

5.0 The Setup Phase

5.1 Sequence of Play

A "turn" in EIANW represents one month of real time. Each month consists of a number of "phases." Each phase is completed by all players before going on to the next. The Setup Phase must be completed first to prepare for play. The sequence of the Setup Phase is as follows:

5.2 Placing Forces on the Map

Allocated army and naval forces for the scenario are placed on the map at this time. A Major Power need not use all of the available corps, fleets and depots when first setting up, but must use all army factors and ships given. Any depots not initially placed are still available for use but must be paid for when placed during the Land Phase. However, any corps or fleet counters not initially placed cannot be placed until they are paid for during a later Economic Phase.

All of a Major Power's army forces (including those of controlled minor Free States) may be placed as desired in any land areas within the borders of their home nation and/or controlled minor countries. Fleets may start in, or in a sea area adjacent to, any port in the home nation and/or controlled minor countries or may start on the blockade of any port(s) of another Major Power with which it is at war.

NOTE: To determine the current Major Power's available factors during setup (or any time factors become available), click any *land* area on the map and view the Status Panel:



Example: In the box above the message window in the Status Panel shown above are the factors France has for placement during setup. France has 5 factors of Guards, 135 factors of Infantry, 17 factors of Cavalry, 39 Heavy Ships, 22 Light Ships, and 20 Transports. There are also Free State (FS) factors available totaling 10 Infantry, 2 Cavalry, 13 Heavy ships, and 5 Light Ships. When placing forces for Free States, click on the territory of the Free State first to select its force pool and then place its forces.

5.2.1 Manual Setups

To manually setup a game:

- Click the "View Available Counters" button to view the Counter Pool. NOTE: Free State minor countries have their own counter pool button, found in the Selected Nation screen.
- Click to select a unit(s) and then right click to exit counter pool.
- Click the area on the map that you wish to place the unit(s).

At this point the unit is empty. To place factors in the unit simply double-click the unit itself, which will bring up the factor placement screen and allow you to use the spin buttons to place factors in the unit you just placed. You can also click the "Add Forces To Garrison" button to create a garrison in the currently selected city. When placing leaders on map, use the phase button to assign them to the selected corps. NOTE: If you click on the counter and then double-click another area in that Major Power's territory, the counter will move to that location (this does not apply for depots and unattached leaders).

5.2.2 Default and Saved Setups

You can load the default setup file provided with the game (it will place forces and factors quickly for you) by clicking the "Load A Saved Setup" button. You can also save your own setups using the "Save

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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

Status Setup

POLITICAL STATUS: France: PS 31, VP 9, PSA -2, Dominant; Great Britain: PS 28, VP 8, PSA -1, Neutral; Spain: PS 24, VP 7, PSA 0, Neutral; Prussia: PS 29, VP 8, PSA -1, Neutral; Turkey: PS 22, VP 6, PSA +1, Neutral; Russia: PS 26, VP 7, PSA -1, Neutral; Austria: PS 23, VP 6, PSA +1, Neutral.

TIME: The game begins in January 1805 and ends after the December 1815 Turn.

STARTING VICTORY POINTS: All Major Powers begin with zero victory points.

Existing Wars and Treaties: Before any forces are setup. Major Powers may announce pre-existing states of war. This allows Major Powers in effect to declare war before the game begins. No political points are lost for doing so. Pre-existing states of war may be announced only between Major Powers. Players may wish to apply the Great Britain and France Start At War game option. Neutral minor countries may not be involved. No alliances are in effect and no peace conditions apply.

Major Power Forces

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.

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.

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.

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.

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 a 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.

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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:

Classic EIA 1805 Campaign			
Country	Starting Status	Starting Forces (a) (f)	Morale Inf-Cav
Algeria (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Ansbach (d)	Neutral	-	-
Baden (d)	Neutral	7 infantry, 1 cavalry	3 - 4
Bavaria (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	-	-
Cyrenaica (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Dalmatia	Austrian Conquered	-	-
Denmark	Neutral	7 infantry, 1 cavalry, 19 heavy	2 - 3
Egypt (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
Hesse (d)	Neutral	7 infantry, 1 cavalry	3 - 4
Holland	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	-	-
Lombardy	French Conquered	-	3 - 3
Luxembourg	French Conquered	-	-
Malta	British Conquered	-	-
Mecklenburg (d)	Neutral	1 infantry	-
Modena	Neutral	1 infantry	-
Morocco (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Munster (d)	Neutral	1 infantry	-
Naples	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	-	-
Persia	Neutral	3 infantry, 2 cavalry	2 - 3
Piedmont	French Conquered	-	3 - 3

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Country	Starting Status	Starting Forces (a) (f)	Morale Inf-Cav
Portugal	Neutral	9 infantry, 1 cavalry, 12 heavy	2 - 2
Rhodes	Turkish Conquered	-	-
Romagna	Neutral	1 infantry	-
Sardinia	Neutral	1 infantry	-
Savoy	French Conquered	-	-
Saxony (d)	Prussian Free State	9 infantry, 2 cavalry	2 - 4
Sicily	Naples Secondary District	-	-
S. Pomerania	Prussian Conquered	-	-
Swabia (d)	Neutral	1 infantry	-
Sweden	Neutral	13 infantry, 2 cavalry, 12 heavy	3 - 4
Switzerland	French Conquered	-	-
Syria (c)(e)	Turkish Free State	5 infantry, 6 cavalry	1 - 2
Thuringia (d)	Neutral	1 infantry	-
Tripolitania (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Tunisia (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Tuscany	Neutral	1 infantry	-
Venetia	Austrian Conquered	1 heavy	3 - 3
Wurttemberg (d)	Neutral	5 infantry, 1 cavalry	3 - 3
Wurzburg (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

Status Setup

POLITICAL STATUS: France: PS 31, VP 9, PSA -2, Dominant; Great Britain: PS 28, VP 8, PSA -1, Neutral; Spain: PS 24, VP 7, PSA 0, Neutral; Prussia: PS 29, VP 8, PSA -1, Neutral; Turkey: PS 22, VP 6, PSA +1, Neutral; Russia: PS 26, VP 7, PSA -1, Neutral; Austria: PS 23, VP 6, PSA +1, Neutral.

