat table used for a round of combat<sup>64</sup>.

#### 7.5.2.7.1 River Crossing Combat Tables

If *any* of the attacking forces have crossed a river, a crossing arrow and/or disembarked from at sea to enter the combat area then the river sections (found only in the “cordon” line) of the OPERATIONAL POSSIBILITIES CHART are used where appropriate for the *first* day of combat. If combat continues into a second day, then the normal sections are used.

#### 7.5.2.7.2 Outflanking/Enveloping Tables to use

Until the outflanking or enveloping force “arrives”, the top set of combat resolution tables on the OPERATIONAL POSSIBILITIES CHART are used, with the percentage losses caused by the outflanking or enveloping side being based on the pinning force army factors only. Once the outflanking or enveloping force has arrived, the lower set of combat resolution tables are used with *each* army factor in the outflanking or enveloping army factors of the force counting as *two* army factors for the purpose of determining inflicted percentage losses<sup>65</sup>.

#### 7.5.2.7.3 Combat Table Modifiers

These combat table numbers may be modified by terrain effects in the area where a field combat occurs, although the casualty and morale level numbers may never be modified above “5” nor below “1”, regardless of the modifiers that apply. If an effect calls for a table to be shifted beyond this level, the effect is ignored<sup>66</sup>. These modifiers are:

##### 7.5.2.7.3.1 Forest Modifiers

In forest areas the *casualty level* is decreased by “-1” for both sides<sup>67</sup>.

##### 7.5.2.7.3.2 Mountain Modifiers

In mountain areas the *attacker’s casualty level* is reduced by “-1”<sup>68</sup>.

##### 7.5.2.7.3.3 Desert Modifiers

In desert areas the *morale level* is increased by “+1” for both sides<sup>69</sup>.

##### 7.5.2.7.3.4 Marsh Modifiers

In marsh areas the *casualty level* is decreased by “-1” and the *morale level* is increased by “+1” for both sides.<sup>70</sup>



<sup>62</sup> For example: a force with a base morale level of “3.2” will also use that figure for its final morale level on the first day of a combat. On the second day of a combat, the final morale level will be “3.2” - “0.5” = “2.7”.

<sup>63</sup> For example: if the attacker selected the echelon chit and the defender selected the counterattack chit the attacker’s combat tables would be “1-2” (first round), “3-4” (second round) and “2-4” (third round) and the defender’s combat tables would be “3-1”, “4-1” and “2-1” respectively.

<sup>64</sup> For example: the “1-5” combat table is the one located in the lower left-hand corner of the Combat Resolution Chart.

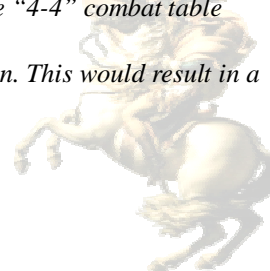
<sup>65</sup> For example: an outflanking attacker has a pinning force of 20 factors with a 10 factor outflanking force and faces a defender who chose the counterattack operational possibilities chit. In the first combat round, the attacker would have 20 factors on the “2-1” combat table and the defender would use all defending factors on the “2-3” combat table. Assume that the attacker loses 4 factors in the first combat round and that the outflanking forces arrive at the beginning of the second combat round. For the second combat round, the attacker would have 16 factors (left from the pinning force) plus two times 10 factors in the outflanking force, for a total attacking force treated as 36 factors on the “4-4” combat table and the defender would use all surviving defending factors on the “3-1” combat table.

<sup>66</sup> For example: the combat table to be used is the “1-1” table, though the battle is in marsh terrain. This would result in a shift to the “1-2” table, as the casualty level can not be lowered below one.

<sup>67</sup> For example: combat table “2-2” becomes “1-2”.

<sup>68</sup> For example: the combat table “2-2” becomes “1-2” for the attacker.

<sup>69</sup> For example: the combat table “2-2” becomes “2-3”.



### 7.5.2.8 Step Eight-Guard and Artillery use (OPTIONAL)

Guard commitment and Artillery bombardments, now take place in the order Guard commitment followed by Artillery bombardment, if relevant.

#### 7.5.2.8.1 Guard Commitment

Before the resolution of a combat round commences, a Major Power with Corps containing Guard and/or Guard Cavalry factors in the battle, may choose to “commit the Guard” and announces that this is being done. If a force includes such Corps of two or more Major Powers, only *one* Corps may be used for this purpose. A Major Power may do this only once per day of combat.

- If both sides have Corps containing Guard and/or Guard Cavalry factors and a leader of the same nationality, the decision to commit or not and (if applicable) the number of morale levels of the shift must be written down by both side's Major Powers at the start of every combat round and revealed simultaneously.
- The effect of committing the Guard is to increase the morale level used on the Combat Resolution Table by “+1” or “+2”<sup>71</sup>.
- Only France or Russian may be attempt to increase the morale level by “+2”. Austria, France, Poland (when a Major Power), the Ottoman, Prussia or Russia may attempt increase the morale level by “+1”. Despite these minimums, all available Guard and Guard Cavalry factors of a nationality in the battle are committed. Guard or Guard Cavalry factors of other Major Powers are *not* be committed.
- The Major Power who commits his Guard then consults the GUARD COMMITMENT TABLE on the CHART CARD and rolls a D6. The D6 roll is cross-referenced with the column showing the number of morale levels shifted. The result is the number of Guard factors (Guard and/or Guard Cavalry) *automatically* and immediately lost (in addition to any that may be lost during the coming combat round).
- The Major Power who commits his Guard must appoint a leader of the same nationality as the committed guards. This leader then immediately rolls for leader casualty (7.3.11.5), as though on the losing side. This leader may be the overall battle commander. If the overall battle commander is killed or captured, another leader may take command, according to the rules for selecting a commander (7.3.11.1). Regardless if the leader is killed, captured or wounded, the commitment proceeds as normal.
- If at least one Guard factor of the committed nationality is left, then the combat round proceeds, with the modified morale level. The lost Guard factors do not participate in the combat round. If *all* committed Guard factors were lost, then the committing side is automatically considered to break without fighting that combat round (although the opposing side still fights).
- If at least one Guard factor survives and the combat round is fought with the modified morale level, the other side *must* be broken during that combat round or the side that committed the Guard is automatically considered to have broken.

#### 7.5.2.8.2 Artillery Corps

The French and Russian Major Powers each have the use of an Artillery Corps in some Campaigns. These have special uses during field combats and trivial combats. These special uses do not apply during siege assault resolution or defender attacks.

- In every combat round the Artillery may be used to “bombard” before normal combat is resolved, the casualties inflicted by bombardment taking no part in later combat. If both sides possess Artillery, the bombardment losses are considered to be determined simultaneously.
- Artillery bombardment inflicts *only* casualties; it has no effect on morale (ignore morale losses when doing an Artillery bombardment).
- Artillery always bombards using the “5-5” table, irrespective of the tables being used for the normal combat round. Artillery bombardment is unaffected by any terrain other than marsh; there can be no bombardment in marsh terrain, although the Artillery factors still participate in normal combat. If a side conducting Artillery bombardment has cavalry superiority (7.5.2.9.2), add “+1” to the roll.
- Artillery also takes part during the normal combat round (i.e., when used for bombardment it effectively gets to fight twice).
- If at any time during a combat round a side (or the pinning force of a side) consists of *only* Artillery factors, that side is automatically considered to break.

#### 7.5.2.9 Step Nine: Combat Resolution

The opposing Major Powers roll a D6 each, and cross grid their modified rolls on their respective combat tables on the COMBAT RESOLUTION CHART for each round, applying the result. Combat is considered to be conducted *simultaneously* with both forces taking losses at the same time, in the same combat round.

7.5.2.8.1 Guard Commitment		
Die Roll	Morale Lvl Shift	
	+1	+2
1	0	1
2	0	1
3	1	2
4	1	2
5	2	3
6	2	4

<sup>70</sup> For example: the combat table “2-2” becomes “1-3”.

<sup>71</sup> For example: the “3-2” combat table becomes the “3-3” (increased by +1) or “3-4” (increased by +2) combat table.



7.5.2.9 Combat Resolution Chart											
Casualty Level											
Morale Level	Die Roll	1		2		3		4		5	
		%LS	MRLS	%LS	MRLS	%LS	MRLS	%LS	MRLS	%LS	MRLS
1	0	0	0.0	0	0.0	0	0.0	0	0.0	%5	-0.1
	1	0	0.0	0	0.0	0	0.0	%5	-0.2	%5	-0.3
	2	0	0.0	0	0.0	%5	-0.2	%5	-0.4	%10	-0.6
	3	0	0.0	%5	-0.2	%5	-0.5	%10	-0.7	%10	-1.0
	4	0	-0.2	%5	-0.5	%10	-0.8	%10	-1.0	%15	-1.4
	5	%5	-0.4	%5	-0.8	%10	-1.1	%15	-1.4	%15	-1.8
	6	%5	-0.6	%10	-1.1	%10	-1.5	%15	-1.9	%15	-2.2
	7	%5	-0.8	%10	-1.4	%15	-1.9	%15	-2.4	%20	-2.6
2	0	0	0.0	0	0.0	0	-0.1	0	-0.4	%5	-0.5
	1	0	0.0	0	-0.2	%5	-0.3	%5	-0.7	%10	-0.8
	2	0	-0.2	%5	-0.4	%5	-0.6	%5	-1.0	%10	-1.1
	3	0	-0.5	%5	-0.7	%5	-1.0	%10	-1.3	%10	-1.4
	4	%5	-0.8	%5	-1.0	%10	-1.4	%15	-1.6	%15	-1.8
	5	%5	-1.1	%10	-1.4	%10	-1.8	%15	-1.9	%15	-2.3
	6	%5	-1.5	%10	-1.9	%15	-2.2	%15	-2.3	%20	-2.8
	7	%10	-1.9	%10	-2.4	%15	-2.6	%20	-2.8	%20	-3.3
3	0	0	0.0	0	-0.3	0	-0.5	%5	-0.8	%5	-0.9
	1	0	-0.3	0	-0.5	%5	-0.8	%5	-1.0	%10	-1.1
	2	0	-0.6	%5	-0.8	%5	-1.1	%10	-1.3	%10	-1.4
	3	%5	-0.9	%5	-1.1	%10	-1.4	%10	-1.6	%15	-1.8
	4	%5	-1.3	%10	-1.5	%10	-1.8	%15	-2.0	%15	-2.3
	5	%5	-1.8	%10	-2.0	%15	-2.3	%15	-2.5	%20	-2.9
	6	%10	-2.3	%10	-2.6	%15	-2.8	%15	-3.1	%20	-3.5
	7	%10	-2.8	%15	-3.2	%15	-3.3	%20	-3.7	%20	-4.1
4	0	0	-0.4	0	-0.6	%5	-0.9	%5	-1.1	%5	-1.3
	1	0	-0.6	%5	-0.9	%5	-1.1	%10	-1.4	%10	-1.6
	3	%5	-1.3	%5	-1.6	%10	-1.8	%10	-2.1	%15	-2.4
	4	%5	-1.8	%10	-2.1	%10	-2.3	%15	-2.6	%15	-2.9
	5	%10	-2.4	%10	-2.6	%15	-2.9	%15	-3.1	%20	-3.4
	6	%10	-3.0	%15	-3.2	%15	-3.5	%20	-3.7	%20	-3.9
	7	%10	-3.6	%15	-3.8	%20	-4.1	%20	-4.3	%25	-4.5
5	0	0	-0.9	%5	-1.1	%5	-1.4	%5	-1.6	%5	-1.8
	1	%5	-1.1	%5	-1.4	%5	-1.6	%10	-1.9	%10	-2.1
	2	%5	-1.4	%5	-1.7	%10	-1.9	%10	-2.2	%15	-2.5
	3	%5	-1.8	%10	-2.1	%10	-2.3	%15	-2.6	%15	-2.9
	4	%5	-2.3	%10	-2.6	%15	-2.8	%15	-3.1	%20	-3.4
	5	%10	-2.9	%10	-3.1	%15	-3.4	%20	-3.6	%20	-3.9
	6	%10	-3.5	%15	-3.7	%15	-4.0	%20	-4.2	%25	-4.4
	7	%15	-4.1	%15	-4.3	%20	-4.6	%20	-4.8	%25	-5.0

**Notes to 7.5.2.9**

**%LS:** Percentage loss. This is the percentage of the number of factors in your force that is inflicted as casualties on the enemy force during a combat round.

**MRLS:** Morale loss: This is the morale loss inflicted on the enemy force that combat round.

**Trivial Combat:** Both use the "5-2" table. Commander and cavalry superiority modifiers apply

**Siege Combat:** Assaults: Besieging forces "5-1", defenders "5-2"

**Garrison Assault:** besieging forces "5-1", besieging forces "5-2"

**Artillery Bombardment:** use the "5-5" table (ignore MRLS), can't use in marsh

**Modifiers to 7.5.2.9**

from Commander Chart, and possible Cavalry Superiority

**7.5.2.9.1 Commander Modifier**

See 7.3.11 for determining commanders and their tactical ratings. The D6 roll is modified by commander differences.

Use the COMMANDER CHART and cross grid the opposing commander's tactical ratings to find the modifiers<sup>72</sup>. Any modifier is cumulative with the commander modifiers, although the maximum cumulative modifier can never exceed "+1". If one side has no Corps present in its force its intrinsic tactical rating is considered "0" except if both sides have no Corps present in their forces.

Commander tactical ratings are recalculated after every round of combat (they can change if reinforcing Corps or a new reinforcing commander arrive). If desired, a Major Power may declare at the start of any combat round that his commander's tactical rating is less than it actually is for purposes of determining the D6 roll modifiers on the

COMMANDER CHART<sup>73</sup>.

**7.5.2.9.2 Cavalry Superiority Modifier**

If a side has at least twice as many Cavalry factors (including Cossacks, Basibozuks and Freikorps) as the other side at the beginning of any round of a field or trivial combat (if necessary, recalculate the number of Cavalry factors present for

<sup>72</sup> For example: if the attacking commander's tactical rating is "4" and the defending commander's tactical rating is "3", as shown on the COMMANDER CHART, the attacker's D6 roll is modified by "+1".

<sup>73</sup> For example, your leader has a tactical rating of "4" and your opponent's a tactical rating of "2". This would give you a "+1" modifier. If you choose to accept a tactical rating of "3" rather than "4", your opponent receives a "-1" modifier. This may prove useful depending on circumstances; if you already have a "+1" due to Cavalry superiority, you may have the option of forcing an opponent to "-1", rather than giving yourself another "+1" which would be wasted, as you can only have a "+1" modifier, not a "+2" in field combat.

every combat round), *and* have Cavalry forces at least 10 % of the opposing side's total number of factors, *and* the battle is in clear or desert terrain, that side has cavalry superiority and gains "+1" added to its combat D6 roll. NOTES: The net maximum modifier to a combat D6 roll for *all* modifiers is "+1". Cavalry factors in an outflanking force are not counted for Cavalry superiority until the outflanking force "arrives". Cavalry factors in an outflanking force that has arrived are *not* counted as double factors for purposes of determining Cavalry superiority. This rule *does not* apply if *all* factors on both sides are Cavalry.

#### 7.5.2.9.3 Percentage Loss: Types of Casualties

The "percentage loss" ("%LS") result is the percentage of that side's number of army factors which the other side must remove as losses. Losses incurred may be taken in any fashion within the following conditions:

- Factors that become casualties in one combat round may not be used in later rounds.

##### 7.5.2.9.3.1 Proportional Land Losses

When army factors of mixed nationality (including minor country nationalities) participate in a combat, the losses suffered should be as nearly proportional to the starting proportions as possible. Round "0.5" and above up. When proportions do not round out precisely, an odd loss or losses should be assigned by mutual agreement or, if agreement cannot be reached, by competitive D6 rolls. Once the number of army factors lost by each nationality are determined, with the controlling Major Powers deciding the types of factors to be lost by each nationality (within the normal limits for Infantry, Cavalry, Guard, etc. factors that must be lost by the whole army) by mutual agreement or, if impossible, by competitive D6 rolls<sup>74</sup>.

#### 7.5.2.9.4 Morale Loss

The "morale loss" ("MRLS") is subtracted from the other side's final morale level. These are accumulated from round to round.

#### 7.5.2.10 Step Ten: Victory and Defeat

When a force is eliminated or its total morale loss reaches or exceeds its final morale level it breaks, may be pursued and must retreat or surrender (unless totally eliminated or has totally eliminated the opposing force). The combat is over and no further combat rounds are resolved. This may occur at the end of any round. Skip this step and go to Step 11 if the field combat continues. If the combat is over, perform this step, then skip to Step 14.

##### 7.5.2.10.1 Winning a Field Combat

A Major Power wins a field combat when the enemy side or an enemy pinning force either breaks or is completely eliminated.

##### 7.5.2.10.1.1 "Breaking"

When a side's total morale loss equals or exceeds its final morale level, it "breaks" (retreats from the field) and combat ceases after that round has been completed. In the round in which a side breaks, one of its losses must be Cavalry (any type: Cavalry, Feudal Cavalry, Tribal Cavalry, Guard Cavalry, Basibozuk, Cossack or Freikorps), if possible.

##### 7.5.2.10.1.2 Pinning Force Defeat

- If a pinning force breaks or is eliminated before the outflanking force arrives, the *whole* side (including the outflanking force) is considered to be broken and may be pursued.
- If the pinning force is *eliminated* before the outflanking force arrives, all enemy leaders present are captured by the victor and the outflanking force is broken and may be pursued.
- If a pinning force is eliminated, any *excess* casualties caused to that side go on the outflanking force.

##### 7.5.2.10.1.3 Political Points for Winning/Losing Field Combats

The victor now gains political points and the loser loses them, recorded on the POLITICAL STATUS DISPLAY on the STATUS CARD. Half a political point is gained or lost for each Corps of the *defeated* side (rounding fractions up) used during *any* round of that combat (this includes Corps in outflanking forces that never arrive, but not reinforcing Corps that do not arrive) up to a maximum of "+/-3" political points. For this purpose a single Corps which begins or reinforces a battle with *more* than 20 factors in it is treated as two Corps for this purpose. Political points are only awarded/lost if there are *more* than two strength points on *each* side, unless in areas with a capital (red) city. If forces of more than one Major Power are present, the commander of the victorious side gains any and all political points, while each Major Power on the losing side loses political points based on the number of its Corps present.<sup>75</sup>

<sup>74</sup> Use the same procedure as to "share" losses following naval combat, with the exception that you do not have to assign losses by factor type.

<sup>75</sup> For example: a four Corps Ottoman force defeats a force containing, two Russian Corps, one Austrian Corps and three Spanish Corps commanded by a Spanish leader. The Ottomans would gain "+3" political points (six Corps on the losing side), while Russia would lose "-1" political point, Austria would lose "-1" political point, and Spain would lose "-2"

...NOTE CONTINUED ON NEXT PAGE...

7.5.2.9.1 Commander Chart						
Defending Commander's Tactical Rating	Attacking Commander's Tactical Rating					
	0	1	2	3	4	5
0	-1	0	0	+1	+1	+1
	-1	-1	-1	-1	-1	-1
1	-1	-1	0	0	+1	+1
	0	-1	-1	-1	-1	-1
2	-1	-1	0	0	+1	+1
	0	0	0	-1	0	-1
3	-1	-1	-1	0	+1	+1
	+1	0	0	0	0	0
4	-1	-1	0	0	+1	+1
	+1	+1	+1	+1	+1	0
5	-1	-1	-1	0	0	+1
	+1	+1	+1	+1	+1	+1
top box Attacker's modifier						
bottom box Defender's modifier						

### 7.5.2.10.2 Pursuit after Combat

When a side breaks, the victor *may* launch a “pursuit” using the victor’s Cavalry factors. Pursuit procedure is as follows:

#### 7.5.2.10.2.1 Pursuit Class

The “pursuit class” is determined from the PURSUIT CLASS TABLE on the CHART CARD by cross gridding the victor’s total morale loss in the combat with the number of combat rounds completed. Combats going into two or more days always use the “3+” rounds, though only count morale lost during the combat. The number found is the “pursuit class number”, which is then applied on the PURSUIT TABLE<sup>76</sup>. *EXCEPTION: If a pursuit is ordered against forces withdrawing after a day’s combat rather than breaking, automatically use a “1” pursuit class (prior to applying any modifiers).*

7.5.2.10.2 Pursuit after Combat										
Pursuit Class				Die Roll	Pursuit Class Number					
Victor's Morale Loss	Number of Combat Rounds				6	5	4	3	2	1
	1	2	3	1	15%	10%	10%			
				2	15%	15%	10%	10%		
				3	30%	30%	15%	15%		
				4	45%	45%	30%	20%	10%	
				5	60%	60%	45%	30%	15%	10%
0.0-0.9	6	5	4	6	90%	75%	60%	45%	30%	15%
1.0-1.9	5	4	3	7	120%	90%	75%	60%	45%	15%
2.0-2.9	4	3	2							
3.0-3.9	3	2	None							
4.0+	2	None	None							
Always "1" vs. forces withdrawing unbroken after a day's combat				+1 to die roll with Cavalry Leader (*) -2 column shifts to the right in marsh -1 column shift to the right in forest, desert or mountain						
Pursuit Losses: 1 Cav=3 non Mil=6 Mil or Isl Inf or 6 Tribal/Feudal Inf factors										
Pursuit Losses Captured = d6 X 10% of total Pursuit Losses										
In limited field combats only the relieving force may be pursued or only the relieving force cavalry may be used for pursuit.										

#### 7.5.2.10.2.2 Pursuit Class Modifiers

The following modifiers are cumulative when using the PURSUIT TABLE:

##### 7.5.2.10.2.2.1 Cavalry Leader Present

“+1” is added to the D6 roll, if a Cavalry leader (denoted by a Cavalry leader symbol on the leader counter) is present on the victor’s side at the combat even if he was not the commander, so long as at least one Cavalry factor of the Cavalry leader’s nationality takes part in the pursuit.

##### 7.5.2.10.2.2.2 In Forest, Mountain or Desert

If the combat took place in a forest, mountain or desert area, the pursuit class column used on the PURSUIT TABLE is shifted *one column* to the *right* of the column indicated by the pursuit class number (a “-1” modification)<sup>77</sup>.

#### 7.5.2.10.2.2.3 In Marsh

If the combat took place in a marsh area, the pursuit class column used on the PURSUIT TABLE is shifted *two* columns to the *right* of the column indicated by the pursuit class number (a “-2” modification).

#### 7.5.2.10.2.2.4 No Pursuit

Any result modified to less than a class “1” pursuit means that no pursuit takes place.

#### 7.5.2.10.2.3 Pursuit Losses

Roll the D6 and cross grid the modified D6 roll number with the modified pursuit class column on the PURSUIT TABLE. The result is the percentage loss of the total (this *does* include Cavalry (of any type) factors that were in an outflanking force that did not arrive) *Cavalry factors* in the victor’s force inflicted on the broken force.

- Cossack factors count as three Cavalry factors each for inflicting losses during pursuit.
- Every loss in the broken force not taken in Cavalry (which includes Cossacks, Basibozuks and Freikorps) is taken as three Infantry or six Militia factors (i.e., one Cavalry loss = three Infantry, Guards or Artillery = six Militia, Islamic Infantry, or Tribal or Feudal Infantry). The losers can decide whether to take the pursuit losses as Cavalry, or other factor types.
- If the entire losing force is eliminated and/or captured by pursuit, all leaders of the losing force are captured by the victor.
- Not all pursuit losses are eliminated, after the defender applied pursuit losses (by troop type and nationality) with a D6 X 10% of the total losses (rounded down) are captured instead.

#### 7.5.2.10.3 Retreat After Losing a Combat

The loser is retreated one area by the *victor*. This occurs after pursuit (if any).

- All retreats must be into an adjacent land area that is closest (any closest area, if several qualify equally) to the nearest depot of any nationality in the retreating force, or if none is on the map, towards that force’s nearest friendly territory, or most logical retreat route.
- The retreating force cannot utilize forced access.

political points. If the Ottoman force was defeated, Spain would gain “+2” political points, while the Ottoman would lose “+2” political points.

<sup>76</sup> For example: if the victor had a “2.6” total morale loss when the loser breaks at the end of the second combat round, the “2-2.9” line is crossgridded with the “2” column to indicate a “3” pursuit class.

<sup>77</sup> For example: if the pursuit class number from the Pursuit Class Table is “3” and the combat area is forest, mountain or desert, the shift is from the “3” to the “2” column. If a Cavalry leader was present, along with at least one Cavalry factor of his nationality, it would modify the roll by “+1”.

- A retreating force may never be split up.
- If the area retreated to contains an unbesieged enemy Corps, Cossack, Basibozuk, Freikorps or depot garrison, the force is retreated one more area, etc., until an open area is reached.
- Retreat across a crossing arrow or onto ships is not permitted.
- A force may not retreat into the same area twice in the same retreat.
- Forces that conducted an amphibious landing that month, may not retreat and must surrender if forced to retreat.
- A force which cannot withdraw to another land area after losing a combat (such as on a single area island) must surrender. (All factors and leaders in the force become prisoners.)
- Retreat is most importantly dictated by common sense, with the spirit of these rules more important than the letter. In cases of disputes, it is recommended to ask for the opinion of a "Neutral" Major Power.

#### 7.5.2.10.4 Unusual Field Combat Results

Sometimes field combats may have unusual conclusions.

##### 7.5.2.10.4.1 Break and Eliminated

If a side's forces break in the *same* combat round in which the enemy forces are completely eliminated (or a pinning force is eliminated before the outflankers arrive) then the broken Major Power wins the combat and does not retreat (an outflanking force whose pinning force was eliminated *does* retreat). Political points are gained by the winner (survivor) and lost by the loser of this victory as per 7.5.2.10.1.3.

##### 7.5.2.10.4.2 Both Break

If *both* forces break in the *same* combat round and there are survivors on both sides then neither side wins, gains or loses political points, or is pursued. Only the attacker retreats, as per 7.5.2.10.3, except that the attacker retreats his own forces.

#### 7.5.2.11 Step Eleven: Reinforcing Attempts

After each round of a combat, Major Powers may attempt to reinforce from adjacent land areas.

##### 7.5.2.11.1 Reinforcing a Field Combat

After each round of field combat; Corps, Cossacks, Basibozuks, Freikorps and Guerrillas in adjacent land areas may attempt to reinforce. Furthermore, unbesieged Corps, Cossacks, Basibozuks, Freikorps or Guerrillas (for an attacker) in a city in the same or an adjacent area to the field combat may also attempt to reinforce.

- Reinforcement across a crossing arrow or by disembarking is not permitted.
- Forces may not attempt to reinforce if they have or will take part in another combat this same Major Power sequence. Trivial combats do not count as a combat to prevent attempts to reinforce. If a side's forces wish to attempt to reinforce another combat, and feel that they are being "pinned", they may declare their total factor numbers and the opposing side must do the same. If the numbers are five to one or greater (ensuring a trivial combat), the larger force may attempt to reinforce a nearby combat.
- If all a side's forces in an as yet unresolved trivial combat leave to reinforce another combat, the trivial combat does not take place, *or*, the forces could reinforce after the trivial combat was resolved, depending on the order in which the phasing Major Power chooses to resolve the combats.
- Allied forces may take part in a combat round only if at war with all the Major Powers on one side, by reinforcing the other side (unless also at war with a Major Power on that side) even if they would not otherwise move in this Major Power's sequence of the Land Movement Step.

##### 7.5.2.11.2 Reinforcing Procedure

If the reinforcing forces have a leader (determine a commander as in 7.3.11.1, if there is more than one leader) with them, the leader's strategic value is used when rolling to reinforce with all the Corps in that area as a single unit, otherwise each Corps rolls separately to reinforce. The commander's strategic rating or less needs to be rolled to reinforce. It is possible to just reinforce with a part of the stack, but if a leader is present in an area then only one reinforcement attempt is possible from that area.

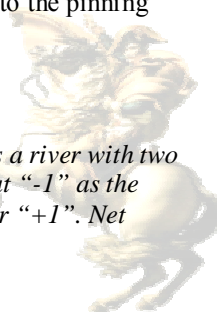
##### 7.5.2.11.3 Strategic Rating Modifiers For Reinforcing

A reinforcing commander's or Corps' strategic rating is reduced by "-1" if it occupies a mountain, forest or marsh area, or wishes to reinforce *across* a river. The reductions are *not* cumulative, the maximum reduction never exceeds "-1". A reduction may result in Corps being unable to reinforce at all. A reinforcing commander's or Corps' strategic rating is increased by "+1" if the force or Corps attempting to reinforce consists solely of Corps with "5" movement capability and/or Cossacks, Basibozuks and/or Freikorps. This modifier is cumulative with the result from other modifiers. The terrain modifiers affect both the "to" and "from" areas, but there is still a maximum modification of "-1" for terrain<sup>78</sup>.

##### 7.5.2.11.4 Pinning Force Reinforcements

Any friendly forces that reinforce a battle on a side with a pinning and an outflanking force are attached to the pinning force, not to the outflanking force.

<sup>78</sup> For example: Charles (4-4-6) is in a mountain area and wishes to reinforce a battle in a forest across a river with two Cavalry Corps. The modifiers would be; "-1" for forest terrain, "-1" for crossing a river, which is left at "-1" as the greatest negative modifier is "-1". Since he is attempting to reinforce with an all Cavalry force, modifier "+1". Net modifier is "0". So Charles would successfully reinforce on a roll of 1-4 on a D6.





#### 7.5.2.11.5 Using Reinforcements

A side's final morale level is *not changed* due to the arrival of reinforcements but its Cavalry factors (not doubled for this purpose) are counted for determining Cavalry superiority (see 7.5.2.9.2) and all of its army factors may be added to the side's army factors for determining percentage losses on the enemy. A reinforcing leader may take command if 7.3.11.1.1.3 applies.

#### 7.5.2.12 Step Twelve: Arrival of Outflanking/ Enveloping Forces

After the first and second combat rounds of the day Major Powers may attempt to roll for the arrival of outflanking forces

##### 7.5.2.12.1 Outflanking/ Enveloping Force Arrival

At the end of the first round of combat the outflanking/enveloping Major Power rolls a D6 and compares the number rolled to the commander's strategic rating. A Cavalry *commander* (not simply having a Cavalry leader present) adds "+1" to the D6 roll when attempting to outflank or envelop<sup>79</sup>.

- If the D6 roll is less than or equal to the commander's strategic rating, as modified (all modifiers are cumulative) by terrain and notes on the OPERATIONAL POSSIBILITIES CHART, the outflank/envelop is successful and the outflanking/enveloping forces "arrives", otherwise, the outflanking/enveloping force must dice again for possible arrival at the end of the second round.
- For outflanking, commanders' strategic ratings are reduced by "-1" if the area is a forest, mountain or marsh area.
- The strategic rating of a commander is increased by "+2" at the end of the second combat round.

##### 7.5.2.12.2 Withdrawal vs. Outflanking/Enveloping

If the opposing side chose the outflank or envelop chit and the outflanking/enveloping force does not arrive at the end of the first round, all forces of a withdrawal chit side are withdrawn successfully before the second round is fought. This is handled as a normal withdrawal, as in 7.5.2.5.1

- There is *no* pursuit.

***If this is not the third round of the day, repeat Steps 7-12, using the combat tables appropriate for each combat round.***

#### 7.5.2.13 Step Thirteen: "End of Day" Withdrawal/Additional Combat

At the conclusion of three combat rounds (i.e., one combat day), if neither side has been eliminated or broken, the Major Powers have the choice to continue a battle or to end it. The opposing commanders should *secretly* note their intention to "fight" or "withdraw", then reveal their choices simultaneously. Leader casualties (7.3.11.5) should be rolled for at the end of each day's combat.

##### 7.5.2.13.1 Withdrawing After a "Day" of Combat

Either or both sides may automatically withdraw if that was their choice. These withdrawals are handled as per losing a combat, but are conducted by the controlling Major Powers for their sides. If both sides choose to withdraw, both must leave the area and there are no pursuits. If one side chooses to withdraw and the other does not, the withdrawing side is subjected to a Pursuit Class "1" pursuit. Since no one was defeated, no political points are gained or lost from the combat.

##### 7.5.2.13.2 New "Days" of Combat

- If both Major Powers chose to fight, the combat goes into a further day(s) (three rounds more). New Operational Possibilities chits are chosen, etc., repeating Steps 1-12.
- The final morale levels used are those of the first day less "-0.5" for *each* succeeding day plus any OPERATIONAL POSSIBILITIES CHART modifiers. Final morale levels are otherwise not re-calculated *even if reinforcements have arrived*.
- There is no limit to the number of days a combat may continue.
- Any outflanking/enveloping forces that have not yet arrived rejoin the pinning force "overnight," so that all forces are once again united at the start of each day. Possible reinforcing forces do *not* arrive overnight.

#### 7.5.2.14 Step Fourteen: Depots After Field Battles

If there are any enemy supply depots in the area with only friendly forces remaining, then that supply depot may be destroyed or converted to a friendly supply depot if it would then be part of a valid supply chain (see 7.2.3)<sup>80</sup>.



<sup>79</sup> For example: Blucher is in command with a strategic rating of "3", successfully outflanks/envelops at the end of the first round on a roll of 1-4 in open terrain.

<sup>80</sup> Example of field combat: The Ottoman is at war with Russia. In its Land Movement Step it moves with 6 Corps containing 18 Feudal Infantry, 10 Feudal Cavalry and 14 Janissary factors into an area containing 4 Russian Corps with 6 Guard Infantry, 17 regular Infantry, 13 Militia and 1 regular Cavalry factors. These forces are not revealed to each other until Step 6.

STEP ONE (see 7.5.2.1): The Ottoman player chooses from the attacker's set of operational possibilities chits and the Russian player from the defender's set.

STEP TWO (see 7.5.2.3.1): Next, each player declares whether or not they have chosen "outflank ". Neither has, so Step Three (see 7.5.2.2) is skipped.

STEP FOUR (see 7.5.2.4): The Ottoman now reveals he has chosen the "assault" chit and Russia reveals that he has chosen the "cordon" chit. Since the Russians did not choose the "withdraw " chit, Step Five (see 7.5.2.5) is skipped.

STEP SIX (see 7.5.2.5.2): Morale for the Ottoman is: 28 (Feudal Infantry and Feudal Cavalry factors) times 2.0 morale value plus 14 (Janissary Infantry factors) times 2.5 morale value equals 91 divided by 42 army factors equals 2.17, which

...NOTE CONTINUED ON NEXT PAGE...

### 7.5.3 TRIVIAL COMBATS

Combats in which one side initially consists solely of garrison factors on a depot, Cossacks, Basibozuks, Freikorps and/or Guerrillas not in cities *must* be resolved using trivial combat. Major Powers may also resolve any other field combats in this manner, *if* both commanders agree. If one side in a battle which would usually considered a field combat has at least five times the army factors as the other side, then either side may demand that such combats are resolved as a trivial combat.

- Trivial combats are resolved similarly to field combats, but the procedure is much simplified. No operational possibilities chits are chosen, but commander (see 7.3.11.1.2) and Cavalry superiority (see 7.5.2.9.2) modifiers are included as for field combats. Trivial combats may not be reinforced (see 7.5.2.11).
- Combat is fought using the “5-2” combat table for *both* sides for all three combat rounds, subject to modification for terrain and Guard commitment. Additional “days” of combat may be fought using trivial combat. The use of Artillery is allowed.
- Any type of factor may be removed as a casualty, at the controlling Major Power’s option, during any round of a trivial combat.
- The normal field combat methods of determining final morale values, breaks, retreats, withdrawals at the end of a “day” and pursuit rules are followed. Depot and city garrisons that participate in a trivial combat cannot retreat and losing survivors that break *must* surrender if not eliminated by a pursuit.
- No political points are gained or lost in trivial combats. *EXCEPTION: If there are more than five factors participating on each side, the normal political point changes are made (see 7.5.2.10.1.3).*

### 7.5.4 SIEGES

These represent the surrounding and reduction of garrisoned enemy cities. A maximum of *one Corps per city spire* may besiege any occupied city in territory controlled by a Major Power, Kingdom or minor country with which it is at war, or any city occupied by enemy troops wherever it is located. Freikorps, Basibozuks and Cossacks may only conduct sieges in conjunction with friendly Corps. Depot garrisons may never take part in sieges. The forces besieging a city are the “besiegers” and the garrison inside the city are the “defenders” or “besieged”. A phasing force that just attacked and *won* a field or trivial combat in an area may then besiege an enemy city in that same area regardless if Corps in the phasing force



round off to “2.2” base and final morale level. Morale for Russia is: 6 (Guard Infantry factors) times 5.0 morale value plus 17 (regular Infantry factors) times 3.0 morale value plus 13 (Militia factors) times 2.0 morale value plus 1 (regular Cavalry factor) times 4.0 morale value equals 111 divided by 37 army factors equals “3.0” base and final morale level.

Both sides reveal their sizes (number of army factors) and compositions (types of army factors, Corps present).

STEP SEVEN-FIRST ROUND (see 7.5.2.7): Cross-referencing on the Operational Possibilities Chart indicates that for the 1st round the Ottoman is on the “4-1” table and Russia on the “2-1” table. No terrain modifiers apply.

STEP NINE-FIRST ROUND (see 7.5.2.9): Both players have a leader with a modified tactical rating of “2”, which results in no leader D6 roll modifiers from the Commander Chart. Due to Cavalry superiority, the Ottoman has a “+1” D6 roll modifier for (10 Feudal Cavalry versus 1 regular Cavalry factor, and more than 10% of the Russian total). The Ottoman, on the “4-1” table, rolls a “4,”, which with the “+1” is modified to “5” which causes a 15 percentage loss (15% of 42 Ottoman army factors = 6 Russian army factors lost) and a “-1.4” morale loss. Russia, on the “2-1” table, rolls a “3”, which causes a 5 percentage loss (5 % of 37 Russian army factors = 2 Ottoman army factors lost) and a “-0.2” morale loss. As neither side breaks nor is eliminated and there are no reinforcements or flanking forces involved, Steps Ten through Twelve are skipped and play moves to the second combat round.

STEP SEVEN-SECOND ROUND: On the second round the Ottoman is on the “4-3” table and Russia is on the “2-1” table.

STEP NINE-SECOND ROUND: The Ottoman, on the “4-3” table, rolls another “3”, which is modified “+1” to “4” causing a 15 percentage loss (15 % of 40 surviving Ottoman army factors = 6 Russian army factors lost) and a “-2.0” morale loss. Russia, on the “2-1” table, rolls a “4”, which causes a 5 percentage loss (5 % of 31 Russian army factors = 2 Ottoman army factors lost) and a “0.5” morale loss. Russia has broken as total morale loss is “-3.4” (“-1.4” in round one plus “-2.0” in round two, greater than the Russian final morale value), therefore one of the losses inflicted in the last round must be Cavalry (the Russian loses his only regular Cavalry factor). Russia has taken 12 losses in the combat (11 Militia and one Cavalry factor). After allocating these losses Russia has 6 Guards, 17 Infantry, and 2 Militia remaining. The Ottoman has lost 4 factors, taken in the form of Feudal Infantry, leaving 14 Feudal Infantry, 10 Feudal Cavalry, and 14 Janissary factors.

STEP TEN (see 7.5.2.10): Having broken the Russians and possessing Cavalry, the Ottoman now pursues the Russians. As it was the second round in which the Russians broke and the Ottoman has lost a total of “-0.7” morale, checking the Pursuit Class Table shows a “5” pursuit class. On the Pursuit Table, the Ottoman rolls a “5”, which means 60% of 10 Ottoman Tribal Cavalry factors = 6 pursuit losses to the Russians. The Ottoman rolls a D6 and rolls a “4”, meaning that 40% of these losses are captured rather than eliminated. Total pursuit losses are equivalent to 18 regular Infantry and/or Guard factors. Russia takes these losses as 17 Infantry and 1 Guard (11 of the Infantry are captured rather than killed), leaving 5 Guard and 2 Militia factors remaining. The Ottoman gains “+2” political points and Russia loses “-2” political points, as there were 4 Corps on the losing side at the start of the battle.

used depot (regular, sea and/or invasion) supply and/or did not use unused movement points to modify a foraging roll (see 7.4.1.2.2).

Sieges must be declared when they commence. Failure to do so assumes that the forces are in the area surrounding the city, but are not besieging the city. (This has implications for the city garrison's supply situation.)

#### 7.5.4.1 Besieger Assault Attempts

A besieging Major Power *may* select to launch "assault" attempts (A maximum of one Corps per city spire, in addition to any Freikorps, Basibozuks, Cossacks and Guerillas). For assault attempts a D6 is rolled and the result referenced to the SIEGE TABLE on the CHART CARD.

##### 7.5.4.1.1 Assault Attempt Modifiers

The D6 roll for assault attempts is cumulatively modified as follows:

- "+1" is added if the city is not garrisoned to within five factors of the city's garrison capacity. The garrison capacity is determined by the number of spires for that city<sup>81</sup>
- "+1" is added if the an Artillery Corps is part of the assaulting force
- "+1" is added if the besieger has a Galley Fleet in the blockade box of the besieged port and there is not a Galley Fleet in the besieged port (see 7.2.2)
- "-1" is subtracted for *each* fleche (indicated by the city picture on the map) of the besieged city
- "-1" is subtracted if the besieger consists solely of Tribal and/or Feudal Corps
- "-2" is subtracted if the besieger consists solely of guerillas (see 7.6.3)
- These modifiers are cumulative<sup>82</sup>.

##### 7.5.4.1.2 Assault Attempt Results

The results from the SIEGE TABLE are resolved as follows:

- "Sortie" If "sortie?" is the result the defender may elect to "sortie" out against the besieging force. In a sortie, the defending Major Power rolls a D6. On a roll of "5" or "6" the defender loses one army factor (defending Major Power's choice), and any other result is a one army factor loss (besieging Major Power's choice) to the besieger. If the defender chooses not to roll a D6, nothing happens.
- "NR" No results. Nothing happens.
- "Breach" If "breach" (indicating that a gap has been blown through the defender's walls) is the result on the SIEGE TABLE, the following may be done:

###### 7.5.4.1.2.1 Honors of War

The defender may ask for the "honors of war" (*EXCEPTION: Ottoman and Spanish defenders in their home nation may not*). If honors of war are granted by the besieger, the besieged forces are moved to the nearest friendly controlled unbesieged city. The Major Power granting honors of war, gains "+1" political point.

###### 7.5.4.1.2.2 Surrender

If honors of war are not granted, or not requested, the garrison may surrender (all become prisoners) or may fight an assault combat, at the defending Major Power's option. If the defender fights and is broken, the surviving defending army factors must surrender. If a defending force that surrenders contains a Corps *or* is a "fortress" (has one or more fleches) *or* is a capital city (red), the besieger gains "+1" political point.

###### 7.5.4.1.2.3 Assault

If there are no honors of war or surrender, the besieger must fight and assault the city.

##### 7.5.4.1.3 Assault Combat Resolution

These simulate attempts to "storm" a city by an assault through a breach. Assault Combat is resolved similarly to trivial combat, but is even more simplified.

- The besieging forces fight on the "5-1" combat table and the defenders on the "5-2" combat table of the COMBAT RESOLUTION CHART for a maximum of three rounds (assault combats never last more than one "day") with no modifications for terrain, leaders and/or Cavalry superiority. *All* available factors on the defending side *must* participate. There are no pursuits and assault combats may not be reinforced.
- Final morale levels are determined as per 7.5.2.6.1
- Any type of army factor may be removed as a casualty, at the controlling Major Power's option, during any round of an assault combat.

7.5.4 Siege Table	
Die Roll	Result
1 or less	Sortie?
+2 to +3	No Effect
+4 or more	Breach
Modifiers	
+1 if undergarrisoned	
+1 if assault with Artillery	
+1 if galley in blockade box	
-1 if galley in port	
-2 if siege solely by Guerrillas	
-? the number of fleches	
-1 siege solely by Trb/Feud Cp	
Results	
Sortie?: If the defender elects to sortie, roll d6	
1-4 besieger loses a factor	
5-6 defender loses a factor	
Breach: may lead to "honors of war", surrender or assault	

<sup>81</sup> For example: if the garrison capacity is "15" (three spires), "+1" will be added to the D6 roll if there are "9" or less factors in the city.

<sup>82</sup> For example: the Swedes are besieging St. Petersburg, with 20 factors in 2 Corps, and are blockading the port with 2 Squadrons and 1 Galley Fleet. The Russians have 9 factors inside the city. The modifiers would be "+1" (9 of a maximum 20 factor garrison, thus undergarrisoned), "+1" (Galleys in the blockade box), "-1" (one fleche in St. Petersburg), for a net modifier of "+1".

- If the besieger loses or does not win (break or eliminate the defenders) within three rounds, the siege is resumed, with no further combat this Major Power sequence.
- If the besieger wins (the defender is eliminated *or* broken with the attacker unbroken), then the city is captured and all surviving defending army factors and leaders are surrendered.

