

# ***Empires In Arms™***

## ***The Napoleonic Wars of 1805 ~ 1815***

Current Forces Setup” button and then use them at later dates by simply loading them using the “Load A Saved Setup” button.

### **5.3 Nation Setup Order**

Players set up their Major Power and controlled minor countries in this order: Russia, Turkey, Austria, Prussia, Spain, France and Great Britain.

#### **5.3.1 The Classic Empires in Arms 1805 Grand Campaign Game**

##### **Major Power Forces**

The Major Powers forces begin with these strengths:

**RUSSIA:** 75 infantry, 5 Guard, 10 cavalry, 2 Cossacks, 49 heavy ships, 8 depots, any desired corps and fleets, and \$37. All leaders except BARCLAY, TORMASSOV, and WITTGENSTEIN are available at the start of the game. Chechnya, Corfu, and Georgia as Conquered minor countries.

**TURKEY:** 35 infantry, 7 cavalry, 22 heavy ships, 7 depots, any desired corps and fleets, and \$11. All feudal corps begin at full strength and may be setup on the map if desired. All leaders are available at the start of the game. The Turkish player also sets up Syria (and the Syria corps). Syria as Free State minor country; Imertia, Palestine, and Rhodes as Conquered minor countries.

**AUSTRIA:** 75 infantry, 7 Guard, 15 cavalry, no ships, 9 depots, any desired corps, and \$33. Both Insurrection corps begin at full strength but may not be setup on the map. The Tyrol corps may be used only under the conditions of 13.2.5. All leaders except for SCHWARZENBERG are available at the start of the game. Dalmatia and Venetia as Conquered minor countries.

**PRUSSIA:** 80 infantry, 3 Guard, 17 cavalry, no ships, 8 depots, any desired corps, and \$18 and 9 manpower. Only leaders BRUNSWICK and HOHENLOHE are available at the start of the game. The Prussian player also sets up Saxony (and the Saxony corps). Saxony as Free State minor country; Lausitz, and S. Pomerania as Conquered minor countries.

**SPAIN:** 41 infantry, 1 Guard, 6 cavalry, 57 heavy ships, any desired corps and fleets, 6 depots, and \$16. Only leaders BLAKE and CASTANOS are available at the start of the game.

**FRANCE:** 135 infantry, 5 Guard, 17 cavalry, 49 heavy ships, any desired corps and fleets, 8 depots, and \$45. All leaders except EUGENE and JEROME are available at the start of the game. The French player also sets up Holland (and the Holland corps and the Holland fleet). Holland as Free State minor country; Corsica, Flanders, Genoa, Hanover, Julich, Liege, Lombardy, Luxembourg, Palatinate, Piedmont, Savoy, and Switzerland as Conquered minor countries.

**GREAT BRITAIN:** 19 infantry, 1 Guard, 4 cavalry, 100 heavy ships, any desired corps and fleets, 8 depots, and \$25. NELSON is the only leader available at the start. Home nation provinces of: England, Ireland, Scotland and Wales. Gibraltar and Malta as Conquered minor countries.

**REINFORCEMENTS:** The following leaders arrive in the Reinforcement Phase of February in the year indicated or on any later Turn. Austria: SCHWARZENBERG (1810); France: EUGENE (1806) and JEROME (1808); Great Britain: WELLINGTON (1806), MOORE (1807) and BERESFORD (1808); Prussia: BLUCHER (1806) and YORCK (1813); Russia: BARCLAY (1810), TORMASSOV (1811), and WITTGENSTEIN (1812); Spain: CUESTA (1807). The Austrian Freikorps is available during the Levy Step of March, 1809, and the Prussian Freikorps is available during the Levy Step of March, 1813. The BERNADOTTE leader changes from being a French leader in August, 1810, to a Swedish leader (1811).