TIME: The game begins in January 1805 and ends after the December 1815 Turn.

STARTING VICTORY POINTS: All Major Powers begin with zero victory points.

Existing Wars and Treaties: Before any forces are setup. Major Powers may announce pre-existing states of war. This allows Major Powers in effect to declare war before the game begins. No political points are lost for doing so. Pre-existing states of war may be announced only between Major Powers. Players may wish to apply the Great Britain and France Start At War game option. Neutral minor countries may not be involved. No alliances are in effect and no peace conditions apply.

Major Power Forces

FRANCE: 6 Guard, 135 infantry, 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; Corsica, Modena, Romagna, Parma, Flanders, Genoa,

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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.

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.

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.

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.

RUSSIA: 5 Guard, 75 infantry, 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.

AUSTRIA: 7 Guard, 75 infantry, 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.

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:

Alternate EIH 1805 Campaign			
Country	Starting Status	Starting Forces (a)	Morale Inf-Cav
Algeria (c)(e)	Turkish Ally	9 infantry, 5 cavalry	1 - 2
Ansbach (d)	Prussian Conquered	-	-
Baden (d)	French Influenced	2 infantry	3 - 4
Bavaria (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	-	-
Cyrenaica (c)(e)	Turkish Influenced	5 infantry, 3 cavalry	1 - 2

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Country	Starting Status	Starting Forces (a)	Morale Inf-Cav
Dalmatia	Austrian Conquered	-	-
Denmark	Neutral	10 infantry, 2 cavalry, 13 heavy, 6 light	2 - 2
Egypt (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
Hesse (d)	Neutral	5 infantry	3 - 4
Holland	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	-
Chechnya	Neutral	2 infantry	-
Lombardy	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	-
Morocco (c)(e)	Spanish Influenced	5 infantry, 5 cavalry	1 - 2
Munster (d)	Neutral	2 infantry	-
Naples	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	-
Persia	Neutral	3 infantry, 2 cavalry	2 - 3
Piedmont	French Conquered	-	3 - 3
Portugal	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	-	-
Saxony (d)	Prussian Free State	6 infantry, 2 cavalry	3 - 4
Sicily	Naples Secondary District	-	-
S. Pomerania	Swedish Secondary District	-	-
Swabia (d)	Neutral	1 infantry	-
Sweden	Neutral	12 infantry, 2 cavalry, 10 heavy, 6 light	3 - 4
Switzerland	French Conquered	-	-
Syria (c) (e)	Turkish Free State	5 infantry, 5 cavalry	2 - 2
Thuringia (d)	Prussian Ally	1 infantry	-
Tripolitania (c)(e)	Turkish Influenced	5 infantry, 3 cavalry	1 - 2
Tunisia (c)(e)	Turkish Influenced	5 infantry, 2 cavalry	1 - 2
Tuscany	Spanish Conquered	-	-
Venetia	Austrian Conquered	1 heavy	3 - 3
Wurttemberg (d)	Neutral	2 infantry	3 - 4
Wurzberg (d)	Prussian Ally	1 infantry	-

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- (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: France: PS 29, VP 8, PSA -1, Neutral; Great Britain: PS 31, VP 9, PSA -2, Dominant; Spain: PS 17, VP 5, PSA +2, Instability; Prussia: PS 19, VP 5, PSA +1, Instability; Turkey: PS 20, VP 5, PSA +1, Neutral; Russia: PS 29, VP 8, PSA -1, Neutral; Austria: PS 23, VP 6, PSA +1, Neutral.
TIME: The game begins in June 1812 and ends after the December 1815 Turn.

STARTING VICTORY POINTS:

Austria:	210
France:	260
Great Britain:	250
Prussia:	180
Spain:	180
Russia:	205
Turkey:	200

Existing Wars and Treaties

WARS: France is at war with Great Britain, Spain and Russia. Great Britain is also at war with the United States. Players may wish to apply the Great Britain and France Start At War game option.

ALLIANCES: France is allied with Austria and Prussia. Great Britain is allied with Spain.

PEACE CONDITIONS AND AGREEMENTS: France and Prussia are under an enforced peace until March 1813. France has unconditional access through Prussia and can garrison Konigsburg. France has the Prussian I Corps (until September 1812) on loan under Peace Condition B.4. France and Austria are under an enforced peace until July 1813. France has unconditional access through Austria. France and Austria have a royal marriage as per Peace Condition B.5. France has the Austrian I Corps (until January 1813) on loan under Peace Condition B.4. Russia and Turkey just concluded a war and are under an enforced peace until January 1814.