#### 7.5.4.1.4 Political Points for Siege Assault Combat Winners

If the assaulted city contains a Corps *or* is a “fortress” (has one or more fleches) *or* is a capital city (red), the defender gains “+1” political point, and the attacker loses “-1” political point, if the besieger loses (is eliminated or broken) *or* does not win within three rounds. If the assaulted city contains a Corps *or* is a fortress *or* is a capital city (red), the besieger gains “+1” political point and the defender loses “-1” political point if the city is captured.

#### 7.5.4.2 Defender Attacks Besieger

Defenders may attack besiegers during the defending Major Power’s sequence of a Land Combat Step, if desired.

##### 7.5.4.2.1 Garrison Attack Combats

These simulate a city garrison attacking the besiegers and are resolved similarly to siege assault combats;

- If the defending garrison or a portion thereof (all defending factors do not have to be used) chooses to attack, the defending Major Power uses the “5-1” combat table and the besieger (who must use all available factors) uses the “5-2” combat table on the COMBAT RESOLUTION CHART for a maximum of three rounds (garrison attack combats never last more than one “day”) with no modifications for terrain, leaders, or Cavalry superiority. There are no pursuits and these combats cannot be reinforced.
- Final morale levels are determined as per 7.5.2.6.1.1.
- Any type of army factor may be removed as a casualty, at the controlling Major Power’s option, during any round of a garrison attack combat.
- If the defending force loses or does not win (break or eliminate the besiegers) within three rounds, the siege is resumed, unless the combat eliminates *every* army factor in a garrison, in which case the city is captured by the besieger.
- If the defender wins, the besieger retreats in accordance with the retreat after combat rules (see 7.5.2.10.3), but may not be pursued, and any previously besieged Corps may, if desired, be immediately moved out of the city into the surrounding area.
- If the defending garrison wins, and the besieged city is a fortress *or* is a capital city (red), the besieged defender gains “+1” political point, and the repulsed besieger loses “-1” political point.

##### 7.5.4.2.2 Relieving Force: Field Combats

If the besieged force attacks with the help of “relieving forces” (i.e., external Corps that enter the area from another area) or such relieving forces attack without assistance from any part (all besieged factors do not have to be used) of the besieged force, a field combat instead of a defender attack combat is fought. Combats of this type are fought at the same time as field and trivial combats (i.e., before any siege assault or defender attack combats). The following special rules apply:

###### 7.5.4.2.2.1 Relieving Force Fails to Win

If the relieving force breaks or does not win the field combat, the siege is resumed.

- The surviving siege defenders return to the besieged city and the entire relieving force returns to the area from which it entered the siege area (returns to any one of the areas from which it entered, if more than one). A relieving force which has disembarked this month must surrender. If all siege defenders were eliminated, the city is captured by the besieger.
- There is no pursuit if the relieving force did not break, and, if it did break, only the relieving force may be pursued, not the siege defenders.

###### 7.5.4.2.2.2 Relieving Force Wins

If the besiegers break, they retreat in accordance with the normal retreat after combat rules, but may only be pursued by Cavalry that is in the *relieving* force (not in the siege defender’s force) with any previously besieged Corps, if desired, immediately moved out of the city into the surrounding area.

#### 7.5.5 REMOVAL OF CORPS

At the end of a day’s combat, when all casualties are removed, excess Corps counters emptied by the losses may also be removed from the map. This may cause a change in a commander’s tactical rating for the next day’s combat (see 7.3.11.2).

#### 7.6 THE GUERRILLA STEP

Guerrilla creation and anti-Guerrilla operations occur in this step. These are special types of forces that require some special rules.

##### 7.6.1 CREATING GUERRILLA FACTORS

Guerrilla counters representing the appropriate number of factors are placed on the map under the following conditions:

- Whenever Spain loses a field combat involving a Spanish Corps inside an uncaded Spanish home nation province, one Spanish Guerrilla factor is created in that area as soon as the combat is ended.
- For every uncaded Spanish province containing an unbesieged enemy Corps and/or garrison during the *Spanish* Guerrilla Step, a D6 is rolled. For every point the D6 is lower than that province’s Guerrilla value (printed on the map in parenthesis next to Spanish provincial tax/manpower values) one Spanish Guerrilla factor is placed in an area in that province. This is also used when Spanish provinces are ceded, but in this case Guerrillas may only move between former Spanish provinces. Such Guerrillas can be used against powers at war with Spain and against the power controlling the province even if it is not at war with Spain. If former Spanish provinces are returned to Spanish



control then the Guerrillas are considered standard Guerrillas. Spanish Guerrillas present in a province are not removed if the province is ceded or conquered.

- As a result of the revolt rules (see 4.3).

### 7.6.2 ANTI-GUERRILLA OPERATIONS

Any Major Power or minor country may mount an “anti-Guerrilla operation” during its Guerrilla Step in each province, Kingdom or minor country occupied by one or more of its Corps that contains Guerrillas, *and* did *not* participate in any type of land combats during that Major Power’s Land Combat Step *and* is not besieged or a besieger.

The Major Power rolls a D6 for each province or minor country. This D6 roll is modified by “+1” if the Major Power has two or more Corps available for an anti-Guerrilla operation in a province or minor country. If the result is *higher* than the province’s Guerrilla value, all *unbesieged* Guerrilla factors in any areas of that province or minor country are eliminated. Note that if several different Major Powers (not using combined movement) had Corps in the same province or minor country, *each* could do this during that Major Power’s Guerrilla Step.

The Ottoman Major Power was particularly ruthless in crushing revolts, and modifies anti-guerrilla rolls inside its home nation provinces and conquered minor countries by “+1” for each Ottoman corps and/or controlled minor country corps eligible for anti-guerrilla operations, to maximum modifier of “+3”. If the result is *higher* than the province/minor country guerrilla value, all *unbesieged* guerrilla factors in any areas of that province are eliminated.

### 7.6.3 USING GUERRILLAS

Guerrillas have a morale value of “1.0”. They may be used as part or all of city garrisons. They may attack if the controlling Major Power chooses to use some or all of the Guerrilla factors present in an area, but may *not* be attacked using the usual combat procedures unless besieged in a city.

- Guerrillas are not compelled to attack or defend when occupying an area containing enemy forces.
- Guerrillas may block supply lines but need no supply themselves unless besieged.
- Guerrillas may siege cities, though suffer a “-2” assault modifier if doing so alone.
- Guerrillas may be moved their controlling Major power’s Land Movement Steps only into one adjacent area (regardless of terrain) each turn, if they are moved at all. They may never leave their *original* home nation borders. For Guerrillas created as a result of a revolt, they may not leave their province or minor country of origin, unless otherwise specified.
- Guerrillas can be ignored for movement purposes by enemy forces.
- If in a province there are more than six Guerrilla factors, which do not in any other way initiate battle, then these Guerrilla factors may attack enemy depots (not port city depots) in the province. A D6 is then rolled with the following effects: “1-4” no effect, “5-6” all enemy depots in the province are destroyed. If a depot garrison is present then it can retreat to a city (but not so as to exceed the city’s garrison capacity) or be transferred to Corps already present in the area. Factors not transferred are eliminated. Guerrilla depot attack modifiers: “-1” for every enemy Corps in the province, “-1” if there is a depot garrison with 10 factors (not in Corps), “+1” if there are at least ten Guerrilla factors in the province.

### 7.6.4 GUERRILLA REMOVAL

- If there are no enemy factors inside *any* unceded Spanish home nation province during a Spanish Guerrilla Step, all Spanish Guerrilla factors are removed from the board, and replaced with one Militia factor for every three Guerrillas in the next Spanish reinforcement phase.
- Guerrillas of other nationalities remain as indicated by the revolt rules.

### 7.7 THE CONQUEST AND PLUNDER STEP

This step is performed after *all* Major Power sequences are completed. It can be performed in any convenient order. Control flags are changed to show the conquest of minor countries and their change of control. The control flags are changed only if the capital of the minor country was occupied during the *previous* turn and the conqueror has maintained uninterrupted and unbesieged occupation for the entire current turn. *EXCEPTION: Obdurate nations (see 7.7.4)*. If forces controlled by more than one Major Power are in a position to conquer the minor country, a decision is made by mutual consent or unmodified D6 rolls as to which Major Power will conquer the minor country. A newly conquered minor country has its diplomatic status marker placed in the *Conquered* box of the conquering Major Power.

#### 7.7.1 THE CONQUEST OF MINOR COUNTRIES

A minor country is conquered by one full month’s unbesieged occupation of its capital. The old control flag is changed for a control flag of the new controlling Major Power to show the new control during the Conquest Step.

- When a minor country is conquered by a Major Power, the minor country’s surviving land forces are considered to be eliminated and removed from the map. Minor country Fleets are removed, but the ships are placed in ordinary and are available as soon as that minor country again becomes a Client State or Sponsored minor country. While off-map, no maintenance is paid and new ships may not be built, repaired or taken out of ordinary.
- A minor country conquest gains the conqueror “+1” political point and costs the Major Power from which the country was conquered “-1” political point. Record on the POLITICAL STATUS DISPLAY on the STATUS CARD. A Major Power which has been selected to run a minor country or Kingdom which a Major Power has declared war upon *only* loses political points as a result of conquest if no political points have been lost during the combats *or* sieges in conducted in defense of the minor.

- If a Major Power is not at war with another Major Power when a minor country it has been selected to run captures army factors of that other Major Power, those army factors must be returned immediately when the minor country is conquered or the war lapses.

### 7.7.2 CONQUERING KINGDOMS

The component parts a Kingdom are still treated as *separate* minor countries and/or ceded provinces for purposes of conquering it (With the partial exception of Poland, 8.9.16.2). However, as long as the Kingdom's controlling Major Power still controls at least one component minor country *with* Corps, the Kingdom still exists (consisting of whatever territory remains).

- If the last component minor country with Corps of a Kingdom becomes Neutral, Conquered, or is ceded as a result of a peace agreement, the Kingdom will cease to exist. The Kingdom's political marker is removed, and the minor country diplomatic status counters adjusted accordingly when the Kingdom ceases to exist.
- See 4.8.5.2 for potentially losing control of a Kingdom due to location in the Fiasco zone.
- When a province of a Kingdom is conquered, any Corps or Fleets associated with that minor country are immediately removed. In the case of Fleets, ships are placed in ordinary in a port of the appropriate minor country.
- It is possible for one Major Power to conquer a one province of a Kingdom, while another Major Power controls the capital province or other provinces. When this happens, the conquered province of a Kingdom becomes a separate minor country from the remainder of the Kingdom.

### 7.7.3 CONQUERING CEDED PROVINCES

A Major Power may conquer a ceded province (even if not originally owned by that Major Power) exactly as if it were a minor country, unless the original owner controls it again, in which case it immediately becomes an uncaded province. An uncaded province may never be conquered. A Major Power may cede provinces as part of a formal (conditional or unconditional) peace (peace terms B.7 and C.4), or voluntarily (8.8). Conquest of a ceded province does not cause the gain or loss of political points.

### 7.7.4 OBDURATE NATIONS (OPTIONAL)

Certain nations were noted for their unwillingness to endure foreign rule. They would seize any opportunity to rebel against their foreign rulers.

- States that have obdurate status are: Algeria, Morocco, Sweden and Ireland (if a minor country).
- To *conquer* these states, a Major Power must have occupied *all* cities in the minor country and held them without interruption for six months. The Major Power may then declare them conquered in the next conquest step and receives "+2" political points, rather than one.
- If the controlling Major Power drops into the part of the Instability or Fiasco zone where an economic loss number is printed, the obdurate nation rebels, regardless of occupation attempts, whether ruled as a Client State, Conquered and becomes Neutral. (This check is made during the Minor Country Control Step 4.8.5.) If the obdurate nation is part of a Kingdom, the procedure for Kingdoms is used (4.8.5). Any Major Power with forces in the territory loses the number of land force factors equal (if possible) to the strength of the obdurate nation's Tribal forces (or the Dalarna Corps in the case of Sweden). If there are any surviving forces, they are dealt with as in a prisoner exchange (see 4.6.8.1).

### 7.7.5 PLUNDER (OPTIONAL)

A Major Power may plunder a city, immediately collecting \$0.5 per spire in the city, if it has a controlled Corps located in the city of a home nation province, ceded province, Client, or Conquered minor country or Kingdom of a Major Power that it is at war with. A "Plunder" marker is placed on the city and is removed at the end of the second following economic phase<sup>83</sup>.

- The minor country or province in which the plundered city is located subtracts the amount plundered from any money due from taxation in the next *two* following economic phases. If the money that is collected from that minor country or province in which the plundered city, or cities are located drops to zero or below, *double* the manpower is collected in the next two following economic phases.
- A city may not be plundered if there is presently a Plunder marker on it.
- A city with a Plunder marker on it has a "+2" modifier to foraging attempts (both inside the city and in the area where the city is located).
- A Major Power may only plunder cities located in provinces of a Major Power, or minor countries or Kingdoms with which he is presently at war. *EXCEPTION: Russia may plunder home nation cities if there is an enemy corps in the province at the time, for no cost in political points.*
- A Major Power may not plunder a city in a ceded, former home nation province.

<sup>83</sup> For example: It is February 1799, Spain has a Corps in Naples and decides to plunder the city. Spain collects \$2 (as Naples has four spires), and loses "-1" political point. A plunder marker is placed on the city of Naples, and the Naples minor country collects no revenue from taxation in the March or June 1799 economic phases. However, Naples would collect double manpower in those economic phases. The plunder marker would be removed from the city of Naples at the end of the June 1799 economic phase.

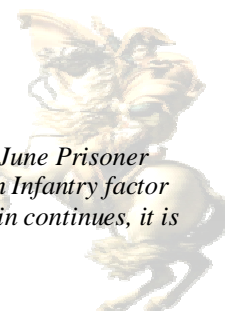
- A Major Power loses “-1” political point for plundering a city. *EXCEPTION: The Ottoman loses no political points for plundering cities located in Austrian and/or Russian home nation provinces and Austria and/or Russia lose no political points for plundering a cities in Ottoman home nation provinces.*

#### 7.8 PRISONER ATTRITION STEP (OPTIONAL)

Prisoners were not treated terribly well in this era, and it was uncommon for them to return to service following an extended period of capture. Tribal or Feudal Corps counters are considered depleted until the next December Levy Step.

- Each turn, all Major powers permanently delete 10% of the prisoners held, rounded up<sup>84</sup>. Losses are assigned proportionally, by nationality, as in 7.5.2.9.3.1.

<sup>84</sup> For example: Britain captures 11 French Infantry factors as a result of a siege in June 1796. In the June Prisoner Attrition Step, two of the French Infantry factors are permanently eliminated. In July, one more French Infantry factor would die, In August, one more French Infantry factor would die. If the war between France and Britain continues, it is very likely that none of the French factors would return to France.



## 8. THE ECONOMIC PHASE

During this phase, which occurs only at the end of the March, June, September and December turns, money and manpower are collected and certain expenditures are made. Major Powers should keep track of their current amounts of money on a separate sheet of paper or use the appropriate forms, Prussia should do similarly for current saved manpower in Campaigns where manpower can be saved. The actions of the Economic Phase occur in the following order:

### 8.1 THE VICTORY POINTS STEP

In this step, the POLITICAL STATUS DISPLAY on the STATUS CARD is consulted and each Major Power receives the victory points specified for the position at which it is located<sup>85</sup>.

#### 8.1.1 RECORDING VICTORY POINTS

The victory points gained are recorded by adjusting each Major Power's victory point markers on the VICTORY POINTS DISPLAY on the STATUS CARD to show the new total of victory points.

#### 8.1.2 HOW TO WIN

Victory points are collected during each Victory Points Step. In the Campaign games, the first Major Power to obtain enough total victory points to reach or exceed his Major Power's victory level, in addition to any victory points bid *and announce* this fact (it does not have to be announced at the first opportunity) is a winner. If two or more Major Powers have reached or exceeded their victory levels simultaneously, those Major Powers are co-winners. Major Powers may not transfer victory points to each other.

- The required victory levels for each Major Power are given in the VICTORY LEVELS CHART on the CHART CARD and in the Campaign rules.
- If players wish to finish a Campaign game earlier, or there is no victor at the end of the last turn of a Campaign game, the victor is determined by calculating the Major Power which has attained the largest percentage of its victory level.

### 8.2 THE MONEY AND MANPOWER COLLECTION STEP

The "tax" (for money) and "manpower" (recruiting for ships and army factors) values for each province are printed within the province on the map. Trading values for each port city are printed in each blockade box.

#### 8.2.1 MONEY COLLECTION

There are a number of sources from which a Major Power may collect money. Each Major Power totals the money due to him from Economic Manipulation (8.4, this may be negative), from taxation, from various forms of trade, and for the Spanish, an annual gold convoy. This total is added to any accumulated amount carried over from earlier in the month.

##### 8.2.1.1 Money Collection by Taxation

The tax money due a Major Power is determined by adding together all of the tax values of all of its controlled home provinces, currently ceded enemy provinces and Conquered minor countries. Predominant Major Powers receive an additional \$10 (8.10.2.3). The tax money due a controlled Client State or Sponsored, minor country or Kingdom, is similarly and separately figured (see 8.2.3). A Major Power may not collect taxes from provinces or minor countries with unbesieged enemy factors in the capital of that entity.

Money is not collected from provinces or minor countries with plundered cities (7.7.5). A Major Power collects no taxes at all (except for its Client State or Sponsored, minor countries or Kingdoms) if its national capital city is occupied by unbesieged enemy factors. In the case of Russia, as it has two capitals (Moscow and St. Petersburg), the loss of either capital reduces Russia's tax income to nothing.

Minor countries belonging to a Kingdom have their collection status determined separately<sup>86</sup>.

##### 8.2.1.2 Money Collection by Trade

Each port has three values in the blockade box, immediately above the name of the port. These three values correspond to the: British trade, Domestic trade and American trade values respectively.<sup>87</sup> The maximum potential trade money due a Major Power is determined by adding together all the Domestic and American trading values of its ports. The Domestic and American trade money due a controlled Client State or Sponsored, minor country or Kingdom is similarly and separately figured.

- A port is not eligible for trading (British, Domestic, American or Continental System) if it is blockaded, besieged, or occupied by an enemy Major Power other than the Major Power controlling the province or minor country in which the port lies.

<sup>85</sup> For example: if the Austrian political status marker is on the box at the extreme right of the Neutral zone line, Austria would receive "8" victory points.

<sup>86</sup> For example: unbesieged enemy factors in the capital of the Kingdom, do not prevent the collection of taxed in component minor countries of the Kingdom.

<sup>87</sup> For example: Prussia is part of the British trading system and controls Hamburg as a Conquered minor country, the port of Hamburg has the values: "2/3/2", giving British trade of "\$2" (to Britain), domestic trade (to Prussia) of "\$3", , and a US trade of "\$2" (to Prussia). Another example, the port of Gibraltar has the values "--/--/--", giving it no trade of any form.



- Ports north of the ice line are not eligible for trade in the December Economic Phase. (Stockholm is considered to be below the ice line for purposes of this rule)
- Ports on the Black Sea can only trade if given permission by the Major Power controlling Constantinople, or have access through the Dardanelles via 6.5.1.3.

#### 8.2.1.2.1 Domestic Trade and British Trade

All Domestic trade is considered to be between Britain and each Major Power, minor country or Kingdom. When an eligible port trades, Britain receives the British trading value amount listed for its trade and the controlling Major Power, Client State or Sponsored, minor country or Kingdom gains the Domestic trading value amount. Britain first announces all trading it wishes to conduct (the Major Powers with which Britain will trade) after which each Major Power involved may agree or disagree. Britain can not pick and choose ports, though it can pick and choose the Major Powers with which it wishes to trade. If there is trading with a Major Power then there must trade with all available ports (subject to ice-line restrictions and access through the Dardanelles).

- A Major Power at war with Britain may not conduct any Domestic trade.
- Britain may trade with ports in Neutral, Influenced or Ally minor countries or Kingdoms (in any Major Power's diplomatic track), with no Major Power earning the second amount.
- Britain must trade with all Influenced, Allied, Client, and Sponsored, minor countries and Kingdoms, of a Major Power if it decides to trade with that Major Power
- Britain may trade with eligible ports in ceded provinces and Conquered minor countries it controls, gaining both values. Britain may also trade with eligible ports in Client State or Sponsored, minor countries or Kingdoms it controls, gaining the first amount, the minor country or Kingdom the second.

#### 8.2.1.2.1.1 Naval Raiding

For *each* sea zone adjacent to Britain, or blockade box of a British port that contains a Fleet(s) controlled by a Major Power at war with Britain, British trade revenue (from any source) is reduced by “-\$5” (maximum reduction to “0”). This is checked only during an Economic Phase.

#### 8.2.1.2.2 American Trade

American trade represents European trade with countries other than Britain.

- Each Major Power, may trade with America, receiving the American trade value for each eligible port.
- If a Major Power's home nation Fleets have conducted Privateer attacks (regardless of how successful) since the last economic phase, it rolls a D6. On a roll of “1”, that Major Power may not conduct trade with America this economic phase.
- If Britain is at war with another Major Power(s), it may elect during this step to *automatically* stop that Major Power(s) from trading with America.
- If Britain stops American trade, Britain gains the value of the American trade it stops. Should this value exceed \$15, Britain also gains an extra manpower factor. However, if Britain denies US trade, another D6 is rolled. If the roll is equal to or less than the number of Major Powers denied trade with America by Britain, Britain's actions are considered to have triggered either “American Embargo” (this first time this occurs) or “American war with Britain” (all subsequent times).

#### 8.2.1.2.2.1 American Embargo

In response to the economic warfare between Britain and France, the United States attempted to sway Europe with economic warfare of its own.

- While an American war with Britain is in effect, *no* Major Power may conduct American trade.
- The American Embargo lasts until Britain and/or France ends it by making concessions to the United States in a Peace Step at a cost of “-2” political points (for each). If either Britain or France announces that they are making concessions to the United States, the other has the option to match such concessions. If Britain makes concessions to the United States, Britain may not stop any Major Power(s) from trading with America for the next 18 months. If France makes any concessions to the United States, France may not declare war on Major Power(s) trading with America in violation of peace condition B.6. Should the American Embargo end without Britain making concessions to the United States, an American war with Britain (8.2.1.2.2.2) immediately breaks out. Conversely, if the Embargo ends without France making concessions to the United States, France may not conduct American trade for the next 24 months.

#### 8.2.1.2.2.2 American war with Britain

- While an American war with Britain is in effect, *no* Major Power may conduct American trade.
- The American I Squadron and II Squadrons (with “10” Light Ships) and the I Privateer, II Privateer, III Privateer and IV Privateer Fleets (with “3” Privateers in each Fleet) are placed in the Atlantic Privateer Box. They may not leave this box under any condition, if forced to do so, they are eliminated instead.
- The American forces are controlled by France.
- An additional “3” Privateer Ships are placed as reinforcements (if there is room in the Privateer Fleets) in France's Naval Reinforcement Step, in the months of March, June, September and December.
- No maintenance is required to pay for the American Fleets.



- The American war with Britain lasts until Britain ends it by choosing to give a conditional surrender (4.6.3) to America, losing “-5” political points during any Peace Step. Britain may not stop any Major Power(s) from trading with America for the next 24 months.
- There may be more than one war with the America during the course of a Campaign game.

### 8.2.1.2.3 The Continental System

This system represents France’s efforts to damage the British economy by forcing other European nations not to trade with Britain. The TRADE STATUS BOX on the STATUS CARD provides a useful method of keeping track of the trading status of each Major Power and Kingdom.

- Major powers or Kingdoms under the Continental System receive half their total potential Domestic trade revenue (rounded down). France receives an equal amount in trade from Major Powers or Kingdoms under the Continental System.
- A Major Power or Kingdom under the Continental System may not trade with Britain, though may conduct American trade.
- France may not trade with Britain if any Major Powers or Kingdoms are in the Continental System, or if France is a pre-dominant Major Power (8.10)
- For each Major Power that enters the Continental System, France gains “+1” political point and Britain loses “-2” political points. For each Major Power that leaves the Continental System Britain gains “+1” political point and France loses “-2” political points. To enter the Continental system, permission must be obtained from France. To enter the domestic (standard British trading) system, permission must be obtained from Britain. A situation may arise in which a Major Power is not part of the Continental or British trading systems and is only capable of conducting trade with America.
- France must be Republican (not Royalist), with an “A” leader available, in order to permit any Major Power or Kingdom to enter the Continental System.
- To place a Major Power or Kingdom under the Continental System, a voluntary announcement (with appropriate permission) is made by that Major Power during the Peace Step. If a nation voluntarily joins the Continental System it may leave the system voluntarily (with appropriate permission), making this announcement in the Peace Step.
- A Major power that voluntarily enters the Continental System loses “-1” political point.
- Another method for entering the Continental System involves France selecting condition B.6 in a peace settlement, forcing that Major Power to remain under the Continental System until that nation and France to go war again, or until France gives permission for that nation to leave the Continental System.
- Major Powers may place voluntarily any of their Client or Sponsored Kingdoms under the Continental System. For any new Kingdom placed under the Continental System, France gains no political points and Britain loses “-1” political point. For any new Kingdom that leaves the Continental System (a Kingdom that is eliminated is considered to leave the Continental System), Britain gains no political points and France loses “-1” political point. For a Kingdom to be placed in the Continental System it must have at least one port with a trade value.
- France gains a casus bellum the following turn against any Major Power that leaves (or has a controlled Kingdom leave) the Continental System. Britain gains a casus bellum the following turn against any Major Power that voluntarily enters (or has a controlled Kingdom enter) the Continental System.
- If there are any Major Powers in the Continental System, double the trade values of Portugal (Lisbon from 1/2/1 to 2/4/2 and Oporto from 1/1/1 to 2/2/2 ) as long as it is not controlled by France or a Major Power in the Continental System.

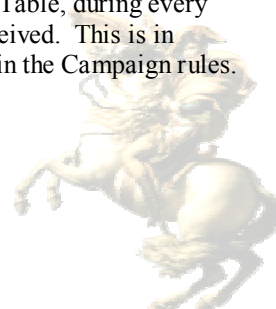
### 8.2.1.3 Spanish Gold

8.2.1.3 Spanish Gold Table											
Dice Roll	2	3	4	5	6	7	8	9	10	11	12
Money	5	10	15	20	20	25	25	30	35	40	40
<b>Cumulative Modifiers</b>											
-2 if at war with Britain											
-2 if all home nation ports blockaded											
-3 Overseas Fleet < 10 ships											
+2 if Spain is in the Dominant Zone											
+3 Overseas Fleet > 20 ships											
+2 prior to 1796 +1 1796-1804 -1 after 1811											
If modified roll is less than 2, Britain receives \$15 and Spain nothing											

Spain receives money from a yearly gold convoy from Spanish overseas colonies; two dice are rolled on the SPANISH GOLD CONVOY TABLE during the September Economic Phase only, and the amount indicated is received. A modified 2D6 of less than “2” results in there being no gold for Spain this year, instead, Britain has captured the gold convoy (if at war with Spain, if not at war with Spain the money is simply lost) and receives \$15 for the capture. If Spain enters the Fiasco zone, or has peace condition C.10 applied against it, the gold convoys permanently cease.

### 8.2.1.4 British Colonial Trade

Britain receives money every economic phase from overseas colonies; two dice are rolled on the British Colonial Trade Table, during every Economic Phase, and the amount indicated is received. This is in addition to any “base” Colonial Trade, indicated in the Campaign rules.



**8.2.1.4 British Colonial Trade**

Dice Roll	2	3-4	5-9	10-11	12
Money	5	7	10	15	20

**Cumulative Modifiers**

+2 At war with no Major Powers
+2 Overseas Fleet (8.11.3.1) >30 ships
+2 Overseas Fleet >50 ships
-1 At war with 2 or more Major Powers
-2 At war with 4 or more Major Powers
-2 Overseas Fleet <20 ships
-4 At war with America

**8.2.2 MANPOWER COLLECTION**

Each Major Power totals the manpower due to him from Economic Manipulation (this may be negative, in which case, treat as zero), from friendly controlled home provinces and Conquered minor countries only. The Ottoman and Spain are the only Major Powers that can collect manpower from the conquered minor countries of: Morocco, Algeria, Tunisia, Tripolitania and Cyrenaica. The Ottoman is the only Major Power that can collect manpower from Syria and Palestine. Manpower is not collected from ceded enemy provinces nor from a controlled province or minor country whose capital city contains unbesieged enemy factors. The presence of an unbesieged enemy in the national capital of a Major Power does not affect the collection of manpower except for the capital's province. Additional manpower may be available as a result of plundering (7.7.5).

**8.2.3 MINOR CLIENT STATES MONEY AND MANPOWER COLLECTION**

Minor Client State and Sponsored minor countries gain the money and manpower values printed on the map. To this, potentially, is added the money value of any trade. This money and manpower is used exclusively for purchases and maintenance of that minor country's forces. The controlling Major Power may loan money (actually, give the money; minor Client States never repay loans and may not make loans of their own) to a Client State or Sponsored minor country. If the capital city of a Client State or Sponsored minor country is occupied by unbesieged enemy factors, it gains no money (including trade) *or* manpower.

- Minor countries may *never* have more strength-points than the total of the number of available factors in their Corps and home cities<sup>88</sup>.

**8.2.4 KINGDOM MONEY AND MANPOWER COLLECTION**

Client State and Sponsored Kingdoms (not minor countries) gain *double* the money and manpower values printed on the map. To this, potentially, is added the money value trade. This money and manpower is used exclusively for purchases and maintenance of any forces of the component minor countries of the Kingdom. Any wasted manpower is lost. The controlling Major Power may loan money (actually, give the money, Kingdoms never repay loans and may not make loans of their own) to a Client State or Sponsored Kingdom. A Kingdom may not collect taxes or manpower from a particular province if the provincial capital city is occupied by unbesieged enemy factors. A Kingdom collects no taxes at all if its capital city is occupied by unbesieged enemy factors.

- Kingdoms may *never* have more strength-points than the total of the number of available factors in their Corps and home cities.

**8.3 THE LENDING MONEY STEP**

Major Powers may now lend or give money to other Major Powers *or* to Client State, or Sponsored minor countries or Kingdoms in their diplomatic track. Major Powers may not loan money to another Major Power with whom they are at war. Loan agreements between Major Power are not binding. There is no penalty for failure to repay a loan (other than expected diplomatic difficulties). Minor countries or Kingdoms may *not* loan money. Money may not be lent at any other time in the game. Money that changes hands is added or subtracted from the money obtained from other sources. Manpower may not be loaned or given away at any time.

**8.4 THE MANIPULATION STEP****8.4.1 OCCUPIED HOME NATION CAPITALS**

If a Major Power's home nation capital is enemy occupied and unbesieged during a Manipulation Step, that Major Power may not collect money (taxation or trade) or carry out any previously set economic manipulation or set any new economic manipulation ("0" must be set). EXCEPTIONS: Russia does not face this penalty in the loss of Moscow, but rather St. Petersburg. Spain collects money (taxation and trade) though may not carry out any previously set economic manipulation or set any new economic manipulation ("0" must be set).

In addition, the Major Power's political status marker *must* be adjusted on the POLITICAL STATUS DISPLAY on the STATUS CARD to show the following drop in political points:

**8.4.2 ECONOMIC MANIPULATION****(OPTIONAL)**

Economic manipulation simulates the ability of a Major Power to control its economy to gain additional political points, money or manpower as needed. Economic manipulation takes place

during the Manipulation Step of an Economic Phase. Performing economic manipulation consists of first recording changes from the *last* economic manipulation setting and then resetting the Economic Manipulation Display for each

London or Paris occupied	"-3" political points
Berlin, Constantinople, Vienna, Moscow or Warsaw occupied	"-2" political points
Madrid or St. Petersburg occupied	"-1" political point. For Russia, the losses from Moscow and St. Petersburg being occupied are cumulative.

<sup>88</sup> For example: the minor country of Cyrenaica can hold five factors in the city its capital (and only city) and ten factors in its Corps (plus a ten factor Tribal Cavalry Corps). It can not build any more factors if all cities and the Corps are full.

Major Powers for the *next* economic manipulation. The setting is *always* in the “0” square at the start of a Campaign. Setting of economic manipulation is limited by 8.4.2.3.

#### 8.4.2.1 Recording Economic Manipulation

Major powers gain or lose the number of political points specified by the large Political Status Adjustment (“PSA”) number in the square of its Economic Manipulation Display in which that Major Power’s economic manipulation marker is positioned. This square also specifies gains or losses in money and/or manpower. Record any political point changes on the POLITICAL STATUS DISPLAY on the STATUS CARD and add or subtract the money and manpower from the totals determined during the Money and Manpower Collection Step. Both the money/manpower and the political point loss/gain effects are resolved in the *next* economic phase after they have been set.<sup>89</sup>

#### 8.4.2.2 Setting Economic Manipulation

The owning Major Power then sets the economic manipulation marker’s position to any square on the Economic Manipulation Display on the appropriate NATIONAL CARD. This position specifies the PSA number and amount of money and/or manpower to be gained or lost in the *next* Economic Phase’s Manipulation Step. The ECONOMIC MANIPULATION DISPLAY of Britain is presented below as an example:

#### 8.4.2.3 Restrictions Of Economic Manipulation

A Major Power at war with another Major Power may not set manipulation that will result in a gain of political point(s). For a Major Power to manipulate for the “+1” political point modifier, it must place itself under the restrictions of peace condition C.1.d. It is the choice of the Major Power whether to apply the naval or land restrictions upon itself. If a Major Power does not have at least 20 Light and/or Heavy ships, it must place itself under the land restrictions. For a Major Power to manipulate for the “+2” political point modifier, it must place itself under both land and naval restrictions<sup>90</sup>.

### 8.5 MONEY AND MANPOWER EXPENDITURE STEP

Money and manpower are used to pay expenses and for building/recruiting new ships and/or army (Cavalry, Guard Cavalry, Islamic Cavalry, Infantry, Militia, Islamic Infantry, Guard and/or Artillery) factors. Minor countries and Kingdoms pay their own maintenance, at the same rates as for Major Powers. If the minor country or Kingdom cannot pay, the Major Power controlling the minor country or Kingdom *must* pay. Money should be expended in the order that expenses are listed below. Any Major Power that becomes “bankrupt” during this step loses “-3” political points (immediately adjust the Major Power’s political status marker on the Political Status Display).

#### 8.5.1 MAINTENANCE

These represent the expense of maintaining Corps, Fleet, Squadron and Depot counters already on the map. If there is insufficient money for the maintenance of all counters that have maintenance costs, the Major Power pays *all* available money and becomes bankrupt. This has no effect on the counters on the map.

- For each Corps and Fleets of *any* type, at any location a Major Power has on the map (not including Client State or Sponsored minor country Corps, which are paid for separately, by the minor country or Kingdom if possible) it expends the amount indicated in the table in 8.5.4.
- For each of its depots on the map a Major Power or Kingdom expends \$1 in maintenance.

##### 8.5.1.1 Tribal or Feudal Corps Maintenance

Maintenance must be paid only for Tribal or Feudal Corps actually on the map during a Money and Manpower Expenditure Step of an Economic Phase (no maintenance is paid for detached Feudal Infantry factors). Tribal or Feudal Corps not then on the map, even if placed during the following three months, do not have to be purchased (The \$0.5 is paid when they are placed).

#### 8.5.2 FORMAL DEBTS

Major powers must now pay off any “formal” debts; that is, those required through peace terms (see peace terms B.3, C.3 and C.7). If there is insufficient money for this, the Major Power pays what there is and becomes bankrupt (if not already so) while the remainder of the debt still exists as a formal debt (to be paid off the next economic phase). Major Powers may now also choose, but are not obliged, to pay any informal debts.

#### 8.5.3 AIDING REVOLTS

A sponsor of a revolt may send aid to a revolt during the Money and Manpower Expenditure Step of the Economic Phase.

- The sponsor declares the aid and also the amount of money being sent, which may not be greater than \$6. The Major Power controlling the province or minor country in revolt can then spend up to \$6 to counter this aid. If the amount of money sent by the sponsor is greater than the amount of money spent by the Major Power controlling the province or minor country in revolt, the difference is the modifier used to determine success. A D6 roll is made by the sponsoring Major Power. If this D6 roll is less than or equal to the amount of aid sent, minus the money spend by the Major

<sup>89</sup> For example: In the March 1805 Economic Manipulation Step, France set manipulation for “+1” political point, sacrificing manpower. In the June 1805 Economic Phase, the manpower penalty is paid, and in the Economic Manipulation Step, France gains +1 political point.

<sup>90</sup> For example: It is January 1810, France is at peace with all other Major Powers, and would like to manipulate for “+2” political points. To do this, it would have to limit itself to having 12 Corps (2/3 of 18) and 60 factors in garrison. It would also be permitted to have 8 of it’s 13 Fleet counters on the map.



Power controlling the province or minor country in revolt, then the revolt number is increased by one. Additionally, Guerrilla morale in that minor country or province is increased to “1.5” for the next month<sup>91</sup>.



<sup>91</sup> For example: Britain is the sponsor of a revolt in Hanover, which is a Conquered French minor country. Britain decides to send \$5 in aid to the revolt. France decides to spend \$3 to reduce the chance of success. Britain rolls a D6. If the result is a “1-2”, the attempt to aid the revolt is successful, with the revolt number increasing.



- Each attempt to aid a revolt provides a Casus Bellum (see 4.4.2) for the Major Power controlling the minor country or province in revolt against the Major Power aiding the revolt.

#### 8.5.4 EXPENDITURE ON FORCES

Major powers with money left may spend it on army factor or ship purchases (see the PURCHASE/MAINTENANCE COST CHART)<sup>92</sup>.

- Minor Client State or Sponsored minor countries make separate purchases for their own factors, with the minor country components of a Kingdom pooling their money and manpower.
- The purchase of army factors and ships and their date of arrival on the map as reinforcements should be recorded and is considered public information.
- The Ottoman may not build Militia, but rather Islamic Infantry. Insurrection, Tribal or Feudal troops, Guerrillas, Cossacks or Freikorps are not build in this step. Only France and Russia, depending on the Campaign, may potentially build Artillery factors.
- Any minor country which may build Islamic Infantry (Algeria, Chechnya, Circassia, Cyrenaica, Egypt, Georgia, Imeretia, Morocco, Palestine, Syria, Tripolitania, Tunisia or Albania, Bosnia, Greece, Serbia if minor countries and not Ottoman provinces) may not build regular (European) Infantry.
- All ships and factors purchased during this step are placed on the map as reinforcements during the Reinforcement Phase(s) after the required number of months have passed (based on the "Time in Months" column on the PURCHASE/MAINTENANCE COST CHART) following the purchase of the factors<sup>93</sup>.
- All newly purchased ships are built to commissioned status. It is not possible to build "damaged" or "in ordinary" ships.
- Light ships may be converted to Privateers, at this time. To do so, the Light ship must be in a home nation port and cost of one manpower factor paid. This will immediately convert one Light ship into two Privateers.
- Changes to ship's status may be paid for during an economic phase, even if the harbor capacity does not currently exist to start the work, provided that the work starts before the next economic phase.<sup>94</sup>

##### 8.5.4.1 Ship Building Locations

When ships are purchased (as well as repaired or brought into commission from ordinary), the exact port or ports where these ships will become available when completed (i.e., where they are being built) must be noted and must be revealed if asked (their building is common knowledge). These ports are the only ones where these ships can become available as reinforcements. Major powers may build ships in their own home nation ports and in their Conquered minor countries, or former home nation ports, if part of a Kingdom controlled by that Major Power. Minor countries or Kingdoms can only build ships in their home nation ports (including those in secondary districts).

- If a port city containing building, repairing, commissioning or unassigned ships is occupied by an enemy, the fate of these ships is determined by the power that captured the port. Construction, repairs, etc. can continue normally, if the Major Power that gains control of the port desires (competitive D6 rolls determine the ships' fate if a mixed force occupies the port and agreement cannot be reached). Control of

8.5.4 Purchase/Maintenance Cost			
Unit Information	Money Costs	Manpower Costs	Time in Months
<b>Fleet Maintenance</b>			
Squadron	\$1	na	na
Fleet	\$2	na	na
Privateer Fleet	\$1	na	na
Transport Fleet	\$1	na	na
Galley Fleet	\$1	na	na
<b>Changes in Ship Status</b>			
Ordinary to Commission	\$3/ea	1/ea	4
Damaged to Ordinary	\$3/ea	0/ea	4
Damaged to Commission	\$5/ea	1/ea	7
Repairs in non-home nation ports costs 1.5 time and 1.5 normal cost			
<b>Land Maintenance</b>			
Corps Maint.	\$1/ea	na	na
Depot Maint.	\$1/ea	na	na
<b>New Purchases</b>			
European Mil	\$0/ea	2/ea	1
British Mil	\$1/ea	2/ea	1
Islamic Inf	\$1/ea	2/ea	3
European Inf	\$3/ea	2/ea	3
British Inf	\$4/ea	2/ea	3
Guards	\$7/ea	2/ea	6
Artillery	\$7/ea	1/ea	6
Islamic Cav	\$9/ea	2/ea	5
Cavalry	\$12/ea	2/ea	5
Guard Cavalry	\$15/ea	2/ea	6
Hvy. Ship	\$12/ea	1/ea	18
Lt. Ship	\$10/ea	1/ea	12
Privateer	\$3/ea	1/ea	3
Galley	\$6/ea	1/ea	4
Transport	\$4/ea	1/ea	6
New Corps or Fleet counter	\$1/ea	na	na
5 strength Harbour Def	\$30/ea	na	12

<sup>92</sup> For example: an Infantry factor could be purchased by using three money and two manpower points.

<sup>93</sup> For example: an Infantry factor (which requires three months to build) purchased during the March, 1806 Money and Manpower Expenditure Step is placed on the map during the June, 1806 Reinforcement Phase.

<sup>94</sup> For example: in the March 1805 economic phase, France orders five ships in ordinary at Cherbourg to be brought into commission. These ships will be available as reinforcements in, and utilize all of Cherbourg's harbor capacity until, July 1805. In the June 1805 economic phase, France may pay for another five ships in ordinary to at Cherbourg to be brought into commission. The "work" on these ships would start in July 1805, and the ships would be available as reinforcements in November 1805.

these ships will eventually go to the Major Power that controls the port at such time as the ships are able to be placed as reinforcements, so that the ships can be transferred to the Fleet.

#### 8.5.4.2 Harbour build limits (OPTIONAL)

Major Powers can only build ships in allowable ports to the maximum allowable by port, with the exception of Privateers and Transport Fleets can be build in any port, which do not use port capacity. See HARBOR BUILD CAPACITY CHART.

Gibraltar and Malta may be used (by the British Major Power only) to repair or bring out of ordinary up to 10 ships at any time. Spain may build ships in Havana, which may not be captured or have production otherwise disrupted.

#### 8.5.4.3 Improved Harbour Defenses (OPTIONAL)

For a cost of \$30 and taking 12 months, harbour defenses (6.7.5.1) can be increased by "+5". The construction will be complete after 12 months, regardless of whether the port changes hands.

#### 8.5.5 EXPENDITURE ON NEW CORPS AND FLEET COUNTERS

Major powers and their controlled minor countries may purchase empty Fleet and Corps counters not currently on the map by paying \$1 per counter. These counters must be placed on the board within the next three months or they must be again purchased in another Economic Phase before they can be placed on the map. Feudal, Tribal, Insurrection and the Austrian Tyrol Corps that are not on the map at this time do *not* have to be purchased. Only available (at present off the map) Fleet and Corps counters may be purchased as "new" counters. Counters on the map now may not be purchased to be available for immediate return to play as "new" counters should they be eliminated.

#### 8.5.6 MILITIA CONVERSION

During a Money and Manpower Expenditure Step, *while at war with no other Major Power*, a Major Power may remove any Militia factors located in controlled home nation provinces from the map and pay \$3 per Militia factor to "convert" them to regular Infantry factors. These new regular Infantry factors are returned to the map as reinforcements three months later (the same reinforcement phase as newly purchased regular Infantry factors).

#### 8.5.7 SURPLUS MAJOR POWER MONEY OR MANPOWER

Any remaining money belonging to a Major Power are available for use to meet any of that Major Power's expenses (i.e., building depots, using depot supply, etc; this also includes these expenses for controlled minor countries and Kingdoms, and/or supplying Allied Corps) during future months. Prussian manpower points can also be saved (Campaign rules permitting), manpower of other Major Powers is lost if not used.

#### 8.5.8 SURPLUS MINOR CLIENT OR SPONSORED STATE MONEY OR MANPOWER

Any remaining unused money or manpower points belonging to a minor country is lost, though Kingdoms save money (not manpower) which is recorded by the Major power controlling the Kingdom, which is available for use to meet any of that Kingdom's expenses (i.e., building depots, using depot supply, naval supply, etc; this also includes these expenses for controlled minor countries and Kingdoms, and/or supplying Allied Corps) during future months. **EXCEPTION:** *Minor countries that collect only "1" manpower per economic phase can save up to "1" manpower to the next economic phase. (If this was not the case, they would not be able to build army factors)*<sup>95</sup>

#### 8.6 THE POLITICAL STATUS ADJUSTMENT STEP

In this step, each Major Power checks the box on the Political Status Display on the STATUS CARD containing his political status marker and gains or loses the political points specified by the value of the large political status adjustment ("PSA") number in the box. Where this is a positive number, this is a political points gain (move the marker to the right); where the number is negative, this is a political points loss (move the marker to the left). The political status marker is moved by the indicated number of boxes in the indicated direction. Major Powers may not transfer political points to one another.