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**Minor Country Status:**

Classic EIA 1805 Campaign			
Country	Starting Status	Starting Forces (a) (f)	Morale Inf - Cav
<b>Algeria</b> (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Ansbach (d)	Neutral	-	-
<b>Baden</b> (d)	Neutral	7 infantry, 1 cavalry	3 - 4
<b>Bavaria</b> (d)	Neutral	12 infantry, 2 cavalry	2 - 3
Berg (d)	Neutral	1 infantry	-
Breisgau (d)	Neutral	1 infantry	-
Chechnya	Russian Conquered	-	-
Circassia	Neutral	2 infantry	-
Corfu	Russian Conquered	-	-
Corsica	French Conquered	-	-
<b>Cyrenaica</b> (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Dalmatia	Austrian Conquered	-	-
<b>Denmark</b>	Neutral	7 infantry, 1 cavalry, 19 heavy	2 - 3
<b>Egypt</b> (c)(e)	Neutral	17 infantry, 6 cavalry	1 - 3
Finland	Swedish Secondary District	-	-
Flanders	French Conquered	-	-
Genoa	French Conquered	-	-
Georgia	Russian Conquered	-	-
Gibraltar	British Conquered	-	-
Göttingen (d)	Neutral	-	-
Hamburg (d)	Neutral	1 infantry	-
Hanover (d)	French Conquered	-	2 - 2
<b>Hesse</b> (d)	Neutral	7 infantry, 1 cavalry	3 - 4
<b>Holland</b>	French Free State	5 infantry, 1 cavalry, 15 heavy	2 - 3
Holstein	Neutral	-	-
Imertia	Turkish Conquered	-	-
Julich (d)	French Conquered	-	-
Lausitz (d)	Prussian Conquered	1 infantry	-
Liege	French Conquered	-	-
<b>Lombardy</b>	French Conquered	-	3 - 3
Luxembourg	French Conquered	-	-
Malta	British Conquered	-	-
Mecklenburg (d)	Neutral	1 infantry	-
Modena	Neutral	1 infantry	-
<b>Morocco</b> (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Munster (d)	Neutral	1 infantry	-
<b>Naples</b>	Neutral	9 infantry, 2 cavalry, 5 heavy	2 - 2
Nassau (d)	Neutral	1 infantry	-
Norway	Danish Secondary District	-	-
Oldenburg (d)	Neutral	1 infantry	-
Palatinate	French Conquered	-	-
Palestine (e)	Turkish Conquered	-	-
Papacy	Neutral	1 infantry	-
Parma	French Conquered	-	-
<b>Persia</b>	Neutral	3 infantry, 2 cavalry	2 - 3
<b>Piedmont</b>	French Conquered	-	3 - 3
<b>Portugal</b>	Neutral	9 infantry, 1 cavalry, 12 heavy	2 - 2
Rhodes	Turkish Conquered	-	-
Romagna	Neutral	1 infantry	-
Sardinia	Neutral	1 infantry	-
Savoy	French Conquered	-	-
<b>Saxony</b> (d)	Prussian Free State	9 infantry, 2 cavalry	2 - 4
Sicily	Naples Secondary District	-	-

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Country	Starting Status	Starting Forces (a) (f)	Morale Inf - Cav
S. Pomerania	Prussian Conquered	-	-
Swabia (d)	Neutral	1 infantry	-
<b>Sweden</b>	Neutral	13 infantry, 2 cavalry, 12 heavy	3 - 4
Switzerland	French Conquered	-	-
<b>Syria</b> (c)(e)	Turkish Free State	5 infantry, 6 cavalry	1 - 2
Thuringia (d)	Neutral	1 infantry	-
<b>Tripolitania</b> (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
<b>Tunisia</b> (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Tuscany	Neutral	1 infantry	-
<b>Venetia</b>	Austrian Conquered	-	3 - 3
<b>Wurtemberg</b> (d)	Neutral	5 infantry, 1 cavalry	3 - 3
<b>Wurzburg</b> (d)	Neutral	-	-

- (a) For minor countries with corps, when war is declared on that minor country for a second time or more, the program will start with whatever forces the minor country last had before they returned to neutral.
- (b) *Consolidated into footnote (c).*
- (c) If this nation is a part of the Ottoman Empire then the standard morale values are "1.0" for infantry and "2.0" for cavalry. If Turkey controls this minor as part of the Ottoman Empire, the morale value becomes "2.0" for infantry and "3.0" for cavalry.
- (d) Component minor country of the Confederation of the Rhine.
- (e) Component minor country of the Ottoman Empire.
- (f) *Starting Forces include Empires in Arms house rule that adds 1 infantry garrison in every neutral capital and gives Egypt a Fleet (but no ships at start).*

### **5.3.2 The Alternate Empires in Harm 1805 Grand Campaign Game**

#### **Major Power Forces**

The Major Powers forces begin with these strengths:

**RUSSIA:** 75 infantry, 5 Guard, 10 cavalry, 32 heavy ships, 7 light ships, and 10 transports, any desired corps and fleets, 6 depots, and \$37. All leaders except BARCLAY, TORMASSOV, and WITTGENSTEIN are available at the start of the game. Corfu as a Conquered minor country; Georgia as Ally minor country.