Major Power Forces

FRANCE: 20 Guard, 159 infantry, 147 militia, 31 cavalry, 12 artillery, 25 heavy ships, 8 depots, any desired corps and fleets, and \$25. All leaders except BERNADOTTE are available at the start of the game. France controls the Confederation of the Rhine (Ansbach, Baden, Bavaria, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Lausitz, Magdeburg, Mecklenburg, Munster, Nassau, Oldenburg, Saxony, Swabia, Thuringia, Tyrol, Wurttemberg, Wurzburg), Denmark (Denmark, Norway), the Kingdom of Poland (Masovia, Posen, West Galicia), Naples, and Venetia as Free State minor countries; Carinthia and Tyrol as ceded provinces; and Corsica, Dalmatia, Flanders, Genoa, Holland, Holstein, Liege, Lombardy, Luxemburg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pomerania, Savoy, Switzerland, and Tuscany as conquered minor countries.

A. Along the Russian Border:

- (1) The Prussian I Corps with 10I, 4M and 1C in the Konigsberg area.
- (2) The Austrian I Corps with 15I and 1C in the Lemberg area.
- (3) The Venetia corps with 8I, the Lombardy corps with 13I, the Bavaria corps with 12I, and 1C corps with 5C and the EUGENE leader in the Thorn area.

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- (4) The Poland corps and the Poland Cav corps with 16I and 6C, the Saxony corps with 7I and 1C, the Hanover corps with 8I and 1C, and the JEROME leader in or within one area of the Warsaw area but not adjacent to the Russian border.
- (5) 4 corps, 1Gd corps, 1C corps and 1A corps with 20Gd, 53I, 15M, 19C, 12A, and the NAPOLEON, DAVOUT, MURAT and NEY leaders in or within 2 areas of the Thorn area but not adjacent to the Russian border.
- (6) 1 corps with 5I, 7M in the Posen province. [4M cannot be placed in corps.]
- (7) 1 corps with 5I, 10M in Brandenburg province. [10M cannot be placed in corps.]
- (8) 20M in any French garrisons or depots in Poland or Prussia. [6M in Konigsberg cannot be placed.]
- (9) 5 Polish I in Warsaw.

B. Forces in Spain:

- (1) 1 corps with 16I, 4M and 3C and the SOULT leader in Andalusia province (in the Seville area and/or any Andalusian areas not containing Spanish corps). [5M cannot be placed in corps.]
- (2) 1 corps with 4I, 3M and 1C in any area or areas of New Castile province.
- (3) 1 corps with 18I, 2M and 2C in Leon province (any area or areas other than the Cuidad Rodrigo area). [4M cannot be placed in corps.]
- (4) 1 corps with 16I, 4M and 3C in any area or areas of Valencia and/or Aragon provinces. [7M cannot be placed in corps.]
- (5) 1 corps with 12I, 3M and 1C in any area or areas of Catalonia province. [5M cannot be placed in corps.]
- (6) 1 corps with 10I, 5M and 2C in any area or areas of Galicia, Leon (other than the Cuidad Rodrigo area), and/or Old Castile provinces. [7M cannot be placed in corps.]
- (7) 28M in any French garrisons or depots in Spain.

C. Other Forces:

- (1) 6M in Bayonne.
- (2) 40M and 20I set up as garrisons anywhere within the French major power plus Prussia (other than in Prussian capitals).
- (3) The Denmark corps with 5I is setup in the Hamburg area. Two Danish infantry are set up in Copenhagen along with the Denmark fleet and 1 Danish heavy ship.
- (4) The Venetia fleet with 3 Venetian heavy ships is placed in Venice.
- (5) The French player also sets up the land forces of Baden (the Baden corps with 4I and 1C), Hesse (the Hesse corps with 2I), Naples (10I, 2C, and may include one or both of the Naples corps), and Wurttemberg (the Wurttemberg corps with 4I and 1C) anywhere in French-controlled territory.

GREAT BRITAIN: 2 Guard, 53 infantry, 12 militia, 4 cavalry, 120 heavy ships, 8 depots, any desired corps and fleets, and \$125. Only leaders WELLINGTON and BERESFORD are available at the start of the game. Great Britain controls Portugal and Sweden as Free State minor countries; Corfu, Egypt, Gibraltar, Malta, and Sicily as conquered minor countries.

A. 2 corps and 1C corps with 26I and 4C and the Portuguese corps with 18I and 1C and the WELLINGTON and BERESFORD leaders in any area or areas in Portugal. The Portuguese fleet with 4 Portuguese heavy ships in Lisbon.

B. 1I each in Cuidad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria and Cairo.

C. 2I in Palermo.

D. 2Gd, 18I, and 12M anywhere in the British home nation.

E. 3 Swedish corps and the Swedish fleet with 13I, 3C, and 13 heavy ships in any area or areas of Sweden (less Finland, which is Russian-controlled).

SPAIN: 10 infantry, 29 militia, 6 cavalry, 6 heavy ships, 6 depots, any desired corps and fleets, and \$4. Only leaders CUESTA and CASTANOS are available at the start of the game. Spanish forces may be setup anywhere within Portugal, Majorca, or Estremadura.

PRUSSIA: 3 Guard, 30 infantry, 4 militia, 3 cavalry, no ships, 8 depots, any desired corps (except the I corps), and \$10 and 100 manpower. Only the BLUCHER leader is available at the start of the game; the YORCK leader arrives in the Army Reinforcement Step of January 1813. Prussia has lost Magdeburg, Posen, and Masovia as ceded provinces to French control.

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TURKEY: 20 infantry, 5 cavalry, 12 heavy ships, 7 depots, any desired corps and fleets, and \$3. All feudal corps begin at full strength and may be setup on the map in their respective provinces, if desired. All leaders are available at the start of the game. The Turkish player also sets up the Syria corps with 5 infantry and 6 cavalry. Turkey controls Syria as Free State minor country; Palestine and Rhodes as conquered minor countries. Turkey has lost Bessarabia as a ceded province to Russian control.