8.5.4.2 Harbour Build Capacity Chart		
Country	Location	Max
Britain	Portsmouth	15
	Plymouth	15
	London	30
	Dublin	5
	Glasgow	5
France	Brest	10
	Le Havre	8
	Toulon	10
	Marseilles	10
	Cherbourg	5
Spain	Cadiz	20
	Corunna	4
	Barcelona	4
	Cartagena	2
	Havana (off map)	5
Prussia	Danzig	4
	Konigsburg	2
	Stettin	3
Austria	Trieste	5
	Zara	1
Russia	St. Petersburg	15
	Riga	5
	Sevastopol	4
Ottoman	Constantinople	10
	Sinope	2
	Smyrna	5
Denmark	Copenhagen	7
Egypt	Alexandria	5
Flanders	Antwerp	10
Genoa	Genoa	2
Hamburg	Hamburg	4
Holland	Amsterdam	10
Naples	Naples	4
Portugal	Lisbon	10
Sweden	Karlskrona	10
Venice	Venice	8

<sup>95</sup> For example: the Sponsored or Client State minor country of Mecklenburg receives \$1 and one manpower point in the June 1800 money/manpower collection step (potentially an extra \$1 if trading with Britain, and an extra \$1 in US trade). This is not enough to purchase an Infantry factor (one manpower factor short). It may save the one manpower point until the September money/manpower collection step. In September, it may purchase an Infantry factor using the two manpower points, the \$1 from September taxation, and \$2 from some other source, \$1 potentially from British trade, with another \$1 potentially from the US trade.

## 8.7 THE CIVIL DISORDER STEP

If, during any Economic Phase, a Major Power can collect no *home nation* manpower, that Major Power goes into “civil disorder” and that Major Power is permanently out of the game and all of its home nation forces are permanently eliminated from the map.

- All Conquered minor countries of the Major Power undergoing civil disorder pass to the control of the Major Power occupying the Major Power’s capital.
- Minor countries and Kingdoms located in the diplomatic track of the Major Power undergoing civil disorder are treated in the same manner as 4.8.5.2.
- Each of that Major Power’s home nation provinces are ceded to the Major Power controlling the provincial capital. (*EXCEPTION: Where no Major Power controls the provincial capital, that province passes to the Major Power controlling the national capital. These provinces are now all considered to be ceded provinces.*)
- If the forces of two or more Major Powers are placed to dispute claims to territory arising from civil disorder (i.e., mixed forces occupy a capital city), the involved Major Powers may decide on control in any mutually agreeable manner, or, if unable to agree, may use competitive D6 rolls to determine the new controlling Major Power.
- Each Major Power at war with the Major Power undergoing civil disorder gains “+5” political points, the same as if the Major Power in civil disorder had surrendered unconditionally.

## 8.8 THE CEDING STEP

Each Major Power secretly writes down what Conquered or Client State minor country or ceded or home nation province he wishes attempt to “cede” (change control) to another Major Power. When such territories are ceded as a result of a peace settlement rather than of a Major Power agreement, the territory is ceded at the moment peace is declared, and the process outlined below is used. The following restrictions and conditions to voluntary ceding during the Ceding Step apply:

- The Major Power attempting to cede a Conquered or Client State minor country or ceded or home nation province loses “-1” political point.
- A Major Power may not voluntarily cede a home nation province, if two or more home nation provinces have already been ceded (either voluntarily or as a result of peace conditions).
- Territory ceded during this step may *only* be ceded to Major Power Allies. During any one Ceding Step no individual Major Power may cede more than one minor country *or* province *or* ceded province.
- A Conquered or Client State minor country or ceded or home nation province may not be ceded while it contains any forces controlled by a Major Power at war with the controlling Major Power *or*, in the case of a minor country, separately at war with that minor country, unless it is ceded to that Major Power with forces inside that territory.

### 8.8.1 CEDING PROCESS

The Major Power to receive a Conquered or Client State minor country or ceded or home nation province then rolls a D6 to determine whether it successfully gains control of the Conquered or Client State minor country or ceded or home nation province. The D6 is modified with the National Modifiers (from the MINOR COUNTRY CHART, except when ceding a Major Power home nation province, but with the modifier of “-2”, rather than the National Modifier) and the Status Modifiers (from the POLITICAL STATUS DISPLAY).

An additional “+1” modifier is given if the Major Power receiving the ceded Conquered or Client State minor country or ceded or home nation province has forces inside the Conquered or Client State minor country or ceded or home nation province. An additional “+3” modifier is given if the Major Power is receiving a formerly ceded home nation province.

- On a modified roll of “3” or greater, the Major Power gains control of the Conquered or Client State minor country or ceded or home nation province (it is successfully ceded from one Major Power to another).
- On a modified roll of “2” or less the Conquered or Client State minor country or ceded or home nation province is not ceded successfully.
- If an attempt to cede a Conquered or Client State minor country fails, the Conquered or Client State minor country becomes Neutral.<sup>96</sup>
- If an attempt to cede a home nation province fails, the home nation province reverts back to being a home nation province of the Major Power attempting to cede the province.<sup>97</sup>
- If an attempt to cede a ceded province fails, the ceded province reverts back to being a home nation province of the Major Power of which the ceded province was originally a part of.<sup>98</sup>

### 8.8.2 RECEIVING A CEDED MINOR

When a minor Client State is ceded, the new controlling Major Power may accept it and all its current forces as a Client State or immediately remove its forces (army factors are eliminated, ships are recorded and placed in ordinary for possible

<sup>96</sup> For example: Britain attempts to cede Mecklenburg (presently a British Conquered minor country) to Prussia and is unsuccessful. Mecklenburg becomes a Neutral minor country.

<sup>97</sup> For example: Britain attempts to cede Ireland (presently a British home nation province) to Prussia and is unsuccessful. Ireland reverts to being a British home nation province.

<sup>98</sup> For example: Britain attempted to cede Picardy (presently a ceded province from France controlled by Britain) to Prussia and is unsuccessful. Picardy reverts to being a French home nation province.



later use) and change it to Conquered minor country. Move the minor country's diplomatic status marker into the Major Power's Conquered box. If a voluntarily ceded Client State is accepted as a Conquered minor country (from former Client State diplomatic status) by the new controlling Major Power then the new controlling Major Power gains *no* political points. Otherwise, if a Major Power receives a ceded province, home nation province or Conquered minor country in this step, it gains "+1" political point. If it receives a ceded Client State minor country as a Client State minor country it receives "+1" political point.

### 8.8.3 RECEIVING A CEDED PROVINCE

A ceded province that is ceded back to its original home nation becomes an unceded home province again. A province of a Major Power that is ceded to any other Major Power remains a ceded province.

### 8.8.4 FLEET STATUS CHECK (OPTIONAL)

If a Major Power is at peace with *all* other *Major Powers*, and less than 40% of its Fleet (total number of Light, Heavy and Galley ships rounded down (total of: active, ordinary, or damaged) is in ordinary or damaged, it loses "-1" political point in the manipulation step of the economic phase. If less than 20% of its Fleet is in ordinary or damaged, the Major Power loses "-2" political points. For this rule to apply, a Major Power must have more than 20 Light and/or Heavy ships, that can either be active, ordinary, or damaged.

## 8.9 THE NEW POLITICAL COMBINATIONS STEP

New Kingdoms, additions to existing Kingdoms, and/or changes in Predominant status are determined and announced during this step.

The Napoleonic Wars saw frequent changes in the map of Europe, some proving to be only temporary and others proving to be more permanent. These options permit Major Powers to recreate some of these changes by arranging new combinations of minor countries and/or ceded provinces to form new "Kingdoms". In all cases, these changes are declared by the controlling Major Power during the New Political Combinations Step of an Economic Phase.

### 8.9.1 CREATING A KINGDOM

If a Major Power controls all the component parts of a Kingdom marked with a "\*" (required provinces for creation of a Kingdom) and "\*" (capital of Kingdom and required province for creation of a Kingdom, see Kingdom Formation Table in the Campaign rules) as either as: Client State, Conquered, or Allied minor countries, ceded provinces, or home nation provinces, *and* if that Major Power is permitted to create that Kingdom, it may create that Kingdom in accordance with the following rules:

#### 8.9.1.1 Provinces of a Kingdom

The provinces making up a Kingdom must be announced when creation is declared.

- If a Major Power controls the required "\*" component Kingdom province as a home nation province, is it becomes a ceded province of that Major Power and a province of the new Kingdom.
- Once established, a controlling Major Power may add additional controlled provinces or minor countries to a Kingdom during later New Political Combinations Steps (as long as it is possible to add such minor country or province to the Kingdom).
- If a new potential province of a Kingdom is an optional part of the Kingdom (no "\*" or "\*"), and a home nation province of the creating Major Power, there is a choice whether this territory is to be added to the Kingdom.
- If a Kingdom loses either optional or required component minor country or provinces, *and* this territory later becomes under the control of the Major Power controlling the Kingdom, it *must* be added to the Kingdom in the next New Political Combinations Step.
- A minor country may not be part of more than one Kingdom controlled by the same Major Power<sup>99</sup>, though one Kingdom may be absorbed into a larger Kingdom controlled by the same Major Power<sup>100</sup>.

#### 8.9.1.1.1 Marking Control

The controlling Major Power places one of its own national control flags and the appropriate Kingdom political marker anywhere in the Kingdom.

#### 8.9.1.2 Using a Kingdom

Once created, a Kingdom it is treated as a single minor country for purposes of conducting diplomatic actions.

- The component parts of a Kingdom, may *not* have diplomatic actions taken against them, diplomatic actions are taken on the Kingdom as a whole.
- The combined money and manpower values of its component provinces are doubled in value and used for the usual purposes. All Corps/Fleet counters that were part of component minor countries are available. Some Kingdoms

<sup>99</sup> For example: Venetia may be a province of the Kingdom of Italy, and is a required province of the Kingdom of Venice. If the Kingdom of Italy was created, and Venetia was part of the Kingdom, that Major Power could not then create the Kingdom of Venice, as Venetia is already part of another Kingdom. If, however, Venetia was not included in the Kingdom of Italy at the time of its creation, it could become a province of the Kingdom of Venice, that was created by the same Major Power.

<sup>100</sup> For example: The Kingdoms of Hanover and Hesse are in existence, and the Major Power controlling them has the remained minor countries required to create the Kingdom of the Rhine. The Kingdoms of Hanover and Hesse would then in effect be absorbed into the Kingdom of the Rhine.

have other forces may also have additional forces available (see below for the specifics for each Kingdom). Garrison Infantry factors may be placed anywhere within the Kingdom's provinces.

- The Corps of the component minor countries of a Kingdom must be built in the appropriate component minor country.<sup>101</sup>

### 8.9.1.3 Corps and Fleets

If a Major Power controlling a Kingdom controls all the Corps and Fleets of its component minor countries. If a Major Power controls some provinces of a Kingdom, then that Major Power controls the Corps and Fleets for only those minor countries. If a Kingdom is split, the controlling Major Powers may still build forces for each minor country separately.<sup>102</sup>

### 8.9.1.4 Ceding a Kingdom

If a Kingdom's territories are ceded as a peace condition, they are ceded as *separate* minor countries and/or provinces. The Kingdom political marker is never ceded, only removed if the conditions for the Kingdom's existence end. If the Kingdom is eliminated, then it must be recreated as in 8.9.1 to exist again. A Kingdom's provinces may *not* be ceded voluntarily.

### 8.9.1.5 Political Points

Kingdoms are worth "0" to "+5" political points to create, as indicated in the Kingdom creation chart in the Campaign rules. Individually gaining or losing parts of it gain/cost the usual political points for conquering/losing minor countries/ceded provinces.

## 8.9.2 THE KINGDOM OF BADEN

The minor countries of Baden and Breisgau were joined by the French, following victory over the Austrians in 1805.

### 8.9.2.1 Additional Forces

The Baden Corps is available while the Kingdom of Baden is in existence.

### 8.9.2.2 Using the Kingdom of Baden

If *Republican France* controls the Kingdom of Baden, the Baden Corps has a movement allowance of "4". This Corps does not get a "4" movement allowance simply for being French controlled; the Kingdom of Baden *must* be created for their movement allowance to be increased (NOTE: movement is also increased if the Kingdom of Baden is not created, but Baden is incorporated as part of the Kingdom of the Rhine).

## 8.9.3 THE KINGDOM OF THE BARBARY COAST

This Kingdom represents a conglomerate of North African cities that raided trade and otherwise caused mischief in the Western Mediterranean.

### 8.9.3.1 Additional Forces

The Kingdom of the Barbary Coast supply depots are available while the Kingdom of the Barbary coast is in existence.

### 8.9.3.2 Improved Morale

If the Ottoman controls the Kingdom of the Barbary Coast, the morale value of *every* component minor country Corps becomes "2.0" for Islamic Infantry and "2.5" for Cavalry.

### 8.9.3.3 Ottoman Tribute

If the Ottoman controls the Kingdom of the Barbary Coast as a Client State, at the conclusion of all *December* Money and Manpower Expenditure Steps, a maximum of \$25 Kingdom of the Barbary Coast may be transferred as "tribute" to the Ottoman's remaining treasury.

## 8.9.4 THE KINGDOM OF BAVARIA

Bavaria was the third largest power in Germany after Austria and Prussia. It tried to duplicate their politics on a somewhat smaller scale. France used it as a 'watchdog' against Austria, and later it was used by Austria to Guard the German-French border in the South.

### 8.9.4.1 Additional Forces

The Bavaria Corps and the Kingdom of Bavaria depot are available while the Kingdom of Bavaria is in existence.

### 8.9.4.2 Using the Kingdom of Bavaria

If *Republican France* controls the Kingdom of Bavaria, the Bavarian Corps has a movement allowance of "4". This Corps does not get a "4" movement allowance simply for being French controlled; the Kingdom of Bavaria *must* be created for their movement allowance to be increased (NOTE: movement is also increased if the Kingdom of Bavaria is not created, but Bavaria is incorporated as part of the Kingdom of the Rhine).

## 8.9.5 THE KINGDOM OF BELGIUM

First Austria, and then France controlled this collection of minor countries from 1788 to 1815. Neither choose to create a Kingdom here, though the potential did exist.

### 8.9.5.1 Additional Forces

The Belgium Corps and the Kingdom of Belgium depot are available while the Kingdom of Belgium is in existence. An additional "+0.5" morale for the Corps, when in Holland, Flanders, Liege or Luxemburg.

<sup>101</sup> For example: the Ottomans have formed the Kingdom of the Mamlukes. Egyptian Corps would have to be built in Egypt, Egyptian Tribal Corps would have to be initially placed in Egypt, Syrian Corps would have to be built in Syria, Syrian Tribal Corps would have to be initially placed in Syria. Corps may also be placed as in 5.2.1.

<sup>102</sup> For example: Russia controls Finland as a Client State and Britain controls Sweden as a Client State. Russia can build the Finnish Corps and forces for Finland. Britain can build Swedish Corps and Fleets and forces for Sweden.

**8.9.5.2 Using the Kingdom of Belgium**

If *Republican France* controls the Kingdom of Belgium, the Belgium Corps have a movement allowance of “4”.

**8.9.6 THE KINGDOM OF THE CAUCASUS**

This is a hypothetical Kingdom, based on Russian efforts to consolidate this region.

**8.9.6.1 Additional Forces**

The Caucasus depots are available while the Kingdom of Caucasus is in existence.

**8.9.7 THE KINGDOM OF DENMARK**

The Kingdom of Denmark continued to decline in this period, though potentially could have taken a more active role in the Baltic.

**8.9.7.1 Additional Forces**

The Denmark Privateer Fleet counter is and the Kingdom of Denmark depot are available while the Kingdom of Denmark is in existence.

**8.9.7.2 Limited Forces**

The Norway Corps is not available if the Kingdom of Denmark is in existence.

**8.9.8 THE KINGDOM OF THE ECCLESIASTICAL STATES**

This is a collection of the traditional Papal territories in central Italy, along with Malta.

**8.9.8.1 Additional Forces**

When the Kingdom of the Ecclesiastical States is in existence, the Papacy Corps, the Malta Privateer Fleet, the Rhodes Privateer Fleet and the Kingdom of Ecclesiastical States depot are available.

**8.9.9 THE KINGDOM OF HANOVER**

Britain’s Royal Family had close ties to Hanover, and Hanoverian forces provided support to the British on many Campaigns.

**8.9.9.1 Additional Forces**

The Hanover Corps is available while the Kingdom of Hanover is in existence.

**8.9.9.2 Using the Kingdom of Hanover**

If *Republican France* controls the Kingdom of Hanover, the Hanover Corps has a movement allowance of “4”. This Corps does not get a “4” movement allowance simply for being French controlled; the Kingdom of Hanover *must* be created for their movement allowance to be increased. (NOTE: movement is also increased if the Kingdom of Hanover is not created, but Hanover is incorporated as part of the Kingdom of the Rhine, or the Kingdom of Westphalia).

**8.9.10 THE KINGDOM OF HESSE**

The French expanded the territories controlled by Hesse prior to amalgamation into the Kingdom of the Rhine.

**8.9.10.1 Additional Forces**

The Hesse Corps is available while the Kingdom of Hesse is in existence.

**8.9.10.2 Using the Kingdom of Hesse**

If *Republican France* controls the Kingdom of Hesse, the Hesse Corps has a movement allowance of “4”. This Corps does not get a “4” movement allowance simply for being French controlled; the Kingdom of Hesse *must* be created for their movement allowance to be increased. (NOTE: movement is also increased if the Kingdom of Hesse is not created, but Hesse is incorporated as part of the Kingdom of the Rhine, or the Kingdom of Westphalia).

**8.9.11 THE KINGDOM OF HOLLAND**

The Dutch, once one of Europe’s great trading and colonial powers, had been in a period of slow decline over the 18th century. This Kingdom represents the efforts of the British to use Holland to solidify part of the border between France and the Germanies.

**8.9.11.1 Additional Forces**

The Kingdom of Holland depots are available while the Kingdom of Holland is in existence.

**8.9.11.2 Improved Morale**

If the Kingdom of Holland is in existence, Dutch Infantry morale improves to “3.0”, and Cavalry Morale to “3.0”, with an additional “+0.5” morale when in Holland, Flanders, Liege or Luxemburg.

**8.9.12 THE KINGDOM OF ITALY**

Italy had been divided into numerous smaller territories since the Middle Ages. Napoleon created the Kingdom of Italy to solidify support among the Italians.

**8.9.12.1 Additional Forces**

The Kingdom of Italy depots are available while the Kingdom of Italy is in existence.

**8.9.12.2 Genoa**

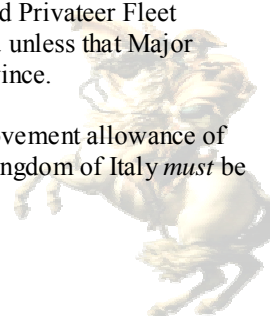
When the Kingdom of Italy is created the controlling Major Power can use the Genoa Squadron and Privateer Fleet counters. These counters and Genoan ships are *not* available to the Major Power controlling Genoa unless that Major Power *also* controls the Kingdom of Italy or the Kingdom of Savoy, with Genoa a component province.

**8.9.12.3 Using the Kingdom of Italy**

If *Republican France* controls the Kingdom of Italy, the Lombardy and Piedmont Corps have a movement allowance of “4”. These Corps do not get a “4” movement allowance simply for being French-controlled; the Kingdom of Italy *must* be created for their movement allowance to be increased.

**8.9.13 THE KINGDOM OF LIBYA**

The minor countries of Cyrenaica and Tripolitania were ruled as one during this period.



**8.9.13.1 Additional Forces**

The Kingdom of Libya depot is available while the Kingdom of Libya is in existence.

**8.9.14 THE KINGDOM OF THE MAMLUKES**

Egypt in later part this period began to exert a great deal of independence, and under Mohammed Ali fought the Ottomans quite successfully.

**8.9.14.1 Additional Forces**

The Egypt naval counters are only available when this Kingdom is in existence. The Kingdom of the Mamlukes depots are available while the Kingdom of the Mamlukes is in existence.

**8.9.14.2 Improved Morale**

If the Ottoman controls the Kingdom of the Mamlukes, the morale value of *every* component minor country Corps becomes “2.0” for Islamic Infantry and “3.0” for Cavalry.

**8.9.14.3 Ottoman Tribute**

If the Ottoman controls the Kingdom of the Mamlukes as a Client State, at the conclusion of all *December* Money and Manpower Expenditure Steps, a maximum of \$25 Kingdom of the Mamlukes may be transferred as “tribute” to the Ottoman’s remaining treasury.

**8.9.15 THE KINGDOM OF NAPLES**

The minor countries of Naples and Sicily were joined through most of this period, under a Habsburg ruler with ties to the Spanish and Austrian royal families.

**8.9.15.1 Additional Forces**

The Kingdom of Naples depot is available while the Kingdom of Italy is in existence. The Sicily naval counters and the Sicily Corps counter are only available if Sicily is part of the Kingdom of Naples.

**8.9.16 THE KINGDOM OF POLAND**

Poland, once one of Europe’s great powers, had been dissolved, carved up and divided into separate provinces by Austria, Prussia and Russia in the 1790s. The Poles hoped to regain their independence and loyally supported Napoleon after he created the “Grand Duchy of Warsaw”. The rules given for the Kingdom of Poland *only apply* once Poland is no longer a Major Power. (In the 1788 Campaign, Poland starts as a Major Power.)

**8.9.16.1 Additional Forces**

The Corps available to Poland vary, depending on how large Poland is. The Kingdom of Poland may build one of the main (I, II, Guard, or Cavalry) Corps for every province that it has at the time of formation, if additional provinces are added to Poland, additional Corps may become available. The basic forces of the Kingdom of Poland are augmented by Tribal Corps, which are dependent upon which provinces that constitute the Kingdom of Poland. There is a Corps for each potential Polish province (Polish Provincial Corps). If the province in question is part of the Kingdom of Poland, then the Corps is available. These Corps are used in the same manner as other Tribal Corps, with the exception that the Militia factors must be built in the conventional manner (the Kingdom of Poland is the only non-Major Power that can build Militia factors). If the Corps is removed from the map (such as during for preparation of the December Levy Step with Militia still in the Corps, any Militia factors are immediately detached to the nearest unbesieged city or destroyed. These Tribal Corps may not leave the current Kingdom of Poland provinces under any circumstances.

The Kingdom of Poland depots are available while the Kingdom of Poland is in existence.

**8.9.16.2 Conquering the Kingdom of Poland**

- The Kingdom of Poland may be conquered by the unbesieged occupation of Warsaw for three months, after which the occupying Major Power accepts as a ceded province each province that defined the Kingdom of Poland, *or*, through conquest of each province in the normal manner (7.7.3).
- Kingdom of Poland provinces other than Masovia may be independently conquered.
- Once the Kingdom of Poland no longer exists, provinces that were part of the Kingdom of Poland are now considered unceded home nation provinces, if these provinces are conquered by the appropriate Major Power. Masovia, Posen, West Prussia and Danzig may become home nation provinces of Prussia, East Galicia and West Galicia may become home nation provinces of Austria, Lithuania, Volhynia, Polesia, White Russia and Podolia may become home nation provinces of Russia.

**8.9.17 THE KINGDOM OF THE RHINE**

Napoleon created the Confederation of the Rhine to further consolidate his position in Germany. Austria, through control of the Holy Roman Empire had previously had the dominant position in Germany, but this dominance had been slipping for centuries.

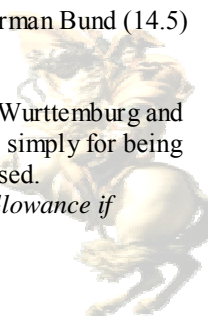
**8.9.17.1 Creating the Kingdom of the Rhine**

- In order to create the Kingdom of the Rhine, the HRE must have been dissolved (14.4.7) and the German Bund (14.5) not in existence..

**8.9.17.2 Using the Kingdom of the Rhine**

If *Republican France* controls the Kingdom of the Rhine, the Baden, Bavaria, Hanover, Hesse, Saxony, Wurttemberg and Wurzburg Corps have a movement allowance of “4”. These Corps do not get a “4” movement allowance simply for being French-controlled; the Kingdom of the Rhine *must* be created for their movement allowance to be increased.

(EXCEPTIONS: If the Kingdom of the Rhine is not created, some Corps may still get a “4” movement allowance if Republican France has created other Kingdoms in the area.)





**8.9.17.3 Additional Forces**

When this Kingdom is in existence, the Baden, Bavaria, Berg, Hanover, Hesse, Saxony, Wurttemberg and Wurzburg Corps and Kingdom of the Rhine depots are available.

**8.9.18 THE KINGDOM OF SAVOY**

This Kingdom was eventually to provide the ruling family for modern Italy.

**8.9.18.1 Additional Forces**

When this Kingdom is in existence, the Sardinia Corps and the Kingdom of Savoy depot is available.

**8.9.18.2 Genoa**

When the Kingdom of Savoy is created the controlling Major Power can use the Genoa Fleet counters. These Fleet counters and Genoan ships are *not* available to the Major Power controlling Genoa unless that Major Power *also* controls the Kingdom of Italy or the Kingdom of Savoy, with Genoa a component province.

**8.9.18.3 Movement between Piedmont and Sardinia**

When this Kingdom is in existence, the forces of this Kingdom have unconditional access through Genoa, for the purposes of moving between Piedmont and Sardinia. There is in effect (though not on the map) a “3” movement cost crossing arrow, that allows movement between Cagliari and Genoa, as long as neither port is blockaded. This “crossing arrow” may only be used by the forces of the Kingdom of Savoy.

**8.9.19 THE KINGDOM OF SAXONY**

The Prussians enjoyed the benefits of close relations with this Kingdom through most of this period.

**8.9.19.1 Additional Forces**

The Saxony Corps and the Kingdom of Saxony depot are available while the Kingdom of Saxony is in existence.

**8.9.19.2 Using the Kingdom of Saxony**

If *Republican France* controls the Kingdom of Saxony, the Saxony Corps has a movement allowance of “4”. This Corps does not get a “4” movement allowance simply for being French controlled; the Kingdom of Saxony *must* be created for their movement allowance to be increased. (NOTE: movement is also increased if the Kingdom of Saxony is not created, but Saxony is incorporated as part of the Kingdom of the Rhine).

**8.9.20 THE KINGDOM OF SWEDEN**

The Kingdom of Sweden continued to decline in this period, losing Finland in a war with Russia.

**8.9.20.1 Additional Forces**

The Kingdom of Sweden depot is available while the Kingdom of Sweden is in existence.

**8.9.20.2 Limited Forces**

The Finland Corps is not available if the Kingdom of Sweden is in existence.

**8.9.21 THE KINGDOM OF VENETIA**

Venice had been in decline for centuries, though the Austrians did consider propping them up to help against the French.

**8.9.21.1 Additional Forces**

The Kingdom of Venetia depot is available while the Kingdom of Venetia is in existence.

**8.9.22 THE KINGDOM OF WESTPHALIA**

The numerous small states of northwestern Germany were tempting prizes to the Major Powers that vied for their control. Napoleon created the Kingdom of Westphalia to consolidate his control in this area.

**8.9.22.1 Additional Forces**

The Hanover and Hesse Corps are available while the Kingdom of Wurttemberg is in existence.

**8.9.22.2 Using the Kingdom of Westphalia**

If *Republican France* controls the Kingdom of Westphalia, the Hanover and Hesse Corps have a movement allowance of “4”. These Corps do not get a “4” movement allowance simply for being French-controlled; the Kingdom of Westphalia *must* be created for their movement allowance to be increased *EXCEPTIONS: If the Kingdom of the Westphalia is not created, the Hanover and Hesse Corps may still get a “4” movement allowance if France has created other Kingdoms in the area.*

**8.9.23 THE KINGDOM OF WURTEMBERG****8.9.23.1 Additional Forces**

The Wurttemberg Corps is available while the Kingdom of Wurttemberg is in existence.

**8.9.23.2 Using the Kingdom of Wurttemberg**

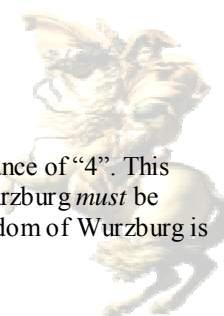
If *Republican France* controls the Kingdom of Wurttemberg, the Wurttemberg Corps has a movement allowance of “4”. This Corps does not get a “4” movement allowance simply for being French controlled; the Kingdom of Wurttemberg *must* be created for their movement allowance to be increased. (NOTE: movement is also increased if the Kingdom of Wurttemberg is not created, but Wurttemberg is incorporated as part of the Kingdom of the Rhine).

**8.9.24 THE KINGDOM OF WURZBURG****8.9.24.1 Additional Forces**

The Wurzburg Corps is available while the Kingdom of Wurzburg is in existence.

**8.9.24.2 Using the Kingdom of Wurzburg**

If *Republican France* controls the Kingdom of Wurzburg, the Wurzburg Corps has a movement allowance of “4”. This Corps does not get a “4” movement allowance simply for being French controlled; the Kingdom of Wurzburg *must* be created for their movement allowance to be increased. (NOTE: movement is also increased if the Kingdom of Wurzburg is not created, but Wurzburg is incorporated as part of the Kingdom of the Rhine).



## 8.10 ALTERNATE PREDOMINANT POWERS

In EMPIRES IN HARM, as with the historical events portrayed, France and Britain developed qualitative advantages over the other five Major Powers and, although anyone can still win, they are the “Predominant” powers in the post 1805 period. The wars of French Revolution developed the French predominance on land, and the British at sea. Every one of the Major Powers in the game has the capability to become a Predominant European power and, during the previous 200 years or during the next century, every one of them was or would be a Predominant power. This option allows Major Powers to alter the historical balance.

### 8.10.1 ACHIEVING OR LOSING PREDOMINANT POWER STATUS

In order for any Major Power to become a Predominant power, they must reach the New Political Combinations Step of an Economic in control of certain territories (outlined below), and announce that they have gained Predominant power status. In order a Predominant power to lose their Predominant power status, they must reach the New Political Combinations Step of an Economic *not* in control of at least two of the six conditions required to gain Predominant power status *and* be at peace with all other Major Powers.

The Campaign rules indicate which Major Powers have obtained Predominant power status prior to the start of each Campaign.

### 8.10.2 EFFECTS OF ACHIEVING OR LOSING PREDOMINANT POWER STATUS

If a Major Power loses Predominant power status then all their formerly achieved Predominant status effects are canceled with the exception that the leader improvement is permanent.

#### 8.10.2.1 Naval Morale

If Britain is not a Predominant power, they must always take the *first* sequence in a Naval Phase. If Britain becomes a Predominant power, naval morale is increased to “4.0”. If Austria and/or Prussia become Predominant powers their naval morale increases to “3.0”.

#### 8.10.2.2 Changed Land Phase Sequence

If any Major Power other than Britain becomes a Predominant power while France remains a Predominant power, France no longer gets to chose its spot in the sequence but must always take the *first* sequence in a Land Phase. If two or more of Austria, Prussia, Russia, Spain or the Ottoman become a Predominant power while France is not a Predominant power, France must always take the *first* sequence in a Land Phase. If only one of Austria, Prussia, Russia, Spain or the Ottoman is a Predominant power while France is not a Predominant power, France takes that Major Power’s usual position in the sequence while the Predominant Major Power may announce when it will take its sequence, the same as France usually does.

#### 8.10.2.3 Army Morale

If a Major Power gains Predominant power status, the morale value of the Predominant power’s regular Infantry is increased to “4.0”, “4.5” for Britain. Regular Cavalry morale is also increased to “4.0”, if it is presently less than “4.0”. Ottoman Predominant Major Power Tribal or Feudal Infantry, Islamic Infantry, Islamic Cavalry and Tribal or Feudal Cavalry have their morale increased by “+0.5”.

#### 8.10.2.4 Income Changes

A Predominant power’s income is automatically increased by \$10 during the Money and Manpower Collection Steps of every Economic Phase while a Predominant power.

#### 8.10.2.5 Leader Improvement

If Austria, Prussia, Russia, Spain or the Ottoman become a Predominant power, they may select one leader and consider that, for that one leader, there is an increase in strategic, tactical and tactical maximum rating numbers of “+1”.

*EXCEPTION: No leader’s ratings may be considered to be increased to exceed “5-5-6”.* Each Major Power may only have one improved leader at a time.

#### 8.10.2.6 Province Changes

At the *moment* a Major Power becomes a Predominant power, all ceded provinces of other Major Powers that it controls become home nation provinces of the new Predominant power. Any ceded provinces acquired *later* remain ceded provinces.

## 8.10.3 CONTROLLED TERRITORY REQUIRED TO GAIN PREDOMINANT STATUS

The following territories must be controlled by the given Major Power in order to achieve Predominant status:

*Note: The statement “even if reduced after creation” means that as long as the Kingdom is still in existence, under control of that Major Power, even if it does not presently consist of all it’s component parts, it still counts as the condition.*

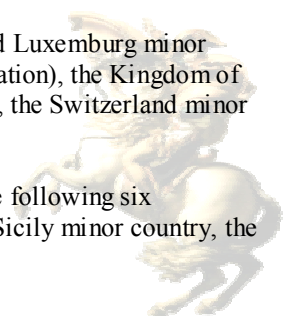
*“Control” is defined as having the minor country, ceded province or Kingdom as: Client, Sponsored or Conquered diplomatic status.*

### 8.10.3.1 France

Must control all home nation provinces controlled at the start of the Campaign, Flanders, Liege and Luxemburg minor countries, plus any 4 of the following 6 conditions: the Kingdom of Italy (even if reduced after creation), the Kingdom of the Rhine (even if reduced after creation), the Holland minor country, the Palatinate minor country, the Switzerland minor country, or the Kingdom of Ecclesiastical States (even if reduced after creation).

### 8.10.3.2 Britain

Must control all home nation provinces controlled at the start of the Campaign, plus any four of the following six conditions: the Gibraltar minor country, the Portugal minor country, the Malta minor country, the Sicily minor country, the Kingdom of Sweden (even if reduced after creation), or the Hanover minor country.



### 8.10.3.3 Austria

Must control all home nation provinces controlled at the start of the Campaign, the Kingdom of Italy (even if reduced after creation), plus any four of the following six conditions: the Bosnia and Serbia provinces (together they count as one condition), the Kingdom of the Rhine (even if reduced after creation), the Venetia and Dalmatia minor countries (together they count as one condition), the Kingdom of Bavaria (even if reduced after creation), the Silesia province or the Switzerland minor country.

### 8.10.3.4 Prussia

Must control all home nation provinces controlled at the start of the Campaign, the Kingdom of Poland or Major Power Poland must not be in existence, plus any four of the following six conditions: the Kingdom of the Rhine (even if reduced after creation), a total of any five “P” provinces (together they count as one condition), the Hamburg minor country and the Kingdom of Denmark (together they count as one condition), the Lorraine province, the Palatinate minor country, or the Moravia province.

### 8.10.3.5 Russia

Must control all home nation provinces controlled at the start of the Campaign, the Kingdom of Poland (at least three provinces in size) or a total of five “P” provinces if Poland is not created, plus any four of the following six conditions: the Kingdom of the Caucasus, (even if reduced after creation), Bessarabia province, East Galicia province, Moldavia province, the province of West Galicia, or the Kingdom of Sweden (even if reduced after creation).

### 8.10.3.6 Spain

Must control all home nation provinces controlled at the start of the Campaign, the Kingdom of Venice (even if reduced after creation) plus any four of the following six conditions: the minor country of Gibraltar, the Kingdom of Ecclesiastical States (even if reduced after creation), the Kingdom of Naples (even if reduced after creation), the Kingdom of Barbary Coast (even if reduced after creation), the Kingdom of the Mamlukes (even if reduced after creation) or the minor country of Portugal.

### 8.10.3.7 Ottoman

Must control all home nation provinces controlled at the start of the Campaign, the Kingdom of the Mamlukes (even if reduced after creation) plus any four of the following six conditions: the Kingdom of the Caucasus (even if reduced after creation), the Military Border province, the Transylvania province, the Novorussia province, the Podolia province or the Kingdom of the Barbary Coast (even if reduced after creation).

## 8.11 NAVAL WASTAGE (OPTIONAL)

During the December economic phase, after money and manpower collection, but before maintenance and expenditures, Major Powers with ships (this includes Heavy ships, Light ships, Transports and Galleys (not Privateers), whether in commission, or ordinary) roll 2D6. If the result is “2-3” then 5% (round fractions up) of those ships immediately becomes damaged. Half (rounded down) of the damaged ships should be Heavy ships if possible.

## 8.12 THE LEVY STEP

At this time, (in December Economic Phases only) Feudal, Tribal and Insurrection Corps may be brought up to full strength.

### 8.12.1 FEUDAL AND TRIBAL CORPS

The Ottoman and Russian Major Powers along with some minor countries (primarily in the Balkans, Caucasus and North Africa) differ from the other Major Powers in that they purchase army factors for most of their Corps, but have additional Feudal or Tribal Corps. These are forces that are “recruited” to fight, based on longstanding military structures, differing from the recruitment systems common in western Europe. Feudal and Tribal Corps (Infantry and Cavalry) start each Campaign at *full* strength with the appropriate factors, unless otherwise specified in Campaign rules.

#### 8.12.1.1 Feudal Corps

Feudal Corps represent the local armies maintained and raised by the various Ottoman Pashas.

##### 8.12.1.1.1 Using Feudal Corps

Feudal Corps function like other Corps with the following restrictions:

- Feudal Infantry factors may only be detached in their home province, Feudal Cavalry factors may not be detached.
- Feudal Corps may not be transported by ship (6.5.5).
- Feudal factors are never captured, but immediately eliminated instead.
- If any Feudal Corps are on the map and not in their home provinces from October through February (inclusive), the Ottoman loses “-1” political point (7.3.3)<sup>103</sup> and suffers a “-1” modifier on the subsequent Ottoman Turmoil roll (4.12).

##### 8.12.1.1.2 Raising Feudal Factors

All Feudal Infantry or Cavalry factors in the Feudal Corps are raised in an annual “levy”. During the Levy Step of a *December* Economic Phase, the Ottoman may elect to bring any or all of the Feudal Corps off map (or on map in their

<sup>103</sup> This “-1” political point is not cumulative, any number of Feudal Corps can be outside their home provinces.



home province) up to full strength, minus currently detached factors<sup>104</sup>. New factors may not be raised if that province: contains an unbesieged enemy Corps, *or* is in revolt, *or* if controlled by another Major Power.

- If all factors in a Feudal Corps has been eliminated, it may only be rebuilt (off map, for free) in the December Levy Step.<sup>105</sup>
- Feudal Infantry factors may be raised directly into a garrison or Feudal Corps within the Feudal Corps' home province (as long as the total number of Feudal factors per province is less than ten).

#### 8.12.1.2 Tribal Corps

Tribal Corps represent the armies of various local warlords within minor countries, Ottoman, Russia and Poland.

##### 8.12.1.2.1 Using Tribal Corps

Tribal Corps perform like other Corps with the following restrictions:

- Tribal Corps may neither detach, exchange, nor absorb army factors.
- Tribal Corps of Russia and Poland may not leave their home nation.
- Tribal Corps of minor countries and the Ottoman may only move within their home minor country or Kingdom provinces and that of neighboring political entities, be they minor countries, Kingdoms or Major Powers.<sup>106</sup>
- Tribal Corps of minor countries may be transported by ship only to a port controlled by their controlling Major Power within their home minor country or Kingdom provinces and that of neighboring political entities, be they minor countries, Kingdoms or Major Powers.

##### 8.12.1.2.2 Raising Tribal Factors

All Tribal, Infantry or Cavalry factors in the Tribal Corps are raised in an annual "levy". During the Levy Step of a *December* Economic Phase, the Major Power controlling the Tribal Corps may elect to bring any or all of the Tribal Corps up to full strength by removing them from any location (even if eliminated and/or off the map) to any area in the minor country of their origin (the minor country for which the Tribal Corps is named, off map). This may not be done if that minor country: contains an unbesieged enemy Corps, is in revolt, if controlled by another Major Power or if the Tribal Corps in question is besieged.

- If the Tribal Corps has been eliminated, it may only be rebuilt in the December Levy Step.<sup>107</sup>
- If the Tribal Corps is in it's home minor country or province which is not in revolt, and not besieged, it may be brought up to full strength while on the map.
- Each Tribal Corps is tied to a particular minor country, and remains so, irrespective if that territory is part of a Kingdom.<sup>108</sup>



<sup>104</sup> For example: the Ottoman would like to raise factors in the Serbian Feudal Corps. Presently, there are two detached Feudal Infantry factors inside of Serbia. The off map Corps could be brought up to a strength of eight Feudal Infantry. Alternatively, up to eight Feudal infantry could be added to garrison in any city in Serbia.

<sup>105</sup> For example: the Serbian Feudal Corps and all factors is destroyed in August. The ten Feudal Infantry factors would be available for placement in December, as a garrison in Serbia, and the Corps counter would be available for placement in January.

<sup>106</sup> For example: the Syrian Tribal Corps may move within: the Syria and Palestine minor countries and the Ottoman Major Power, if Syria is not part of the Mamluke Kingdom.

If Syria is part of the Mamluke Kingdom (together with Egypt, Palestine and Cyrenaica), the Syrian Tribal Corps may move within: the Syria, Palestine, Egypt and Cyrenaica minor countries (component minor countries of the Mamluke Kingdom, or same political entity), the Ottoman Major Power and Tripolitania.

If Syria is part of the Mamluke Kingdom (together with Egypt, Palestine and Cyrenaica), the Syrian Tribal Corps may move within: the Syria, Palestine, Egypt and Cyrenaica minor countries (component minor countries of the Mamluke Kingdom, or same political entity), the Ottoman Major Power and the Barbary Coast, if it existed, potentially the minor countries of Tripolitania, Algeria, Morocco and Tunisia. The movement limitation is the home political entity, and any bordering political entity. A political entity can be a Major Power, minor country or Kingdom in this case.

<sup>107</sup> For example: the Algerian Tribal Corps is destroyed in January. It would then not be available for placement until December, irrespective if Algeria's political status prior to December.

<sup>108</sup> For example: the Moroccan Tribal Corps is available only for placement within Morocco. If a Major Power has created the Kingdom of the Barbary Coast and Morocco is Conquered by another Major Power, the Tribal Corps may then be available to the player who controls Morocco (if Morocco becomes a Client State or Sponsored minor country) and not the Major Power that controls the Kingdom of the Barbary Coast.



## 9. TIME RECORD PHASE

At the start of this phase, the turn markers are advanced to show the start of a new month. The “month” marker is advanced every month and the “year” marker is advanced whenever the “month” marker is moved into the “Jan” box.

### 9.1 WEATHER ROLLS

Starting in October, and ending as late as April, weather (mud, winter, storms at sea, extended winter) rolls are made at the start of the month.

### 9.2 WEATHER ZONES

There are four weather zones: Arctic, Caucasus, Europe, and the Mediterranean.

#### 9.2.1 ARCTIC ZONE

The minor countries and provinces of: Norway-Sweden-Finland and everything inclusive and north/east of the line East Prussia, Masovia, West Galicia, East Galicia, Moldavia, Bessarabia, Crimea, Don and Moscow.

#### 9.2.2 CAUCASUS ZONE

The minor countries and provinces of: Trabizon, Armenia, Persia, Georgia, Imeretia, Circassia, Chechnya, Caucasus and Astrakhan.

#### 9.2.3 MEDITERRANEAN ZONE

All of North Africa up to and including Palestine, and the island groups of Majorca, Sicily, Malta, Corfu, Crete, Rhodes, and Cyprus (Corsica and Sardinia are NOT included).

#### 9.2.4 EUROPEAN ZONE

The rest of the map, including the majority of West, Central, Southern Europe and the Balkans.

### 9.3 WEATHER DETERMINING PROCEDURE

In October, through April, roll 1D6 at the start of each turn. Apply results depending on month and region.



<b>9.3.1 OCTOBER</b>
Caucasus Zone: automatically clear Arctic Zone: “1-3” winter, “4-5” mud, “6” clear European Zone: “1” winter, “2” mud, “3-6” clear. Mediterranean Zone: automatically clear In addition, on a “1”, storms at sea.
<b>9.3.2 NOVEMBER</b>
Caucasus Zone: “1” winter, “2-3” mud, “4-6” clear Arctic Zone: automatically winter European Zone: automatically winter Mediterranean Zone: automatically clear In addition, on a “1”, storms at sea.
<b>9.3.3 DECEMBER-FEBRUARY</b>
Caucasus Zone: automatically winter Arctic Zone: “1-3” winter, “4-6” mud European Zone: “1” winter, “2-3” mud, “4-6” clear Mediterranean Zone: “1” mud, “2-6” clear In addition, on a “1-2”, storms at sea.
<b>9.3.4 MARCH</b>
Caucasus Zone: “1-2” winter, “3-4” mud, “5-6” clear Arctic Zone: shift one effect toward clear European Zone: shift one effect toward clear <sup>109</sup> Mediterranean Zone: automatically clear In addition, on a “1”, storms at sea.
<b>9.3.5 APRIL</b>
Caucasus Zone: shift one effect toward clear Arctic Zone: automatically mud. European Zone: “1-2” mud, “4-6” clear. Mediterranean Zone: automatically clear In addition, on a “1”, storms at sea.