**TURKEY:** 20 infantry, 2 cavalry, 12 heavy ships, 16 light ships and 10 transports, any desired corps and fleets, 7 depots, and \$11. All Feudal corps 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. All leaders are available at the start of the game. Syria as Free State minor country (and the Syria corps); Palestine, Rhodes as Conquered minor countries; Algeria, Imertia as Ally minor countries; Tunisia, Tripolitania and Cyrenaica as Influenced minor countries.

**AUSTRIA:** 75 infantry, 7 Guard, 17 cavalry, 2 light ships, up to 7 depots, any desired corps and fleets, 9 depots, and \$33. Both Insurrection corps begin at full strength but may not be setup on the map. The Tyrol corps may be used only under the conditions of 13.2.5. All leaders except for SCHWARZENBERG are available at the start of the game. Dalmatia and Venetia as Conquered minor countries.

**PRUSSIA:** 80 infantry, 3 Guard, 17 cavalry, no ships, any desired corps, 8 depots and \$18. Only leaders BRUNSWICK and HOHENLOHE are available at the start of the game. Saxony (and the Saxony corps) as Free State minor country; Ansbach, Gottingen, and Lausitz as Conquered minor countries; Berg, Thuringia, and Wurzburg as Ally minor countries.

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**SPAIN:** 43 infantry, 6 cavalry, 41 heavy ships, 25 light ships and 10 transports, any desired corps and fleets, 6 depots, and \$16. Only leaders BLAKE and CASTANOS are available at the start of the game. Tuscany as Conquered minor country; Naples and Sicily as Ally minor countries; Portugal and Morocco as Influenced minor countries.

**FRANCE:** 135 infantry, 6 Guard, 19 cavalry, 46 heavy ships, 22 light ships and 20 transports, any desired corps and fleets, 8 depots, and \$45. All leaders except EUGENE and JEROME are available at the start of the game. Holland (and the Holland corps and the Holland fleet), Lombardy (and the Lombardy corps) as Free State minor country; Modena, Romagna, Parma, Flanders, Genoa, Hanover, Julich, Liege, Luxemburg, Palatinate, Piedmont, Savoy and Switzerland as Conquered minor countries; Breisgau and Baden as Influenced minor countries.

**GREAT BRITAIN:** 20 infantry, 4 cavalry, 76 heavy ships, 57 light ships and 5 transports, any desired corps and fleets, 8 depots, and \$25. NELSON is the only leader available at the start. Home nation provinces of: England, Ireland, Scotland and Wales. Gibraltar and Malta as Conquered minor countries.

**REINFORCEMENTS:** The following leaders arrive in the Reinforcement Phase of February in the year indicated or on any later Turn. Austria: SCHWARZENBERG (1810); France: EUGENE (1806) and JEROME (1808); Great Britain: WELLINGTON (1806), MOORE (1807) and BERESFORD (1808); Prussia: BLUCHER (1806) and YORCK (1813); Russia: BARCLAY (1810), TORMASSOV (1811), and WITTGENSTEIN (1812); Spain: CUESTA (1807). The Austrian Freikorps is available during the Levy Step of March, 1809, and the Prussian Freikorps is available during the Levy Step of March, 1813. The BERNADOTTE leader changes from being a French leader in August, 1810, to a Swedish leader (1811).

### **Minor Country Status:**

<b>Alternate EIH 1805 Campaign</b>			
<b>Country</b>	<b>Starting Status</b>	<b>Starting Forces (a)</b>	<b>Morale Inf - Cav</b>
<b>Algeria</b> (c)(e)	Turkish Ally	9 infantry, 5 cavalry	1 - 2
Ansbach (d)	Prussian Conquered	-	-
<b>Baden</b> (d)	French Influenced	2 infantry	3 - 4
<b>Bavaria</b> (d)	Neutral	10 infantry	3 - 4
Berg (d)	Prussian Ally	1 infantry	-
Breisgau (d)	French Influenced	2 infantry	-
Chechnya	Neutral	2 infantry	-
Circassia	Neutral	2 infantry	-
Corfu	Russian Conquered	-	-
Corsica	French Conquered	-	-
<b>Cyrenaica</b> (c)(e)	Turkish Influenced	5 infantry, 3 cavalry	1 - 2
Dalmatia	Austrian Conquered	-	-
<b>Denmark</b>	Neutral	10 infantry, 2 cavalry, 13 heavy, 6 light	2 - 2
<b>Egypt</b> (c)(e)	Neutral	30 infantry, 8 cavalry	1 - 2
Finland	Swedish Secondary District	-	-
Flanders	French Conquered	-	-
Genoa	French Conquered	-	-
Georgia	Russian Conquered	2 infantry	-
Gibraltar	British Conquered	-	-
Gottingen (d)	Prussian Conquered	-	-
Hamburg (d)	Neutral	1 infantry	-
Hanover (d)	French Conquered	-	3 - 4
<b>Hesse</b> (d)	Neutral	5 infantry	3 - 4
<b>Holland</b>	French Free State	10 infantry, 2 cavalry, 13 heavy, 5 light	2 - 3
Holstein	Neutral	1 infantry	-
Imertia	Turkish Ally	2 infantry	-
Julich (d)	French Conquered	-	-
Lausitz (d)	Prussian Conquered	1 infantry	-