RUSSIA: 10 Guard, 160 infantry, 25 militia, 20 cavalry, 10 artillery, 3 Cossacks, 30 heavy ships, 8 depots, any desired corps and fleets, and \$15. All leaders are available at the start of the game. Russia controls Bessarabia as a ceded province and Chechnya, Circassia, Finland, Georgia, and Imeretia as a conquered minor countries.

A. 5 corps, 1Gd corps, 2C corps and 1A corps with 10Gd, 46I, 10C, 10A, 2Ck and the BARCLAY and WITTGENSTEIN leaders in or within one area of the Kovno area.

B. 2 corps and 1C corps with 22I and 4C, 1Ck and the BAGRATION leader in or within one area of the Brest-Litovsk area.

C. 2 corps and 1C corps with 18I and 4C and the TORMASSOV leader in the 4-forage area in the Polesia province.

D. 2 corps and 1C with 16I and 2C in the Bessarabia province.

E. 10I in Sveaborg.

F. 15I shared in any manner between Riga and Vitebsk.

G. 8I in Kiev.

H. 15M in Moscow and 10M in Smolensk.

I. 25I distributed to any of the other cities within the Russian major power (maximum of 5 per provincial capital or 2 per any other city).

AUSTRIA: 62 infantry, 8 Guard, 5 militia, 19 cavalry, 1 Freikorps, no ships, 9 depots, any desired corps (except the I corps), and \$5. Both Insurrection corps begin at full strength but may not be setup on the map. The Tyrol corps (at full strength) may be used only under the conditions of 13.2.5. Only the SCHWARZENBERG leader is available. Austria has lost Carinthia, Tyrol and West Galicia as ceded provinces to French control.

REINFORCEMENTS: The following leader arrives in Reinforcement Phase of February in the year indicated or on any later Turn. Prussia: YORCK (1813). The Prussian Freikorps is available during the Levy Step of March, 1813. The Swedish leader BERNADOTTE is available at start.

Special Rules

A. The French player cannot win this campaign game unless, at some time in 1812, one or more French-controlled corps occupy or besiege either Moscow or St. Petersburg and at some time in the game occupy at least one of those cities. [House Rule.]

B. France has the Prussian I and Austrian I Corps on loan (see French forces for strengths) under Peace Condition B.4 through September 1812 for the Prussian corps and through January 1813 for the Austrian corps. [House Rule.]

C. France and Austria have a royal marriage under Peace Condition B.5.

D. The French player holds captive the Spanish BLAKE leader and 4 Spanish I. The British player holds captive 3 French I.

E. France also controls Andalusia, Aragon, Galacia, Leon, New Castile, Old Castile, and Valencia provinces in Spain for setup purposes.

F. Russian leaders ALEXANDER and KUTUSOV are available at the start of the game, but should not be placed until July 1812, and September 1812, respectively. [House Rule.]

G. Great Britain has loaned \$30 to Spain and \$10 to Russia.

5.3.4 The Alternate Empires in Harm 1812-1815 Grand Campaign Game

Status Setup

POLITICAL STATUS: France: PS 29, VP 8, PSA -1, Neutral; Great Britain: PS 31, VP 9, PSA -2, Dominant; Spain: PS 17, VP 5, PSA +2, Instability; Prussia: PS 19, VP 5, PSA +1, Instability; Turkey: PS 20, VP 5, PSA +1, Neutral; Russia: PS 29, VP 8, PSA -1, Neutral; Austria: PS 23, VP 6, PSA +1, Neutral.

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TIME: The game begins in June 1812 and ends after the December 1815 Turn.

STARTING VICTORY POINTS:

Austria:	210
France:	260
Great Britain:	250
Prussia:	180
Spain:	180
Russia:	205
Turkey:	200

Existing Wars and Treaties

WARS: France is at war with Great Britain, Spain and Russia. Great Britain is also at war with the United States. Players may wish to apply the Great Britain and France Start At War game option.

ALLIANCES: France is allied with Prussia. Great Britain is allied with Spain.

PEACE CONDITIONS AND AGREEMENTS: France and Prussia are under an enforced peace until March 1813. France has unconditional access through Prussia and can garrison Konigsburg. France has the Prussian I Corps (until September 1812) on loan under Peace Condition B.4. France and Austria are under an enforced peace until July 1813. France has unconditional access through Austria. France and Austria have a royal marriage as per Peace Condition B.4. France has the Austrian I Corps (until January 1813) on loan under Peace Condition B.4. Russia and Turkey just concluded a war and are under an enforced peace until January 1814.

Major Power Forces

FRANCE: 12 Guard, 159 infantry, 147 militia, 31 cavalry, 12 artillery, 15 heavy ships, 10 light ships, 5 transports, 8 depots, any desired corps and fleets, and \$25. All leaders except BERNADOTTE are available at the start of the game. France controls the Confederation of the Rhine (Ansbach, Baden, Bavaria, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Lausitz, Magdeburg, Mecklenburg, Munster, Nassau, Oldenburg, Saxony, Swabia, Thuringia, Tyrol, Wurttemberg, Wurzburg), Denmark (Denmark, Norway), Holland, the Kingdom of Poland (Masovia, Posen, West Galicia), Naples, and Venetia as Free State minor countries; Carinthia and Tyrol as ceded provinces; and Corsica, Dalmatia, Flanders, Genoa, Holstein, Liege, Lombardy, Luxemburg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pomerania, Savoy, Switzerland, and Tuscany as conquered minor countries.