#### 9.4 MUD

During mud, all movement costs (except marsh) are increased by one. This includes crossing arrows and crossing rivers into enemy-occupied areas.<sup>110</sup> Mud also restricts crossing arrow movement to “5” factors crossing that arrow in each direction. *EXCEPTION: The Dardanelles crossing arrow is not affected.*

#### 9.5 WINTER

During “winter” months, movement into mountains and across crossing arrows are increased by one, while costs for marsh are decreased by one.<sup>111</sup> Winter also restricts crossing arrow movement to “5” factors crossing that arrow in each direction. *EXCEPTION: The Dardanelles crossing arrow is not affected.*

##### 9.5.1 ICE LINES

Naval movement is restricted by ice lines (as per 6.5.1.4)

#### 9.6 STORMS AT SEA

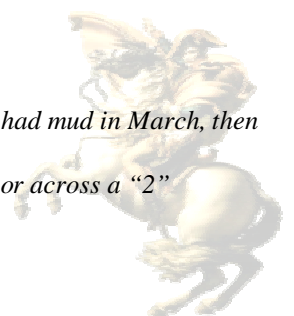
Storms at sea may be indicated when a roll for weather is made between October and April. If storms at sea are indicated, roll D10, “1-4” Atlantic, “5-7” Baltic, “8-10” Mediterranean. The border between the Atlantic and Mediterranean is between “S30” and “S31”, the border between the Atlantic and Baltic is between “S7” and “S15”.

All Fleets not in port at the *end* of the month, in the indicated sea zone are “attacked” by the storm, causing damage equal to a 10 factor attack on the 2-1 table to each Fleet (roll modified by “+1” during December, January or February). These attacks are resolved immediately, with damaged ships forced to make way to a friendly port as per retreat of damaged ships after combat. Fleets may shelter during a storm in *Neutral* minor countries or Kingdoms to avoid the effects of a storm.

<sup>109</sup> For example: if the Caucasus has winter in March, then mud applies in April. If the Caucasus had mud in March, then April would be clear. If clear in March, the Caucasus remains clear in April.

<sup>110</sup> For example: moving into a clear or marsh area costs “2” while moving into a mountain area or across a “2” movement point crossing arrow costs “3”.

<sup>111</sup> For example: moving into a mountain area costs “3” while a clear or marsh area costs “1”.



## 10. POLITICAL POINT GAIN/LOSS

- 4.2.4 Controlling Major Power does not declare war on aggressor of Allied minor country, breaking alliance, “-1” political point
- 4.2.8.1 Major Power undertakes successful diplomatic action, moving a minor country from Ally to Client diplomatic status, “+1” political point
- 4.2.8.3 Major Power downgrades diplomatic status of Client or Conquered minor country or Kingdom to Neutral, “-1” political point
- 4.3.1 Major Power attempts to incite a revolt, “-1” political point
- 4.4.1 Major Power declares war on another Major Power without casus bellum, “-4” political points
- 4.4.1 Major Power declares war on another Major Power with casus bellum, “-2” political points
- 4.4.1 Major Power declares war on another Major Power with Royal Marriage in effect, additional “-1” political point
- 4.4.1 Major Power declares war on another Major Power who is an Ally, additional “-2” political points
- 4.4.1 Major Power declares war on minor country (which becomes Sponsored), “-1” political point
- 4.4.1 Major Power declares war on Kingdom (which becomes Sponsored), “-2” political points
- 4.4.1 Major Power declares war on minor country or Kingdom Ally, additional “-1” political point
- 4.4.1 Major Power declares war on minor country or Kingdom Ally of a Major Power Ally, additional “-1” political point
- 4.4.3.1.1 Major Power declares war while having forces of any type within the second Major Power’s territory, or within that minor country or Kingdom, additional “-4” political points
- 4.5.1 Major Power does not declare war on aggressor when receives a call to allies from a Major Power, breaking the alliance, “-2” political points
- 4.5.1 Major Power does not declare war on aggressor when receives a call to allies from a minor country or Kingdom, breaking the alliance, “-1” political points
- 4.5.2 Major Power does declare war on aggressor when receives a call to allies from a minor country or Kingdom, “+1” political points
- 4.6.3 Major Power is party to a White Peace, “-2” political points
- 4.6.4.1 Major Power receives a conditional surrender from another Major Power, “+3” political points
- 4.6.4.1 Major Power gives conditional surrender to other Major Power(s), “-5” political points
- 4.6.4.2 Major Power receives an unconditional surrender from another Major Power, “+5” political points
- 4.6.4.2 Major Power gives unconditional surrender to other Major Power(s), “-8” political points
- 4.7 Major Power allies with other Major Power, “+1” political point
- 4.8.2 Major Power assumes control of minor country that has war declared upon it, “+1” political point
- 4.8.2 Major Power assumes control of Kingdom that has war declared upon it, “+1” political point per province of Kingdom
- 4.8.5.4 Major Power gains control of a Client State, Conquered or Sponsored minor country or Kingdom as a result of another Major Power being located in the Instability or Fiasco zone, “+1” political point
- 4.9 Major Power breaks alliance with other Major Power, “-2” political points
- 4.12 Ottoman Grand Vizier dies as a result of the “Ottoman Turmoil” Step, “-1” political point
- 4.12 Major Power takes control of a revolt in an Ottoman province during the “Ottoman Turmoil” step, “-1” political point
- 4.13 Major Power loses control of two minor countries as a result of “Diplomatic Triumph”, “-2” political points
- 4.13 Major Power gains control of two minor countries as a result of “Diplomatic Triumph”, “+2” political points
- 4.13 Major Power loses control of a minor country as a result of “Diplomatic Coup”, “-1” political points
- 4.13 Major Power gains control of a minor country as a result of “Diplomatic Coup”, “+1” political points
- 4.13 Major Power beneficiary of “Monarch is likened to Voltaire” event, “+2” political points
- 4.13 Major Power victim of “Political Repression” event, “-1” political point
- 4.13 Major Power victim of “Diplomatic Faux Pas” event, “-1” political point
- 4.13 Major Power victim of “Diplomatic Outrage” event, “-2” political points
- 5.1.7 Major Power scuttles Fleet, “-1” political point per Fleet
- 5.2.5 Major Power floods Holland, “-1” political point
- 5.3.1 Major Power wishes to return a leader from exile or retirement, “-?” political points
- 6.6 Major Power fails to pay Naval Supply “-1” political point, per Fleet
- 6.7.3.4.2 Major Power fails to return surrendered ships, “-1” political point for every five ships not returned.
- 6.7.3.6.3 Major Power is commander of a naval force that wins a naval combat, “+?” political point(s)
- 6.7.3.6.3 Major Power’s forces in losing side of a naval combat, “-?” political point(s)
- 6.7.3.6.3 Nelson leader commander of victorious side of a naval combat, “+1” political point
- 6.7.3.6.3 Nelson leader commander of losing side of a naval combat, “-1” political point
- 7.3.3 Ottoman Feudal Corps on map, not in home province during October through February (inclusive) “-1” political point
- 7.3.10.2.2 Major Power rescinds voluntary access agreement, “-1” political point

- 7.3.10.5 Major Power exercises forced access on another Major Power's controlled territory, "-1" political point (this escalates, with an additional "-1" per month)
- 7.3.11.6 Major Power's Royal Leader wins a battle, "+1" political point
- 7.3.11.6 Major Power's Royal Leader loses a battle, "-1" political point
- 7.3.11.6 Napoleon Leader loses a battle, "-2" political points
- 7.3.11.6 Major Power's Royal leader killed or captured, "-1" political point
- 7.4.5 Major Power besieging force containing a Corps, or is in a fortress, or is a capital city, starves besieged and captures city, "+1" political point.
- 7.5.2.10.1.3 Major Power is commander of a force that wins a field combat, "+?" political point(s)
- 7.5.2.10.1.3 Major Power's forces in losing side of a field combat, "-?" political point(s)
- 7.5.4.1.2.1 Major Power grants honors of war to defender in besieged city, "+1" political point
- 7.5.4.1.2.2 Major Power besieging city containing a Corps *or* is a "fortress" (has one or more fleches) *or* is a capital city (red), and defender surrenders, "+1" political point
- 7.5.4.1.4 Major Power defender of assaulted city containing a Corps *or* is a fortress *or* is a capital city (red), still holds city following assault, "+1" political point
- 7.5.4.1.4 Major Power attacker of assaulted city containing a Corps *or* is a fortress *or* is a capital city (red), does not capture city during assault, "-1" political point
- 7.5.4.1.4 Major Power attacker of assaulted city containing a Corps *or* is a fortress *or* is a capital city (red), captures city during assault, "+1" political point
- 7.7.1 Major Power conquers minor country, "+1" political point
- 7.7.1 Major Power's controlled minor country is conquered by another Major Power, "-1"
- 7.7.4 Major Power conquers an obdurate minor country, "+2" political points
- 7.7.5 Major Power plunders a city, "-1" political point
- 8.2.1.2.2 Britain Major Power chooses to end war with America, "-5" political points
- 8.2.1.2.3 Major Power enters the Continental System, "+1" political point for France, "-2" political points to Britain
- 8.2.1.2.3 Major Power leaves the Continental System, "+1" political point for Britain, "-2" political points to France
- 8.2.1.2.3 Major Power voluntarily enters the Continental System, "-1" political point
- 8.2.1.2.3 Sponsored or Client Kingdom enters the Continental System, "-1" political points to Britain
- 8.2.1.2.3 Sponsored or Client Kingdom leaves the Continental System, "-1" political points to France
- 8.4.1 Major Power home nation capital London or Paris occupied and unbesieged during an Economic Phase, "-3" political points
- 8.4.1 Major Power home nation capital Berlin, Constantinople, Vienna or Warsaw occupied and unbesieged during an Economic Phase, "-2" political points
- 8.4.1 Major Power home nation capital Madrid, Moscow or St. Petersburg occupied and unbesieged during an Economic Phase, "-1" political point
- 8.4.2.1 Major Power undertaking Economic Manipulation, "+/- ?" political point(s)
- 8.5 Major Power becomes bankrupt, "-3" political points
- 8.5 Major Power's Kingdom becomes bankrupt, "-1" political point
- 8.6 Major Power Political Status Adjustment in economic phase, "+/-?" political point(s)
- 8.7 Major Power at war with Major Power undergoing civil disorder, "+5" political points
- 8.8 Major Power attempts to cede Conquered or Client State minor country or ceded or home nation province, "-1" political point
- 8.8.2 Major Power receives ceded home nation province or Conquered minor country, "+1" political point
- 8.8.2 Major Power receives ceded Client State minor country as a Client State minor country, "+1" political point
- 8.8.4 Major Power at peace and less than 40% of Fleet in ordinary or damaged, "-1" political point
- 8.8.4 Major Power at peace and less than 20% of Fleet in ordinary or damaged, "-2" political points
- B.5 Major Power victor selects Royal Marriage peace condition, "+2" political points
- B.5 Major Power loser if Royal Marriage peace condition selected by the Ottoman, "-1" political point
- B.7 Spain cedes a province in under this peace condition, "-2" political points
- 14.3 Create Kingdom of the Barbary Coast, "+1" political point
- 14.3 Create Kingdom of the Caucasus, "+1" political point
- 14.3 Create Kingdom of Italy, "+2" political points
- 14.3 Create Kingdom of the Mamlukes, "+1" political point
- 14.3 Create Kingdom of the Rhine, "+4" political point
- 14.3 Create Kingdom of Westphalia, "+2" political points
- 14.4.5 Declaring war on the HRE, "-2" political points
- 14.4.7 Disbanding the HRE, "-2" political points
- 14.6.2.9.1 Britain stands up Constitutional Force, "-3" political points
- 14.6.2.9.1 Britain stands down Constitutional Force, "+1" political point
- 14.6.3.4.2 Royalist France declaring war on a Major power, additional "-2" political points
- 14.6.3.7 French civil war breaks out, "-5" political points
- 14.6.4.5 Ottoman Nezami Cedid Corps in the same area as Janissary and/or Yamak Corps, "-1" political points





14.6.8.4.1 Spain stands up Ordenanza, “-1” political point

15.3 Create Kingdom of Poland, “+1” to “+4” political points



# 11. ALTERNATE VICTORY POINTS (OPTIONAL)

This Victory Point regime is designed to guide the Major Powers towards historical ambitions. These Victory Points are added to the VPs collected normally. Highest total at the end of the time period wins.

“Control” for minor countries is defined as having the minor in either the: Ally, Client State, Conquered or a Kingdom box on that Major Power’s diplomatic track.

“Control” for provinces is defined as having the province as part of the home nation or as a ceded province from the appropriate Major Power.

At the start of the Campaign, each Major Power picks it’s “foreign policy objectives”. Foreign policy objectives may be changed in any diplomacy step, though that Major Power loses “-10” VP.

Each Major power may lose VPs for lost home nation provinces, or other conditions.

Each Major Power has three broad categories that it may choose from, which it rates first, second and third choice, with each category consisting of multiple conditions that determine how many points are awarded. Each economic phase, during the Victory Point Step, points are awarded for objectives met. To gain points for meeting a condition, all the elements of the condition must be met.<sup>112</sup> For conditions that were met as a first choice, the first number is awarded, for second choices, the second number, for third choices, no VPs.<sup>113</sup>

Negative VP totals in an economic phase are treated as zero.

At Stage 20 of the French Revolution (14.6.3.5), replace the 1788 ALTERNATE VICTORY POINT CHART with the 1805 ALTERNATE VICTORY POINT CHART. For Campaigns starting in 1805 or later, only use the 1805 ALTERNATE VICTORY POINT CHART.

## 1788 ALTERNATE VICTORY POINT CHART

### 11.1 RUSSIA

- 2 for each home nation province at the start of the campaign not under Russian control
- 2 if currently under enforced peace as loser
- 1 if there are no French Royalist Forces *and* France has not reached Stage 20 on the French Revolutionary Track

#### 11.1.1 MEDITERRANEAN EXPANSION

- Condition C.5 in force against the Ottoman 3-2
- Control Greece 2-1
- Control Cyprus 1-0
- Control Crete 1-0
- Control Corfu 1-0
- Control Malta 1-1
- Control Rhodes 1-0
- Control Palestine 1-1
- Control Sardinia 1-1

#### 11.1.2 SOUTHWARD EXPANSION

- Control Chechnya and Circassia 1-0
- Control Georgia 1-0
- Control Moldavia and Wallachia 2-1
- Control Bessarabia 2-1
- Control Serbia 1-1
- Novorussia and Crimea not attacked during the last 3 months (no enemy corps or factors inside *and* no war with Persia or China) 1-1

### 11.1.3 WESTWARD EXPANSION

- Control Kingdom of Poland or Polish Independence marker presently in Stage Zero of the Polish Independence Track 2-1
- Control East Galicia and Posen 2-1
- Control Finland 1-1
- Control Lithuania and Volhynia 1-1
- Control Masovia and West Galicia 1-0
- Control Polesia and Podolia 1-0

### 11.2 SPAIN

- 2 for each home nation province at the start of the Campaign not under Spanish control
- 1 if there are no French Royalist Forces *and* France has not reached Stage 20 on the French Revolutionary Track
- 1 if Spain no longer receives Gold convoys

#### 11.2.1 STATUS QUO

- Allied with Austria 2-1
- Allied with Britain 1-0
- Allied with France 2-1
- Control Gibraltar 1-1
- French Royalist Forces are on the map 2-1

#### 11.2.2 NAVAL SECURITY

- More than 20 ships overseas and still receiving gold convoys 2-1
- Control Kingdom of Naples 1-0
- Control Gibraltar 2-1
- Have the second largest number of Major Power Light and Heavy ships 3-1

<sup>112</sup> For example: if Russia selected “Southward Expansion”, it would have to control Chechnya and Circassia to earn points for this sub-condition.

<sup>113</sup> For example: Russia selected “Southward Expansion” as its first objective, and “Westward Expansion” as its second objective. In the Victory Point Step, Russia controls Chechnya and Circassia (2 points), Georgia and Imeretia (2 points), Finland (1 point), Masovia (no points as it doesn’t also control Volhynia), East Galicia and Posen (1 point). It additionally controls Greece and Palestine, but as this is the third objective, no points for these territories. Russia receives a total of 6 VPs.

No privateer action against Spain in past three months 1-1

### 11.2.3 MEDITERRANEAN AMBITIONS

Control Gibraltar and Morocco 2-1

Control Kingdom of the Ecclesiastical States 2-1

Control Kingdom of Naples 2-1

Control Kingdom of Venice 1-1

Control Genoa 1-0

### 11.3 BRITAIN

-3 for each home nation province at the start of the Campaign not under British control

-1 if currently under an enforced peace as the loser

-1 if Spain and France have more ships overseas than Britain

-1 if there is a predominant Major Power (other than Britain)

-1 if does not control Gibraltar

-2 if does not control Flanders or Flanders is not controlled by a Major Power ally.

+1 if there are no Guerrillas in Ireland (applies until France reaches Stage 20 on the French Revolutionary Track)

#### 11.3.1 BALANCE OF POWER

Allied with two of: Russia, Austria and Prussia 2-1

French Royalist Forces are on the map 2-1

Allied with Poland as a Major Power 2-1

Holland not controlled by, or allied to, any Major Power other than Britain 2-1

#### 11.3.2 TRADE SUPREMACY

British revenue from Baltic trade (including Norway and Hamburg) above \$10 2-1

British revenue from Mediterranean trade (including Spain and Black Sea) above \$18 1-1

Sweden and Denmark not controlled by, or allied to, any Major Power other than Britain or a Major Power allied to Britain 2-1

Egypt not controlled by, or allied to France or Spain 1-0

More than 50 ships in overseas fleet 2-1

#### 11.3.3 NAVAL DOMINANCE

Control two of Majorca, Corsica, Sardinia, Sicily and Malta 2-1

Control Portugal 2-0

Have more active Light and Heavy Ships than the next two countries (whether Major Powers, Kingdoms, and/or Minor Countries) combined 3-2

Control Gibraltar 1-1

### 11.4 THE OTTOMAN

-1 for each home nation province at the start of the Campaign not under Ottoman control

-1 if currently under an enforced peace as the loser

#### 11.4.1 BALKAN SECURITY

Control Transylvania 1-0

Control Military Border 1-1

Control Corfu, Greece and Albania 2-1

Control Bessarabia, Moldavia and Wallachia 2-1

Control Dalmatia, Bosnia and Serbia 2-1

#### 11.4.2 MEDITERRANEAN AMBITIONS

Control Crete, Cyprus, Greece and Rhodes 2-1

Control Kingdom of the Barbary Coast 2-1

Control Kingdom of the Mamlukes 2-1

Control Malta or Sicily 1-1

Control Kingdom of Libya 1-0

### 11.4.3 RETURN TO THE BLACK SEA

Control Caucasus 1-0

Control Crimea 3-2

Control Armenia and Trabizon 1-0

Control Chechnya and Circassia 1-1

Control Georgia and Imeretia 1-0

Control Bessarabia and Novorussia 1-1

### 11.5 PRUSSIA

-2 for each home nation province at the start of the Campaign not under Prussian control

-1 if currently under an enforced peace as loser

-1 if there are no French Royalist Forces *and* France has not reached Stage 20 on the French Revolutionary Track

#### 11.5.1 TO THE EAST

Control Danzig and Posen 3-1

Control Lithuania and Volhynia 2-1

Control Masovia 2-1

Control West Galicia 1-1

#### 11.5.2 FIRST AMONG EQUALS

Control Swedish Pommerania 1-0

Control Danzig 1-1

Control Kingdom of Hanover 2-1

Control Kingdom of Hesse 2-1

Control Kingdom of Saxony 1-1

Control Kingdom of Wurzburg 1-0

#### 11.5.3 REACH FOR THE SEA AND RHINE

Control Kingdom of Holland 2-1

Control Danzig 1-1

Control Oldenburg 1-0

Control Palatinate 2-1

Control Kingdom of Baden 2-1

### 11.6 AUSTRIA

-1 for each home nation province at the start of the Campaign not under Austrian control

-2 if currently under an enforced peace as loser

-3 if any other Major Power is the Holy Roman Emperor

-1 if there are no French Royalist Forces *and* France has not reached Stage 20 on the French Revolutionary Track

#### 11.6.1 EASTERN AMBITIONS

Control Serbia 2-1

Control Bosnia 1-1

Control Albania 1-0

Control Masovia and Posen 2-1

Control West Galicia and Volhynia 2-1

#### 11.6.2 GERMAN AMBITIONS

Control Kingdom of Belgium 2-1

Control Kingdom of Saxony 1-0

Control Kingdom of Bavaria 3-2

Control Silesia 2-1

#### 11.6.3 ITALY

Control Kingdom of Venice 2-1

Control Kingdom of Savoy 1-0

Control Ecclesiastical States 2-1

Control Kingdom of Naples 2-1

Control Carinthia and Corfu 1-1

### 11.7 ROYALIST FRANCE

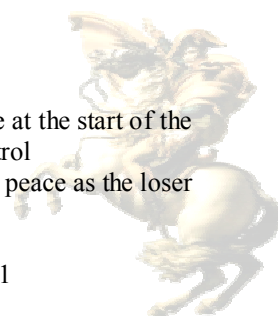
-3 for each home nation province at the start of the Campaign not under French control

-2 if currently under an enforced peace as the loser

#### 11.7.1 EASTERN SECURITY

Control Savoy and Piedmont 2-1

Control Lombardy and Parma 2-1



Control Switzerland 1-0

Control Holland 4-2

Control Bavaria 2-1

Control Palatinate and Alsace 1-1

### 11.7.2 NATURAL BORDERS

Control Flanders and Liege 4-2

Control Luxembourg and Alsace 2-1

Provence, Corsica and Savoy 2-1

### 11.7.3 NAVAL RESURGENCE

Total combined Heavy and Light ships of France and Major Power Allies and (if at war with Britain) controlled minor countries and Kingdoms greater than combined Heavy and Light ships of Britain and Major Power Allies and (if at war with France) controlled minor countries and Kingdoms 4-2

More ships in British Overseas Box than Britain 2-1

More French Privateers in Privateer boxes than British Light Ships 2-1

### 11.8 REVOLUTIONARY FRANCE (STAGE 11+)

-3 for each home nation province at the start of the Campaign not under French control

-3 if currently under an enforced peace as loser

+1 if conducted successful Privateering against Britain in the previous 3 months

### 11.8.1 VIVE LA REVOLUTION

Control Flanders 1-1

Control Palatinate and Alsace 1-1

Control Liege, Luxembourg and Julich 1-0

Control Switzerland 1-0

Control Holland 3-2

France 1/3 or more of the total number of ships in the British Overseas Box 1-0

### 11.8.2 ITALIAN LIBERATION

Control Kingdom of Savoy 2-1

Control Kingdom of Italy 2-1

Control Kingdom of Venetia 2-1

Control Kingdom of Naples 2-1

### 11.8.3 DESTROY THE ANCIEN REGIME

Currently in a period of enforced peace with Prussia (France as victor) 4-2

Currently in a period of enforced peace with Austria (France as victor) 4-2

Currently in a period of enforced peace with Spain (France as victor) 4-2

Currently in a period of enforced peace with Britain (France as victor) 4-2

Currently in a period of enforced peace with Russia (France as victor) 4-2

### 11.9 POLAND

-1 for each home nation province at the start of the Campaign not under Polish control

### 11.9.1 BALANCE OF POWER

Alliance with Britain 1-0

Alliance with Prussia 2-1

Alliance with Russia 2-1

Allied with Ottoman 1-1

Control Kingdom of Sweden 2-1

### 11.9.2 EASTERN SECURITY

Control Lithuania and Volhynia 2-1

Control Podolia and Polesia 2-1

Control East Galicia 2-1

Control White Russia and Livonia 2-1

### 11.9.3 TIES TO THE WEST

Alliance with Austria 1-1

Alliance with France 1-0

Control Danzig and Posen 2-1

Control West Galicia 2-1

Control West Prussia 2-1

## 1805 ALTERNATE VICTORY POINT CHART

### 11.10 RUSSIA

-2 for each home nation province at the start of the campaign not under Russian control

-2 if currently under enforced peace as loser

France controls Kingdom of the Mamlukes -1

### 11.10.1 MEDITERRANEAN EXPANSION

Condition C.5 in force against the Ottoman 3-1

Control Greece 2-1

Control Malta and Rhodes 2-1

Control Palestine 1-1

### 11.10.2 SOUTHWARD EXPANSION

Control Chechnya and Circassia 2-1

Control Georgia and Imeretia 2-1

Control Bessarabia 2-1

Control Serbia 2-1

### 11.10.3 WESTWARD EXPANSION

Control Kingdom of Poland 2-1

Control East Galicia and Posen 2-1

Control Finland 1-1

Control Lithuania and Volhynia 1-1

Control Masovia and West Galicia 1-0

Control Polesia and Podolia 1-0

### 11.11 SPAIN

-2 for each home nation province at the start of the Campaign not under Spanish control

-1 if Spain no longer receives Gold convoys

### 11.11.1 RESURGENCE IN ITALY

Control Kingdom of Naples 2-1

Control Kingdom of Savoy 2-1

Control Kingdom of Venice 2-1

Control Kingdom of the Ecclesiastical States 2-1

### 11.11.2 NAVAL REVISION

More than 20 ships overseas and still receiving gold convoys 3-1

Control Gibraltar 2-1

Have the second largest number of Major Power Light and Heavy ships 3-2

### 11.11.3 MEDITERRANEAN AMBITIONS

Control Gibraltar and Morocco 2-1

Control Algeria and Tunis 2-1

Control Kingdom of Naples 2-1

Control Portugal 2-1

### 11.12 BRITAIN

-3 for each home nation province at the start of the Campaign not under British control

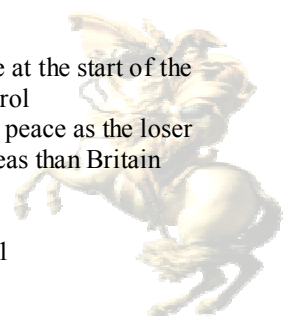
-3 if currently under an enforced peace as the loser

-1 if Spain has more ships overseas than Britain

Do not control Gibraltar -2

### 11.12.1 IMPERIAL AMBITIONS

Control Kingdom of Hanover 2-1





Control Mamluke Kingdom 2-1

Control Portugal 2-1

Control Holland 2-1

### 11.12.2 TRADE SUPREMACY

British revenue from Baltic trade (including Norway and Hamburg) above \$10 2-1

British revenue from Mediterranean trade (including Spain and Black Sea) above \$18 2-1

Sweden and Denmark controlled by, or allied to, any Major Power other than Britain or a Major Power allied to Britain 2-1

More than 50 ships in overseas fleet 2-1

### 11.12.3 NAVAL DOMINANCE

Control Malta and Sicily 2-1

Control Denmark or Sweden 2-1

Have more active Light and Heavy Ships than the next two countries (whether Major Powers, Kingdoms and/or Minor Countries) combined 4-2

### 11.13 THE OTTOMAN

-1 for each home nation province at the start of the Campaign not under Ottoman control

-1 if currently under an enforced peace as the loser

#### 11.13.1 BALKAN SECURITY

Control Transylvania 2-1

Control Albania, Greece and Macedonia 2-1

Control Bessarabia, Moldavia and Wallachia 2-1

Control Bosnia, Bulgaria and Serbia 2-1

#### 11.13.2 MEDITERRANEAN AMBITIONS

Control Crete, Cyprus and Rhodes 2-1

Control Kingdom of the Barbary Coast 2-1

Control Kingdom of the Mamlukes 2-1

Control Malta or Sicily 1-1

Control Kingdom of Libya 1-0

#### 11.13.3 RETURN TO THE BLACK SEA

At peace with Persia 1-0

Control Crimea 2-1

Control Armenia and Trabizon 1-1

Control Chechnya and Circassia 2-1

Control Georgia and Imeretia 2-1

### 11.14 PRUSSIA

-2 for each home nation province at the start of the Campaign not under Prussian control

-1 if currently under an enforced peace as loser

#### 11.14.1 TO THE EAST

Control Danzig and Posen 3-1

Control Lithuania and Volhynia 2-1

Control Masovia 2-1

Control West Galicia 1-1

#### 11.14.2 FIRST AMONG EQUALS

HRE is still in existence 2-1

Control Kingdom of Hanover 2-1

Control Kingdom of Hesse 2-1

Control Kingdom of Saxony 1-1

Control Kingdom of Wurzburg 1-0

#### 11.14.3 REACH FOR THE RHINE

Control Kingdom of Holland 2-1

Control Kingdom of Belgium 2-1

Control Palatinate 2-1

Control Kingdom of Baden 2-1

### 11.15 AUSTRIA

-1 for each home nation province at the start of the Campaign not under Austrian control

-2 if currently under an enforced peace as loser

-2 if any other Major Power is the Holy Roman Emperor

#### 11.15.1 EASTERN AMBITIONS

Control Bosnia 2-1

Control Albania and Serbia 2-1

Control Masovia and Posen 2-1

Control West Galicia and Volhynia 2-1

#### 11.15.2 GERMAN AMBITIONS

Control Kingdom of Belgium 2-1

Control Kingdom of Saxony 2-1

Control Kingdom of Bavaria 2-1

Control Silesia 2-1

#### 11.15.3 ITALY

Control Kingdom of Venice 2-1

Control Kingdom of Savoy 2-1

Control Ecclesiastical States 2-1

Control Kingdom of Naples 2-1

### 11.16 ROYALIST FRANCE

-3 for each home nation province at the start of the Campaign not under French control

-2 if currently under an enforced peace as the loser

#### 11.16.1 EASTERN SECURITY

Control Savoy, Piedmont and Genoa 2-1

Control Lombardy and Parma 2-1

Control Berg and Nassau 2-1

Control Holland 2-1

#### 11.16.2 NATURAL BORDERS

Control Flanders and Liege 4-2

Control Luxembourg and Julich 2-1

Control Palatinate and Alsace 2-1

#### 11.16.3 NAVAL RESURGENCE

Total combined Heavy and Light ships of France and Major Power Allies and (if at war with Britain)

controlled minor countries and Kingdoms greater than combined Heavy and Light ships of Britain and Major Power Allies and (if at war with France) controlled minor countries and Kingdoms 4-2

More French Privateers in Privateer boxes than British Light Ships 4-2

### 11.17 REPUBLICAN FRANCE (STAGE 20)

-3 for each home nation province at the start of the Campaign not under French control

-3 if currently under an enforced peace as the loser

-1 for each uncontrolled minor west of the Rhine (Flanders, Liege, Julich, Luxembourg, Palatinate, Alsace)

Control Kingdom of the Rhine +2

#### 11.17.1 PUPPET KINGDOMS

Control Kingdom of Westphalia 1-1

Control Kingdom of Hanover or Hesse 1-0

Control Kingdom of Bavaria 1-1

Control Kingdom of Italy 2-1

Control the Ecclesiastical States 1-0

Control Kingdom of Naples 2-1

#### 11.17.2 COMPETITION WITH BRITAIN

Total combined Heavy and Light ships of France and Major Power Allies and (if at war with Britain)

controlled minor countries and Kingdoms greater than combined Heavy and Light ships of Britain and Major Power Allies and (if at war with France) controlled minor countries and Kingdoms 2-1

Russia, Spain, or the U.S. at war with Britain 1-1

Britain has no conquered minor countries in continental Europe (this excludes North Africa, the Caucasus or islands) 2-1

For each Major Power (other than France) in the continental system 1-0

Control Mamluke Kingdom 1-0

### **11.17.3 WEAK GERMANS**

Currently in a period of enforced peace with Austria or Prussia (France as loser) -2

For each Austrian or Prussian home nation province under French control +1

Currently in a period of enforced peace with Austria (France as victor) 3-1

Currently in a period of enforced peace with Prussia (France as victor) 3-1

Neither Bund nor HRE in existence 2-2



## 12. PEACE CONDITIONS

If there are several joint victors, the choices are made alternately but, except for C.4 (upon agreement of powers selecting this condition), C.6, B.8, and no choice may be repeated.

**List A:** Use with a conditional peace, with one choice picked by loser, which may be different for each victor.

- A.1. Needn't remove any Corps (cancels B.1)
- A.2 No special truce restrictions (cancels B.2)
- A.3. Needn't pay reparations (cancels B.3)
- A.4. No Royal Marriage (cancels B.5)
- A.5 No trade embargoes (cancels B.6)
- A.6 Needn't cede a province (partially cancels B.7)
- A.7 No sphere of influence restriction (cancels B.10)

**List B:** Use with a conditional or unconditional peace, picked by victor

**B.1 Minor Troop Removal:** Must remove 3 Corps or half (round fraction up) of the Corps currently in the loser's army presently on the map, whichever is the lesser. The choice is random by the victor, but excludes Corps that contain Guard or Guard Cavalry factors. The Corps may be rebuilt. This choice may not be made if C.1 or B.4 has already been chosen.

**B.2 Minor Extended Peace:** May not declare war on the victor for 24 months. This choice may not be made if C.2 has already been chosen.

**B.3 Minor Reparations:** Pay reparations; 1/2 of the loser's home nation tax value (sum of provincial tax revenues, does not include trade) during the next Economic Phase or 1/3 in each of the next two Economic Phases. Loser's choice, with all fractions are rounded up. This choice may not be made if C.3 is already chosen.

**B.4 Corps on Loan:** Victor has the use of a loser's Corps on loan for the next 12 months. The victor has the informed choice of the Corps, but a Corps containing *solely* either Guards, Guard Cavalry, Artillery, and/or Cavalry factors may not be selected. The loser is required to pay maintenance but the victor pays any other expenses. The Corps returns to the loser's control the instant it loses half of its initial army factors (round down), even if in the middle of combat, while foraging or if besieged (treat then as neutral if the loser is not at war with the besieging Major Power). It cannot be required to lose more factors. Prisoners are counted as losses. The Corps is also returned to the loser's control upon war between the lender and the borrower, *or* when voluntarily released by the victor, *or* when 12 months have elapsed (whichever occurs first). The Corps is considered as belonging to a virtual minor country of the victor in every other aspect (access, political points, leaders etc.) Use the Corps' own morale, movement allowance and intrinsic values. (The Corps receives the homeland forage modifier (7.4.1.2.6) only while in the loser's home nation's provinces.) This choice may not be made if B.1 or C.1 is already chosen.

**B.5 Royal Marriage:** Marriage between the royal houses. Victor gains an additional "+2" political points. The first of the two to declare war on the other loses an additional "-1" political point. If the Ottoman selects a Royal Marriage, the losing Major Power loses "-1" political point, though has a casus bellum against the Ottoman for the duration of the Royal Marriage.

**B.6 Restricted Trade:** Loser (Major power, and all Conquered, Sponsored, Client State minor countries or Kingdoms) may not trade with Britain or with America (in this case, Britain does not gain the lost American trade), at the victor's choice. If the loser does trade in defiance of this, the victor may declare war on the loser even if within normal peace time restrictions (the normal 18 month period, or B.2 or C.2). This choice may not be made if C.7 is already chosen.

If a victorious Republican France selects this condition, at his choice, may instead force the loser (Major power, and all Conquered, Sponsored, Client State minor countries or Kingdoms) to join the Continental System. France then gains and Britain loses the appropriate political points (8.2.1.2.3).

**B.7 Minor Ceding:** Loser must cede one home nation province of his choice *and* one Conquered, Client State, or Sponsored minor country of the victor's choice, *or* two Conquered, Client State, or Sponsored minor countries (if available) of the victor's choice. (Only one territory may be taken if the victor desires.) The territory must be either adjacent to the victorious Major Power's controlled territory and/or contain one or more of the victor's Corps. The province may not contain the losing Major Power's capital unless there are no other provinces remaining. The minor country is chosen before the province (potentially affecting the potential availability of provinces to be ceded). A minor country that is part of a Kingdom may be ceded, though the capital province of a Kingdom is ceded after all other provinces of a Kingdom have been ceded.<sup>114</sup> The ceded provinces and/or minor countries *may* be split between multiple victors, at the option of the Major Power selecting this condition. If the other Major Power refuses to accept a minor country it becomes Neutral. If a Major Power refuses to accept a province it is retained by the surrendering Major Power. Only B.7 *or* C.4 can be chosen. If Spain cedes a province as a result of this peace condition, it loses an additional "-2" political points.

<sup>114</sup> For example: the Kingdom of Denmark (currently Denmark and Norway) count as two minor countries and the minor countries can be ceded separately. Norway would have to be ceded before Denmark.

**B.8 Russian Annexation: (May be applied only against the Ottoman by Russia)** The Ottoman acknowledges the superiority and supremacy of the Russian Empire. A designated Client State of Russia (limited to Circassia, Georgia, Chechnya, or Imeretia) becomes a home province of the Russian Empire. That minor country's forces are unavailable while a Russian home nation province.

**B.9 Deny Cooperation:** The loser may not: Conclude a new voluntary access agreement (existing agreements remain in force), provide supply of any form, or sea transport units belonging to a Major Power at which the victor is at war with. Restriction lasts for duration of enforced peace.

**B.10 Sphere of Influence:** The surrendering Major Power must receive the victor's permission to declare war on *any* minor countries or Kingdoms. This restrictions last for the duration of the enforced peace.

**B.11 Permission to form the German Bund:** (May only be applied against France or Britain, by Austria or Prussia, after January 1813) Permission is gained from the surrendering Major Power to form the German Bund (14.5). This permission is granted until the German Bund is formed, or the surrendering Major Power and victorious Major Power go to war again.

**List C:** use with a unconditional peace, victor's choice

**C.1 Military Restriction:** This choice may not be made if B.1 or B.4 is already chosen. A victor may choose one of the following:

**C.1.a** Must eliminate three Corps or half (round fractions down) of the Corps currently in the losing Major Power's army, whichever is the greater. The choice is random by the victor and may include any Corps. They may be rebuilt.

**C.1.b** Must eliminate a number of home nation garrison army factors equal to the losing Major Power's home nation manpower value (sum of provincial manpower values printed on the map). The choice of which factors to remove is up to the loser.

**C.1.c** Must eliminate three Fleets or half (round fractions down) of the Fleets currently in the losing Major Power's navy, whichever is the greater. The choice is random by the victor and may include any Fleets. They may be rebuilt.

**C.1.d** Loser restricted to two thirds of Major Power's total home nation available Corps on the map at any one time (rounded down), *and* total garrison factors may not exceed the twice the printed value of its home nation manpower, *or* loser Major Power restricted to two thirds (rounded down) of total home nation Fleets on the map at any one time. (Victor's choice whether land or naval restrictions) Restriction lasts for duration of extended peace, or may be canceled any time by the Major Power that selected this condition. Any forces in excess of the limitations are immediately eliminated.

**C.2 Major Extended Peace:** Loser may not declare war on the victor for 36 months. This choice may not be made if B.2 has already been chosen.

**C.3 Major Reparations:** Loser must pay reparations to the victor; all of the loser's home nation tax value (sum of provincial tax revenues, does not include trade) in the next Economic Phases *or* two thirds in the next two Economic Phases. Loser's choice, with all fractions are rounded up. This choice may not be made if B.3 has already been chosen.

**C.4 Major Ceding:** Cede any combination of three provinces and/or minor countries of the victor's choice (less may be taken, if less are available, or the victor desires to take less). The provinces may not contain the loser's capital city unless no other unceded province is available. Any province(s) chosen must be either adjacent to the victorious Major Power's controlled territory and/or contain one or more of the victor's Corps. Provinces are selected in order, allowing the extension of adjacent territory<sup>115</sup>. Any minor countries may be chosen (regardless of location). This choice may not be made if B.7 has already been chosen When ceding a Kingdom as part of a peace each province of the Kingdom counts as one separate minor country. The ceded provinces and/or minor countries *may* be split between multiple victors, at the option of the Major Power selecting this condition. If the other Major Power refuses to accept a minor country it becomes Neutral. If a Major Power refuses to accept a province it is retained by the surrendering Major Power. Only B.7 *or* C.4 can be chosen.

**C.5 Garrison and Access:** The victor may garrison all cities in provinces and Conquered, Client State or Sponsored minor countries and Kingdoms of the loser except for capital cities. The victorious Major Power has unconditional access through territory controlled by the loser. If the loser controls the province containing Constantinople, it may not deny the victor trade, supply routes and/or naval movement through the Dardanelles sea zone. All these effects apply until the victor and loser are next at war with each other.

**C.6 Leader Exile:** The loser must remove one leader of the victor's choice. If there are several victors that choose an unconditional peace, all must choose this option (counting as a selection for each) for a leader to be removed.

**C.7 Trade Expropriation:** (May only be applied against Britain) Half of all money made by trade (all sources) must be given to the victor for the next four Economic Phases, or until war again breaks out between the victor and loser. This choice may not be made if B.6 has already been chosen.

**C.8 Seize the Imperial Dignity:** (May only be applied against the current Holy Roman Emperor by Austria, Prussia, Royalist France, or Republican France after an "A" leader has become available) The victor becomes the new Holy Roman Emperor. Refer to 14.4 for details regarding the HRE.

<sup>115</sup> For example: Russia surrenders unconditionally to Prussia. Prussia doesn't have forces in Russia, though borders Lithuania and Volhynia. Prussia selects Lithuania, then Polesia and finally Livonia as the three provinces. As all three are contiguous, this is legal.



**C.9 New Spanish Royal Family:** (May only be applied by France against Spain after January 1800) A relative of the French leadership is placed on the Spanish throne, and Spain becomes a French puppet for the near future. Spain may not declare war, conduct diplomatic actions on minor countries or Kingdoms, or instigate revolts without French permission. These restrictions are removed when France surrenders to another Major Power, *or* when there are no French forces in Spanish unceded home nation provinces, *or* in 36 months, whichever condition is met first. This condition may only be selected if C.5 has already been selected by France in the same peace agreement with Spain.

**C.10 Restoration of the Bourbons:** (May only be applied against France, prior to “Winning the Struggle of Power” (14.6.3.5.11.2) has been resolved.) Louis (or a relative) gets his throne back. France remains Royalist for the remainder of the game (with 14.6.3.7 being the only way to return to the Revolution). France uses the “Royalist” NATIONAL CARD for the remainder of the Campaign, and is under the restrictions of 14.6.3.4 for the next 36 months.



# 13. NOTES/ERRATA/ADDENDUM

**SETTLING DISPUTES:** Although it is pointed out in numerous places throughout the rules that Major Powers with conflicting and equal claims may settle their disputes through mutual agreement or through competitive D6 rolls (sometimes modified), other cases can arise that are not mentioned elsewhere. In all these cases, if a mutual agreement cannot be reached, let unmodified competitive D6 rolls decide. For example, if leaders or army factors are captured by mixed forces controlled by more than one Major Power, the control over the “prisoners” can be decided by mutual agreement or, if agreement cannot be reached, by competitive D6 rolls (roll for each factor or leader over which there is a disagreement).

It is also recommended that, if possible, to have a person not actually playing in the game, though familiar with the rules, to arbitrate. This may help reduce heated discussions, and allow the game to progress more quickly and smoothly. Also, if you have a problem with interpreting a rule or think that you’ve found an error, don’t hesitate to e-mail me. Normally, I can respond within 24 hours (unless traveling or insanely busy).

**Victory Points:** I would recommend using the Victory Point levels presented in each Campaign, if you prefer a free for all approach to diplomacy, or using the Alternate Victory Points, if you want a more historical push, given above (on a straight, cumulative running total basis, in effect adding both systems together).

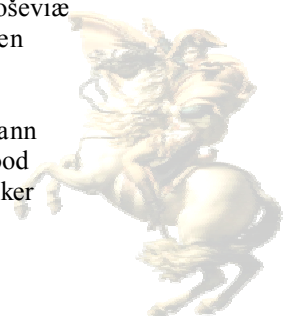
If you do use these rules and have comments or questions, don’t hesitate to contact me ([michaeltreasure@yahoo.com](mailto:michaeltreasure@yahoo.com)). An EiH community has formed on the web, based around the yahoo group (<http://groups.yahoo.com/group/eih>). Latest information on the game can be found there, as well as the latest documents in the “files” section. Information and resources for the game can also be found at the primary EiH website, <http://www.EmpiresinHarm.com>.

**Credits:** Empires in Harm has very much been a collaborative effort, by the various people in the Empire in Arms community. My thanks to the many people who have made direct or indirect contributions to the rules, or ideas behind rules, including:

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## 14. 1788 CAMPAIGN

### 14.1 INITIAL SETUP

#### 14.1.1 STATUS CARD SETUP

Austria: Neutral 6, France: Instability 8, Great Britain: Neutral 7, Poland: Neutral 1, Prussia: Neutral 8, Russia: Neutral 9, Spain: Neutral 1, Ottoman: Neutral 3.