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Country	Starting Status	Starting Forces (a)	Morale Inf - Cav
Liege	French Conquered	-	-
<b>Lombardy</b>	French Free State	10 infantry, 1 cavalry	3 - 3
Luxembourg	French Conquered	-	-
Malta	British Conquered	-	-
Mecklenburg (d)	Neutral	2 infantry	-
Modena	French Conquered	1 infantry	-
<b>Morocco</b> (c)(e)	Spanish Influenced	5 infantry, 5 cavalry	1 - 2
Munster (d)	Neutral	2 infantry	-
<b>Naples</b>	Spanish Ally	8 infantry, 2 cavalry, 1 heavy, 6 light	2 - 2
Nassau (d)	Neutral	1 infantry	-
Norway	Danish Secondary District	-	-
Oldenburg (d)	Neutral	1 infantry	-
Palatinate	French Conquered	-	-
Palestine (e)	Turkish Conquered	-	-
Papacy	Neutral	2 infantry	-
Parma	French Conquered	1 infantry	-
<b>Persia</b>	Neutral	3 infantry, 2 cavalry	2 - 3
<b>Piedmont</b>	French Conquered	-	3 - 3
<b>Portugal</b>	Spanish Influenced	8 infantry, 1 cavalry, 8 heavy, 8 light	2 - 3
Rhodes	Turkish Conquered	-	-
Romagna	French Conquered	1 infantry	-
Sardinia	Neutral	1 infantry	-
Savoy	French Conquered	-	-
<b>Saxony</b> (d)	Prussian Free State	6 infantry, 2 cavalry	3 - 4
Sicily	Naples Secondary District	-	-
S. Pomerania	Swedish Secondary District	-	-
Swabia (d)	Neutral	1 infantry	-
<b>Sweden</b>	Neutral	12 infantry, 2 cavalry, 10 heavy, 6 light	3 - 4
Switzerland	French Conquered	-	-
<b>Syria</b> (c) (e)	Turkish Free State	5 infantry, 5 cavalry	2 - 2
Thuringia (d)	Prussian Ally	1 infantry	-
<b>Tripolitania</b> (c)(e)	Turkish Influenced	5 infantry, 3 cavalry	1 - 2
<b>Tunisia</b> (c)(e)	Turkish Influenced	5 infantry, 2 cavalry	1 - 2
Tuscany	Spanish Conquered	-	-
<b>Venetia</b>	Austrian Conquered	-	3 - 3
<b>Wurtemberg</b> (d)	Neutral	2 infantry	3 - 4
<b>Wurzburg</b> (d)	Prussian Ally	1 infantry	-

- (a) For minor countries with corps, when war is declared on that minor country for a second time or more, the program will start with whatever forces the minor country last had before they returned to neutral.
- (b) Consolidated into footnote (c).
- (c) If this nation is a part of the Ottoman Empire then the standard morale values are "1.0" for infantry and "2.0" for cavalry. If Turkey controls this minor as part of the Ottoman Empire, the morale value becomes "2.0" for infantry and "3.0" for cavalry.
- (d) Component minor country of the Confederation of the Rhine.
- (e) Component minor country of the Ottoman Empire.

### 5.3.3 The Classic Empires in Arms 1812-1815 Grand Campaign Game

#### Status Setup

**POLITICAL STATUS:** Use the (II) positions from the EIA Political Status Display Card. France: PS 29, VP 8, PSA -1, Neutral; Great Britain: PS 31, VP 9, PSA -2, Dominant; Spain: PS 17, VP 5, PSA +2,