A. Along the Russian Border:

- (1) The Prussian I Corps with 10I, 4M and 1C in the Konigsberg area.
- (2) The Austrian I Corps with 15I and 1C in the Lemberg area.
- (3) The Venetia corps with 8I, the Lombardy corps with 12I, the Bavaria corps with 12I, and 1C corps with 5C and the EUGENE leader in the Thorn area.
- (4) The Poland corps and the Poland Cav corps with 14I and 8C, the Saxony corps with 7I and 1C, the Hanover corps with 8I and 1C, and the JEROME leader in or within one area of the Warsaw area but not adjacent to the Russian border.
- (5) 4 corps, 1Gd corps, 1C corps and 1A corps with 12Gd, 61I, 15M, 19C, 12A, and the NAPOLEON, DAVOUT, MURAT and NEY leaders in or within 2 areas of the Thorn area but not adjacent to the Russian border.
- (6) 1 corps with 5I, 7M in the Posen province. [4M cannot be placed in corps.]
- (7) 1 corps with 5I, 10M in Brandenburg province. [10M cannot be placed in corps.]
- (8) 20M in any French garrisons or depots in Poland or Prussia. [6M in Konigsberg cannot be placed.]
- (9) 5 Polish I in Warsaw.

B. Forces in Spain:

- (1) 1 corps with 16I, 4M and 3C and the SOULT leader in Andalusia province (in the Seville area and/or any Andalusian areas not containing Spanish corps). [5M cannot be placed in corps.]
- (2) 1 corps with 4I, 3M and 1C in any area or areas of New Castile province.
- (3) 1 corps with 18I, 2M and 2C in Leon province (any area or areas other than the Cuidad Rodrigo area). [4M cannot be placed in corps.]

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- (4) 1 corps with 16I, 4M and 3C in any area or areas of Valencia and/or Aragon provinces. [7M cannot be placed in corps.]
- (5) 1 corps with 12I, 3M and 1C in any area or areas of Catalonia province. [5M cannot be placed in corps.]
- (6) 1 corps with 10I, 5M and 2C in any area or areas of Galicia, Leon (other than the Ciudad Rodrigo area), and/or Old Castile provinces. [7M cannot be placed in corps.]
- (7) 28M in any French garrisons or depots in Spain.

C. Other Forces:

- (1) 6M in Bayonne.
- (2) 20I and 40M set up as garrisons anywhere within the French major power plus Prussia (other than in Prussian capitals).
- (3) The Denmark corps with 8I and 2C is setup in the Hamburg area. Two Danish infantry are set up in Copenhagen along with the Denmark fleet and 2 Danish heavy ships and 4 Danish light ships.
- (4) The Venetia fleet with 4 Venetian light ships is placed in Venice.
- (5) The French player also sets up the land forces of Baden (the Baden corps with 4I and 1C), Hesse (the Hesse corps with 4I and 1C), Naples (10I, 2C, and may include one or both of the Naples corps), and Wurttemberg (the Wurttemberg corps with 4I and 1C) anywhere in French-controlled territory.
- (6) Holland corps and the Holland fleet with 4I, 1C, 13 Dutch heavy ships and 5 Dutch light ships in the Amsterdam area.

GREAT BRITAIN: 55 infantry, 12 militia, 4 cavalry, 90 heavy ships, 70 light ships, 5 transports, 8 depots, any desired corps and fleets, and \$125. Only leaders WELLINGTON and BERESFORD are available at the start of the game. Great Britain controls Portugal and Sweden as Free State minor countries; Corfu, Egypt, Gibraltar, Malta, and Sicily as conquered minor countries.

A. 2 corps and 1C corps with 26I and 4C and the Portuguese corps with 18I and 1C and the WELLINGTON and BERESFORD leaders in any area or areas in Portugal. The Portuguese fleet with 4 heavy ships in Lisbon.

B. 1I each in Ciudad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria and Cairo.

C. 2I in Palermo.

D. 20I and 12M anywhere in the British home nation.

SPAIN: 10 infantry, 29 militia, 6 cavalry, 5 heavy ships, 5 light ships, 6 depots, any desired corps and fleets, and \$4. Only leaders CUESTA and CASTANOS are available at the start of the game. Spanish forces may be setup anywhere within Portugal, Majorca or Estremadura provinces. Spain controls Morocco as Influenced minor country.

PRUSSIA: 3 Guard, 30 infantry, 4 militia, 3 cavalry, no ships, 8 depots, any desired corps (except the I corps), and \$10 and 100 manpower. Only the BLUCHER leader is available at the start of the game; the YORCK leader arrives in the Army Reinforcement Step of January 1813. Prussia has lost Magdeburg, Posen, and Masovia as ceded provinces to French control.

TURKEY: 20 infantry, 6 cavalry, 6 heavy ships, 6 light ships, 10 transports, 7 depots, any desired corps and fleets, and \$3. All feudal corps begin at full strength and may be setup on the map in their respective provinces, if desired. All leaders are available at the start of the game. The Turkish player also sets up the Syria corps with 5 infantry and 6 cavalry. Turkey controls Syria as Free State minor country; Palestine and Rhodes as conquered minor countries; Algeria as Ally minor country; and Cyrenaica, Tripolitania, and Tunisia as Influenced minor countries. Turkey has lost Bessarabia as a ceded province to Russian control.

RUSSIA: 10 Guard, 160 infantry, 25 militia, 20 cavalry, 10 artillery, 3 Cossacks, 21 heavy ships, 10 light ships, 5 transports, 8 depots, any desired corps and fleets, and \$15. All leaders are available at the start of the game. Russia controls Bessarabia as a ceded province; Chechnya, Circassia, Finland, Georgia, and Imeretia as a conquered minor countries.