#### 14.1.2 TIME

The game begins in the Money and Manpower Collection Step of the March 1788 Economic Phase, and ends in April 1798 (or earlier, if a Major Power gains the required number of victory points).

#### 14.1.3 EXISTING WARS AND TREATIES (OPTIONAL)

	Austria	France	Britain	Russia	Prussia	Spain	Ottoman	Poland
Austria	X	Ally		Ally			War	
France	Ally	X				Ally		
Britain			X		Ally			
Russia	Ally			X			War	Ally
Prussia			Ally		X			
Spain		Ally				X		
Ottoman	War			War			X	
Poland				Ally				X

#### 14.1.4 STARTING DECLARATIONS OF WAR (OPTIONAL)

Before any forces are setup, Major Powers may announce pre-existing states of war. This allows Major Powers to declare war before the game begins,

with no loss in political points. Pre-existing states of war may only be announced between Major Powers. Pre-existing states of war do not exist with minor countries or Kingdoms.

#### 14.1.5 PREDOMINANT POWERS

There are no predominant Major Powers (8.10) at the start of this Campaign.

#### 14.1.6 FORCES SETUP

Major Powers may set up forces inside home nation provinces, Conquered or Client minor countries, or Client minor Kingdoms. The Major Power's forces begin with these strengths:

##### 14.1.6.1 Austria

85 Infantry, 5 Guard, 15 Cavalry, 2 Guard Cavalry, 20 HRE Infantry, 2 HRE Cavalry, no ships, up to 7 depots, any desired Corps and \$13. Both Insurrection Corps begin at full strength but may not be setup on the map. The Tyrol Corps is currently unavailable. The following leaders are available: Josef II (R), Wurmser, Saxe-Coburg and Albert (R).

##### 14.1.6.2 Britain

14 Infantry, 2 Cavalry, 4 HRE Infantry, 33 Heavy ships, 22 Light ships and 5 Transports in commission, 63 Heavy ships and 16 Light ships in ordinary, 22 Heavy ships and 6 Light ships damaged, up to 3 depots, any desired Corps, Squadrons and Fleets and \$30. British Overseas Fleet (5.1.6): 5 Heavy ships, 15 Light ships. The following leader is available: Amherst.

##### 14.1.6.3 France (Royalist)

75 Infantry, 3 Guard, 17 Cavalry, 8 HRE Infantry, 1 HRE Cavalry, 44 Heavy ships, 14 Light ships and 10 Transports in commission, 30 Heavy ships and 17 Light ships in ordinary, 24 Heavy ships and 15 Light ships damaged, up to 4 depots, any desired Corps, Squadrons and Fleets and \$4. The following leaders are available: Broglie and Conde (R).

##### 14.1.6.4 Ottoman

24 Janissary, 80 Islamic Infantry, 6 Islamic Cavalry, 6 Guard Cavalry, 14 Heavy ships, 7 Light ships, 10 Galleys and 5 Transports in commission, 4 Heavy ships and 1 Light ships in ordinary, 3 Heavy ships and 2 Light ships damaged, up to 4 depots, any desired Corps, Squadrons and Fleets and \$10. All Tribal and Feudal Corps are at full strength, and may be placed in their province of origin if desired. The following leaders are available: Grand Vizier, Ali Pasha, Beylerbey Runni, Abdülhamid I (R) and Abdurrahman.

##### 14.1.6.5 Poland

15 Infantry, 2 Cavalry, no ships, up to 2 depots, any desired Corps and \$2. No leaders are available.

##### 14.1.6.6 Prussia

65 Infantry, 4 Guard, 18 Cavalry, 2 Guard Cavalry, 16 HRE Infantry, 2 HRE Cavalry, no ships, up to 5 depots, any desired Corps and \$15. The following leaders are available: F. Wilhelm II (R), Brunswick and Mollendorf.

##### 14.1.6.7 Russia

130 Infantry, 4 Guard, 10 Cavalry, 2 Guard Cavalry, 11 Heavy ships, 16 Light ships, 7 Galleys and 5 Transports in commission, 4 Heavy ships and 1 Light ships in ordinary, 14 Heavy ships and 4 Light ships damaged in the Baltic, 7 Heavy ships, 3 Light ships, 8 Galleys in commission, 4 Heavy ships and 1 Light ships in ordinary, 1 Heavy ships and 1 Light ships damaged in the Black Sea, up to 4 depots, any desired Corps, Squadrons and Fleets and \$38. All Tribal Corps are at full strength, and may be placed in their province of origin if desired. The following leaders are available: Bibikov (Caucasus), Suvarov, Potemkin and Saltykov.

#### 14.1.6.8 Spain

22 Infantry, 6 Cavalry, 29 Heavy ships, 15 Light ships and 10 Transports in commission, 30 Heavy ships and 10 Light ships in ordinary, 18 Heavy ships and 6 Light ships damaged, up to 4 depots, any desired Corps, Squadrons and Fleets and \$10. Spanish Overseas Fleet (5.1.5): 2 Heavy ships, 10 Light ships. The following leaders are available: Ruby, Ricardos and Caro.

#### 14.1.6.9 Minor Countries and Kingdoms

The Major Powers control the following Kingdoms and minor countries:

**Austria:** Breisgau, Flanders, Luxemburg as Client State minor countries, Lombardy, Tuscany as Conquered minor countries, Leige, Munster as Ally minor countries, Modena, Wurttemberg and the Kingdom of Bavaria (comprising of Bavaria and Palatinate) as Influenced minor countries. Austria is currently the Holy Roman Emperor (14.4.7).

**France:** no minor countries.

**Britain:** Hanover as Client State minor country, Gibraltar as Conquered minor country, and Holland as Ally minor country.

**Prussia:** Ansbach as Conquered minor country, Kingdom of Saxony (comprising of Saxony and Lausitz) as Ally minor country, Gottingen as Influenced minor country.

**Russia:** Georgia as Influenced minor country.

**Spain:** Kingdom of Naples (comprising of Naples and Sicily) as Client State minor country, Parma as Conquered minor country, Portugal and Morocco as Influenced minor countries. In addition, Spain has unconditional access rights to Cueta in Morocco.

**Ottoman:** Imeretia, Syria as Client State minor countries, Rhodes as Conquered minor country, Algeria, Palestine, Kingdom of Sweden (comprising Sweden, Finland, and S. Pommerania) as Ally minor countries, Tunisia and Kingdom of Libya (comprising Tripolitania and Cyrenaica) as Influenced minor countries. *If the Ottoman starts the Campaign at war with Russia, the Ottoman has the option of accepting Sweden as a Client State Kingdom rather than as an Ally Kingdom, though may not setup Ottoman forces in Swedish territory.*

**Poland:** no minor countries.

In addition, the Kingdom of Denmark (comprising Denmark, Norway and Holstein), Ecclesiastical States (comprising Papacy, Malta and Romagna), Savoy (comprising Sardinia, Piedmont and Savoy), and Venetia (comprising Venetia, Dalmatia and Corfu) are in existence.

#### 14.1.6.10 Leader Reinforcements

Leader reinforcements are available according to the LEADER REINFORCEMENT CHART.

#### 14.2 CAMPAIGN RANDOM EVENTS CHART

If the “1-25 No Event” is rolled on the primary RANDOM EVENT TABLE (4.13), treat as “Viva La Revolution” event as detailed below. In addition, when 75-00 is rolled on the RANDOM EVENT TABLE, re-roll 2D10, with the first for “10s” and the second for “1s”.

##### NATION CHART:

1 Austria	6 Russia
2 Spain	7 Ottoman
3 Britain	8 Poland
4 France	(if in existence)
5 Prussia	9-0 re-roll

**1-32 Vive La Revolution:** Advance FRENCH REVOLUTIONARY TRACK (14.6.3.5.1) one box.

**33-44 Polish Independence:** Advance the POLISH INDEPENDENCE TRACK (14.6.6.1) one box. Treat as no event if Poland no longer exists as a Major Power.

**45-54 Burke’s “Reflexions on the Revolution in France” gains appeal in**

**Britain:** BRITISH POLITICAL TRACK (14.6.2.10) shifts one to the right. Ignore this result if France is Royalist and/or has not past Stage 6 “The Great Fear”, *or* if France has unconditionally surrendered to Britain once *or* if France is presently at war with Britain or if the BRITISH POLITICAL TRACK is not longer being used.

**55-59 British Fleet Mutinies:** May only happen if Britain is at war. All British Fleets in blockade boxes or in port are frozen this turn, and may not move. Fleets at sea may move as normal, though morale is reduced to by “-0.5” that month. The effects last for one turn only. Treat as no event after the second occurrence.

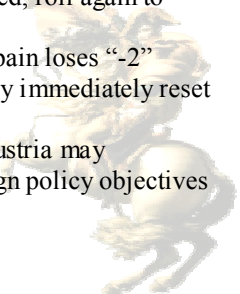
**60-61 Louisiana Purchase:** The first time this event is rolled, Spain sells it’s possessions in Louisiana to France for \$5 (Spain loses “-1” political point, France gains “+1”). The second time this event is rolled, France sells Louisiana to the United States for \$5 (France loses “-1” political point), treat as no event after the second purchase.

**62-63 US envoys indignant at Tallyrand’s modest request for enormous bribes:** French-American relations breached. United States will not declare war with Britain if US trade is cut off to France for two years. Treat as no event if France Royalist.

**64-68 A notable has died:** Roll again on the VIP death chart below. If the death called for has occurred, roll again to determine who dies, if all have died, treat as no event.

**1** Charles III of Spain dies (Dec.1788), his completely incompetent son Charles IV becomes ruler. Spain loses “-2” political points. Spain may immediately break any alliances for no cost in political points, Spain may immediately reset foreign policy objectives for no lost in victory points (11.0).

**2** Joseph II of Austria dies (Feb.1790), there is much rejoicing. Austria gains “+2” political points. Austria may immediately break any alliances for no cost in political points, Austria may immediately reset foreign policy objectives for no lost in victory points (11.0).





- 3** Potemkin dies (Mar. 1791), Russian war with China no longer possible. Treat Russian war with China as no event from this point forward.
- 4** Mozart dies (Dec.1791), Austria and Prussia feel culturally bankrupt, both lose “-1” political point.
- 5** Leopold II of Austria dies (Mar.1792), inept Francis II now ruler. Austria loses “-2” political points. Treat as no event prior to March 1792, or if Joseph II has not died yet. Austria may immediately break any alliances for no cost in political points, Austria may immediately reset foreign policy objectives for no lost in victory points (11.0).
- 6** Catherine the Great dies (Nov.1796) no horse involved. Russia loses “-2” political points. Russia may immediately break any alliances for no cost in political points, Russia may immediately reset foreign policy objectives for no lost in victory points (11.0).
- 7** Aga Mohammed of Persia assassinated (Jun.1797), Persian war random event ignored for next 18 months.
- 8** Hoche struck down by tuberculosis (Sept. 1797) and dies. Treat as no event is rolled before stage 13 of the Revolution, or if Hoche is a “B” or “A” ranked leader.
- 9** Frederick III of Prussia dies (Nov.1797), William III, the Anglophobe is successor. Prussia loses “-1” political point. Prussia may immediately break any alliances for no cost in political points, Prussia may immediately reset foreign policy objectives for no lost in victory points (11.0).
- 10** Stanislaus II August Poniatowski dies (1798), due to the Polish constitution of 1791, ties were restored with the Saxon Kings. If Poland has reached Stage Two of the Polish Independence Track, Saxony (or the Kingdom of Saxony, if in existence) immediately becomes a Polish controlled Client State. Treat if no event if Saxony is a Conquered minor country controlled by another major power than Poland, or if Poland has not reached Stage Two of the Polish Independence Track, or if Poland is no longer a Major Power.
- 69 George III goes mad:** British diplomacy frozen for D6 turns. During this time, Britain may not make any declarations of war, lend money, make or break alliances. This event only occurs once per Campaign. If rolled again, treat as no event.
- 70-72 Head of French state suppresses coup de état:** French diplomacy frozen for one turn, as per George III goes mad event. Treat as no event is France is Royalist.
- 73 Masonic conspiracy uncovered in European capital:** Heir to throne rumored to be involved. All Major Powers except Republican France and the Ottoman lose “-1” political point.
- 74-75 Russia at war with China:** This event may only occur if Potemkin is still alive. Russia must send five infantry factor reinforcements off map (i.e. lost) each March economic phase for the next 36 months. This event only occurs once per Campaign. If rolled again, treat as no event.
- 76-78 Kazakh Raids:** This represents raids by Kazakh and Bashkir Tribal marauders. Russia must garrison the Astrakhan province with 40 factors in Corps within the next 6 months with any shortfall being deducted on a \$1 per factor basis in the next economic phase<sup>116</sup>. This event can only occur once per year, treat as no event for subsequent occurrence in the same year. If Russia has ceded the Astrakhan province, treat as no event.
- 79-81 Marie Antoinette escapes from France (if still alive) and takes her cake with her:** If Revolutionary France surrenders unconditionally to Austria within the next 36 months, Austria may select as a condition Royal Marriage in addition to the normal three selections of peace conditions. If France is Royalist treat as no event. This event only occurs once per Campaign. If rolled again, treat as no event.
- 82-86 Louis XVI escapes from France (if still alive) and takes his wig collection with him:** This has potential impact on the Revolution as outlined in 14.6.3.5.1. This event only occurs once per Campaign. If rolled again, treat as no event.
- 87-90 Pitt demobilizes Army:** Britain must disband all regular Infantry, Cavalry and Guards in excess of ten factors. This event only occurs if Britain is at peace with all other Major Powers, but not during the Peace of Amiens (14.6.2.11).
- 91-00 Persian Invasion:** Persia is at war with either Russia or the Ottoman (50% each). Control of the Persians goes to: firstly, Russia or the Ottoman (the one not being invaded) if at war with each other, secondly to a player who is at war with the invaded Major Power, and finally to anyone who is willing to take control. If multiple Major Powers with equal level of claims desire control, roll D6 to determine control. Persian forces may only enter the home nation provinces of the Major Power with which they are at war, along with Circassia, Chechnya, Georgia and Imeretia. Persian forces are automatically granted access rights by either Russia or the Ottoman (the one not at war with Persia) for access through any of these minors if controlled. The major power controlling Persia receives \$10 initially, and an additional \$10 per economic phase for the Persians (for purchase of depots and supply). This money is kept separate, with the Persians treated as a Kingdom. For the controlling major power to “loan” money to the Persians, he must do so in an economic phase *and* be at war with the same major power that the Persians are. The Persians cannot loan money to a Major Power. Persian forces pay no maintenance in the Economic Phase. The Persian forces of two Tribal Cavalry Corps and three Tribal Infantry Corps and any available leaders are setup within Persia immediately when the event is rolled. The Persian Corps function as normal Tribal Corps, and may be filled in the December Levy Step, in the normal manner (8.12.1.2.2).

<sup>116</sup> For example, if Russia gets only 20 factors in Corps in the Astrakhan province within six months, it would lose \$20 in the following economic phase.

The Persian invasion is over (and any remaining forces are removed from the map) when any of the following conditions are met:

- Persia has suffered a loss of 40 or more factors.
- 12 turns have passed since the Persian Invasion event occurred.
- The Major Power at war with Persia has unbesieged occupation of Yerevan for three consecutive months.

The Major Power at war with Persia gains “+3” political points in any of these three cases. The war with Persia may also end if the Major Power at war offers a conditional surrender (which Persia must accept), resulting in the loss of “-5” political points, and the surrendering Major Power must pay reparations (as per peace condition B.3) to Persia. Surrendering to Persia is considered surrender to a Major Power and may be combined with surrender to other Major Powers, for no additional political point loss (4.6.7). Persia automatically “picks” first, taking condition B.3 as its first and only condition.

Following a peace with Persia (either victory or defeat) that Major Power may not be invaded by Persia for 12 months (with the event automatically effecting the other possible victim, if permissible).

The Major Power controlling Persia gains and loses political points in the manner of any Sponsored minor country. The only exception is when the war is over, that the Major Power neither gains nor loses the political points as a result of the peace.

If the Major Power controlling Persia is at war with the “victim” of the Persian Invasion, that Major Power may use his depots and pay for Persian supply.

If this event is rolled while currently in effect, treat as no event.

### 14.3 KINGDOM FORMATION TABLE

This table details the Kingdoms that may be formed in this Campaign, and which Major Powers may form them (8.9.1).

Name of Kingdom	Who may form	Possible Territory	POL. PTS.
Baden	France	**Baden, *Breisgau	0
Barbary Coast	Any Major Power	**Algeria, *Morocco, *Tunisia, Tripolitania	+1
Bavaria	Austria, France	**Bavaria, *Ansbach, Palatinate, Tyrol, Wurttemberg, Swabia	0
Belgium	Austria, Britain	**Flanders, *Liege, *Luxemburg	0
Caucasus	Russia, Ottoman	**Georgia, *Circassia, *Chechnya, *Imeretia, Armenia, Caucasus, Trabizon	+1
Denmark	France, Britain, Prussia, Russia, Poland	**Denmark, *Holstein, *Norway, Hamburg	0
Ecclesiastical States	Austria, France, Spain, Poland	**Papacy, *Romagna, Malta, Rhodes	0
Hanover	France, Britain, Prussia	**Hanover, *Munster, Oldenburg	0
Hesse	France, Britain, Prussia	**Hesse, *Gottingen	0
Holland	Britain, Prussia	**Holland, *Flanders, *Leige, Berg, Julich, Luxemburg	0
Italy	France, Russia	**Lombardy, *Modena, *Parma, *Romagna, Carinthia, Dalmatia, Genoa, Venetia	+2
Libya	Any Major Power	**Tripolitania, *Cyrenaica	0
Mamlukes	Any Major Power	**Egypt, *Syria, *Palestine, Cyrenaica	+1
Naples	Austria, France, Britain, Spain	**Naples, *Sicily	0
Rhine	Holy Roman Emperor	**Berg, *Ansbach, *Baden, *Bavaria, *Breisgau, *Gottingen, *Hanover, *Hesse, *Lausitz, *Munster, *Nassau, *Saxony, *Swabia, *Thuringia, *Wurttemberg, *Wurzburg, Hamburg, Magdeburg, Mecklenburg, Oldenburg, Tyrol	+4
Savoy	Austria, France, Spain	**Sardinia, *Piedmont, Genoa, Savoy	0
Saxony	France, Prussia	**Saxony, *Lausitz	0
Sweden	France, Britain, Prussia, Poland	**Sweden, *Finland, S.Pommerania, Norway, Karelia	0
Venetia	Austria, France, Spain	**Venetia, *Dalmatia, Carinthia, Corfu, Crete	0
Westphalia	France	**Magdeburg, *Hanover, *Munster, *Hesse, *Gottingen, Mecklenburg, Oldenburg	+2
Wurttemberg	France	**Wurttemberg, *Swabia	0
Wurzburg	France	**Wurzburg, *Thuringia	0

\*\* indicates required territory for formation of the new Kingdom and the national capital of Kingdom,  
 \* indicates required territory for formation of the Kingdom

#### 14.4 THE HOLY ROMAN EMPIRE

Though Voltaire had declared the Holy Roman Empire neither holy, nor Roman, it retained an important role in the power politics of the era. In game terms, it is a special grouping of minor countries, and is not itself either a minor country or Kingdom for any purpose.

##### 14.4.1 HRE STATES

The HRE consists of: Ansbach, Baden, Bavaria, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Lausitz, Leige, Luxemburg, Mecklenburg, Munster, Nassau, Oldenburg, Palatinate, Saxony, Swabia, Thuringia, Wurttemberg and Wurzburg.

##### 14.4.2 THE HRE AND KINGDOMS

Major Powers may form Kingdoms consisting of component parts of the HRE with the exception of the Kingdom of the Rhine, which can only be created if the HRE has been destroyed.

##### 14.4.3 USING THE HOLY ROMAN EMPIRE

###### 14.4.3.1 The Patron Major Powers

The four Major Powers who have pre-eminent position within the HRE are: Britain, Royalist France, Austria, and Prussia. These are the Major Powers who receive benefits from the Holy Roman Empire's existence and are referred to as "Patron" Major Powers, for the purposes of these rules.

###### 14.4.3.2 Money and Manpower Usage

During the money and manpower collection steps, total the combined printed value of the component parts of the HRE that are either Neutral or located in the diplomatic track of one of the Patron Major Powers. Divide this by four and give each of the Patron Major Powers not at war with the HRE an equal amount (any fractions are lost). If Royalist France no longer exists, its share is given to the "Émigrés" (14.6.3.5.13) if possible, or wasted, if not. This money and manpower may be used to provide troops for the following corps: Britain (KGL), Royalist France (HRE), Prussia (I HRE, II HRE, III HRE), Austria (I HRE, II HRE, III HRE). The money and manpower may also be used to purchase factors for any of the component states, at the Patron Major Power's choosing. These Corps remain in existence as long as there are factors within them (even after the HRE has been dissolved, though no new factors may be built).

- If a minor country that is part of the HRE is a Sponsored, Conquered or Client State of: Russia, Republican France, Poland, Spain or the Ottoman, the Patron Major Powers receive no shared income from that minor country.
- If a Patron Major Power controls one or more of the HRE component minor countries as a Client State or Sponsored minor country, then that Patron Major Power receives the printed money and manpower values for purchase of additional HRE factors in addition to the ¼ share received above.
- If a Patron Major Power controls one or more of the HRE component minor countries as a Conquered minor country, then that Patron Major Power receives the printed money and manpower values for purchase of either additional HRE factors, or home nation factors in addition to the ¼ share received above.

##### 14.4.4 NEUTRAL HRE MINOR COUNTRIES

Neutral HRE minor countries are friendly to all Patron Major Powers. These Patron Major Powers may freely move through, and place depots in Neutral HRE minor countries.

##### 14.4.5 WAR WITH THE HRE

Any Major Power wishing to declare war on one of the component minor countries of the HRE is considered to declare war on all HRE Neutral component minor countries of the HRE at the same time. The cost to declare war on the HRE is "-2" political points.

- While a Patron Major Power is at war with the HRE, it gains no money or manpower from any HRE minor countries.
- The Holy Roman Emperor may not declare war on the HRE.
- A Major Power may not declare war on the HRE if it is in a period of enforced peace (either as victor or loser) with Austria or Prussia.

##### 14.4.6 PEACE WITH THE HRE

For Russia, Spain, Poland, Revolutionary France or the Ottoman, peace is concluded separately with each component minor country of the HRE, typically through a lapse of war (4.6.1) with the HRE as a whole.

For a Patron Major Power peace is concluded in the form of a White Peace (4.6.3), when a lapse of war is called for. The Patron Major Power loses "-2" political points, and is bound by an enforced peace with the HRE for 18 months.

##### 14.4.7 THE HOLY ROMAN EMPEROR

The Austrian Habsburgs held the Imperial throne in the late eighteenth century. The French defeat of Austrian armies in Germany raised fears of Napoleon being crowned Holy Roman Emperor. In order to avoid this possibility, the position was dissolved, with the Habsburg line dubbing themselves "Emperors of Austria".

- The Holy Roman Emperor receives a casus bellum (4.4.2) against any Major Power at war with the HRE.
- The Holy Roman Emperor receives a "+1" additional "national modifier" when conducting diplomacy on minor countries (4.2.8) that are members of the HRE.
- The Holy Roman Emperor has unconditional access and is permitted to build depots, garrisons and depot garrisons inside minor countries that are members of the HRE. These rights may be rescinded by a Major Power controlling a

minor country that is a member of the HRE, if that minor country is a Client State or Conquered minor country of the Major Power.

- The Holy Roman Emperor may choose to disband the HRE during any New Political Combinations Step, losing “-2” political points, permanently eliminating it. If Austria is the Holy Roman Emperor, it may not disband the HRE.
- The Kingdom of the Rhine may be created only once the HRE has been disbanded. The factors in the Corps named in 14.4.3 are distributed as garrisons to the nearest Neutral component minor countries of the former HRE. Any factors that cannot be placed are lost.

#### **14.5 GERMAN BUND**

The German Bund created at the Congress of Vienna in 1815 was an attempt to reorganize the former HRE states, with controlling interest given to Prussia and Austria.

##### **14.5.1 GERMAN BUND STATES**

The German Bund consists of: Ansbach, Baden, Bavaria, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Lausitz, Leige, Luxemburg, Mecklenburg, Munster, Nassau, Oldenburg, Palatinate, Saxony, Swabia, Thuringia, Wurttemberg and Wurzburg.

##### **14.5.2 THE GERMAN BUND AND KINGDOMS**

Major Powers other than Austria and Prussia may form Kingdoms consisting of component parts of the German Bund, with the exception of the Kingdom of the Rhine.

##### **14.5.3 FORMING THE GERMAN BUND**

The German Bund can be formed only when all of the following conditions are met:

- The HRE has been dissolved
- The Kingdom of the Rhine has been formed by France and subsequently dissolved
- Austria and Prussia both agree to form the German Bund *and* either obtains permission from Britain and France to form the German Bund, or have applied peace condition B.11 on Britain and France, in lieu of permission.

##### **14.5.4 USING THE GERMAN BUND**

###### **14.5.4.1 The Patron Major Powers**

The two Major Powers who have pre-eminent position within the German Bund are: Austria and Prussia. These are the Major Powers who receive benefits from the German Bund’s existence and are referred to as “Patron” Major Powers, for the purposes of these rules.

###### **14.5.4.2 Money and Manpower Usage**

During the money and manpower collection steps, total the combined printed value of the component parts of the German Bund that are either Neutral or located in the diplomatic track of one of the Patron Major Powers. Divide this by two and give each of the Patron Major Powers an equal amount. This money and manpower may be used to provide troops for the following corps: Prussia (I HRE, II HRE, III HRE), Austria (I HRE, II HRE, III HRE). The money and manpower may also be used to purchase factors for any of the component states, at the Patron Major Power’s choosing.

- If a minor country that is part of the German Bund is a Sponsored, Conquered or Client State of: Russia, Britain, France, Spain or the Ottoman, the Patron Major Powers receive no shared income from that minor country.
- If a Patron Major Power controls one or more of the German Bund component minor countries as a Client State or Sponsored minor country, then that Patron Major Power receives the printed money and manpower values for purchase of additional German Bund factors in addition to the ½ share received above.
- If a Patron Major Power controls one or more of the German Bund component minor countries as a Conquered minor country, then that Patron Major Power receives the printed money and manpower values for purchase of either additional German Bund factors, or home nation factors in addition to the ½ share received above.

##### **14.5.5 NEUTRAL GERMAN BUND MINOR COUNTRIES**

Neutral German Bund minor countries are friendly to both Patron Major Powers. These Patron Major Powers may freely move through, and place depots in Neutral German Bund minor countries.

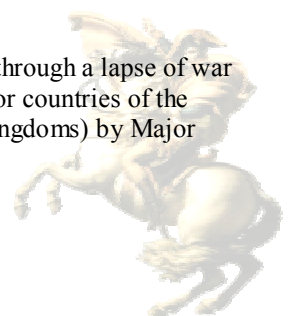
##### **14.5.6 WAR WITH THE GERMAN BUND**

Any Major Power wishing to declare war on one of the component minor countries of the German Bund is considered to declare war on all German Bund Neutral component minor countries of the German Bund at the same time. The cost to declare war on the German Bund is “-2” political points.

- Austria and Prussia may not declare war on the German Bund and gain a casus bellum (4.4.2) on any Major Power at war with the German Bund.
- A Major Power may not declare war on the German Bund if it is in a period of enforced peace (either as victor or loser) with Austria or Prussia.

##### **14.5.7 PEACE WITH THE GERMAN BUND**

Peace is concluded separately with each component minor country of the German Bund, typically through a lapse of war (4.6.1) with the German Bund as a whole. The German Bund is eliminated all the component minor countries of the German Bund are controlled (as Influenced, Ally, Client State or Conquered minor countries or Kingdoms) by Major Powers other than Austria and/or Prussia.





## 14.6 MAJOR POWER SPECIFIC RULES

### 14.6.1 AUSTRIA

Austria's home nation provinces are: Tyrol, Carinthia, Austria, Bohemia, Moravia, Hungary, East Galicia, Military Border and Transylvania. Masovia, Posen, West Galicia, Volhynia and Silesia become Austrian home nation provinces after being ceded to Austria.

#### 14.6.1.1 Foraging Restrictions

All Austrian Corps (and Austrian controlled minor country or Kingdom Corps not containing Islamic or Tribal factors) receive a "+2" foraging modifier during this Campaign. This is in addition to any modifiers applicable under 7.4.1.

#### 14.6.1.2 Military Reform (Changing the NATIONAL CARD)

The "Austria 1788" NATIONAL CARD is used for the duration of this Campaign.

#### 14.6.1.3 Economic Reform

At the start of this Campaign, Austria receives 75% of the printed money value of home nation provinces during the Money and Manpower Collection Step of the Economic Phase. Income from Conquered minor countries, ceded provinces is not affected. From January 1796, Austrian income is raised to 100% of the printed value and remains at full value until the end of the Campaign.

#### 14.6.1.4 Austrian Insurrection Corps

The Austrian Major Power has two Insurrection Corps available.

##### 14.6.1.4.1 Placing Insurrection Corps

Immediately after an enemy Corps, or Cossack counters have entered certain Austrian border provinces, the possible placement of the insurrection Corps is triggered, and Austria may (if desired) place on-map either or both insurrection Corps *anywhere* within that province, at their current strength. These border provinces are Carinthia, Military Border, Transylvania, and Hungary. These border provinces are not eligible for insurrection Corps activation if the province is currently ceded. Placement of insurrection Corps is not triggered by reinforcements during field combats.

- If the Corps are placed in the area containing the enemy Corps, that enemy Corps (but not Cossack counters) would have to cease its movement.
- Insurrection Corps need not be placed at the first opportunity and so could cut supply chains if Corps, Cossack counters later activate their placement by crossing a border into an eligible Austrian border province.
- Insurrection Corps may only move within these four provinces, even if they are ceded (subject to access rules). If compelled to retreat out of these border provinces they *must* immediately stand down.
- Insurrection Corps may not move during the same turn they are placed on the map.

##### 14.6.1.4.2 Using Insurrection Corps

In other respects insurrection Corps are treated similarly to Tribal Corps; they may not detach, absorb or exchange factors, they may stand down during Austria's Land Movement Step unless besieged or as a result of a retreat. However, after standing down, they may not be placed on the map except by using the activation procedure above.

##### 14.6.1.4.3 Raising Insurrection Corps Factors

Insurrection Corps start the Campaign at full strength and are brought up to their full strength in militia factors (see the appropriate NATIONAL CARD)(even if off map), only during the Levy Step of the December Economic Phase, if not then besieged, so long as any one of the five provinces is Austrian controlled and contains no unbesieged enemy Corps. The infantry and cavalry factors are bought as normal, and may be placed in the Corps if off map, or on map, according to placement of land factors (5.2.2.1)

##### 14.6.1.4.4 Insurrection Corps Maintenance

Maintenance must be paid only for insurrection Corps actually on the map during a Money and Manpower Expenditure Step. Insurrection Corps not then on the map, even if placed during the following three months, do not have to be purchased.

#### 14.6.1.5 The Austrian Tyrol Revolt Corps

If a Major Power to which the Tyrol province has been ceded goes to war with Austria, Austrian may, during any Austrian Land Movement Step, place the Tyrol Corps marker in any Tyrol area that does not contain an enemy Corps. The Tyrol Corps may not be moved during the same step in which it is placed on the map, and need not pay for supply, it is assumed to "forage" safely automatically.

##### 14.6.1.5.1 Tyrol Corps Strength And Use

The Tyrol Corps has an initial strength of eight Austrian regular Infantry factors and, once placed, can be used the same as any other Austrian Corps, detaching and absorbing army factors, receiving Infantry factors as reinforcements, etc.

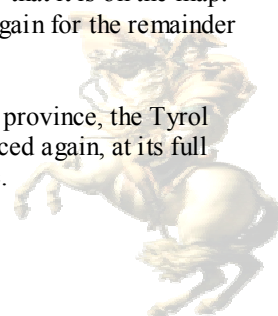
- Maintenance must be paid for the Corps during every Money and Manpower Expenditure Step that it is on the map.
- If the Corps counter is removed from the map for any reason, it cannot be placed on the map again for the remainder of the war that triggered its placement.

##### 14.6.1.5.2 Tyrol Corps Removal

When peace is made between Austria and the Major Power that held (and may still hold) the Tyrol province, the Tyrol Corps and any Infantry factors it may hold at that time is removed from the map. It may be introduced again, at its full strength of eight Infantry factors, if there is another, later war that again triggers its availability, etc.

### 14.6.2 BRITAIN

Britain's home nation provinces are: England, Ireland, Scotland and Wales.



#### 14.6.2.1 Foraging Restrictions

All British Corps (and British controlled minor country or Kingdom Corps not containing Islamic or Tribal factors) receive a “+2” foraging modifier during this Campaign. This is in addition to any modifiers applicable under 7.4.1.

#### 14.6.2.2 Military Reform (Changing the NATIONAL CARD)

The “Britain 1788” NATIONAL CARD is used to start this Campaign. The “Britain 1796” NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1796. To replace the NATIONAL CARD, Britain must pay “0” political points if in the Fiasco zone, “-1” political point if in the Instability zone, “-2” political point if in the Neutral zone and “-3” political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

#### 14.6.2.3 British Trade

Base British Colonial Trade is 0\$, and it cannot be increased beyond \$10 through random events (4.13) for the duration of the Campaign.

#### 14.6.2.4 Britain and Egypt (OPTIONAL)

Britain was paranoid that Egypt would fall into hostile hands. If during the course of the Campaign, Egypt is controlled by a Major Power that is at war with England, the following applies:

- England immediately loses “-1” political point.
- Britain receives an additional “+1” political point when Egypt becomes a British Sponsored, Client State or Ally minor country.
- Half the revenue from British Colonial Trade is lost during the next manpower/money collection step (once per Campaign). This reflects the lost trade, and lost efficiency in finding alternate shipping routes.

#### 14.6.2.5 Britain and Portugal (OPTIONAL)

Britain was paranoid that Portugal would fall into hostile hands. If during the course of the Campaign, Portugal is controlled by a Major Power that is at war with England, the following applies:

- England immediately loses “-1” political point.
- Britain receives an additional “+1” political point when Portugal becomes a British Sponsored, Client State or Ally minor country.

#### 14.6.2.6 Ireland (OPTIONAL)

If the French invasion fleet containing Hoche’s Army of Ireland had ever been able to land this army in Ireland, Irish independence would likely have come more than a century earlier than it eventually did.

- If Britain cedes Ireland to any Major Power, Ireland ceases to be a British home province, and becomes a minor country. Once a minor country, the Ireland Corps are available.
- Ireland is subsequently treated as a normal minor country with the following exception; Ireland can never be ceded to Britain, and for Britain to regain control over Ireland, it can only be through conquest. Once Britain has reconquered Ireland, it automatically reverts to being a home nation province.

#### 14.6.2.7 British Training (OPTIONAL)

After 24 continuous months as a British Client State, the morale of the army factors in *one* of the Client State’s Corps with morale values less than “3.5” is raised to “3.5” for both Infantry and Cavalry in those Corps when they begin a combat *alongside* British army factors. Garrison Infantry factors retain their usual morale. NOTE: This is *not applied* to Corps from North Africa or any Tribal or Feudal Corps.

#### 14.6.2.8 British Militia

British militia is better trained than the militia of other nations. To reflect this, British militia costs \$1 and 2 manpower per factor, with a morale of 2.5, taking 2 months to arrive as reinforcements. British militia may not leave British home nation provinces under any condition in this Campaign.

#### 14.6.2.9 Constitutional Forces (OPTIONAL)

By law, the British government was required to have 120,000 men enrolled in a national militia. These men were to be called out to repel an invasion.

##### 14.6.2.9.1 Using the Constitutional Forces

During any land reinforcement step when at war with another Major Power, Britain may stand up the Constitutional Force. 40 militia factors are placed in any combination of cities within British home nation provinces. Britain suffers an immediate “-3” political point penalty. Britain may stand down the Constitutional Force during any land reinforcement step in which there are no enemy forces in British home nation provinces, and there are at least 40 militia factors in British home nation provinces. Britain removes 40 militia factors from inside the Britain home nation. Britain immediately receives a benefit of “+1” political point.

There is only one Constitutional Force. Thus Britain cannot stand up the force if it is already stood up, nor stand down the force if it is already stood down.

#### 14.6.2.10 Parliamentary Politics (OPTIONAL)

The politics of Britain in this era differed from its continental neighbours, in that Britain was evolving into a democratic state. By the late 18th century, it required a consensus among Britain’s ruling classes for the country to engage in foreign wars. Accordingly, the influence of domestic British politics is represented in the following rule:



At the beginning of the Campaign, the Parliament marker is placed in the “3” box, with each box representing the number by which the normal political point cost for declaring war against any Major Power is multiplied by<sup>117</sup>. Once in the “0” or “-1” box, the political point cost for declaring war returns to normal (*EXCEPTION: France, see below*). Other major powers have no similar restrictions for declaring war on Britain.

## BRITISH POLITICAL TRACK

3	2	1	0	-1
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Refer to 14.6.2.10 for the effects of each stage

### 14.6.2.10.1 Shifting the Parliament marker

The Parliament marker is shifted one box to the right upon the execution of “Louis XVI” (Stage 13 of the French Revolution), *or* by the “Burke’s Reflexions on the Revolution” random event *or* when any Major Power surrenders to France (conditional or unconditional). It is shifted one box to the left when France surrenders to another Major Power. When the Parliament marker enters the “0” box, Britain may immediately declare war on France at no political point cost, unless restricted by specific Stages as indicated in the FRENCH REVOLUTIONARY TRACK. If the marker enters the “-1” box, then Britain and France are at war, unless restricted by specific Stages as indicated in the FRENCH REVOLUTIONARY TRACK. If Britain declares war on France before the Parliament marker enters the “0” box, it pays the appropriate number of political points and moves the Parliament marker to the “-1” box. Once Britain has declared war on any Major Power, the BRITISH POLITICAL TRACK is no longer used (though remains in use if another Major Power declares war on Britain).

### 14.6.2.11 Peace of Amiens (OPTIONAL)

Britain signed one peace treaty with France during this period. This Peace of Amiens was key in firmly establishing Napoleon’s Imperial French state.

After Britain and France are at war, they may only end their conflict as the result of a “formal peace” with the following exception. Britain and France may come to an informal peace if Britain is the sole Major Power at war with France. If this condition applies, during the next peace step, Britain *must* offer France an informal peace. If this peace is accepted, there is an enforced peace for 18 months between Britain and France, and neither nation may declare war on *any* other Major Power for 18 months.

### 14.6.2.12 Protecting the Netherlands (OPTIONAL)

Britain has guaranteed the security of Holland. If any Major Power declares war on Holland, Britain may declare war on the aggressor at normal political point cost, regardless where the Parliament marker is located on the BRITISH POLITICAL TRACK.

### 14.6.2.13 Irish Brigands (OPTIONAL)

For much of the period covered in this game, there was effect a low level insurgency in Ireland. In 1798, a full nationalist rebellion broke out. To reflect this state of affairs, Ireland has a permanent guerrilla rating of “4”, which is modified as follows: “+2” if French troops in Ireland, “-2” if one or more British Corps is in Ireland. Irish guerrillas are controlled by France (even if neutral), and operate as normal guerrillas. The generation of Irish Guerrillas is checked for in the French Guerrilla Step.

## 14.6.3 FRANCE

France’s home nation provinces are: Picardy, Normandy, Brittany, Poitou, Ile de France, Champagne, Alsace, Burgundy, Berri, Guyenne, Lorraine, Gascony, Languedoc, Provence and Corsica.

### 14.6.3.1 Army Restrictions

Royalist France (if at peace with all other Major Powers, and before the outbreak of revolution) may place no more than ¼ of the army (total factors) in Paris, and no more than one Corps in each province.

### 14.6.3.2 Military Reform (Changing the NATIONAL CARD)

The “Royalist France 1788” NATIONAL CARD is at the start of the Campaign, with a transition to the “Revolutionary France” NATIONAL CARD, once Stage 11 has been reached. If the Bourbons are restored, the “Royalist France 1788” NATIONAL CARD is used for the duration of the Campaign, providing that France remains Royalist.

### 14.6.3.3 Foraging Restrictions

All Royalist French Corps receive a “+2” foraging modifier during this Campaign. This is in addition to any modifiers applicable under 7.4.1. Revolutionary French Corps do not receive any modifier.

### 14.6.3.4 Political Restrictions

The French monarchical regime was constrained by its familial alliances with the ruling families of Austria and Spain and its continuing unpopularity at home. In game terms, this means that the French player is constrained from undertaking certain actions when France is Royalist.

<sup>117</sup> For example: if the Parliament marker is in the “3” box, it would cost “3” times “4” (assuming no casus bellum) = “12” political points, to declare war on another Major Power.

#### 14.6.3.4.1 The Family Compact

Royalist France is effectively placed under the restrictions of peace condition B.10 and requires both the permission of Austria and Spain to declare war on minor countries. When the FRENCH REVOLUTIONARY TRACK reaches Stage Ten “The End of The Family Compact”, this restriction is removed, though with a Bourbon Restoration (14.6.3.6), this condition is reapplied for 36 months.

#### 14.6.3.4.2 Increased Cost for Declarations of War

The political point cost of a declaration of war by Royalist France upon a Major Power, whether prior to the Revolution or after a Bourbon Restoration (for the subsequent 36 months), is an additional “-2” political points, to reflect popular resistance to foreign escapades of the despised Bourbon kings.

#### 14.6.3.5 The French Revolution

The tortuous path of the French Revolution is difficult to simulate. The following rules utilize the unpredictability of the RANDOM EVENT TABLE to determine the pace of the chaotic political changes France underwent in this era.

##### 14.6.3.5.1 French Revolutionary Track

The path of the French Revolution is charted by FRENCH REVOLUTIONARY TRACK (shown below).

### FRENCH REVOLUTIONARY TRACK

0 Stage 0	1 Stage 1	2 Stage 2	3 Stage 3	4 Stage 4	5 Stage 5	6 Stage 6	7 Stage 7	8 Stage 8	9	10	11 Stage 9	12
13 Stage 10	14	15 Stage 11	16	17	18	19 Stage 12	20 Stage 13	21 Stage 14	22 Stage 15	23 Stage 16	24	25 Stage 17
26	27 Stage 18	28	29	30	31	32	33	34	35	36	37	38
39	40	41	42 Stage 19	43	44	45	46	47 Stage 20	Refer to 14.5.3.5.1 for the effects of each stage			

France starts the 1788 scenario with the French Revolution marker placed in the Stage 0 box. The marker is advanced one box whenever the “Vive La Revolution” random event occurs. Details for the restrictions/benefits upon reaching each stage are given below. Where the French Revolutionary Track indicates a free, immediate declaration of war, the Major Power in question pays political points to declare war in the next Declarations of War Step. Any political point gains or losses indicated on the FRENCH REVOLUTIONARY TRACK apply to France, unless otherwise stated. Restrictions and developments within each Stage are cumulative, if possible. If restrictions and developments conflict, the most recent Stage takes precedence.

**Stage Zero: Misgovernment by Louis XVI** -Income from home nation provinces  $\frac{1}{2}$  printed value while in this stage. Great Britain *must* trade with France until Republic proclaimed (the Anglo-French trade Treaty of 1786). No Militia factors may be raised.

**Stage One: The May Edicts and the Noble Revolt** -Lose “-3” political points. Income from home nation provinces  $\frac{2}{3}$  printed value first subsequent economic phase only, (then return to  $\frac{1}{2}$  value). No Declarations of war, of any type, permitted by France for the next three months.

**Stage Two: France Bankrupt** -Lose “-3” political points. Treasury becomes \$0.

**Stage Three: Peasant Revolts** -Lose “-1” political point. Lose income from three randomly selected home nation provinces in the next Economic phase.

**Stage Four: The Estates General Begins** -Gain “+2” political points.

**Stage Five: The Fall of the Bastille** -Lose “-1” political points. Army mutiny check (14.6.3.5.6). The Broglie and Conde leaders are exiled and become Émigré leaders.

**Stage Six: The Great Fear** -Lose “-2” political points. Receive no home nation province income next economic phase, instead receive \$18. Agricultural Problems (14.6.3.5.12) come into effect during the second and subsequent economic phases. Militia factors may now be raised.

**Stage Seven: Declaration of the Rights of Man** -Gain “+2” political points. No Major Power may make a declaration of war on France, nor may France declare war on any other Major Power, while this stage is in effect. Income from provinces now  $\frac{3}{4}$  printed value. Army mutiny check.

**Stage Eight: Political Struggles** -Lose “-1” political point. No Major Power may make a declaration of war on France, nor may France declare war on any other Major Power, while this stage is in effect. Income from provinces now  $\frac{3}{4}$  printed value. Army mutiny check.