A. 5 corps, 1Gd corps, 1C corps and 1A corps with 10Gd, 46I, 10C, 10A, 2Ck and the BARCLAY and WITTGENSTEIN leaders in or within one area of the Kovno area.

B. 2 corps and 1C corps with 22I and 4C, 1Ck and the BAGRATION leader in or within one area of the Brest-Litovsk area.

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- C. 2 corps and 1C corps with 18I and 4C and the TORMASSOV leader in the Khotin area.
- D. 2 corps with 16I and 2C in the Bessarabia area.
- E. 10I in Sveaborg.
- F. 15I shared in any manner between Riga and Vitebsk.
- G. 8I in Kiev.
- H. 15M in Moscow and 10M in Smolensk.
- I. 25I distributed to any of the other cities within the Russian major power (maximum of 5 per provincial capital or 2 per any other city).

AUSTRIA: 8 Guard, 62 infantry, 5 militia, 19 cavalry, 1 Freikorps, no ships, 9 depots, any desired corps (except the I corps), and \$5. Both Insurrection corps begin at full strength but may not be setup on the map. The Tyrol corps (at full strength) may be used only under the conditions of 13.2.5. Only the SCHWARZENBERG leader is available. Austria has lost Carinthia, Tyrol and West Galicia as ceded provinces to French control.

REINFORCEMENTS: The following leader arrives in Reinforcement Phase of February in the year indicated or on any later Turn. Prussia: YORCK (1813). The Prussian Freikorps is available during the Levy Step of March, 1813. The Swedish leader BERNADOTTE is available at start.

Special Rules

- A. The French player cannot win this campaign game unless, at some time in 1812, one or more French-controlled corps occupy or besiege either Moscow or St. Petersburg and at some time in the game occupy at least one of those cities. [House Rule.]
- B. France has the Prussian I and Austrian I Corps on loan (see French forces for strengths) under Peace Condition B.4 through September 1812 for the Prussian corps and through January 1813 for the Austrian corps. [House Rule.]
- C. France and Austria have a royal marriage under Peace Condition B.5.
- D. The French player holds captive the Spanish BLAKE leader and 4 Spanish I. The British player holds captive 3 French I.
- E. France also controls Andalusia, Aragon, Galicia, Leon, New Castile, Old Castile, and Valencia provinces in Spain for setup purposes.
- F. Russian leaders ALEXANDER and KUTUSOV are available at the start of the game, but should not be placed until July 1812, and September 1812, respectively. [House Rule.]
- G. Great Britain has loaned \$30 to Spain and \$10 to Russia.

5.3.5 The Classic Empires in Arms 1813-1815 Campaign Game

Status Setup

POLITICAL STATUS: France: PS 23, VP 6, PSA +1, Neutral; Great Britain: PS 31, VP 9, PSA -2, Dominant; Spain: PS 19, VP 5, PSA +1, Instability; Prussia: PS 23, VP 6, PSA +1, Neutral; Turkey: PS 25, VP 7, PSA 0, Neutral; Russia: PS 28, VP 8, PSA -1, Neutral; Austria: PS 25, VP 7, PSA 0, Neutral.

TIME: The game begins in the Money and Manpower Collection Step of the March 1813 Economic Phase after the Setup Phase and ends after the December, 1815 Turn.

STARTING VICTORY POINTS:

Austria:	240
France:	290
Great Britain:	280
Prussia:	210
Spain:	210
Russia:	245
Turkey:	230

Existing Wars and Treaties

WARS: France is at war with Great Britain, Spain, Prussia, and Russia. Great Britain is also at war with the United States. Players may wish to apply the Great Britain and France Start At War game option.

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ALLIANCES: Great Britain, Prussia, and Russia are all allied with each other. Great Britain is also allied with Spain.

PEACE CONDITIONS AND AGREEMENTS: France and Austria are under an enforced peace until July 1813. France has unconditional access through Austria. France and Austria have a royal marriage as per Peace Condition B.5. Russia and Turkey are under an enforced peace until January 1814.

Major Power Forces

FRANCE: 2 Guard, 138 infantry, 79 militia, 29 cavalry, 34 heavy ships, any desired corps and fleets, and \$14. All French depots may be setup anywhere within the French major power and/or in Spain. All leaders except BERNADOTTE are available at the start of the game. France controls the Confederation of the Rhine (Ansbach, Baden, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Magdeburg, Munster, Nassau, Oldenburg, Swabia, Thuringia, Tyrol, Wurttemberg, Wurzburg), Denmark (Denmark, Norway), Naples, and Venetia as Free State minor countries; Carinthia and Tyrol as ceded provinces; and Corsica, Dalmatia, Flanders, Genoa, Holland, Holstein, Liege, Lombardy, Luxemburg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pommerania, Savoy, Switzerland, and Tuscany as conquered minor countries.

A. In Germany:

- (1) 2 corps and 1C corps with 22I, 5M and 3C and the EUGENE leader in Magdeburg.
- (2) 1 corps with 7I and 8M and the NEY leader in Karlsruhe.
- (3) 2 corps and 1Gd corps with 2Gd, 8I, 15M and 2C and the NAPOLEON and SOULT leaders in Mainz.
- (4) 1 corps and 1C corps with 8I, 2M and 6C and the DAVOUT leader in Stade.
- (5) 1 corps with 9M in Strasbourg.
- (6) 15I besieged in Danzig.
- (7) 3I besieged in Glogau.
- (8) 1I besieged in Stettin.
- (9) 1I besieged in Kustrin.
- (10) 3I in Weimar.