**Stage Nine: Tax Reform** -Gain “+1” political point. No Major Power may make a declaration of war on France, nor may France declare war on any other Major Power, while this stage is in effect. Income from provinces now equal to the printed map values. Army mutiny check and Naval Mutiny, French Naval Morale drops to “2.0” (14.6.3.5.5)



**Stage Ten: End of the Family Compact** -Lose “-3” political status points. France immediately breaks all alliances with other Major Powers for no political point cost. No Major Power may make a declaration of war on France, nor may France declare war on any other Major Power, while this stage is in effect. Army mutiny check and Naval Mutiny. Roll 2D6 to determine if Louis XVI manages to escape France. If the result is “2-3”, then Louis makes it to safety. Immediately subtract an additional “-5” political points from France. Immediately add five Infantry factors to the French Émigré’s army. See 14.6.3.5.13.2 for additional effects of Louis XVI’s escape.

**Stage Eleven: Collapse of Royal Government** -Lose “-4” political points. Roll again for Escape of Louis XVI (as above). Replace Royalist France Corps sheet with Revolutionary France Corps, NATIONAL CARD (The Guard Corps may not yet be built until Stage 19, with existing Guard factors disbanded), the Royalist France Corps sheet is now available for the Émigrés. No Major Power may make a declaration of war on France, nor may France declare war on any other Major Power, while this stage is in effect. French Émigré rule (14.6.3.5.13) now in effect. All French Royalist leaders are removed and become Émigré leaders. They are replaced by the Dumouriez and Lafayette Republican Leaders. Naval Mutiny.

**Stage Twelve: The French Republic Established** -Gain “+5” political points. Free immediate declaration of war on Austria, if Republican France desires. Spain has a casus bellum (4.4.2) on France, which lasts until a Bourbon restoration, or until Stage 20, whichever comes first. Levee en masse rule (14.6.3.5.9) now in effect. The Encouragement rule (14.6.3.5.7) now in effect. Encouragement modifiers: Career Soldiers “-2”, Moderates “-1”, Republicans “+1”, Bonapartists “+0”. French foraging capabilities improved (for French Republican, not Royalist Corps), with the “-2” modifier (14.6.3.3) no longer in effect. The French Counter Revolution rule (14.6.3.7) is now in effect.

**Stage Thirteen: The Execution of Louis XVI** -Gain “+3” political points. Free immediate declaration of war on Britain and/or Holland, if Republican France desires. Austria, Britain, Prussia, Russia and Poland have a casus bellum (4.4.2) on France, which lasts until a Bourbon restoration, or until Stage 20, whichever comes first. Encouragement modifiers: Career Soldiers “-3”, Moderates “-2”, Republicans “+2”, Bonapartists “+0”.

**Stage Fourteen: L’Amalgame** -L’Amalgame rule (14.6.3.5.8) now in effect. Vendee Rebellion (14.6.3.5.10.2) now in effect. Free immediate declaration of war on Spain, if Republican France desires. Encouragement modifiers: Career Soldiers “-3”, Moderates “-2”, Republicans “+3”, Bonapartists “+0”.

**Stage Fifteen: The Committee of Public Safety** -Gain “+1” political point. Federalist Revolt (14.6.3.5.10.3) now in effect. Execution of Marie Antoinette; free immediate declaration of war by Austria on Republican France. Encouragement modifiers: Career Soldiers “-3”, Moderates “-4”, Republicans “+1”, Bonapartists “+0”.

**Stage Sixteen: The Terror** -Lose “-4” political points. Encouragement modifiers: Career Soldiers “-4”, Moderates “-4”, Republicans “-1”, Bonapartists “-1”.

**Stage Seventeen: Thermidor Reaction** -Gain “+3” political points. Encouragement rule modified in that Generals can longer be guillotined. Encouragement modifiers: Career Soldiers “+0”, Moderates “+3”, Republicans “-2”, Bonapartists “+0”. Army mutiny check next two economic phases. All Royalist French guerrilla recruitment rolls modified “+1”.

**Stage Eighteen: The Struggle For Power** -Lose “-1” political point. Struggle For Power rule (14.6.3.5.11) now in effect. Encouragement modifiers: Career Soldiers “+0”, Moderates “+1”, Republicans “+0”, Bonapartists “+0”. Army mutiny check next three economic phases.

**Stage Nineteen: Jourdan Law** -Gain “+3” political points. Republican French Infantry morale is now 3.5. L’Amalgame rule (14.6.3.5.8) is no longer in effect. Levee en masse rule (14.6.3.5.9) is no longer in effect. Encouragement modifiers: Career Soldiers “+0”, Moderates “-1”, Republicans “+0”, Bonapartists “+1”. All Royalist French guerrilla recruitment rolls modified by “+2”. The Guard Corps is now available. French Naval Morale returns to “3.0”.

**Stage Twenty: An Emperor is Crowned** -Gain “+3” political points. The political faction with a “A” seniority leader wins the Contest For Power. From this point forward treat “Vive La Revolution” random event as no event. Implement leader reductions as per Struggle For Power rule. Encouragement rule no longer in effect. All Royalist French guerrilla recruitment rolls modified by “+3”. The Republican France NATIONAL CARD replaces the Revolutionary France NATIONAL CARD. Agricultural Problems rule is no longer in effect.

#### 14.6.3.5.2 Diplomacy with the Regicides

The killing of the Royal family and much of the French aristocracy created a deep rift between the French Republican regime and the rest of Europe. France only Ally with the Ottoman and/or Poland (if a Major Power and it has reached Stage 3 of the Polish Independence Track) until Stage 17 of the FRENCH REVOLUTIONARY TRACK has been reached and may not conduct diplomacy (4.2) on minor countries or Kingdoms.

#### 14.6.3.5.3 French Revolutionary Political Factions

The politics of the French Revolution were driven by factionalism and eventually the Republic was brought down by the consequences of factional strife. For the purposes of this game, the factions have condensed down to three groupings: “Republicans”, “Moderates”, and “Bonapartists”. A fourth “neutral” faction is the “Career Soldier”. These factions play a significant role in the procedures of several rules listed below, namely; The Encouragement of Generals (14.6.3.5.7), The Struggle For Power (14.6.3.5.11), and Anglo-French Diplomatic Relations (16.6.3.3). The various Generals available to France over the course of the Campaign belong to one of these factions. Generals belonging to the Republican faction are denoted by a yellow stripe, Moderates by a white stripe, Career Soldiers by no stripe and the Bonapartists by a yellow stripe on a red stripe. (Leader factions are also noted on the LEADER REINFORCEMENT CHART.)

#### 14.6.3.5.4 Naval Problems

France's navy experienced major problems during the early revolutionary period, to reflect this subtract "-1" on all French Naval combat rolls, and add "+1" on all attempts to evade. Also, the first year that revolutionary France is at war with another Major Power, a "1" must be rolled on a D6 by any Fleet that attempts to leave harbour. This chance is increased by "1" in six each year to a maximum of "4". Once a Republican "A" seniority leader (Napoleon, Hoche or Moreau), has been in play, and been an "A" seniority leader for at least 24 months, a die roll is no longer required.

#### 14.6.3.5.5 Naval Mutiny

When located in a Stage with a Naval Mutiny, no French Fleet may leave port. Any Fleet not in a port in a French home province must move to one as quickly as possible as per the Naval Movement rules. Fleets may leave port if forced to do so through capture of the port, though must return to a French home province port as soon as possible.

#### 14.6.3.5.6 Army Mutinies

When directed by the French Revolutionary Track, the French player rolls 1D10. A result of "1" represents a loss of one percent of French army factors currently in play. A result of "10" represents the loss of ten per cent of army factors in play. The results between result in the equivalent percentage loss of factors. The number of losses is rounded up. The first loss must be a Cavalry factor, the remaining losses are proportionately distributed between the regular Infantry and Militia factors.

#### 14.6.3.5.7 Encouragement of Generals

Being a general of the French Republic was a perilous career choice. Not only did you have to contend with all usual perils of the battlefield, but you were usually accompanied by a body of Revolutionary commissioners who would send you to prison or the guillotine if they thought you the least disloyal. Also, generals were also executed or imprisoned in failure "to encourage the others". It was only towards the end of the Republic were the officers able to rid themselves of this plague.

##### 14.6.3.5.7.1 Procedure

After battlefield leader casualties have been determined (7.3.11.5), roll 2D6 if a French commanding general *failed to win* a field combat. Apply the following modifiers:

- "-1" if the field combat was a draw.
- "-2" if the French force lost the field combat, but suffered no losses to Cavalry pursuit.
- "-3" if the French force lost the field combat, and suffered losses to Cavalry pursuit.
- "-4" if the French force lost the field combat, suffered losses to Cavalry pursuit and suffered a pursuit result of "45%" or greater.
- "+1" if the French commander was a "B" seniority leader.
- "+2" if the French commander was a "A" seniority leader.
- Certain stages of the French Revolutionary Track have particular modifiers to the encouragement rule, apply these if present.
- "+/-" France's current Political Status Modifier.

##### 14.6.3.5.7.2 Encouragement Results

If the modified result was three, the leader is held in prison and is investigated for 1D6 months. After this period, he is available in the next reinforcement phase.

If the modified result was two, the commander discovers that he is about to be arrested and guillotined. He quickly leaves his command and goes into exile (the leader counter is retired). If his political faction wins the "Struggle for Power", this leader may return from retirement, in the standard manner (5.3).

If the modified result was one or less, the leader is arrested and guillotined (the leader counter is permanently eliminated). Once Stage Seventeen of the French Revolutionary Track has been reached, treat this result as the above result.

#### 14.6.3.5.8 L'Amalgame

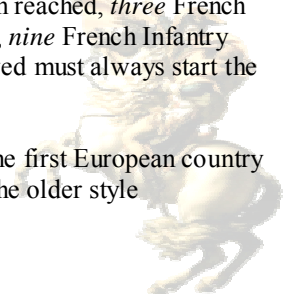
The brigading together of Line Infantry battalions and National Volunteer Militia battalions was one of the reasons the French army gained ascendancy over its continental rivals. It created a dynamic combination of firepower, mobility and aggressiveness on the battlefield.

Once Stage Fourteen of the French Revolutionary Track has been reached, the Revolutionary French player may begin to amalgamate Infantry and Militia troops. In the first Reinforcement Phase after Stage Fourteen has been reached, the French player may remove, if they are stacked together in the same area, *one* French Infantry factor, and *three* Militia factors. The next Reinforcement Phase, the French player receives *three* French Infantry factors as reinforcements.

During this Reinforcement Phase, the French player may remove *two* French Infantry factors and *six* Militia factors and receive in the subsequent Reinforcement Step *six* French Infantry factors. In the third Reinforcement Phase, and in all subsequent Reinforcement Phases until Stage Nineteen of the French Revolutionary Track has been reached, *three* French Infantry factors and *nine* Militia factors may be removed and in the following reinforcement phase, *nine* French Infantry factors return in the subsequent Reinforcement Phase as reinforcements. *NOTE:* The factors removed must always start the Reinforcement Step stacked together in the same area.

#### 14.6.3.5.9 Levee en masse

The concept of a 'Nation In Arms' was born during the French Revolutionary Wars. France was the first European country to have a million men under arms and the other European states were forced to massively expand the older style professional armies to match these huge new French armies.



#### 14.6.3.5.9.1 Procedure

When the Levee en masse rule comes into affect (Stage 12), France gains a manpower reserve pool of 300 manpower factors. Up to 50 manpower factors may be taken from this reserve in any Economic Phase that France is at war with another Major Power. These manpower points must be used to purchase *Militia factors only*. It is not possible to add or return manpower to this manpower reserve pool. If any manpower points remain in the manpower reserve pool when the Levee en masse rule ends (Stage 19), they are lost.

#### 14.6.3.5.10 The French Counter Revolution

Throughout the years of the French Republic and even into the Napoleonic era, there was opposition to the ruling regime in Paris that amounted at times to royalist counter-revolution. Except in the Vendee and certain other places in France, the Republicans were able to easily and suppress such outbreaks with the use of armed force. This rule covers this local opposition to the Republic.

##### 14.6.3.5.10.1 Royalist Guerrillas

The Royalist Guerrillas are controlled by any Major Power at war with France, in the following order of precedence:

Austria, Britain, Spain, Russia, Prussia, Poland and Ottoman. If no Major Power is at war with France, Austria controls the Royalist Guerrillas.

The home provinces of France have the following royalist guerrilla values: Anjou "2", Berri "2", Brittany "3", Burgundy "1", Champagne "0", Gascony "1", Guyenne "2", Ile de France "0", Lorraine "1", Normandy "2", Picardy "0", Poitou "3", and Provence "2". Royalist guerrillas are recruited according to the procedures of 7.6.1, except that they applies to France and not Spain. There are a number of modifiers to the die rolls raising Royalist Guerrillas:

- Subtract "-1" if anti-Republicans corps in the province.
- Subtract "-1" if anti-Republicans control provincial capital.
- Subtract "-1" if Louis XVI escaped.
- Add "+1" if Republican French corps in the province.

For purposes of this rule, anti-Republican forces refers to forces of any Major Power, Kingdom or minor country at war with Republican France.

##### 14.6.3.5.10.2 Vendee Rebellion

When the Vendee Rebellion occurs at Stage Fourteen of the French Revolutionary Track, adjustments are made to the operations of Royalist guerrillas. There is now an additional "-1" modifier to the recruitment of Guerrillas in the provinces of Poitou and Brittany. In addition in the first Guerrilla Step after the Vendee Rebellion occurs, the controlling Major Power rolls twice during guerrilla recruitment.

##### 14.6.3.5.10.3 Federalist Revolt

The Federalist Revolt occurs at Stage Fifteen of the French Revolutionary Track. Check the garrisons of all capitals of French home provinces. Those provincial capitals with five or less Republican Infantry or Militia factors in garrison undergo a Federalist revolt. Eliminate the French Republican troops and replace them with three Royalist Guerrillas. Place one Royalist Guerrilla in any provincial capital that is unoccupied.

##### 14.6.3.5.11 The Struggle For Power

Three basic political factions compete against each other to place their faction leader as the supreme military leader of France. For Napoleon Bonaparte, this meant becoming Emperor. Had one of the other factions won the power struggle, it is likely some other terminology would have been used.

##### 14.6.3.5.11.1 Procedure

The three faction leaders arrive according to the LEADER REINFORCEMENT CHART. Once in play, these leaders may rise in their combat and seniority ratings. If Hoche, Moreau or Bonaparte is involved in a field combat, where he is the commander of the force, and that force *wins* the battle and receives the "+3" political points for doing so, that leader is replaced with the next highest seniority rated leader counter. Thus a "C" leader rises to a "B" leader, and a "B" leader rises to an "A" leader. There can only be one "A" leader in play at any one time. If an "A" leader is captured, he is immediately degraded to a "B" leader, if this occurs prior to a political faction winning the Struggle for Power (14.6.3.5.11.2). *NOTE: Napoleon does not receive any additional political point changes as indicated in 7.3.11.6 until ,or if, his faction wins the Struggle for Power.*

##### 14.6.3.5.11.2 Winning the Struggle for Power

A political faction wins by having the sole "A" leader present on the map board when Stage Twenty of the French Revolutionary Track is reached. If there is no "A" leader present when Stage Twenty is reached, continue with the procedure outlined above until a "A" class is created, who then wins the struggle for Power. If all the faction leaders are dead, captured or exiled when Stage Twenty is reached, then the French Republic survives and Struggle for Power ceases immediately.

If there is however an "A" leader in play, then conduct an immediate purge of the other factions. Other faction heads (Hoche, Moreau or Napoleon) are immediately exiled. For all their other leaders, roll a D6. On a result of "1-4", they remain available for service. On a result of "5-6", the leader is disgraced. Roll a second D6 for a disgraced leader. A result of "1-3" indicates that the leader in question can be returned from exile after two years as per 5.3.1. A result of "4-6" indicates the leader is permanently exiled and cannot be recalled unless there is a second French Revolution (14.6.3.7). Career Soldiers are not a member of any of these three factions and remain in play regardless of which faction wins the struggle for power.

#### 14.6.3.5.12 Agricultural Problems

The French Revolution seriously disrupted the agricultural economy of France. The changeover from a feudal land tenure system to a liberal capitalist system resulted in short term disruption and much reduced crop yields. In addition, there were a number of crop failures during our period due to natural environmental circumstances. The poor harvests of 1792 and 1793 threatened national famine, and forced the French Republic to import huge quantities of grain from the United States.

##### 14.6.3.5.12.1 Procedure

At the end of the June economic phase, the French player rolls a D6 to determine the fall harvest. This roll is adjusted by France's current Political Status modifier. The result is applied to France's September Economic Phase. (Round any fractional revenue down.) The agricultural disruption will cease (allowing collection of full taxation in September), in the economic phase following when a faction has won the struggle for power (14.6.3.5.11.2). While the Agricultural Problems are in effect, on any economic phase in which France collects less than normal home nation taxation (as rolled on the following table), the ports of Brest, Lorient, La Rochelle and Bordeaux provide double the normal American trade revenue.

France's Harvest Table	
Die Roll	Result
6 or greater	Normal home province taxation
5	$\frac{3}{4}$ home province taxation
4	$\frac{1}{2}$ home province taxation
3	$\frac{3}{8}$ home province taxation
2	$\frac{1}{4}$ Home province taxation
1 or less	Zero home province taxation

##### 14.6.3.5.13 French Émigrés

The exiled princes and nobles of France created a small army based in Germany to fight the Revolution. This army known as the "Army of the Princes" fought in many of the battles of the Revolutionary War until it was annihilated at the Battle of Hohenlinden in 1800. This rule allows the player to show their real, if albeit minor, contribution to the war against the Revolution.

##### 14.6.3.5.13.1 Control of the French Émigrés

The French Émigrés are controlled by any Major Power at war with Republican France, in the following order of precedence: Austria, Britain, Spain, Russia, Prussia, Poland and Ottoman. If no Major Powers are at war with France, Austria takes control. French Émigré army factors will only fight Republic France (and any of Republican France's Allies, if in a combined force).

##### 14.6.3.5.13.2 Using the French Émigrés

The Major Power controlling the French Émigrés receives half the normal taxation and manpower values of French provinces not under the control of Republican France during the Money and Manpower Collection Step (round up). The taxation money is used to purchase French Émigré army factors given the available manpower points. The remaining money is added to the controlling Major Power's treasury and the collected manpower may be used to build Royalist French factors. The controlling Major Power also receives all exiled French Royalist leaders, who may command only Royalist French troops.

- Émigré forces are held off map until Stage 11 of the FRENCH REVOLUTIONARY TRACK has been reached. At this point, they are placed on the map, anywhere in France except for Paris.
- When the French émigrés army is first formed, it receives a special one time reinforcement of four Infantry factors and one Cavalry factor.
- French Émigré factors are never taken prisoner by Republican France's forces (they are eliminated).
- Should Royalist France be restored, French Émigré factors are incorporated directly into the Royalist France army. If Louis XVI has escaped (Stage Ten), there are additional benefits for controlling the Émigrés. First, the controlling Major Power receives the full taxation and manpower values of French provinces not under the control of Republican France during the Money and Manpower Collection Step (round up). Second, the Royalist HRE Corps is available to be built with HRE money and manpower factors.

##### 14.6.3.6 Bourbon Restoration

The Bourbons may be restored to the throne, turning France back into Royalists, through application of peace condition C.10, with the following effects:

- The Royalist France National Card is used for the remainder of the Campaign.
- All non-Royalist or non-Career soldier leaders are removed from play.
- The FRENCH REVOLUTIONARY TRACK is no longer used.
- Foraging restrictions (14.6.3.3) apply.
- Political restrictions (14.6.3.4) apply.

##### 14.6.3.7 The French Revolution - Part Deux: A Civil War (OPTIONAL)

Had the Bourbons been restored at some point in the 1790s after an period of extended warfare, it is likely that their inability to cope with the resulting problems would have encouraged a subsequent revolution. The following rules give a way to deal with this hypothetical event.

Every Manipulation Step, during an Economic Phase after a Bourbon Restoration, the French player rolls 2D6 and keeps a running total of the result. Once a total of "75" has been reached, revolution breaks out with civil war spreading through France. If France is at war with another Major Power, and that Major Power has forces inside France during an Economic Phase, no roll is made that Manipulation Step towards revolution.

As soon as the revolution starts, France must break all Alliances, cancel any royal marriages, and immediately comes to an informal peace with any Major Powers that it is at war with. It suffers no political point loss for these actions but suffers loses "-5" political points regardless. Austria takes control of the Royalist side, and the Royalists move in the same movement step as Austria.



#### 14.6.3.7.1 Dividing into Royalists and Revolutionaries

The army, navy and provinces of France split into two factions, Royalist and Revolutionary. Each faction will roll a D6 for each province, garrison, Fleet and Corps, with the higher roll gaining the loyalty of that unit/area. Any forces in Paris and the Ile de France province automatically go to the Revolutionary faction. (If playing with the Alternate Victory Points, the French player immediately picks his objectives from the “Revolutionary France” choices.)

- The Revolutionary French player receives “+1” to die roll for control of any forces or garrisons in the provinces of Picardy, Gascony, Champagne, and Burgundy.
- The Revolutionary French player receives an additional “+1” on all rolls for control if any provinces have been ceded from France as peace conditions.
- The Royalist faction receives “+1” to its die roll for control of any forces or garrisons in Brittany, Languedoc, Normandy, Provence, and Poitou.
- If French forces (Fleets, Corps or garrisons) are abroad when revolution occurs, consult the following when determining loyalty. Roll D6; a result of “1-3” the Corps, Fleet or garrison disbands, a result of “4-5” it become Royalist, a result of “6” it becomes Revolutionary.
- Minor countries and Kingdoms that are located in the Diplomatic Track of France are in effect “Neutral” in the conflict, helping neither the Royalists or the Revolutionaries. Minor country and Kingdom forces will attempt to leave France and return to their home nations by means of the quickest route. They may not be attacked by, or attack either side in the conflict.
- Reinforcements, and treasury are split as a percentage, according to the number of provinces controlled (by occupation of the provincial capital). Any fractions go to the Royalists.
- In each economic phase, each faction totals revenue/manpower collection as per usual rules. (Both sides will be purchasing their own “French” factors.) Collected manpower and money is done on a per province basis with whichever side that controls a province receiving income and manpower from it.
- All French Fleets remain in port during the civil war, regardless of which side has control of the Fleet.
- Ships may not be destroyed or scuttled by either side in the civil war or by intervening Major Powers, and will become loyal to the side that wins the civil war.

#### 14.6.3.7.2 Leaders

French leaders will adopt the loyalty of the Corps that they are stacked with. Royalist leaders will always remain Royalist, and if stacked with a Revolutionary Corps, they are removed and return D6 months later as Royalist reinforcements. Revolutionary leader reinforcements are available, based on what Stage of the FRENCH REVOLUTIONARY TRACK was at when the Bourbon Restoration took place<sup>118</sup>. The “Struggle for Power” rule (14.6.3.5.11) comes into affect.

#### 14.6.3.7.3 Political Limitations

While the civil war is in progress, neither the Royalists or the Revolutionaries may:

- declare war on other Major Powers, minor countries or Kingdoms
- conduct diplomacy on minor countries or Kingdoms
- sponsor revolts
- make alliances with other Major Powers

#### 14.6.3.7.4 Foreign Intervention

Major Powers may only intervene (on either side, with the exception of Austria, who may only intervene in support of the Royalists) if the army of the Revolutionary France is larger (total factors) than that of the Royalists. There are no political points lost for intervening in the revolution on either side. Intervention is not guaranteed, with there being no chance for intervention during the first two months of the civil war, in the third month a Major Power wishing to intervene must roll a “1-3” on a D6, (“1-4” in the fourth month, “1-5” in the fifth month, and may intervene anytime after five months). A Major Power that intervenes is considered to be allied with the side that they are intervening in support of, for purposes of arranging combined movement. Once the civil war ends, any Major Power that wishes to remain at war with France must pay the political point cost for declaring war.

#### 14.6.3.7.5 Winning the Civil War

The civil war ends when one faction and/or its Major Power Allies control all the capitals of current French provinces. Neither the Royalist or the Revolutionary side may take prisoners, or ask for/ receive honours of war. This “second revolution” will occur only once. If the Revolutionary side is crushed, France remains Royalist for the rest of the Campaign.

#### 14.6.4 OTTOMAN

Ottoman home nation provinces are: Bessarabia, Moldavia, Wallachia, Bulgaria, Rumelia, Thrace, Smyrna, Anatolia, Trabizon, Armenia, Serbia, Bosnia, Albania, Macedonia, Greece, Cyprus and Crete.

<sup>118</sup> For example: if France was at Stage 18 on the French Revolutionary Track when the Bourbon Restoration took place, any leaders who arrive on or before Stage 18 would be available to Revolutionary side in the civil war (provided that such leaders were not killed in combat or otherwise eliminated previously).

#### 14.6.4.1 Military Reform (Changing the NATIONAL CARD)

The “Ottoman 1788” NATIONAL CARD is used to start this Campaign. The “Ottoman 1796” NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1796. To replace the NATIONAL CARD, the Ottoman must pay “0” political points if in the Fiasco zone, “-1” political point if in the Instability zone, “-2” political point if in the Neutral zone and “-3” political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

#### 14.6.4.2 Additional Feudal Corps

If the Ottoman Major Power controls Transylvania, Crimea, Novorussia or Podolia as ceded provinces, or home nation provinces, the Feudal Corps for these territories are available. These Feudal Corps are available to no other Major power.

#### 14.6.4.3 Ottoman Stubbornness/Fanaticism (OPTIONAL)

To reflect the stubborn endurance Ottoman troops showed in sieges in their home country, an additional “+1.0” is added to the morale of Islamic Infantry *defending in a siege assault combat* in any Ottoman home provinces. To reflect the fanaticism Ottoman troops showed in defence of their home country, an additional “+0.5” is added to the morale of Islamic Infantry *fighting in any type of field battle* in any Ottoman home nation province for the duration of the Campaign.

#### 14.6.4.4 Ottoman Naval Problems (OPTIONAL)

In the latter part of the eighteenth century, the Ottoman navy was a good seventeenth century fleet. This was a problem for its old fashioned ships and tactics were hard pressed in any engagement against modern Western fleets. To reflect this, subtract “-1” from all Ottoman naval combat rolls, and add “+1” on all attempts to evade. The Ottoman Navy greatly benefited from the French Revolution. Many exiled French naval officers enrolled in its ranks as mercenaries. They initiated many reforms that affected every aspect of the Ottoman navy. To reflect this after Stage 12 of the French Revolution has been reached, no longer modify Ottoman Empire naval combat and evasion die rolls.

#### 14.6.4.5 Nezami Cedit Corps

This Corps starts the campaign unavailable to the Ottoman. In the Economic Phase following when Russia and the Ottoman go to peace (of any type), this Corps is available.

The Nezami Cedit Corps may not voluntarily stack with Ottoman Janissary or Yamak Corps. If, for any reason, the Nezami Cedit Corps is in the same area as either a Janissary and/or a Yamak Corps, the Ottoman loses “-1” political point. If, for any reason, the Nezami Cedit Corps is in the same area as either a Janissary and/or a Yamak Corps, the Ottoman must attempt to move the Nezami Cedit into another area than the Janissary and/or Yamak Corps in the next Ottoman land movement step.

#### 14.6.5 PRUSSIA

Prussia’s home nation provinces are: Magdeburg, Brandenburg, Pommerania, Silesia, West Prussia and East Prussia. Danzig, Lithuania, Volhynia, Masovia, Posen and West Galicia become Prussian home nation provinces after they have been ceded to Prussia.

##### 14.6.5.1 Foraging Restrictions

All Prussian Corps (and Prussian controlled minor country or Kingdom Corps not containing Islamic or Tribal factors) receive a “+2” foraging modifier during this Campaign. This is in addition to any modifiers applicable under 7.4.1.

##### 14.6.5.2 Military Reform (Changing the NATIONAL CARD)

The “Prussia 1788” NATIONAL CARD is used for the duration of this Campaign. The Intrinsic Tactical rating for Prussian Corps is “1” for the duration of this Campaign.

##### 14.6.5.3 Economic Reform

At the start of this Campaign, Prussia receives 75% of the printed money value of home nation provinces during the Money and Manpower Collection Step of the Economic Phase. Income from Conquered minor countries, ceded provinces is not affected. From January 1796, Prussian income is raised to 100% of the printed value and remains at full value until the end of the Campaign.

#### 14.6.6 POLAND

Poland’s home nation provinces are: Masovia, Posen, Danzig, West Galicia, Volhynia, Lithuania, Polesia, and Podolia. East Prussia, White Russia and East Galicia become Polish home nation province after they have been ceded to Poland.

##### 14.6.6.1 Polish Independence

Poland’s path to full independence is dictated by the POLISH INDEPENDENCE TRACK.

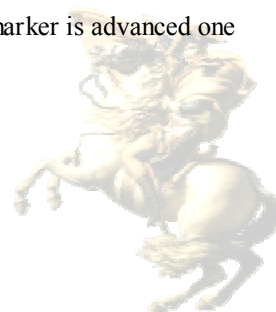
## POLISH INDEPENDENCE TRACK

0	1	2	3	4	5	6
Stage 0		Stage 1		Stage 2		Stage 3

Refer to 14.5.6.1 for the effects of each stage

Poland starts the Campaign with the Polish Independence marker placed in the Stage 0 box. The marker is advanced one box when the following occur:

- each time the random event “Polish Independence” occurs
- Russia declares war on another Major Power
- A Major Power declares war on Russia
- Russia enters the Instability Zone on the Political Status Display
- Russia enters the Fiasco Zone on the Political Status Display
- Stage 12 of the French Revolution Track is reached



Details are provided below for the restrictions or benefits upon reaching each stage. If Poland gives an unconditional surrender to Russia, the Polish Independence marker is placed back in the Stage 0 box, and the restrictions of Stage Zero are again applied. There is no limit to the number of times that Poland may move up the track.

#### **Stage Zero: The Russian Bear Rules (Event 0)**

Poland is effectively a Russian protectorate. Catherine II's envoy Stackleburg is her Viceroy in Poland. Poland requires Russian approval to: conduct diplomacy on minor countries or Kingdoms (4.2) make or break alliances (4.7), to declare war (4.4), or to loan money (8.3). Russia *must* respond to a call to Allies from Poland and may not declare war on Poland. Poland receives half manpower and half money from all home nation provinces during the money/manpower collection step. The maximum peacetime size of the Polish army is 20 factors (in addition to the Provincial Corps). If another Major Power declares war on Poland, the restriction on army size is lifted.

#### **Stage One: The Four Year Sejm (Stage 1)**

The Polish parliament finally begins to reform the country's institutions. The Russian envoy is asked to leave. Poland receives full manpower and money from home nation provinces. Poland may purchase Militia factors, though these may only be placed in Provincial Corps, up to half their printed full strength. Poland may now Ally with any Major Power and can conduct diplomacy on minor countries or Kingdoms, make or break alliances, or to loan money, but still needs Russian permission to declare war. There is no longer any limit on the size of the regular Polish army. The "Kosciuszko B" leader now is available. Poland gains "+1" political point.

#### **Stage Two: Constitutional Reform (Stage 2)**

Poland gains "+2" political points.

#### **Stage Three: Insurrection! (Stage 3)**

All alliances are immediately broken by Poland with no political points lost. Poland no longer has to receive Russian approval before declaring war. The "Kosciuszko A" leader now is available. Poland receives two Guard factors and two regular Cavalry factor as reinforcements in the next land reinforcement step. Poland receives double manpower and normal money from home nation provinces for the next "3" economic phases, after which time money and manpower collection is as printed on the map. All Provincial Corps may now be built to full strength. Poland gains "+1" political point.

#### **14.6.6.2 Poland, War and Peace**

Before Poland reaches Stage 3, an enforced peace with *any* Major Power, applies as an enforced peace with *all* Major Powers<sup>119</sup>. Poland is otherwise treated as a Major Power with respect to peace conditions and peace agreements.

#### **14.6.6.3 Military Reform (Changing the NATIONAL CARD)**

The "Poland 1788" NATIONAL CARD is used for the duration of this Campaign.

#### **14.6.6.4 Polish Provincial Corps**

At the start of the Campaign, the Provincial Corps may not incorporate any Militia. They may still be raised containing Tribal Cavalry, as outlined in 8.9.16.1. The incorporation of Militia into these corps is dependent on the status of the POLISH INDEPENDENCE TRACK. Polish provincial corps may operate year round. A Polish provincial Corps may not be raised if enemy forces have unbesieged control of that province's capital.

#### **14.6.6.5 Polish Guerrillas (OPTIONAL)**

In the Campaign of 1794, Polish guerrillas forced Frederick Wilhelm II and the main Prussian army besieging Warsaw to retreat by cutting his supply lines.

- Every Polish potential home nation province, denoted by (P) printed on it, has a Guerrilla value of "3". Guerrillas are generated and used as per (7.6), with references to Spanish Guerrillas to be replaced by Polish Guerrillas.

#### **14.6.7 RUSSIA**

Russia's home nation provinces are: St. Petersburg, Karelia, Livonia, Novgorod, White Russia, Moscow, Ukraine, Astrakan, Caucasus, Don, Crimea, and Novorussia. Lithuania, Masovia, Podolia, Polesia, Posen, East Galicia, West Galicia and Volhynia become Russian home nation provinces after being ceded to Russia.

#### **14.6.7.1 Military Reform (Changing the NATIONAL CARD)**

The "Russia 1788" NATIONAL CARD is used for the duration of this Campaign.

#### **14.6.7.2 Grusinian Corps**

This Corps must remain in an area East of the Black Sea; it may move only within: Caucasus, Chechnya, Circassia, Georgia, Imeretia, Persia, Armenia and Trabizon.

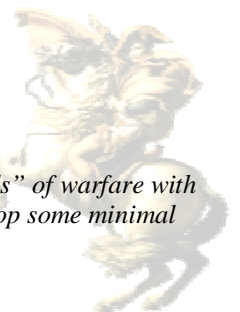
#### **14.6.7.3 Caucasus Commander**

Russia has leaders designated in the LEADER REINFORCEMENT CHART as "Caucasus" leaders. These leaders are under the same movement restrictions as the Grusinian Corps.

#### **14.6.7.4 Russian Militia**

Russian militia may not leave Russian home nation provinces under any condition in this Campaign.

<sup>119</sup> This rule is designed to slow the dismemberment of Poland, and prevent Poland from facing "rounds" of warfare with neighbours, potentially having provinces stripped off by each war, before Poland has had time to develop some minimal defences.



### 14.6.8 SPAIN

Spain's home nation provinces are: Galicia, Leon, Old Castille, Aragon, Catalonia, New Castille, Valencia, Murcia, Andalusia, Estremadura and Majorca.

#### 14.6.8.1 Foraging Restrictions

All Spanish Corps (and Spanish controlled minor country or Kingdom Corps not containing Islamic or Tribal factors) receive a "+2" foraging modifier during this Campaign. This is in addition to any modifiers applicable under 7.4.1.

#### 14.6.8.2 Military Reform (Changing the NATIONAL CARD)

The "Spain 1788" NATIONAL CARD is used to start this Campaign.

#### 14.6.8.3 Economic Reform

At the start of this Campaign, Spain receives 75% of the printed money value of home nation provinces during the Money and Manpower Collection Step of the Economic Phase. Income from Conquered minor countries, ceded provinces is not affected. From January 1796, Spanish income is raised to 100% of the printed value and remains at full value until the end of the Campaign.

#### 14.6.8.4 Ordenanza (OPTIONAL)

Spain maintained a force of roughly 30,000 men to defend Spanish ports, which remained under arms for most of the period.

##### 14.6.8.4.1 Using the Ordenanza Forces

During any land reinforcement step when at war with another Major Power, Spain may stand up the Ordenanza. 15 militia factors are placed in any combination of port cities within Spanish home nation provinces. Spain suffers an immediate "-1" political point penalty. Spain may stand down the Ordenanza during any land reinforcement step in which there are no enemy forces in Spanish home nation provinces, and there are at least 15 militia factors in Spanish home nation provinces. Spain removes 15 militia factors from inside the Spanish home nation. There is only one Ordenanza. Thus Spain cannot stand up the force if it is already stood up, nor stand down the force if it is already stood down.

#### 14.6.8.5 Spanish Naval Manning Problems (OPTIONAL)

Due to horrific conditions within the Spanish Navy, Spain must pay 1.5 times the normal manpower requirements for constructing new ships, repairs, placing ships from ordinary to commission, etc. This penalty is ignored if Spain is in the dominant zone of the Political Status Display, or is Spain a Predominant Major Power.

### 14.7 VICTORY POINT LEVELS

1788 Campaign	
Austria	400
Britain	390
France	340
Ottoman	330
Poland	280
Prussia	340
Russia	380
Spain	320

### 14.8 PLAYER NOTES

The 1788 Campaign is based upon a Campaign put together by Roger Clewley, several years ago. The bulk of the rules have been play-tested, though it should be kept in mind that this Campaign is very different from the 1805 Campaign which most have experienced, and the 1792 Campaign, from the General, that some may have experienced. The two main differences are the modelling of the French Revolution and the presence of Poland as a Major Power. Comments on a Major Power by Major Power basis, primarily as compared to the 1805 Campaign, are presented below.

#### 14.8.1 AUSTRIA

France is much, much less scary than in the 1805 Campaign. Once the revolution gets going in earnest, it will become very tempting to become involved and restore the Bourbons. This is likely a positive goal for Austria in the long-term, though Austria must be careful that France does not make powerful allies that will "back-door" Austria while occupied fighting with France. Care must be taken, as France has the potential to turn into a morass, with a steady stream of militia being

produced over a short period of time. Poland presents an interesting challenge, and will certainly complicate the diplomatic balance in the East.

#### 14.8.2 BRITAIN

Britain does not start the Campaign as a predominant Major Power and obtaining this status will likely be the focus of British efforts during the Campaign. In the pursuit of this goal, potential competition with Spain is likely in the Mediterranean. The time-honoured war with France is generally not in British interests at the start of the Campaign, as France is about to go through a tumultuous revolution and his navy will be inactive for a good portion of the time. Given France's weakness, the natural animosity is lacking, and Britain will more likely be concerned about the actions of other Major Powers disrupting the balance of power in Europe, rather than France (at least in the early part of the Campaign).

#### 14.8.3 FRANCE

The Revolution will be the focus of this game, and certainly the focus of how France is played. With no control over how fast the Revolution progresses, a lot will simply depend on luck and timing. Every effort should be taken to take advantage of the positive aspects of the Revolution (there are some), and making good use of the excellent generals that will come into play. It will be very difficult to develop a high-quality army, and dominance is a very distant goal. The survival of the Revolution is by no means guaranteed, and the course of the Revolution will inevitably lead to highs and lows. This is not the France of 1805; either in territory or structure, and acting as though it is will likely lead to a quick downfall.

#### 14.8.4 OTTOMAN

The strength of the Ottoman is much greater in this Campaign, relative to other Major Powers. Two of the potential Ottoman enemies, Austria and Russia, are weakened by the presence of Poland. As long as close ties are maintained with at least one of these three, Ottoman European possessions should remain relatively safe. The Ottoman has much more relative muscle than in 1805 and shouldn't be afraid to flex it now and then. Major Powers invading the Ottoman will



encounter hordes of Feudal forces, and a victorious battle followed by a significant pursuit has the potential to destroy an invading army. Money is still a problem, and gaining some minors that are generating decent revenue will produce some much needed fiscal breathing room. Ties to Britain or Spain may also prove profitable, as these two will likely come into conflict in the Mediterranean, and picking sides may be one way of earning additional funding.

#### **14.8.5 POLAND**

Poland is a new Major Power in this Campaign, being a conglomeration of territory held by Austria, Prussia and Russia during the 1805 Campaign. Given most players reference point is the 1805 Campaign, it is very likely that these three Major Powers will cast envious eyes on Polish provinces, with the goal of partition. Developing and maintaining strong alliances will be the key to survival, as Poland's army is initially very weak. Surviving as a Major Power to the end of the Campaign is a very worthy accomplishment.

#### **14.8.6 PRUSSIA**

If only the Campaign started a few years earlier. Frederick the Great has recently died, and Prussia is starting to slide into decline. The army is solid, though the Generals are not inspiring. France is much weaker, allowing Prussia to play a more active role in the Rhineland, though Poland holds some 1805 provinces in the East. The presence of an independent Poland could be either good or bad; good, as it can act as a useful buffer with Russia, bad, as some of Polish territory may be better put to use in Prussian hands.

#### **14.8.7 RUSSIA**

The greatest change is the presence of Poland. A strong Poland may be a useful ally and Russia's benefit, acting as a buffer between Prussia and Austria. If Poland is to be supported, expansion can be made in other areas, such as the Baltic and/or Caucasus. However, Poland does have many provinces that could nicely be incorporated into Russia. Not an easy decision. Given the weakness of France, it is very likely that Russia will be the dominant land power, and this should be handled carefully so as not to draw the attention of others.

#### **14.8.8 SPAIN**

Spain's position is perhaps the least changed from 1805. The main difference is the lack of a scary France across the border, and partly as a result of that, the possibility of a more forceful Britain. Spain starts with valuable possessions in Italy, and these may be used to expand influence there.



# 15. 1796 CAMPAIGN

## 15.1 INITIAL SETUP

### 15.1.1 STATUS CARD SETUP

Austria: Neutral 4, France: Neutral 9, Britain: Neutral 8, Prussia: Neutral 6, Russia: Neutral 7, Spain: Neutral 5, Ottoman: Neutral 3.

### 15.1.2 TIME

The game begins in the Money and Manpower Collection Step of the June 1796 Economic Phase, and ends in December 1804 (or earlier, if a Major Power gains the required number of victory points).

### 15.1.3 EXISTING WARS AND TREATIES (OPTIONAL)

	Austria	France	Britain	Russia	Prussia	Spain	Ottoman
Austria	X	War	Ally	Ally			
France	War	X	War				
Britain	Ally	War	X				
Russia	Ally			X			
Prussia					X		
Spain						X	
Ottoman							X

Prussia and France are under an enforced peace until April 1797. Neither France nor Prussia may declare war on the HRE until April 1797, though if another Major Power does so, this restriction is immediately lifted. Spain and France are under a mutual enforced peace until July

1797.

### 15.1.4 STARTING DECLARATIONS OF WAR (OPTIONAL)

Before any forces are setup, Major Powers may announce pre-existing states of war. This allows Major Powers to declare war before the game begins, with no loss in political points. Pre-existing states of war may only be announced between Major Powers. Pre-existing states of war do not exist with minor countries or Kingdoms.

### 15.1.5 PREDOMINANT POWERS

There are no predominant Major Powers (8.10) at the start of this Campaign.

### 15.1.6 FORCES SETUP

Major Powers may set up forces inside home nation provinces, Conquered or Client minor countries, or Client minor Kingdoms. The Major Power's forces begin with these strengths:

#### 15.1.6.1 Austria

90 Infantry, 5 Guard, 14 Cavalry, 1 Guard Cavalry, 16 HRE Infantry, 2 HRE Cavalry, no ships, up to 7 depots, any desired Corps and \$25. Both Insurrection Corps begin at full strength but may not be setup on the map. The Tyrol Corps is currently unavailable. The following leaders are available: Wurmser, Beaulieu and Charles (R).

#### 15.1.6.2 Britain

15 Infantry, 4 Cavalry, 4 HRE Infantry, 76 Heavy ships, 57 Light ships and 5 Transports in commission, 24 Heavy ships and 18 Light ships in ordinary, 12 Heavy ships and 6 Light ships damaged, up to 3 depots, any desired Corps, Squadrons and Fleets and \$30. British Overseas Fleet (5.1.6): 5 Heavy ships, 15 Light ships. The following leaders are available: York (R), Abercromby and Cornwallis.

#### 15.1.6.3 France

80 Infantry, 17 Cavalry, 40 Militia, 39 Heavy ships, 20 Light ships and 10 Transports in commission, 20 Heavy ships and 7 Light ships in ordinary, 20 Heavy ships and 15 Light ships damaged, up to 7 depots, any desired Corps, Squadrons and Fleets and \$16. The following leaders are available: Custine, Kellerman, Houchard, Bonaparte, Serurier, Dumouriez, Lafayette, Pichgru, Moreau, Rossignol, Hoche, Marceau, Kleber, Dumas, Jourdan, Massena, Joubert and Augereau. The following Royalist (Émigré) leaders are available: Broglie, Conde (R), Coigny and Bouille.

#### 15.1.6.4 Ottoman

20 Janissary, 60 Islamic Infantry, 4 Islamic Cavalry, 4 Guard Cavalry, 12 Heavy ships, 14 Light ships, 10 Galleys and 5 Transports in commission, 4 Heavy ships and 1 Light ships in ordinary, 3 Heavy ships and 2 Light ships damaged, up to 4 depots, any desired Corps, Squadrons and Fleets and \$10. All Tribal and Feudal Corps are at full strength, and may be placed in their province of origin if desired. The following leaders are available: Grand Vizier, Ali Pasha, Beylerbey Runni, Abdurrahman, Selim II (R) and Hakki.

#### 15.1.6.5 Prussia

60 Infantry, 4 Guard, 14 Cavalry, 2 Guard Cavalry, 16 HRE Infantry, 2 HRE Cavalry, no ships, up to 3 depots, any desired Corps and \$15. The following leaders are available: Mollendorf and Hohenlohe.

#### 15.1.6.6 Russia

70 Infantry, 4 Guard, 6 Cavalry, 1 Guard Cavalry, 14 Heavy ships, 16 Light ships, 7 Galleys and 5 Transports in commission, 8 Heavy ships and 4 Light ships in ordinary, 10 Heavy ships and 6 Light ships damaged in the Baltic, 7 Heavy ships, 3 Light ships, 8 Galleys in commission, 4 Heavy ships and 1 Light ships in ordinary, 1 Heavy ships and 1 Light ships damaged in the Black Sea, up to 4 depots, any desired Corps, Squadrons and Fleets and \$18. All Tribal Corps are at full strength, and may be placed in their province of origin if desired. The following leaders are available: Gudovich (Caucasus), Saltykov, Suvarov, Fersen and Buxhowden.

### 15.1.6.7 Spain

32 Infantry, 6 Cavalry, 35 Heavy ships, 22 Light ships and 10 Transports in commission, 20 Heavy ships and 4 Light ships in ordinary, 18 Heavy ships and 6 Light ships damaged, up to 4 depots, any desired Corps, Squadrons and Fleets and \$10. Spanish Overseas Fleet (5.1.5): 10 Light ships. The following leaders are available: Caro, Godoy, De La Union and Urrutia.

### 15.1.6.8 Minor Countries and Kingdoms

The Major Powers control the following Kingdoms and minor countries:

**Austria:** Breisgau as Client State minor country, Lombardy, Tuscany as Conquered minor countries, Kingdom of Savoy (comprising of Piedmont and Sardinia), Munster as Ally minor countries, Bavaria, Modena, and Wurttemberg, Kingdom of Venetia (comprising of Venetia, Corfu, and Dalmatia) as Influenced minor countries. Austria is currently the Holy Roman Emperor (14.4.7).

**France:** Holland as Client State minor country, Flanders, Julich, Leige, Luxemburg, Palatinate, Savoy and Switzerland as Conquered minor countries

**Britain:** Hanover as Client State minor country, and Gibraltar as Conquered minor country.

**Prussia:** Ansbach, Danzig as Conquered minor countries, Kingdom of Saxony (comprising of Saxony and Lausitz) as Ally minor country, Gottingen as Influenced minor country. In addition, Prussia has unconditional access rights to Dusseldorf in Berg.

**Russia:** Georgia as Ally minor country.

**Spain:** Kingdom of Naples (comprising of Naples and Sicily) as Client State minor country, Parma as Conquered minor country, Portugal and Morocco as Influenced minor countries. In addition, Spain has unconditional access rights to Cueta in Morocco.

**Ottoman:** Imeretia, Syria as Client State minor countries, Palestine, Rhodes as Conquered minor countries, Algeria as Ally minor country, Tunisia and Kingdom of Libya (comprising of Tripolitania and Cyrenaica) as Influenced minor countries. In addition, the Kingdom of Denmark (comprising of Denmark, Norway and Holstein), Kingdom of Sweden (Sweden, Finland, and S. Pommerania) and the Kingdom of the Ecclesiastical States (comprising of Malta, Papacy and Romagna) are in existence.

### 15.1.6.9 Reinforcements

Leader reinforcements are available according to the LEADER REINFORCEMENT CHART.

### 15.2 CAMPAIGN RANDOM EVENTS CHART

Use the Chart in 14.2, with the following modification:

**33-44 Polish Independence:** Treat as no event.

**64-68 A notable has died:** Roll again on the VIP death chart below. If the death called for has occurred, roll again to determine who dies, if all have died, treat as no event.

1 Catherine the Great dies (Nov.1796) no horse involved. Russia loses “-2” political points. Russia may immediately break any alliances for no cost in political points, Russia may immediately reset foreign policy objectives for no lost in victory points (11.0).

2 Aga Mohammed of Persia assassinated (Jun.1797), Persian war random event ignored for next 18 months.

3 Hoche struck down by tubucerculosis (Sept. 1797) and dies. Treat as no event is rolled before stage 13 of the Revolution, or if Hoche is a “B” or “A” ranked leader.

4 Frederick III of Prussia dies (Nov.1797), William III, the Anglophobe is successor. Prussia loses “-1” political point. Prussia may immediately break any alliances for no cost in political points, Prussia may immediately reset foreign policy objectives for no lost in victory points (11.0).

5 The French leader Kleber is assassinated (March 1800), remove from play.

6 Paul I of Russia assassinated (March 1801). Russian aristocracy supports Alexander I. Russia gains “+2” political points. Alexander leader now available. Russia may immediately break any alliances for no cost in political points, Russia may immediately reset foreign policy objectives for no lost in victory points (11.0).

7 Duc D’Enghein executed (March 1804). If France is not Royalist *and* has an “A” leader, then no Major Power presently at war with France can accept anything other than an unconditional surrender from France, and must select removal of the “A” leader as a condition. If Napoleon is an “A” leader when this event is rolled, permanently remove the Pichgru leader from play. Treat as no event if France is Royalist.

### 15.3 KINGDOM FORMATION TABLE

This table presented in 14.3 applies to this Campaign with the addition of the Kingdom of Poland, detailed below.

Name of Kingdom	Who may form	Possible Territory	Pol. Pts.
Poland	France, Britain, Ottoman	**Masovia, and any 1 of the following: Danzig, East Galicia, Lithuania, Podolia, Polesia, Posen, Volhynia, West Prussia, West Galicia, White Russia	+1 (additional +1 for every three provinces)
** indicates required territory for formation of the new Kingdom and the national capital of Kingdom, * indicates required territory for formation of the Kingdom			

### 15.4 THE HOLY ROMAN EMPIRE

The rules presented in 14.4 apply in this Campaign.

## 15.5 GERMAN BUND

The rules presented in 14.5 apply in this Campaign.

## 15.6 MAJOR POWER SPECIFIC RULES

### 15.6.1 AUSTRIA

Austria's home nation provinces are: Tyrol, Carinthia, Austria, Bohemia, Moravia, Hungary, Military Border, East Galicia, West Galicia and Transylvania. Silesia becomes an Austrian home nation provinces once it has been ceded to Austria.

#### 15.6.1.1 Foraging Restrictions

All Austrian Corps (and Austrian controlled minor country or Kingdom Corps not containing Islamic or Tribal factors) receive a "+2" foraging modifier until January 1800. From January 1800 to the end of the Campaign the modifier is "+1". This is in addition to any modifiers applicable under 7.4.1.

#### 15.6.1.2 Military Reform (Changing the NATIONAL CARD)

The "Austria 1788" NATIONAL CARD is used for the duration of this Campaign.

#### 15.6.1.3 Austrian Insurrection Corps

The rules presented in 14.6.1.4 apply in this Campaign.

#### 15.6.1.4 The Austrian Tyrol Revolt Corps

The rules presented in 14.6.1.5 apply in this Campaign.

### 15.6.2 BRITAIN

Britain's home nation provinces are: England, Ireland, Scotland and Wales.

#### 15.6.2.1 Foraging Restrictions

All British Corps (and British controlled minor country or Kingdom Corps not containing Islamic or Tribal factors) receive a "+2" foraging modifier until January 1800. From January 1800 to the end of the Campaign the modifier is "+1". This is in addition to any modifiers applicable under 7.4.1.

#### 15.6.2.2 Military Reform (Changing the NATIONAL CARD)

The "Britain 1788" NATIONAL CARD is used to start this Campaign. The "Britain 1796" NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1796. To replace the NATIONAL CARD, Britain must pay "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

#### 15.6.2.3 British Trade

Base British Colonial Trade is 0\$, and it cannot be increased beyond \$15 through random events (4.13) for the duration of the Campaign.

#### 15.6.2.4 Britain and Egypt (OPTIONAL)

The rules presented in 14.6.2.4 apply in this Campaign.

#### 15.6.2.5 Britain and Portugal (OPTIONAL)

The rules presented in 14.6.2.5 apply in this Campaign.

#### 15.6.2.6 Ireland (OPTIONAL)

The rules presented in 14.6.2.6 apply in this Campaign.

#### 15.6.2.7 British Training (OPTIONAL)

The rules presented in 14.6.2.7 apply in this Campaign.

#### 15.6.2.8 British Militia

The rules presented in 14.6.2.8 apply in this Campaign.

#### 15.6.2.9 Constitutional Forces (OPTIONAL)

The rules presented in 14.6.2.9 apply in this Campaign.

#### 15.6.2.10 Peace of Amiens (OPTIONAL)

The rules presented in 14.6.2.11 apply in this Campaign.

#### 15.6.2.11 Irish Brigands (OPTIONAL)

The rules presented in 14.6.2.13 apply in this Campaign.

### 15.6.3 FRANCE

France's home nation provinces are: Picardy, Normandy, Brittany, Poitou, Ile de France, Champagne, Alsace, Burgundy, Berri, Guyenne, Gascony, Languedoc, Lorraine, Provence and Corsica.

#### 15.6.3.1 Army Restrictions

The rules presented in 14.6.3.1 apply in this Campaign.

#### 15.6.3.2 Military Reform (Changing the NATIONAL CARD)

The "Revolutionary France" NATIONAL CARD is use for this Campaign, unless there is a restoration of the Bourbons, in which case the "Royalist France 1788" NATIONAL CARD is used.

#### 15.6.3.3 Foraging Restrictions

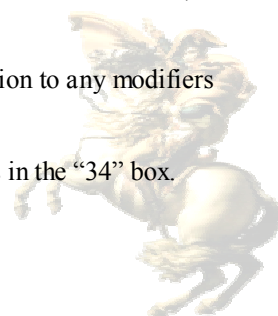
All Royalist French Corps receive a "+1" foraging modifier during this Campaign. This is in addition to any modifiers applicable under 7.4.1. Revolutionary French Corps do not receive any modifier.

#### 15.6.3.4 The French Revolution

The rules presented in 14.6.3.5 apply in this Campaign. Presently the French Revolution marker is in the "34" box.

#### 15.6.3.5 The French Revolution - Part Deux: A Civil War (OPTIONAL)

The rules presented in 14.6.3.7 apply in this Campaign.





#### 15.6.4 OTTOMAN

Ottoman home nation provinces are: Bessarabia, Moldavia, Wallachia, Bulgaria, Rumelia, Thrace, Smyrna, Anatolia, Trabizon, Armenia, Serbia, Bosnia, Albania, Macedonia, Greece, Cyprus and Crete.

##### 15.6.4.1 Military Reform (Changing the NATIONAL CARD)

The “Ottoman 1788” NATIONAL CARD is used to start this Campaign. The “Ottoman 1796” NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1796. To replace the NATIONAL CARD, the Ottoman must pay “0” political points if in the Fiasco zone, “-1” political point if in the Instability zone, “-2” political point if in the Neutral zone and “-3” political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

##### 15.6.4.2 Additional Tribal Corps

The rules presented in 14.6.4.2 apply in this Campaign.

##### 15.6.4.3 Ottoman Stubbornness (OPTIONAL)

The rules presented in 14.6.4.3 apply in this Campaign.

##### 15.6.4.4 Nezami Cedid Corps

The Nezami Cedid Corps may not voluntarily stack with Ottoman Janissary or Yamak Corps. If, for any reason, the Nezami Cedid Corps is in the same area as either a Janissary and/or a Yamak Corps, the Ottoman loses “-1” political point. If, for any reason, the Nezami Cedid Corps is in the same area as either a Janissary and/or a Yamak Corps, the Ottoman must attempt to move the Nezami Cedid into another area than the Janissary and/or Yamak Corps in the next Ottoman land movement step.

#### 15.6.5 PRUSSIA

Prussia’s home nation provinces are: Magdeburg, Brandenburg, Pommerania, Silesia, West Prussia, East Prussia, Danzig, Posen and Masovia.

##### 15.6.5.1 Foraging Restrictions

All Prussian Corps (and Prussian controlled minor country or Kingdom Corps not containing Islamic or Tribal factors) receive a “+2” foraging modifier until January 1800. From January 1800 to the end of the Campaign the modifier is “+1”. This is in addition to any modifiers applicable under 7.4.1.

##### 15.6.5.2 Military Reform (Changing the NATIONAL CARD)

The “Prussia 1788” NATIONAL CARD is used for the duration of this Campaign. The Intrinsic Tactical rating for Prussian Corps is “1” for the duration of this Campaign.

#### 15.6.6 RUSSIA

Russia’s home nation provinces are: St. Petersburg, Karelia, Livonia, Novgorod, White Russia, Moscow, Ukraine, Astrakan, Caucasus, Don, Crimea, Novorussia, Lithuania, Polesia, Podolia and Volhynia.

##### 15.6.6.1 Military Reform (Changing the NATIONAL CARD)

The “Russia 1788” NATIONAL CARD is used to start this Campaign. The “Russia 1802” NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1802. To replace the NATIONAL CARD, Russia must pay “0” political points if in the Fiasco zone, “-1” political point if in the Instability zone, “-2” political point if in the Neutral zone and “-3” political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

##### 15.6.6.2 Grusinian Corps

The rules presented in 14.6.7.1 apply in this Campaign.

##### 15.6.6.3 Caucasus Commander

The rules presented in 14.6.7.3 apply in this Campaign.

##### 15.6.6.4 Russian Militia

The rules presented in 14.6.7.4 apply in this Campaign.

#### 15.6.7 SPAIN

Spain’s home nation provinces are: Galicia, Leon, Old Castille, Aragon, Catalonia, New Castille, Valencia, Murcia, Andalusia, Estremadura and Majorca.

##### 15.6.7.1 Foraging Restrictions

All Spanish Corps (and Spanish controlled minor country or Kingdom Corps not containing Islamic or Tribal factors) receive a “+2” foraging modifier until January 1800. From January 1800 to the end of the Campaign the modifier is “+1”. This is in addition to any modifiers applicable under 7.4.1.

##### 15.6.7.2 Military Reform (Changing the NATIONAL CARD)

The “Spain 1788” NATIONAL CARD is used to start this Campaign. The “Spain 1802” NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1802. To replace the NATIONAL CARD, Spain must pay “0” political points if in the Fiasco zone, “-1” political point if in the Instability zone, “-2” political point if in the Neutral zone and “-3” political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

##### 15.6.7.3 Ordenanza (OPTIONAL)

The rules presented in 14.6.8.4 apply in this Campaign.

##### 15.6.7.4 Spanish Naval Manning Problems (OPTIONAL)

The rules presented in 14.6.8.4 apply in this Campaign.



15.7 VICTORY POINT LEVELS

1796 Campaign	
Austria	340
Britain	375
France	390
Ottoman	290
Prussia	320
Russia	360
Spain	300



# 16. 1805 CAMPAIGN

## 16.1 INITIAL SETUP

### 16.1.1 STATUS CARD SETUP

Austria: Neutral 4, France: Dominant 2, Britain: Neutral 9, Prussia: Neutral 10, Russia: Neutral 7, Spain: Neutral 5, Ottoman: Neutral 3.

#### 16.1.1.1 Time

The game begins in the Money and Manpower Collection Step of the December 1804 Economic Phase, and ends in December 1815 (or earlier, if a Major Power gains the required number of victory points).

### 16.1.2 EXISTING WARS AND TREATIES (OPTIONAL)

	Austria	France	Britain	Russia	Prussia	Spain	Ottoman
Austria	X			Ally			
France		X	War				
Britain		War	X				
Russia	Ally			X			
Prussia					X		
Spain						X	
Ottoman							X

In addition, Russia starts at war with Persia, as per the “Persian Invasion” event in 16.2. The Ottoman sets up the Persian forces.

### 16.1.3 STARTING DECLARATIONS OF WAR (OPTIONAL)

Before any forces are setup,

Major Powers may announce pre-existing states of war. This allows Major Powers to declare war before the game begins, with no loss in political points. Pre-existing states of war may only be announced between Major Powers. Pre-existing states of war do not exist with minor countries or Kingdoms.

### 16.1.4 PREDOMINANT POWERS

France and Britain are predominant Major Powers (8.10) at the start of this Campaign.

### 16.1.5 FORCES SETUP

The Major Power’s forces begin with these strengths:

#### 16.1.5.1 Austria

75 Infantry, 7 Guard, 15 Cavalry, 2 Guard Cavalry, 2 Light ships in commission, up to 7 depots, any desired Corps and Squadrons and \$33. Both Insurrection Corps begin at full strength but may not be setup on the map. The Tyrol Corps is currently unavailable. The following leaders are available: Alvintzi, Ott, Bellegarde, Johann (R), Kolowrat, Charles (R) and Mack (R).

#### 16.1.5.2 Britain

20 Infantry, 4 Cavalry, 76 Heavy ships, 57 Light ships and 5 Transports in commission, 24 Heavy ships and 18 Light ships in ordinary, 12 Heavy ships and 6 Light ships damaged, up to 2 depots, any desired Corps, Squadrons and Fleets and \$25. British Overseas Fleet (5.1.6): 5 Heavy ships, 15 Light ships. The following leaders are available: York (R), Dundas, Nelson, Moira and Chatham.

#### 16.1.5.3 France

135 Infantry, 6 Guard, 17 Cavalry, 2 Guard Cavalry, 46 Heavy ships, 22 Light ships and 20 Transports in commission, 10 Heavy ships and 6 Light ships in ordinary, 8 Heavy ships and 4 Light ships damaged, up to 6 depots, any desired Corps, Squadrons and Fleets and \$45. The following leaders are available: Napoleon (R), Desaix, Murat, Davout, Massena, Soult, Lannes, Ney and Mortier.

#### 16.1.5.4 Ottoman

20 Janissary, 50 Islamic Infantry, 4 Islamic Cavalry, 2 Guard Cavalry, 12 Heavy ships, 16 Light ships, 2 Galleys and 10 Transports in commission, 4 Heavy ships, 4 Light ships and 4 Galleys in ordinary, 4 Heavy ships and 4 Light ships damaged, up to 4 depots, any desired Corps, Squadrons and Fleets and \$11. All Tribal are at full strength, and may be placed in their province of origin if desired. Feudal Corps are also at full strength, though only garrisons may be placed on the map. The following leaders are available: Grand Vizier, Abdurrahman, Selim II (R), Hakki, Husrev and Khurshid.

#### 16.1.5.5 Prussia

80 Infantry, 3 Guard, 15 Cavalry, 2 Guard Cavalry, no ships, up to 5 depots, any desired Corps and \$18. The following leaders are available: Hohenlohe, F. Wilhelm III (R), Louis Fred. (R) and Brunswick.

#### 16.1.5.6 Russia

75 Infantry, 5 Guard, 8 Cavalry, 2 Guard Cavalry, 32 Heavy ships, 7 Light ships, 12 Galleys and 10 Transports in commission, 8 Heavy ships, 1 Light ship and 8 Galleys in ordinary, 8 Heavy ships and 1 Light ship damaged in the Baltic, 10 Heavy ships, 4 Light ships, 7 Galleys in commission, 4 Heavy ships, 1 Light ship and 7 Galleys in ordinary, 2 Heavy ships damaged in the Black Sea, up to 6 depots, any desired Corps, Squadrons and Fleets and \$37. All Tribal Corps are at full strength, and may be placed in their province of origin if desired. The following leaders are available: Tsitianov (Caucasus), Buxhowden, Alexander I (R), Bagration and Kutuzov.

#### 16.1.5.7 Spain

43 Infantry, 6 Cavalry, 41 Heavy ships, 25 Light ships and 10 Transports in commission, 16 Heavy ships and 10 Light ships in ordinary, 10 Heavy ships and 12 Light ships damaged, up to 4 depots, any desired Corps, Squadrons and Fleets

and \$16. Spanish Overseas Fleet (5.1.5): 10 Light ships. The following leaders are available: Caro, Godoy, La Romana and Castanos.

#### 16.1.5.8 Minor Countries and Kingdoms

The Major Powers control the following Kingdoms and minor countries:

**Austria:** Dalmatia and Venetia as Conquered minor countries.

**France:** Holland, Kingdom of Italy (Lombardy, Modena, Romagna, Parma) as Client State minor country, Flanders, Genoa, Hanover, Julich, Leige, Luxemburg, Palatinate, Piedmont, Savoy and Switzerland as Conquered minor countries, Breisgau and Baden as Influenced minor countries.

**Britain:** home nation provinces of: England, Ireland, Scotland and Wales. Gibraltar and Malta as Conquered minor countries.

**Prussia:** Kingdom of Saxony (Saxony, Lausitz) as Client State minor countries, Ansbach, Danzig, Gottingen as Conquered minor countries, Berg, Thuringia, and Wurzburg as Ally minor countries.

**Russia:** Corfu as a Conquered minor country, Georgia as Ally minor country.

**Spain:** Tuscany as Conquered minor country, Kingdom of Naples (Naples, Sicily) as Ally minor countries, Portugal and Morocco as Influenced minor countries. In addition, Spain has unconditional access rights to Cueta in Morocco.

**Ottoman:** Syria as Client State minor countries, Palestine, Rhodes as Conquered minor countries, Algeria, Imeretia as Ally minor country, Tunisia and Kingdom of Libya (Tripolitania and Cyrenaica) as Influenced minor countries.

In addition, the Kingdom of Denmark (comprising Denmark, Norway and Holstein), and the Kingdom of Sweden (comprising Sweden, Finland, and S. Pommerania) are in existence.

#### 16.1.5.9 Reinforcements

Leader reinforcements are available according to the LEADER CHART.

### 16.2 RANDOM EVENTS CHART FOR 1805 CAMPAIGN

For this Campaign, use the RANDOM EVENT TABLE in 4.13, with **75-84** treated as “Persian Invasion” and **85-88** treated as “Wahhabist Revolt”. **89-00** is treated as no event, and there is no Campaign specific RANDOM EVENT TABLE for this Campaign.

**75-84 Persian Invasion:** Persia is at war with either Russia or the Ottoman (50% each). Control of the Persians goes to: firstly, Russia or the Ottoman (the one not being invaded) if at war with each other, secondly to a player who is at war with the invaded Major Power, and finally to anyone who is willing to take control. If multiple Major Powers with equal level of claims desire control, roll D6 to determine control.

Persian forces may only enter the home nation provinces of the Major Power with which they are at war, along with Circassia, Chechnya, Georgia and Imeretia. Persian forces are automatically granted access rights by either Russia or the Ottoman (the one not at war with Persia) for access through any of these minors if controlled.

The major power controlling Persia receives \$10 initially, and an additional \$10 per economic phase for the Persians (for purchase of depots and supply). This money is kept separate, with the Persians treated as a Kingdom. For the controlling Major Power to “loan” money to the Persians, he must do so in an economic phase *and* be at war with the same major power that the Persians are. The Persians cannot loan money to a Major Power. Persian forces pay no maintenance in the Economic Phase. The Persian forces of two Tribal Cavalry Corps and three Tribal Infantry Corps and any available leaders are setup within Persia immediately when the event is rolled.

The Persian Corps function as normal Tribal Corps, and may be filled in the December Levy Step, in the normal manner (8.12.1.2.2). The Persian invasion is over when any of the following conditions are met:

- Persia has suffered a loss of 40 or more factors.
- 12 turns have passed since the Persian Invasion event occurred.
- The Major Power at war with Persia has unbesieged occupation of Yerevan for three consecutive months.

The Major Power at war with Persia gains “+3” political points in any of these three cases. The war with Persia may also end if the Major Power at war offers a conditional surrender (which Persia must accept), resulting in the loss of “-5” political points, and the surrendering Major Power must pay reparations (as per peace condition B.3) to Persia.

Surrendering to Persia is considered surrender to a Major Power and may be combined with surrender to other Major Powers, for no additional political point loss (4.6.7). Persia automatically “picks” first, taking condition B.3 as its first and only condition.

Following a peace with Persia (either victory or defeat) that Major Power may not be invaded by Persia for 12 months (with the event automatically effecting the other possible victim, if permissible).

The Major Power controlling Persia gains and loses political points in the manner of any Sponsored minor country. The only exception is when the war is over, that the Major Power neither gains nor loses the political points as a result of the peace. If the Major Power controlling Persia is at war with the “victim” of the Persian Invasion, that Major Power may use his depots and pay for Persian supply. If this event is rolled while currently in effect, treat as no event.

**85-88 Wahhabist Revolt:** This represents raids and attacks on Medina and Mecca by Wahhabist from Arabia. The Ottoman must garrison the Palestine minor country with 20 factors in Corps within the next 4 months with any shortfall being deducted on a \$1 per factor basis in the next economic phase, and resulting in a “-2” political point loss<sup>120</sup>. This

<sup>120</sup> For example, if the Ottoman gets only 10 factors in Corps in the Palestine minor country within six months, it would lose \$10 in the following economic phase and “-2” political points.



event can only occur once per year, treat as no event for subsequent occurrence in the same year. If Palestine is not an Ottoman Conquered, Client State, Sponsored State, Ally or Influenced minor country (or part of an Ottoman controlled Kingdom), treat as no event.

### 16.3 KINGDOM FORMATION CHART

This table presented in 14.3 applies to this Campaign with the following changes detailed below.

Name of Kingdom	Who may form	Possible Territory	Pol. Pts.
Baden	Any Major Power	**Baden, *Breisgau	0
Bavaria	Any Major Power	**Bavaria, *Ansbach, Palatinate, Tyrol, Wurttemberg, Swabia, Wurzburg	0
Belgium	Austria, Prussia, Spain, Britain	**Flanders, *Liege, *Luxemburg	0
Denmark	Any Major Power	**Denmark, *Holstein, *Norway, Hamburg	0
Ecclesiastical States	Austria, France, Spain	**Papacy, *Romagna, Malta, Rhodes	0
Hanover	Any Major Power	**Hanover, *Munster, Oldenburg	0
Hesse	Any Major Power	**Hesse, *Gottingen	0
Libya	Any Major Power	**Tripolitania, *Cyrenaica	0
Mamlukes	Any Major Power	**Egypt, *Syria, *Palestine, Cyrenaica	+1
Naples	Any Major Power	**Naples, *Sicily	0
Poland	Any Major Power	**Masovia, and any 1 of the following: Danzig, East Galicia, Lithuania, Podolia, Polesia, Posen, Volhynia, West Prussia, West Galicia, White Russia	+1 (additional +1 for every three provinces)
Rhine	Austria, France, Prussia	**Berg, *Ansbach, *Baden, *Bavaria, *Breisgau, *Gottingen, *Hanover, *Hesse, *Lausitz, *Munster, *Nassau, *Saxony, *Swabia, *Thuringia, *Wurttemberg, *Wurzburg, Hamburg, Magdeburg, Mecklenburg, Oldenburg, Tyrol	+4
Savoy	Austria, France, Spain, Britain	**Sardinia, *Piedmont, Genoa, Savoy	0
Saxony	Any Major Power	**Saxony, *Lausitz	0
Sweden	Any Major Power	**Sweden, *Finland, S.Pommerania, Norway, Karelia	0
Westphalia	Austria, France	**Magdeburg, *Hanover, *Munster, *Hesse, *Gottingen, Mecklenburg, Oldenburg	+2
Wurttemberg	Any Major Power	**Wurttemberg, *Swabia	0
Wurzburg	Any Major Power	**Wurzburg, *Thuringia	0
** indicates required territory for formation of the new Kingdom and the national capital of Kingdom, * indicates required territory for formation of the Kingdom			

### 16.4 THE HOLY ROMAN EMPIRE

The rules presented in 14.4 apply in this Campaign.

### 16.5 GERMAN BUND

The rules presented in 14.5 apply in this Campaign.

### 16.6 MAJOR POWER SPECIFIC RULES

#### 16.6.1 AUSTRIA

Austria's home nation provinces are: Tyrol, Carinthia, Austria, Bohemia, Moravia, Hungary, Military Border, East Galicia, West Galicia and Transylvania. Silesia becomes an Austrian home nation provinces once it has been ceded to Austria.

##### 16.6.1.1 Military Reform (Changing the NATIONAL CARD)

The "Austria 1788" NATIONAL CARD is used to start this Campaign. The "Austria 1805" NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1805. To replace the NATIONAL CARD, Austria must have given a surrender (conditional or unconditional) to any other Major Power. If Austria has not surrendered prior to January 1807, this restriction is then lifted. In addition, Austria pays "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

The "Austria 1810" NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1810. To replace the NATIONAL CARD, Austria must have given a surrender (conditional or unconditional) to any other Major Power after having upgraded to the "Austria 1805" NATIONAL CARD. If Austria has not surrendered prior to January 1812, this restriction is then lifted. In addition, Austria pays "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

### 16.6.1.2 Austrian Insurrection Corps

The rules presented in 14.6.1.4 apply in this Campaign.

### 16.6.1.3 The Austrian Tyrol Revolt Corps

The rules presented in 14.6.1.5 apply in this Campaign.

## 16.6.2 BRITAIN

Britain's home nation provinces are: England, Ireland, Scotland and Wales.

### 16.6.2.1 Military Reform (Changing the NATIONAL CARD)

The "Britain 1796" NATIONAL CARD is used to start this Campaign. The "Britain 1810" NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1810, Britain pays "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

### 16.6.2.2 British Trade

Base British Colonial Trade is 5\$, and it cannot be increased beyond \$20 through random events (4.13) for the duration of the Campaign.

### 16.6.2.3 Britain and Egypt (OPTIONAL)

The rules presented in 14.6.2.4 apply in this Campaign.

### 16.6.2.4 Britain and Portugal (OPTIONAL)

The rules presented in 14.6.2.5 apply in this Campaign.

### 16.6.2.5 Ireland (OPTIONAL)

The rules presented in 14.6.2.6 apply in this Campaign.

### 16.6.2.6 British Training (OPTIONAL)

The rules presented in 14.6.2.7 apply in this Campaign.

### 16.6.2.7 British Militia

The rules presented in 14.6.2.8 apply in this Campaign.

### 16.6.2.8 Constitutional Forces (OPTIONAL)

The rules presented in 14.6.2.9 apply in this Campaign.

## 16.6.3 FRANCE

France's home nation provinces are: Picardy, Normandy, Brittany, Poitou, Ile de France, Champagne, Alsace, Burgundy, Berri, Guyenne, Gascony, Languedoc, Lorraine, Provence and Corsica.

### 16.6.3.1 Military Reform (Changing the NATIONAL CARD)

The "Republican France" NATIONAL CARD is used to start this Campaign. The "Republican France 1812" NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1812, France pays "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map. If France is Royalist (for whatever reason), the transition is made from the "Royalist France 1805" NATIONAL CARD to the "Royalist France 1812" NATIONAL CARD under the same conditions.

### 16.6.3.2 Napoleon's Ratings (OPTIONAL)

Napoleon's military skill slipped noticeably as he got older. With this rule, the NAPOLEON leader's tactical rating is reduced to "4" starting in January, 1809 and the strategic rating is reduced to "4" starting in January, 1812. These reductions do *not* apply for combats fought within French home nation provinces.

### 16.6.3.3 Anglo-French Relations (OPTIONAL)

If Britain and France are at war, with France being a predominant power and the Napoleon leader in play, then there are restrictions on any peace settlement between the two Major Powers.

- If France sues to Britain for peace, Britain must demand an unconditional peace that includes peace condition C.6 to remove Napoleon. (If other Major Powers in the peace do not select this condition as well, Britain will still make peace with France, but must break any existing alliances ("-2" political points per alliance) with Major Powers that do not select C.6
- If Britain sues to France for peace, France must demand an unconditional peace that includes peace condition C.1.c (which could be chosen by any other Major Power in the peace).

## 16.6.4 OTTOMAN SPECIAL RULES

Ottoman home nation provinces are: Bessarabia, Moldavia, Wallachia, Bulgaria, Rumelia, Thrace, Smyrna, Anatolia, Trabizon, Armenia, Serbia, Bosnia, Albania, Macedonia, Greece, Cyprus and Crete.

### 16.6.4.1 Military Reform (Changing the NATIONAL CARD)

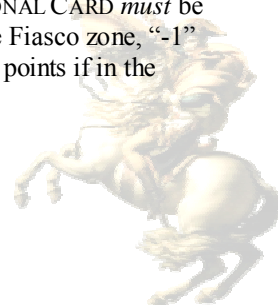
The "Ottoman 1796" NATIONAL CARD is used to start this Campaign. The "Ottoman 1809" NATIONAL CARD *must* be placed in the January 1809 REINFORCEMENT PHASE, the Ottoman pays "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone.

### 16.6.4.2 Additional Tribal Corps

The rules presented in 14.6.4.2 apply in this Campaign.

### 16.6.4.3 Ottoman Stubbornness (OPTIONAL)

The rules presented in 14.6.4.3 apply in this Campaign.



#### 16.6.4.4 Nezami Cedid Corps

The rules presented in 15.6.4.4 apply in this Campaign.

#### 16.6.5 PRUSSIA

Prussia's home nation provinces are: Magdeburg, Brandenburg, Pommerania, Silesia, West Prussia, East Prussia, Danzig, Posen and Masovia.

##### 16.6.5.1 Military Reform (Changing the NATIONAL CARD)

The "Prussia 1788" NATIONAL CARD is used to start this Campaign. The "Prussia 1805" NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1805. To replace the NATIONAL CARD, Prussia must have given a surrender (conditional or unconditional) to any other Major Power. If Prussia has not surrendered prior to January 1807, this restriction is then lifted. In addition, Prussia pays "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

The "Prussia 1812" NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1812. To replace the NATIONAL CARD, Prussia must have given a surrender (conditional or unconditional) to any other Major Power after having upgraded to the "Prussia 1805" NATIONAL CARD. If Prussia has not surrendered prior to January 1814, this restriction is then lifted. In addition, Prussia pays "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map. The Intrinsic Tactical rating for Prussian Corps is "1" at the start of this Campaign and becomes "2" when the upgrade to the "Prussia 1812" NATIONAL CARD is made.

##### 16.6.5.2 Saved Manpower

Prussia may save Manpower in the same manner as money, starting in the Economic Phase following giving a surrender (conditional or unconditional). Prussia may save a maximum of "100" manpower points.

##### 16.6.5.3 Blucher Leader

The Blucher Leader arrives in the reinforcement phase, 3 months after Prussia has surrendered (conditional or unconditional) to any other Major Power after January 1805.

##### 16.6.5.4 Improved Strategic Ratings

The intrinsic strategic rating of Prussian Corps improve from "1" to "2", in January 1810, provided that Prussia has surrendered (conditional or unconditional) after January 1805. This improvement may be delayed until Prussia surrenders past January 1810, when it happens immediately at the surrender.

#### 16.6.6 RUSSIA

Russia's home nation provinces are: St. Petersburg, Karelia, Livonia, Novgorod, White Russia, Moscow, Ukraine, Astrakan, Caucasus, Don, Crimea, Novorussia, Lithuania, Polesia, Podolia and Volhynia.

##### 16.6.6.1 Military Reform (Changing the NATIONAL CARD)

The "Russia 1802" NATIONAL CARD is used to start this Campaign. The "Russia 1812" NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1812, the Russian pays "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone, an extra "-1" political point is lost if France has not yet upgraded to the "Republican France 1812" NATIONAL CARD. In addition, \$1 must be paid for any Corps currently on the map.

##### 16.6.6.2 Grusinian Corps

The rules presented in 14.6.7.1 apply in this Campaign.

##### 16.6.6.3 Caucasus Commander

The rules presented in 14.6.7.3 apply in this Campaign.

#### 16.6.7 SPAIN

Spain's home nation provinces are: Galicia, Leon, Old Castille, Aragon, Catalonia, New Castille, Valencia, Murcia, Andalusia, Estremadura and Majorca.

##### 16.6.7.1 Military Reform (Changing the NATIONAL CARD)

The "Spain 1802" NATIONAL CARD is used to start this Campaign. The "Spain 1810" NATIONAL CARD is available to be placed in any REINFORCEMENT PHASE from January 1810, Spain pays "0" political points if in the Fiasco zone, "-1" political point if in the Instability zone, "-2" political point if in the Neutral zone and "-3" political points if in the Dominant zone. In addition, \$1 must be paid for any Corps currently on the map.

##### 16.6.7.2 Ordenanza (OPTIONAL)

The rules presented in 14.6.8.4 apply in this Campaign.

##### 16.6.7.3 Spanish Naval Manning Problems (OPTIONAL)

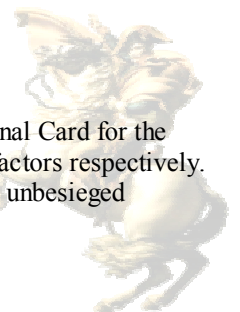
The rules presented in 14.6.8.4 apply in this Campaign.

##### 16.6.7.4 Spanish Naval Maintenance Problems (OPTIONAL)

Due to problems within the Spanish Navy, maintenance costs for all Fleets are doubled.

#### 16.6.8 EGYPT

When the Egyptian Corps are upgraded as a result of the transition from the "1805" to the "1812" National Card for the minor countries, the Islamic Infantry and Islamic Cavalry factors become regular Infantry and Cavalry factors respectively. This only applies to factors in the Corps, with any additional factors detached as garrisons in the nearest unbesieged Egyptian city as Islamic Infantry.



**16.7 VICTORY POINT LEVELS**

<b>1805 Campaign</b>	
Austria	330
Britain	390
France	400
Ottoman	320
Prussia	320
Russia	350
Spain	325





# 17. 1812 CAMPAIGN

## 17.1 INITIAL SETUP

### 17.1.1 STATUS CARD SETUP

Austria: Neutral 2, France: Neutral 9, Britain: Dominant 1, Prussia: Instability 9, Russia: Neutral 10, Spain: Neutral 1, Ottoman: Neutral 1.

#### 17.1.1.1 Time

The game begins in June 1812, and ends in December 1815 (or earlier, if a Major Power gains the required number of victory points).

### 17.1.2 EXISTING WARS AND TREATIES (OPTIONAL)

	Austria	France	Britain	Russia	Prussia	Spain	Ottoman	Poland
Austria	X							
France		X	War	War	Ally	War		
Britain		War	X			Ally		
Russia		War		X				
Prussia		Ally			X			
Spain		War	Ally			X		
Ottoman							X	
Poland								X

Britain is at war with the United States (8.2.1.2.2).  
France has the Austrian I Cp (until January 1813) and Prussian I Cp (until September 1812) on loan as per Peace Condition B.4.  
France has

unconditional access through Prussia and can garrison Konigsburg. Access ceases when Prussia and France go to war.

France has unconditional access through Austria. Access ceases when Austria and France go to war.

Russia and Ottoman are under an enforced peace until January 1814.

France and Prussia are under an enforced peace until March 1813.

France and Austria are under an enforced peace until July 1813. There is an enforced peace between France and Austria.

### 17.1.3 STARTING DECLARATIONS OF WAR (OPTIONAL)

Before any forces are setup, Major Powers may announce pre-existing states of war. This allows Major Powers to declare war before the game begins, with no loss in political points. Pre-existing states of war may only be announced between Major Powers. Pre-existing states of war do not exist with minor countries or Kingdoms.

### 17.1.4 PREDOMINANT POWERS

France and Britain are predominant Major Powers (8.10) at the start of this Campaign.

### 17.1.5 FORCES SETUP

The Major Power's forces begin with these strengths:

#### 17.1.5.1 Austria

The I Cp is under control of France (see 17.1.5.3). 47 Infantry, 8 Guard, 16 Cavalry, 2 Guard Cavalry, 5 Militia, no ships, up to 9 depots, any desired Corps and \$5. Both Insurrection Corps and the Tyrol begin at full strength but may not be setup on the map. The following leaders are available: Alvintzi, Ott, Bellegarde, Hiller and Johann (R).

#### 17.1.5.2 Britain

2 Corps and Cav Corps with 26 Infantry, and 4 Cavalry in the minor country of Portugal, 1 Infantry in each: Ciudad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria and Cairo, 2 Infantry in Palermo, 20 Infantry and 12 Militia in British home nation provinces, 90 Heavy ships, 70 Light ships and 5 Transports in commission, 20 Heavy ships and 10 Light ships in ordinary, 10 Heavy ships and 5 Light ships damaged, up to 5 depots, any desired Corps, Squadrons and Fleets and \$125. British Overseas Fleet (5.1.6): 5 Heavy ships, 15 Light ships. The following leaders are available: Chatham, J.Stuart, Wellington, Beresford, Hill and Murray.

#### 17.1.5.3 France

*Along the Russian border:*

Prussian I Cp with 10 Infantry, 4 Militia and 1 Cavalry in Konigsburg, Austrian I Cp with 15 Infantry and 1 Cavalry in Lemberg, Venetia Corps with 8 Infantry, Lombardy Corps with 12 Infantry, Bavarian Corps with 12 Infantry, and I Cav Corps with 5 Cavalry in Thorn, Poland I Corps and Poland Cav Corps with 14 Infantry and 8 Cavalry, Saxony Corps with 7 Infantry and 1 Cavalry, Hanover Corps with 8 Infantry and 1 Cavalry, in or within one area of Warsaw, though not on the Russian border, 4 Corps, Guard Corps, Arty Corps and 2 Cavalry Corps with 61 Infantry, 12 Guard, 15 Militia, 16 Cavalry, 3 Guard Cavalry and 12 Arty in or within two areas of Thorn, though not on the Russian border, 1 Corps with 5 Infantry and 11 Militia in Posen province, 1 Corps with 5 Infantry and 20 Militia in Brandenburg province, 6 Militia in Konigsburg, 5 Polish Infantry in Warsaw.

*Forces in Spain:*

1 Corps and/or garrison(s) with 16 Infantry, 9 Militia and 3 Cavalry in Andalusia province (in the Seville area and/or any Andalusian areas not containing Spanish Corps), 1 Corps and/or garrison(s) with 4 Infantry, 3 Militia and 1 Cavalry in New Castille province, 1 Corps and/or garrison(s) with 18 Infantry, 6 Militia and 2 Cavalry in Leon province (any area other than Ciudad Rodrigo), 1 Corps and/or garrison(s) with 16 Infantry, 11 Militia and 3 Cavalry in Valencia and/or

Aragon provinces, 1 Corps and/or garrison(s) with 10 Infantry, 12 Militia and 2 Cavalry in Galicia, Leon (any area other than Ciudad Rodrigo) and/or Old Castille provinces

#### **Other Forces:**

6 Militia in Bayonne, 20 Infantry and 40 Militia set up as garrisons anywhere within French home provinces and Prussia (other than Prussian provincial capitals), any other minor country forces not specified above may be set up anywhere in their home minor countries and/or Kingdoms, or French home nation provinces, 15 Heavy ships, 10 Light ships and 5 Transports in commission, 1 Heavy ships and 2 Light ships in ordinary, 4 Heavy ships and 1 Light ships damaged, up to 8 depots (may be set up anywhere in French, Prussian or Spanish home nation provinces), any desired Squadrons and Fleets and \$25. The following leaders are available: Napoleon (R), Murat, Davout, Massena, Soult, Ney, Mortier, Eugene, Jerome, Suchet and Marmont.

#### **17.1.5.4 Ottoman**

20 Janissary, 20 Islamic Infantry, 4 Islamic Cavalry, 2 Guard Cavalry, 6 Heavy ships, 6 Light ships, 4 Galleys and 10 Transports in commission, 2 Heavy ships and 2 Light ships in ordinary, 2 Heavy ships and 2 Light ships damaged, up to 4 depots, any desired Corps, Squadrons and Fleets and \$3. All Tribal and Feudal Corps are at full strength, and may be placed in their province of origin if desired. The following leaders are available: Grand Vizier, Beylerbey Runni, Abdurrahman, Husrev, Khurshid, Pehlivan and Mahmud II (R).

#### **17.1.5.5 Prussia**

The I Cp is under control of France (see 17.1.5.3). 20 Infantry, 3 Guard, 2 Cavalry, no ships, up to 2 depots, any desired Corps, 100 manpower and \$10. The following leaders are available: Lestocq and Blucher.

#### **17.1.5.6 Russia**

5 Corps, Guard Corps, Arty Corps and 2 Cavalry Corps with 46 Infantry, 10 Guard, 9 Cavalry, 1 Guard Cavalry and 10 Artillery in or within one area of Kovno, 2 Corps and 1 Cavalry Corps with 22 Infantry and 4 Cavalry in or within one area of Brest-Litovsk, 2 Corps and 1 Cavalry Corps with 18 Infantry and 4 Cavalry in Khotin, 2 Corps with 16 Infantry and 2 Cavalry in the Bessarabia province, 10 Infantry in Sveaborg, 8 Infantry in Kiev, 15 Militia in Moscow, 10 Militia in Smolensk, 15 Infantry shared in any manner between Riga and Vitebsk, 25 Infantry distributed to other cities in Russian home nation provinces, a maximum of 5 Infantry per provincial capital and 2 Infantry per any other city, 21 Heavy ships, 10 Light ships, 14 Galleys and 5 Transports in commission, 4 Heavy ships and 1 Light ships in ordinary, 5 Heavy ships and 1 Light ships damaged in the Baltic, 5 Heavy ships, 3 Light ships, 3 Galleys in commission, 1 Heavy ships and 1 Light ships damaged in the Black Sea, up to 6 depots, any desired Squadrons and Fleets and \$15. All Tribal Corps are at full strength, and may be placed in their province of origin if desired. The following leaders are available: Rtishchev (Caucasus), Alexander I (R), Bagration, Kutuzov, Platov, Dochturov, Barclay, Rayevski, Tormassov, Wittgenstein and Chichagov..