B. In Spain:

- (1) 1 Corps and/or garrison(s) with 17I, 1M and 3C in Valencia province.
- (2) 1 corps with 5I, 3M and 1C in Burgos.
- (3) 2 corps with 26I, 4M and 4C in Madrid.

C. Other Forces:

- (1) 1 corps and 2C corps with 10I, 15M and 10C in Paris and/or Lyon.
- (2) 8I and 6M divided in any manner between San Sebastian, Barcelona, Gerona and/or Saragossa.
- (3) 4I and 11M in any cities in the French home nation, to a maximum of 3 factors per city.
- (4) 2 Naples corps with 12I and 1C and the MURAT leader in Naples.
- (5) 1 Danish corps with 9I and 1C in Christiana.
- (6) The Danish fleet with 5I and 1 heavy ship in Copenhagen.
- (7) The Venetia corps with 5I and Venetia fleet with 4 heavy ships in Venice.
- (8) The Baden corps with 1I, the Hanover corps with 1I, the Hesse corps with 1I, the Lombardy corps with 5I, and the Wurttemberg corps with 1I may be placed anywhere in the French major power.

GREAT BRITAIN: 36 infantry, 8 militia, 4 cavalry, 122 heavy ships, 5 depots, any desired corps and fleets, and \$125. Only leaders WELLINGTON and BERESFORD are available at the start of the game. Great Britain controls Portugal and Sweden as Free State minor countries; Corfu, Egypt, Gibraltar, Malta, and Sicily as conquered minor countries.

A. 2 corps and 1C corps with 22I and 4C and the Portugal corps with 14I and 1C and the Portugal fleet with 4 heavy ships and the WELLINGTON and BERESFORD leaders in any area or areas of Portugal.

B. 1I each in Ciudad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria, and Cairo.

C. 2I in Palermo.

D. 5I and 8M anywhere in the British home nation.

E. 1 Swedish corps and the Swedish fleet with 4I and 13 heavy ships in Stockholm.

F. 2 Swedish corps with 12I and 3C and the BERNADOTTE leader besieging Stettin.

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SPAIN: 14 infantry, 31 militia, 6 cavalry, 6 heavy ships, 2 depots, any 6 corps, 1 fleet, and \$10. Only leaders CUESTA and CASTANOS are available at the start of the game. Spanish forces may be setup in any area or areas within Portugal, Majorca, Galicia, Leon, Andalusia, and/or Estremadura.

PRUSSIA: 1 Guard, 19 infantry, 9 militia, 4 cavalry, no ships, 3 depots, any desired corps, and \$25 and 68 manpower. Only leaders BLUCHER and YORCK are available at the start of the game. Prussia controls Mecklenburg as a conquered minor country. Prussia has lost Magdeburg as a ceded province to French control, and Posen and Masovia as ceded provinces to Russian control.

- A. 1 corps and 1Gd corps with 1Gd, 6I, 2M and 2C and the BLUCHER leader in Dresden.
- B. 2 corps with 5I, 1M and 1C and the YORCK leader in Leipzig.
- C. 1 corps with 3I, 4M and 1C in Wittenberg.
- D. 5I and 5M in Berlin.

TURKEY: 25 infantry, 6 cavalry, 14 heavy ships, any desired corps (except the Nizami-Cedid corps) and fleets, and \$10. All Feudal corps begin at full strength and may be setup on the map in their respective provinces, if desired. All leaders are available at the start of the game. The Turkish player also sets up the Syria corps with 5 infantry and 4 cavalry. Turkey controls Syria as Free State minor country; Palestine and Rhodes as conquered minor countries. Turkey has lost Bessarabia as a ceded province to Russian control.

RUSSIA: 3 Guard, 79 infantry, 10 militia, 20 cavalry, 6 artillery, 3 Cossacks, 36 heavy ships, 5 depots, any desired corps, up to 3 fleets, and \$30. All leaders are available at the start of the game. Russia controls the Kingdom of Poland (Masovia, Posen, West Galicia) as a Free State minor country; Finland, Georgia, and Imeretia as a conquered minor countries; Bessarabia as a ceded province.

- A. 5 depots may be placed anywhere within the Russian or Prussian major powers or in areas with Russian corps in Saxony.
- B. 3 corps and 2C corps with 30I, 10M and 8C and the BENNIGSEN leader anywhere in the Russian home nation.
- C. 1 corps, 1Gd corps, 1C corps and 1A corps with 3Gd, 6I, 5C, and 6A, and the ALEXANDER and TORMASSOV leaders in Dresden.
- D. 2 corps and 1C corps with 8I and 3C and the WITTGENSTEIN leader in Leipzig.
- E. 1 corps and 1C corps with 5I and 3C in Wittenberg.
- F. 1 corps with 7I and 1C and the BARCLAY leader in Thorn.
- G. 1 corps with 3I in Mecklenburg.
- H. The Poland corps with 7I and 2C anywhere within the Kingdom of Poland.
- I. 1 corps with 4I besieging Glogau.
- J. 1 corps with 8I besieging Danzig.
- K. 1 corps with 4I besieging Stettin.
- L. 1 corps with 4I besieging Kustrin.
- M. 2Ck in Hamburg and 1Ck in any other area containing any Russian or Prussian corps.

AUSTRIA: 8 Guard, 67 infantry, 32 militia, 20 cavalry, no ships, 5 depots, any desired corps, and \$20. Both Insurrection corps begin at full strength but may not be setup on the map. The Tyrol corps (at full strength) may be used only under the conditions of 13.2.5. Only the SCHWARZENBERG leader is available. Austria has lost Carinthia and Tyrol as ceded provinces to French control, and West Galicia as a ceded province to Russian control.