#### **17.1.5.7 Spain**

10 Infantry, 29 Militia, 6 Cavalry, 5 Heavy ships and 5 Light ships in commission, 4 Heavy ships and 2 Light ships in ordinary, 4 Heavy ships and 4 Light ships damaged, up to 4 depots, any desired Corps, Squadrons and Fleets and \$4. Spanish Overseas Fleet (5.1.5): 8 Light ships. The following leaders are available: Castanos, Blake, Ballesteros, Palafox, Del Parque and Mendizabal. Spanish forces (and depots) may be set up anywhere within Portugal, Majorca, Estremadura and/or Andalusia (except for Seville) provinces. Spain sets up 30 Guerrillas, in any home nation provinces, maximum of 5 per province, after all other Major Power's forces have been set up.

#### **17.1.5.8 Minor Countries and Kingdoms**

The Major Powers control the following Kingdoms and minor countries.

**Austria:** none

**France:** Naples, Kingdom of Denmark (Denmark, Holstein, Norway), Kingdom of Italy (Lombardy, Modena, Romagna, Parma, Venetia), Kingdom of Poland (Masovia, Posen, W.Galicia), and Kingdom of the Rhine (Ansbach, Baden, Bavaria, Berg, Breisgau, Gottingen, Hanover, Hesse, Lausitz, Magdeburg, Munster, Nassau, Saxony, Swabia, Thuringia, Tyrol, Wurttemberg, Wurzburg) as Client State minor countries, Carinthia as a ceded province, Dalmatia, Danzig, Flanders, S.Pommerania, Genoa, Hamburg, Holland, Julich, Liege, Luxembourg, Mecklenburg, Oldenburg, Palatinate, Papacy, Piedmont, Savoy, Switzerland, and Tuscany as Conquered minor countries.

**Britain:** Portugal as Client State minor country, Corfu, Egypt, Gibraltar, Malta and Sicily as Conquered minor countries, and Sweden as Ally minor country.

**Prussia:** none

**Russia:** Georgia as a Client State minor country, Imeretia and Finland as Conquered minor countries, Bessarabia as a ceded province.

**Spain:** Morocco as an Influenced minor country. In addition, Spain has unconditional access rights to Cueta in Morocco.

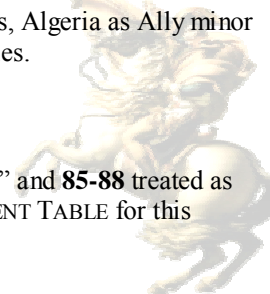
**Ottoman:** Syria as Client State minor country, Palestine and Rhodes as Conquered minor countries, Algeria as Ally minor country, Tunisia and Kingdom of Libya (Tripolitania and Cyrenaica) as Influenced minor countries.

#### **17.1.5.9 Reinforcements**

Leader reinforcements are available according to the LEADER REINFORCEMENT CHART.

#### **17.2 CAMPAIGN RANDOM EVENTS CHART**

For this Campaign, use the RANDOM EVENT TABLE in 4.13 with **75-84** treated as "Persian Invasion" and **85-88** treated as "Wahhabist Revolt". **89-00** is treated as no event, and there is no Campaign specific RANDOM EVENT TABLE for this Campaign.



**75-84 Persian Invasion:** Persia is at war with either Russia or the Ottoman (50% each). Control of the Persians goes to: firstly, Russia or the Ottoman (the one not being invaded) if at war with each other, secondly to a player who is at war with the invaded Major Power, and finally to anyone who is willing to take control. If multiple Major Powers with equal level of claims desire control, roll D6 to determine control.

Persian forces may only enter the home nation provinces of the Major Power with which they are at war, along with Circassia, Chechnya, Georgia and Imeretia. Persian forces are automatically granted access rights by either Russia or the Ottoman (the one not at war with Persia) for access through any of these minors if controlled.

The major power controlling Persia receives \$10 initially, and an additional \$10 per economic phase for the Persians (for purchase of depots and supply). This money is kept separate, with the Persians treated as a Kingdom. For the controlling Major Power to “loan” money to the Persians, he must do so in an economic phase *and* be at war with the same major power that the Persians are. The Persians cannot loan money to a Major Power. Persian forces pay no maintenance in the Economic Phase. The Persian forces of two Tribal Cavalry Corps and three Tribal Infantry Corps and any available leaders are setup within Persia immediately when the event is rolled.

The Persian Corps function as normal Tribal Corps, and may be filled in the December Levy Step, in the normal manner (8.12.1.2.2). The Persian invasion is over when any of the following conditions are met:

- Persia has suffered a loss of 40 or more factors.
- 12 turns have passed since the Persian Invasion event occurred.
- The Major Power at war with Persia has unbesieged occupation of Yerevan for three consecutive months.

The Major Power at war with Persia gains “+3” political points in any of these three cases. The war with Persia may also end if the Major Power at war offers a conditional surrender (which Persia must accept), resulting in the loss of “-5” political points, and the surrendering Major Power must pay reparations (as per peace condition B.3) to Persia.

Surrendering to Persia is considered surrender to a Major Power and may be combined with surrender to other Major Powers, for no additional political point loss (4.6.7). Persia automatically “picks” first, taking condition B.3 as its first and only condition.

Following a peace with Persia (either victory or defeat) that Major Power may not be invaded by Persia for 12 months (with the event automatically effecting the other possible victim, if permissible).

The Major Power controlling Persia gains and loses political points in the manner of any Sponsored minor country. The only exception is when the war is over, that the Major Power neither gains nor loses the political points as a result of the peace. If the Major Power controlling Persia is at war with the “victim” of the Persian Invasion, that Major Power may use his depots and pay for Persian supply. If this event is rolled while currently in effect, treat as no event.

**85-88 Wahhabist Revolt:** This represents raids and attacks on Medina and Mecca by Wahhabist from Arabia. The Ottoman must garrison the Palestine minor country with 20 factors in Corps within the next 4 months with any shortfall being deducted on a \$1 per factor basis in the next economic phase, and resulting in a “-2” political point loss<sup>121</sup>. This event can only occur once per year, treat as no event for subsequent occurrence in the same year. If Palestine is not an Ottoman Conquered, Client State, Sponsored State, Ally or Influenced minor country (or part of an Ottoman controlled Kingdom), treat as no event.

### 17.3 KINGDOM FORMATION TABLE

This table presented in 14.3 applies to this Campaign with the following changes detailed below.

Name of Kingdom	Who may form	Possible Territory	Pol. Pts.
Baden	Any Major Power	**Baden, *Breisgau	0
Bavaria	Any Major Power	**Bavaria, *Ansbach, Palatinate, Tyrol, Wurttemberg, Swabia, Wurzburg	0
Belgium	Austria, Prussia, Spain, Britain	**Flanders, *Liege, *Luxemburg	0
Denmark	Any Major Power	**Denmark, *Holstein, *Norway, Hamburg	0
Ecclesiastical States	Austria, France, Spain	**Papacy, *Romagna, Malta, Rhodes	0
Hanover	Any Major Power	**Hanover, *Munster, Oldenburg	0
Hesse	Any Major Power	**Hesse, *Gottingen	0
Italy	Austria, France, Spain, Ottoman	**Lombardy, *Modena, *Parma, *Romagna, Carinthia, Dalmatia, Genoa, Venetia	+2
Naples	Any Major Power	**Naples, *Sicily	0
Poland	Any Major Power	**Masovia, and any 1 of the following: Danzig, East Galicia, Lithuania, Podolia, Polesia, Posen, Volhynia, West Prussia, West Galicia, White Russia	+1 (additional +1 for every three provinces)

<sup>121</sup> For example, if the Ottoman gets only 10 factors in Corps in the Palestine minor country within six months, it would lose \$10 in the following economic phase and “-2” political points.

Rhine	Austria, France, Prussia, Russia	**Berg, *Ansbach, *Baden, *Bavaria, *Breisgau, *Gottingen, *Hanover, *Hesse, *Lausitz, *Munster, *Nassau, *Saxony, *Swabia, *Thuringia, *Wurtemberg, *Wurzburg, Hamburg, Magdeburg, Mecklenburg, Oldenburg, Tyrol	+4
Savoy	Austria, France, Spain, Britain	**Sardinia, *Piedmont, Genoa, Savoy	0
Saxony	Any Major Power	**Saxony, *Lausitz	0
Sweden	Any Major Power	**Sweden, *Finland, S.Pommerania, Norway, Karelia	0
Westphalia	Austria, France	**Magdeburg, *Hanover, *Munster, *Hesse, *Gottingen, Mecklenburg, Oldenburg	+2
Wurtemberg	Any Major Power	**Wurtemberg, *Swabia	0
Wurzburg	Any Major Power	**Wurzburg, *Thuringia	0
** indicates required territory for formation of the new Kingdom and the national capital of Kingdom, * indicates required territory for formation of the Kingdom			

#### 17.4 GERMAN BUND

The rules presented in 14.5 apply in this Campaign.

#### 17.5 MAJOR POWER SPECIFIC RULES

##### 17.5.1 AUSTRIA

Austria's home nation provinces are: Austria, Bohemia, Moravia, Hungary, Military Border, East Galicia, and Transylvania. Tyrol, Carinthia, West Galicia and Silesia become Austrian home nation provinces after they have been ceded to Austria or are conquered by Austria.

##### 17.5.1.1 Military Reform (Changing the NATIONAL CARD)

The "Austria 1810" NATIONAL CARD is used for the duration of this Campaign.

##### 17.5.1.2 Austrian Insurrection Corps

The rules presented in 14.6.1.4 apply in this Campaign.

##### 17.5.1.3 The Austrian Tyrol Revolt Corps

The rules presented in 14.6.1.5 apply in this Campaign.

##### 17.5.2 BRITAIN

Britain's home nation provinces are: England, Ireland, Scotland and Wales.

##### 17.5.2.1 Military Reform (Changing the NATIONAL CARD)

The "Britain 1810" NATIONAL CARD is used for the duration of this Campaign.

##### 17.5.2.2 British Trade

Base British Colonial Trade is 10\$, and it cannot be increased beyond \$20 through random events (0) for the duration of the Campaign.

##### 17.5.2.3 Britain and Egypt (OPTIONAL)

The rules presented in 14.6.2.4 apply in this Campaign.

##### 17.5.2.4 Britain and Portugal (OPTIONAL)

The rules presented in 14.6.2.5 apply in this Campaign.

##### 17.5.2.5 Ireland (OPTIONAL)

The rules presented in 14.6.2.6 apply in this Campaign.

##### 17.5.2.6 British Training (OPTIONAL)

The rules presented in 14.6.2.7 apply in this Campaign.

##### 17.5.2.7 British Militia

The rules presented in 14.6.2.8 apply in this Campaign.

##### 17.5.2.8 Constitutional Forces (OPTIONAL)

The rules presented in 14.6.2.9 apply in this Campaign.

##### 17.5.3 FRANCE

France's home nation provinces are: Picardy, Normandy, Brittany, Poitou, Ile de France, Champagne, Alsace, Burgundy, Berri, Guyenne, Gascony, Languedoc, Lorraine, Provence and Corsica.

##### 17.5.3.1 Military Reform (Changing the NATIONAL CARD)

The "Republican France 1812" NATIONAL CARD is used for the duration of this Campaign.

##### 17.5.3.2 Napoleon's Ratings (OPTIONAL)

The rules presented in 16.6.3.2 apply in this Campaign.

##### 17.5.3.3 Anglo-French Relations (OPTIONAL)

The rules presented in 16.6.3.3 apply in this Campaign.

##### 17.5.4 OTTOMAN SPECIAL RULES

Ottoman home nation provinces are: Moldavia, Wallachia, Bulgaria, Rumelia, Thrace, Smyrna, Anatolia, Trabizon, Armenia, Serbia, Bosnia, Albania, Macedonia, Greece, Cyprus and Crete. Bessarabia becomes an Ottoman home nation province after it has been ceded to the Ottoman or is conquered by the Ottoman.





**17.5.4.1 Military Reform (Changing the NATIONAL CARD)**

The “Ottoman 1809” NATIONAL CARD is used for the duration of this Campaign.

**17.5.4.2 Additional Tribal Corps**

The rules presented in 14.6.4.2 apply in this Campaign.

**17.5.4.3 Ottoman Stubbornness (OPTIONAL)**

The rules presented in 14.6.4.3 apply in this Campaign.

**17.5.5 PRUSSIA**

Prussia’s home nation provinces are: Brandenburg, Pommerania, Silesia, West Prussia, East Prussia. Danzig, Magdeburg, Posen and Masovia become Prussian home nation provinces after they have been ceded to Prussia or are conquered by Prussia.

**17.5.5.1 Military Reform (Changing the NATIONAL CARD)**

The “Prussia 1812” NATIONAL CARD is used for the duration of this Campaign. The Intrinsic Tactical rating for Prussian Corps is “2” for the duration of this Campaign.

**17.5.5.2 Saved Manpower**

Prussia is considered to have given a surrender as in 16.6.5.2, and may save up to “100” manpower points.

**17.5.5.3 Improved Strategic Ratings**

The intrinsic strategic rating of Prussian Corps is “2” for this Campaign.

**17.5.6 RUSSIA**

Russia’s home nation provinces are: St. Petersburg, Karelia, Livonia, Novgorod, White Russia, Moscow, Ukraine, Astrakan, Caucasus, Don, Crimea, Novorussia, Lithuania, Polesia, Podolia and Volhynia.

**17.5.6.1 Military Reform (Changing the NATIONAL CARD)**

The “Russia 1812” NATIONAL CARD is used for the duration of this Campaign.

**17.5.6.2 Grusinian Corps**

The rules presented in 14.6.7.1 apply in this Campaign.

**17.5.6.3 Caucasus Commander**

The rules presented in 14.6.7.3 apply in this Campaign.

**17.5.7 SPAIN**

Spain’s home nation provinces are: Galicia, Leon, Old Castille, Aragon, Catalonia, New Castille, Valencia, Murcia, Andalusia, Estremadura and Majorca.

**17.5.7.1 Military Reform (Changing the NATIONAL CARD)**

The “Spain 1810” NATIONAL CARD is used for the duration of this Campaign.

**17.5.7.2 Ordenanza (OPTIONAL)**

The rules presented in 14.6.8.4 apply in this Campaign.

**17.5.7.3 Spanish Naval Manning Problems (OPTIONAL)**

The rules presented in 14.6.8.4 apply in this Campaign.

**17.5.7.4 Spanish Naval Maintenance Problems (OPTIONAL)**

The rules presented in 16.6.7.4 apply in this Campaign.

**17.6 VICTORY POINT LEVELS**

1812 Campaign	
Austria	120
Britain	140
France	140
Ottoman	120
Prussia	140
Russia	205
Spain	180



# 18. 1813 CAMPAIGN

## 18.1 INITIAL SETUP

### 18.1.1 STATUS CARD SETUP

Austria: Neutral 6, France: Neutral 3, Britain: Dominant 1, Prussia: Neutral 4, Russia: Neutral 8, Spain: Neutral 1, Ottoman: Neutral 5.

#### 18.1.1.1 Time

The game begins in the Money and Manpower Collection Step of the March 1813 Economic Phase, and ends in December 1815 (or earlier, if a Major Power gains the required number of victory points).

### 18.1.2 EXISTING WARS AND TREATIES (OPTIONAL)

	Austria	France	Britain	Russia	Prussia	Spain	Ottoman
Austria	X						
France		X	War	War	War	War	
Britain		War	X	Ally	Ally	Ally	
Russia		War	Ally	X	Ally		
Prussia		War	Ally	Ally	X		
Spain		War	Ally			X	
Ottoman							X

Britain is at war with the United States (8.2.1.2.2).  
Russia and Ottoman are under an enforced peace until January 1814.  
France and Austria are under an enforced peace until July 1813.  
There is an enforced peace between France and Austria.

### 18.1.3 STARTING

### DECLARATIONS OF WAR (OPTIONAL)

Before any forces are setup, Major Powers may announce pre-existing states of war. This allows Major Powers to declare war before the game begins, with no loss in political points. Pre-existing states of war may only be announced between Major Powers. Pre-existing states of war do not exist with minor countries or Kingdoms.

#### 18.1.4 PREDOMINANT POWERS

France and Britain are predominant Major Powers (8.10) at the start of this Campaign.

#### 18.1.5 FORCES SETUP

The Major Power's forces begin with these strengths:

##### 18.1.5.1 Austria

67 Infantry, 8 Guard, 32 Militia, 18 Cavalry, 2 Guard Cavalry, no ships, up to 5 depots, any desired Corps and \$20. Both Insurrection Corps begin at full strength but may not be setup on the map. The following leaders are available: Bellegarde, Kolowrat, Johann (R), Hiller and Schwartzenburg.

##### 18.1.5.2 Britain

2 Corps and Cav Corps with 22 Infantry, and 4 Cavalry in the minor country of Portugal, 2 Swedish Corps with 12 Infantry and 3 Cavalry besieging Stettin, 1 Infantry in each: Ciudad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria and Cairo, 2 Infantry in Palermo, 5 Infantry and 8 Militia in British home nation provinces, 90 Heavy ships, 70 Light ships and 5 Transports in commission, 20 Heavy ships and 10 Light ships in ordinary, 10 Heavy ships and 5 Light ships damaged, up to 5 depots, any desired Corps, Squadrons and Fleets and \$85. British Overseas Fleet (5.1.6): 5 Heavy ships, 15 Light ships. The following leaders are available: Chatham, J.Stuart, Beresford, Hill, Murray and Wellington.

##### 18.1.5.3 France

*Forces in Germany:*

2 Corps and 1 Cavalry Corps with 22 Infantry, 5 Militia and 3 Cavalry in Magdeburg, 1 Corps with 7 Infantry and 8 Militia in Karlsruhe, 2 Corps and the Guard Corps with 8 Infantry, 2 Guard, 15 Militia and 2 Cavalry in Mainz, 1 Corps and 1 Cavalry Corps with 8 Infantry, 2 Militia and 6 Cavalry in Stade, 1 Corps with 9 Militia in Strasbourg, 15 Infantry besieged in Danzig, 3 Infantry besieged in Glogau, 1 Infantry besieged in Stettin, 1 Infantry besieged in Kustrin, 3 Infantry in Erfurt.

*Forces in Spain:*

1 Corps and/or garrison(s) with 17 Infantry, 1 Militia and 3 Cavalry in Valencia province, 1 Corps with 5 Infantry, 3 Militia and 1 Cavalry in Burgos, 2 Corps with 26 Infantry, 4 Militia and 4 Cavalry in Madrid, 8 Infantry and 6 Militia divided in any manner between San Sebastian, Barcelona, Gerona and/or Saragossa.

*Other Forces:*

1 Corps and 2 Cavalry Corps with 10 Infantry, 15 Militia and 10 Cavalry in Paris and/or Lyon, 4 Infantry and 11 Militia in any cities in French home nation provinces, to a maximum of 3 factors per city, any other minor country forces may be set up anywhere in their home minor countries and/or Kingdoms, 18 Heavy ships, 16 Light ships and 5 Transports in commission, 4 Heavy ships and 2 Light ships in ordinary, 4 Heavy ships and 4 Light ships damaged, up to 6 depots (may be set up anywhere in French or Spanish home nation provinces or Conquered or Client State Kingdoms or minor countries), any desired Squadrons and Fleets and \$14. The following leaders are available:

##### 18.1.5.4 Ottoman

20 Janissary, 20 Islamic Infantry, 4 Islamic Cavalry, 2 Guard Cavalry, 4 Heavy ships, 4 Light ships, 4 Galleys and 5 Transports in commission, 2 Heavy ships and 2 Light ships in ordinary, 2 Heavy ships and 2 Light ships damaged, up to 2 depots, any desired Corps, Squadrons and Fleets and \$10. All Tribal and Feudal Corps are at full strength, and may be

placed in their province of origin if desired. The following leaders are available: Grand Vizier, Beylerbey Runni, Abdurrahman, Husrev, Khurshid, Pehlivan and Mahmud II (R).

#### 18.1.5.5 Prussia

1 Corps and Guard Corps with 6 Infantry, 1 Guard, 2 Militia and 2 Cavalry in Dresden, 2 Corps with 5 Infantry, 1 Militia and 1 Cavalry in Leipzig, 1 Corps with 3 Infantry, 1 Militia and 1 Cavalry in Wittenberg, 5 Infantry and 5 Militia in Berlin, no ships, up to 3 depots, any desired Corps, 68 manpower and \$25. The following leaders are available: Lestocq, Bulow, Yorck and Blucher.

#### 18.1.5.6 Russia

3 Corps and 1 Cavalry Corps with 30 Infantry, 10 Militia, 8 Cavalry in Russian home nation provinces, 1 Corps, Guard Corps, 1 Arty Corps and 1 Cavalry Corps with 6 Infantry, 3 Guard, 6 Arty and 5 Cavalry in Dresden, 2 Corps and 1 Cavalry Corps with 8 Infantry and 3 Cavalry in Leipzig, 1 Corps and 1 Cavalry Corps with 5 Infantry and 3 Cavalry in Wittenburg, 1 Corps with 7 Infantry and 1 Cavalry in Thorn, 1 Corps with 3 Infantry in Mecklenburg, 1 Corps with 4 Infantry besieging Glogau, 1 Corps with 8 Infantry besieging Danzig, 1 Corps with 4 Infantry besieging Stettin, 1 Corps with 4 Infantry besieging Kustrin, 2 Infantry in Hamburg, 21 Heavy ships, 10 Light ships, 14 Galleys and 5 Transports in commission, 4 Heavy ships and 1 Light ships in ordinary, 5 Heavy ships and 1 Light ships damaged in the Baltic, 5 Heavy ships, 3 Light ships, 3 Galleys in commission, 1 Heavy ships and 1 Light ships damaged in the Black Sea, up to 5 depots, any desired Squadrons and Fleets and \$30. All Tribal Corps are at full strength, and may be placed in their province of origin if desired. The following leaders are available: Rtishchev (Caucasus), Platov, Alexander I (R), Dochturov, Wittgenstein, Tormassov, Yermolov and Barclay.

#### 18.1.5.7 Spain

14 Infantry, 31 Militia, 6 Cavalry, 5 Heavy ships and 5 Light ships in commission, 4 Heavy ships and 2 Light ships in ordinary, 4 Heavy ships and 4 Light ships damaged, up to 2 depots, any desired Corps, Squadrons and Fleets and \$10. Spanish Overseas Fleet (5.1.5): 5 Light ships. The following leaders are available: Castanos, Ballesteros, Blake, Palafox, Del Parque, Mendizabal and Giron. Spanish forces (and depots) may be set up anywhere within Portugal, Majorca, Estremadura, Galicia, Leon and/or Andalusia provinces. Spain sets up 30 Guerrillas, in any home nation provinces, maximum of 5 per province, after all other Major Power's forces have been set up.

#### 18.1.5.8 Minor Countries and Kingdoms

The Major Powers control the following Kingdoms and minor countries.

**Austria:** none

**France:** Naples, Kingdom of Denmark (Denmark, Holstein, Norway), Kingdom of Italy (Lombardy, Modena, Romagna, Parma, Venetia), and Kingdom of the Rhine (Baden, Berg, Breisgau, Gottingen, Hanover, Hesse, Lausitz, Magdeburg, Munster, Nassau, Saxony, Swabia, Thuringia, Wurttemberg and Wurzburg) as Client State minor countries, Carinthia as a ceded province, Dalmatia, Danzig, Flanders, S. Pommerania, Genoa, Hamburg, Holland, Julich, Liege, Luxemburg, Oldenburg, Palatinate, Papacy, Piedmont, Savoy, Switzerland, and Tuscany as Conquered minor countries.

**Britain:** Portugal and Sweden as Client State minor countries, Corfu, Egypt, Gibraltar, Malta and Sicily as Conquered minor countries.

**Prussia:** Mecklenburg as a Conquered minor country.

**Russia:** Georgia as a Client State minor country, Imeretia and Finland as Conquered minor countries, Bessarabia as a ceded province.

**Spain:** Morocco as an Influenced minor country. In addition, Spain has unconditional access rights to Cueta in Morocco.

**Ottoman:** Syria as Client State minor country, Palestine and Rhodes as Conquered minor countries, Algeria as Ally minor country, Tunisia and Kingdom of Libya (Tripolitania and Cyrenaica) as Influenced minor countries.

In addition, the Kingdom of Bavaria (comprising Bavaria, Ansbach and Tyrol) is in existence.

#### 18.1.5.9 Reinforcements

Leader reinforcements are available according to the LEADER REINFORCEMENT CHART.

### 18.2 CAMPAIGN RANDOM EVENTS CHART

For this Campaign, use the RANDOM EVENT TABLE in 4.13, with **75-84** treated as "Persian Invasion" and **85-88** treated as "Wahhabist Revolt". **89-00** is treated as no event, and there is no Campaign specific RANDOM EVENT TABLE for this Campaign.

**75-84 Persian Invasion:** Persia is at war with either Russia or the Ottoman (50% each). Control of the Persians goes to: firstly, Russia or the Ottoman (the one not being invaded) if at war with each other, secondly to a player who is at war with the invaded Major Power, and finally to anyone who is willing to take control. If multiple Major Powers with equal level of claims desire control, roll D6 to determine control.

Persian forces may only enter the home nation provinces of the Major Power with which they are at war, along with Circassia, Chechnya, Georgia and Imeretia. Persian forces are automatically granted access rights by either Russia or the Ottoman (the one not at war with Persia) for access through any of these minors if controlled.

The major power controlling Persia receives \$10 initially, and an additional \$10 per economic phase for the Persians (for purchase of depots and supply). This money is kept separate, with the Persians treated as a Kingdom. For the controlling Major Power to "loan" money to the Persians, he must do so in an economic phase *and* be at war with the same major power that the Persians are. The Persians cannot loan money to a Major Power. Persian forces pay no maintenance in the Economic Phase. The Persian forces of two Tribal Cavalry Corps and three Tribal Infantry Corps and any available leaders are setup within Persia immediately when the event is rolled.

The Persian Corps function as normal Tribal Corps, and may be filled in the December Levy Step, in the normal manner (8.12.1.2.2). The Persian invasion is over when any of the following conditions are met:

- Persia has suffered a loss of 40 or more factors.
- 12 turns have passed since the Persian Invasion event occurred.
- The Major Power at war with Persia has unbesieged occupation of Yerevan for three consecutive months.

The Major Power at war with Persia gains “+3” political points in any of these three cases. The war with Persia may also end if the Major Power at war offers a conditional surrender (which Persia must accept), resulting in the loss of “-5” political points, and the surrendering Major Power must pay reparations (as per peace condition B.3) to Persia. Surrendering to Persia is considered surrender to a Major Power and may be combined with surrender to other Major Powers, for no additional political point loss (4.6.7). Persia automatically “picks” first, taking condition B.3 as its first and only condition.

Following a peace with Persia (either victory or defeat) that Major Power may not be invaded by Persia for 12 months (with the event automatically effecting the other possible victim, if permissible).

The Major Power controlling Persia gains and loses political points in the manner of any Sponsored minor country. The only exception is when the war is over, that the Major Power neither gains nor loses the political points as a result of the peace. If the Major Power controlling Persia is at war with the “victim” of the Persian Invasion, that Major Power may use his depots and pay for Persian supply. If this event is rolled while currently in effect, treat as no event.

**85-88 Wahhabist Revolt:** This represents raids and attacks on Medina and Mecca by Wahhabist from Arabia. The Ottoman must garrison the Palestine minor country with 20 factors in Corps within the next 4 months with any shortfall being deducted on a \$1 per factor basis in the next economic phase, and resulting in a “-2” political point loss<sup>122</sup>. This event can only occur once per year, treat as no event for subsequent occurrence in the same year. If Palestine is not an Ottoman Conquered, Client State, Sponsored State, Ally or Influenced minor country (or part of an Ottoman controlled Kingdom), treat as no event.

### 18.3 KINGDOM FORMATION TABLE

This table presented in 14.3 applies to this Campaign with the following changes detailed below.

Name of Kingdom	Who may form	Possible Territory	Pol. Pts.
Baden	Any Major Power	**Baden, *Breisgau	0
Bavaria	Any Major Power	**Bavaria, *Ansbach, Palatinate, Tyrol, Wurttemberg, Swabia, Wurzburg	0
Belgium	Austria, Prussia, Spain, Britain	**Flanders, *Liege, *Luxemburg	0
Denmark	Any Major Power	**Denmark, *Holstein, *Norway, Hamburg	0
Ecclesiastical States	Austria, France, Spain	**Papacy, *Romagna, Malta, Rhodes	0
Hanover	Any Major Power	**Hanover, *Munster, Oldenburg	0
Hesse	Any Major Power	**Hesse, *Göttingen	0
Italy	Austria, France, Spain, Ottoman	**Lombardy, *Modena, *Parma, *Romagna, Carinthia, Dalmatia, Genoa, Venetia	+2
Naples	Any Major Power	**Naples, *Sicily	0
Poland	Any Major Power	**Masovia, and any 1 of the following: Danzig, East Galicia, Lithuania, Podolia, Polesia, Posen, Volhynia, West Prussia, West Galicia, White Russia	+1 (additional +1 for every three provinces)
Rhine	Austria, France, Prussia, Russia	**Berg, *Ansbach, *Baden, *Bavaria, *Breisgau, *Göttingen, *Hanover, *Hesse, *Lausitz, *Munster, *Nassau, *Saxony, *Swabia, *Thuringia, *Wurttemberg, *Wurzburg, Hamburg, Magdeburg, Mecklenburg, Oldenburg, Tyrol	+4
Savoy	Austria, France, Spain, Britain	**Sardinia, *Piedmont, Genoa, Savoy	0
Saxony	Any Major Power	**Saxony, *Lausitz	0
Sweden	Any Major Power	**Sweden, *Finland, S.Pommerania, Norway, Karelia	0
Westphalia	Austria, France	**Magdeburg, *Hanover, *Munster, *Hesse, *Göttingen, Mecklenburg, Oldenburg	+2
Wurttemberg	Any Major Power	**Wurttemberg, *Swabia	0

<sup>122</sup> For example, if the Ottoman gets only 10 factors in Corps in the Palestine minor country within six months, it would lose \$10 in the following economic phase and “-2” political points.



Wurzburg	Any Major Power	**Wurzburg, *Thuringia	0
** indicates required territory for formation of the new Kingdom and the national capital of Kingdom, * indicates required territory for formation of the Kingdom			

#### 18.4 GERMAN BUND

The rules presented in 14.5 apply in this Campaign.

#### 18.5 MAJOR POWER SPECIFIC RULES

##### 18.5.1 AUSTRIA

Austria's home nation provinces are: Austria, Bohemia, Moravia, Hungary, Military Border, East Galicia, West Galicia and Transylvania. Silesia, Tyrol and Carinthia become Austrian home nation provinces after they have been ceded to Austria or are conquered by Austria.

##### 18.5.1.1 Military Reform (Changing the NATIONAL CARD)

The "Austria 1810" NATIONAL CARD is used for the duration of this Campaign.

##### 18.5.1.2 Austrian Insurrection Corps

The rules presented in 14.6.1.4 apply in this Campaign.

##### 18.5.1.3 The Austrian Tyrol Revolt Corps

The rules presented in 14.6.1.5 apply in this Campaign.

##### 18.5.2 BRITAIN

Britain's home nation provinces are: England, Ireland, Scotland and Wales.

##### 18.5.2.1 Military Reform (Changing the NATIONAL CARD)

The "Britain 1810" NATIONAL CARD is used for the duration of this Campaign.

##### 18.5.2.2 British Trade

Base British Colonial Trade is 10\$, and it cannot be increased beyond \$20 through random events (0) for the duration of the Campaign.

##### 18.5.2.3 Britain and Egypt (OPTIONAL)

The rules presented in 14.6.2.4 apply in this Campaign.

##### 18.5.2.4 Britain and Portugal (OPTIONAL)

The rules presented in 14.6.2.5 apply in this Campaign.

##### 18.5.2.5 Ireland (OPTIONAL)

The rules presented in 14.6.2.6 apply in this Campaign.

##### 18.5.2.6 British Training (OPTIONAL)

The rules presented in 14.6.2.7 apply in this Campaign.

##### 18.5.2.7 British Militia

The rules presented in 14.6.2.8 apply in this Campaign.

##### 18.5.2.8 Constitutional Forces (OPTIONAL)

The rules presented in 14.6.2.9 apply in this Campaign.

##### 18.5.3 FRANCE

France's home nation provinces are: Picardy, Normandy, Brittany, Poitou, Ile de France, Champagne, Alsace, Burgundy, Berri, Guyenne, Gascony, Languedoc, Lorraine, Provence and Corsica.

##### 18.5.3.1 Military Reform (Changing the NATIONAL CARD)

The "Republican France 1812" NATIONAL CARD is used for the duration of this Campaign.

##### 18.5.3.2 Napoleon's Ratings (OPTIONAL)

The rules presented in 16.6.3.2 apply in this Campaign.

##### 18.5.3.3 Anglo-French Relations (OPTIONAL)

The rules presented in 16.6.3.3 apply in this Campaign.

##### 18.5.4 OTTOMAN SPECIAL RULES

Ottoman home nation provinces are: Moldavia, Wallachia, Bulgaria, Rumelia, Thrace, Smyrna, Anatolia, Trabizon, Armenia, Serbia, Bosnia, Albania, Macedonia, Greece, Cyprus and Crete. Bessarabia becomes an Ottoman home nation province after it has been ceded to the Ottoman or is conquered by the Ottoman.

##### 18.5.4.1 Military Reform (Changing the NATIONAL CARD)

The "Ottoman 1809" NATIONAL CARD is used for the duration of this Campaign.

##### 18.5.4.2 Additional Tribal Corps

The rules presented in 14.6.4.2 apply in this Campaign.

##### 18.5.4.3 Ottoman Stubbornness (OPTIONAL)

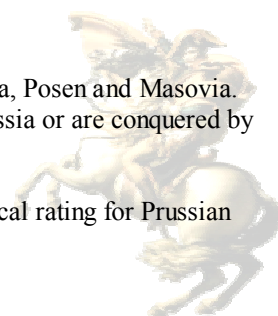
The rules presented in 14.6.4.3 apply in this Campaign.

##### 18.5.5 PRUSSIA

Prussia's home nation provinces are: Brandenburg, Pommerania, Silesia, West Prussia, East Prussia, Posen and Masovia. Danzig and Magdeburg become Prussian home nation provinces after they have been ceded to Prussia or are conquered by Prussia.

##### 18.5.5.1 Military Reform (Changing the NATIONAL CARD)

The "Prussia 1812" NATIONAL CARD is used for the duration of this Campaign. The Intrinsic Tactical rating for Prussian Corps is "2" for the duration of this Campaign.



**18.5.5.2 Saved Manpower**

Prussia is considered to have given a surrender as in 16.6.5.2, and may save up to “100” manpower points.

**18.5.5.3 Improved Strategic Ratings**

The intrinsic strategic rating of Prussian Corps is “2” for this Campaign.

**18.5.6 RUSSIA**

Russia’s home nation provinces are: St. Petersburg, Karelia, Livonia, Novgorod, White Russia, Moscow, Ukraine, Astrakan, Caucasus, Don, Crimea, Novorussia, Lithuania, Polesia, Podolia and Volhynia.

**18.5.6.1 Military Reform (Changing the NATIONAL CARD)**

The “Russia 1812” NATIONAL CARD is used for the duration of this Campaign.

**18.5.6.2 Grusinian Corps**

The rules presented in 14.6.7.1 apply in this Campaign.

**18.5.6.3 Caucasus Commander**

The rules presented in 14.6.7.3 apply in this Campaign.

**18.5.7 SPAIN**

Spain’s home nation provinces are: Galicia, Leon, Old Castille, Aragon, Catalonia, New Castille, Valencia, Murcia, Andalusia, Estremadura and Majorca.

**18.5.7.1 Military Reform (Changing the NATIONAL CARD)**

The “Spain 1810” NATIONAL CARD is used for the duration of this Campaign.

**18.5.7.2 Ordenanza (OPTIONAL)**

The rules presented in 14.6.8.4 apply in this Campaign.

**18.5.7.3 Spanish Naval Manning Problems (OPTIONAL)**

The rules presented in 14.6.8.4 apply in this Campaign.

**18.5.7.4 Spanish Naval Maintenance Problems (OPTIONAL)**

The rules presented in 16.6.7.4 apply in this Campaign.

**18.6 VICTORY POINT LEVELS**

1813 Campaign	
Austria	90
Britain	110
France	110
Ottoman	90
Prussia	110
Russia	105
Spain	105



## 19. THE VERY GRAND CAMPAIGN

There is no reason why an extremely dedicated group with a lot of time on their hands could not play from 1788 through 1815. The following rules attempt to “bridge” this possibility.

1. Commence the 1788 Campaign, as per the rules in 14.0.
2. In June 1796, the 1796 Campaign rules supercede the 1788 Campaign rules, where possible, with rules included in the 1788 Campaign but not in the 1796 Campaign dropped. The setup information in 15.1 is not used.
3. In January 1805, the 1805 Campaign rules supercede the 1796 Campaign rules, where possible, with rules included in the 1796 Campaign but not in the 1805 Campaign dropped. The setup information in 16.1 is not used.

One area that requires more detailed bridging, is the various NATIONAL CARDS and foraging modifiers. These are reviewed by Major Power:

- **Austria:** Start the Campaign with the 1788 NATIONAL CARD, making the transitions to the 1805 and 1810 NATIONAL CARDS as per 16.6.1.1. The reduced foraging ability persists from the start of the Campaign until April 1798 (14.6.1.1).
- **Britain:** Start the Campaign with the 1788 NATIONAL CARD, making the transition to the 1796 NATIONAL CARD as per 15.6.2.2, and the transition to the 1810 NATIONAL CARD as per 16.6.2.1. The reduced foraging ability persists from the start of the Campaign until April 1798 (14.6.2.1).
- **France:** Start the Campaign with the Royalist France 1788 NATIONAL CARD, making the transition to the Revolutionary France and Republican France NATIONAL CARDS as per 14.6.3.5.1, and the transition to the Republican France 1812 NATIONAL CARD as per 16.6.3.1. If France remains Royalist or becomes Royalist again during the course of the Campaign, the France Royalist 1788 NATIONAL CARD is used until January 1805, making the transition to the Royalist France 1805 NATIONAL CARD as per 16.6.3.1. The transition to the France Royalist 1812 NATIONAL CARD is made per 16.6.3.1. Royalist France has a reduced foraging ability, persisting from the start of the Campaign (14.6.3.3) until June 1796, at which time the modifier is reduced (15.6.3.3). The modifier is lifted in January 1805.
- **Ottoman:** Start the Campaign with the 1788 NATIONAL CARD, making the transition to the 1796 NATIONAL CARD as per 15.6.4.1, and the transition to the 1809 NATIONAL CARD as per 16.6.4.1.
- **Prussia:** Start the Campaign with the 1788 NATIONAL CARD, making the transition to the 1805 and 1812 NATIONAL CARDS as per 16.6.5.1. The reduced foraging ability persists from the start of the Campaign (14.6.5.1) until January 1800, at which time the modifier is reduced (15.6.5.1). The modifier is lifted in January 1805.
- **Russia:** Start the Campaign with the 1788 NATIONAL CARD, making the transition to the 1802 NATIONAL CARD as per 15.6.6.1, and the transition to the 1812 NATIONAL CARD as per 16.6.6.1.
- **Spain:** Start the Campaign with the 1788 NATIONAL CARD, making the transition to the 1802 NATIONAL CARD as per 15.6.7.2, and the transition to the 1810 NATIONAL CARD as per 16.6.7.1. The reduced foraging ability persists from the start of the Campaign (14.6.8.1) until January 1800, at which time the modifier is reduced (15.6.7.1). The modifier is lifted in January 1805.
- **Poland:** Start the Campaign with the 1788 NATIONAL CARD, making the transition to the 1805 NATIONAL CARD in January 1805, and the transition to the 1812 NATIONAL CARD in January 1812. There is no political point cost for making these transitions (Let’s face it, the odds of Poland being around to make those transitions isn’t that high, if they are around, they deserve to get them for free).
- **Minor Countries and Kingdoms:** Start the Campaign with the 1788 NATIONAL CARDS, making the transition to the 1805 NATIONAL CARDS in January 1805, and the transition to the 1812 NATIONAL CARDS in January 1812.

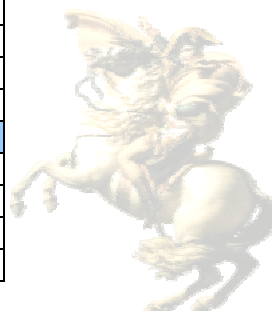
### 19.1 VICTORY POINT LEVELS

Grand Campaign	
Austria	730
Britain	780
France	740
Ottoman	650
Prussia	660
Russia	730
Spain	645



## 20. OPTIONAL RULES CHECKLIST

Rule	Yes	No
4.3 The Revolt Step		
4.4.3.1 Less Restricted Declaration of War		
4.12 Ottoman Turmoil Step		
4.13 Random Events Step		
5.2.5 Flooding Holland		
6.4 Flee Step		
6.8 The Privateer Step		
7.3.11.2.2 Secondary Generals		
7.4.2.1.1.1 Limited Supply per Depot		
7.5.2.8 Step Eight-Guard and Artillery use		
7.7.4 Obdurate Nations		
7.7.5 Plunder		
7.8 Prisoner Attrition Step		
8.4.2 Economic Manipulation		
8.5.4.2 Harbour build limits		
8.5.4.3 Improved Harbour Defenses		
8.8.4 Fleet Status Check		
8.11 Naval Wastage		
11.0 Alternate Victory Points		
<b>1788 Campaign</b>		
14.1.3 Existing Wars and Treaties		
14.1.4 Starting Declarations of War		
14.6.2.4 Britain and Egypt		
14.6.2.5 Britain and Portugal		
14.6.2.6 Ireland		
14.6.2.7 British Training		
14.6.2.9 Constitutional Forces		
14.6.2.10 Parliamentary Politics		
14.6.2.11 Peace of Amiens		
14.6.2.12 Protecting the Netherlands		
14.6.2.13 Irish Brigands		
14.6.3.7 The French Revolution - Part Deux: A Civil War		
14.6.4.3 Ottoman Stubbornness/Fanaticism		
14.6.4.4 Ottoman Naval Problems		
14.6.6.5 Polish Guerrillas		
14.6.8.4 Ordenanza		
14.6.8.5 Spanish Naval Manning Problems		
<b>1796 Campaign</b>		
15.1.3 Existing Wars and Treaties		
15.1.4 Starting Declarations of War		
15.6.2.4 Britain and Egypt		
15.6.2.5 Britain and Portugal		
15.6.2.6 Ireland		
15.6.2.7 British Training		
15.6.2.9 Constitutional Forces		
15.6.2.10 Peace of Amiens		
15.6.2.11 Irish Brigands		
15.6.3.5 The French Revolution - Part Deux: A Civil War		
15.6.4.3 Ottoman Stubbornness		
15.6.7.3 Ordenanza		
15.6.7.4 Spanish Naval Manning Problems		
<b>1805 Campaign</b>		
16.1.2 Existing Wars and Treaties		
16.1.3 Starting Declarations of War		
16.6.2.3 Britain and Egypt		
16.6.2.4 Britain and Portugal		





16.6.2.5 Ireland		
16.6.2.6 British Training		
16.6.2.8 Constitutional Forces		
16.6.3.2 Napoleon's Ratings		
16.6.3.3 Anglo-French Relations		
16.6.4.3 Ottoman Stubbornness		
16.6.7.2 Ordenanza		
16.6.7.3 Spanish Naval Manning Problems		
16.6.7.4 Spanish Naval Maintenance Problems		
<b>1812 Campaign</b>		
17.1.2 Existing Wars and Treaties		
17.1.3 Starting Declarations of War		
17.5.2.3 Britain and Egypt		
17.5.2.4 Britain and Portugal		
17.5.2.5 Ireland		
17.5.2.6 British Training		
17.5.2.8 Constitutional Forces		
17.5.3.2 Napoleon's Ratings		
17.5.3.3 Anglo-French Relations		
17.5.4.3 Ottoman Stubbornness		
17.5.7.2 Ordenanza		
17.5.7.3 Spanish Naval Manning Problems		
17.5.7.4 Spanish Naval Maintenance Problems		
<b>1813 Campaign</b>		
18.1.2 Existing Wars and Treaties		
18.1.3 Starting Declarations of War		
18.5.2.3 Britain and Egypt		
18.5.2.4 Britain and Portugal		
18.5.2.5 Ireland		
18.5.2.6 British Training		
18.5.2.8 Constitutional Forces		
18.5.3.2 Napoleon's Ratings		
18.5.3.3 Anglo-French Relations		
18.5.4.3 Ottoman Stubbornness		
18.5.7.2 Ordenanza		
18.5.7.3 Spanish Naval Manning Problems		
18.5.7.4 Spanish Naval Maintenance Problems		