REINFORCEMENTS: There are no special reinforcements in this campaign game.

Special Rules

- A. The Turkish Nizami-Cedid corps is not used in this campaign.
- B. Whenever Naples is not French controlled, the MURAT leader is removed from the board. In an Army Reinforcement Step of a Turn after Naples reverts to French control, MURAT is again available as a French leader. [House Rule.]
- C. In June 1813, the French receive 5Gd to be placed in the Guard corps if it is eligible.
- D. Great Britain has loaned \$40 to Spain, \$40 to Prussia, and \$20 to Russia.

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5.3.6 The Alternate Empires in Harm 1813-1815 Grand Campaign Game

Status Setup

POLITICAL STATUS: France: PS 23, VP 6, PSA +1, Neutral; Great Britain: PS 31, VP 9, PSA -2, Dominant; Spain: PS 19, VP 5, PSA +1, Instability; Prussia: PS 23, VP 6, PSA +1, Neutral; Turkey: PS 25, VP 7, PSA 0, Neutral; Russia: PS 28, VP 8, PSA -1, Neutral; Austria: PS 25, VP 7, PSA 0, Neutral.

TIME: The game begins in the Money and Manpower Collection Step of the March 1813 Economic Phase after the Setup Phase and ends after the December, 1815 Turn.

STARTING VICTORY POINTS:

Austria:	240
France:	290
Great Britain:	280
Prussia:	210
Spain:	210
Russia:	245
Turkey:	230

Existing Wars and Treaties

WARS: France is at war with Great Britain, Spain, Prussia, and Russia. Great Britain is also at war with the United States. Players may wish to apply the Great Britain and France Start At War game option.

ALLIANCES: Great Britain, Prussia, and Russia are all allied with each other. Great Britain is also allied with Spain.

PEACE CONDITIONS AND AGREEMENTS: France and Austria are under an enforced peace until July 1813. France has unconditional access through Austria. France and Austria have a royal marriage as per Peace Condition B.5. Russia and Turkey are under an enforced peace until January 1814.

Major Power Forces

FRANCE: 2 Guard, 138 infantry, 79 militia, 29 cavalry, 22 heavy ships, 18 light ships, 5 transports, any desired corps and fleets, and \$14. All French depots may be setup anywhere within the French major power and/or in Spain. All leaders except BERNADOTTE are available at the start of the game. France controls the Confederation of the Rhine (Ansbach, Baden, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Magdeburg, Munster, Nassau, Oldenburg, Swabia, Thuringia, Tyrol, Wurttemberg, Wurzburg), Denmark (Denmark, Norway), Naples, and Venetia as Free State minor countries; Carinthia and Tyrol as ceded provinces; and Corsica, Dalmatia, Flanders, Genoa, Holland, Holstein, Liege, Lombardy, Luxemburg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pommerania, Savoy, Switzerland, and Tuscany as conquered minor countries.

A. In Germany:

- (1) 2 corps and 1C corps with 22I, 5M and 3C and the EUGENE leader in Magdeburg.
- (2) 1 corps with 7I and 8M and the NEY leader in Karlsruhe.
- (3) 2 corps and 1Gd corps with 2Gd, 8I, 15M and 2C and the NAPOLEON and SOULT leaders in Mainz.
- (4) 1 corps and 1C corps with 8I, 2M and 6C and the DAVOUT leader in Stade.
- (5) 1 corps with 9M in Strasbourg.
- (6) 15I besieged in Danzig.
- (7) 3I besieged in Glogau.
- (8) 1I besieged in Stettin.
- (9) 1I besieged in Kustrin.
- (10) 3I in Weimar.

B. In Spain:

- (1) 1 corps and/or garrison(s) with 17I, 1M and 3C in Valencia province.
- (2) 1 corps with 5I, 3M and 1C in Burgos.
- (3) 2 corps with 26I, 4M and 4C in Madrid.
- (4) 8I and 6M divided in any manner between San Sebastian, Barcelona, Gerona, and/or Saragossa.

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C. Other Forces:

- (1) 1 corps and 2C corps with 10I, 15M and 10C in Paris and/or Lyon.
- (2) 4I and 11M in any cities in French home nation provinces, to a maximum of 3 factors per city.
- (3) 2 Naples corps with 12I and 1C and the MURAT leader in Naples.
- (4) 1 Danish corps with 9I and 1C in Christiana.
- (5) The Danish fleet with 5I and 1 heavy ship in Copenhagen.
- (6) The Venetia corps with 5I and Venetia fleet with 4 heavy ships in Venice.
- (7) The Baden corps with 1I, the Hanover corps with 1I, the Hesse corps with 1I, the Lombardy corps with 5I and 1C, and the Wurttemberg corps with 1I may be placed anywhere in the French major power.

GREAT BRITAIN: 36 infantry, 8 militia, 4 cavalry, 110 heavy ships, 80 light ships, 5 transports, 5 depots, any desired corps and fleets, and \$85. Only leaders WELLINGTON and BERESFORD are available at the start of the game. Great Britain controls Portugal and Sweden as Free State minor countries; Corfu, Egypt, Gibraltar, Malta, and Sicily as conquered minor countries.

A. 2 corps and 1C corps with 22I and 4C and the Portugal corps with 14I and 1C and the Portugal fleet with 4 heavy ships and the WELLINGTON and BERESFORD leaders in any area or areas of Portugal.

B. 1I each in Ciudad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria, and Cairo.

C. 2I in Palermo.

D. 5I and 8M anywhere in the British home nation.

E. 1 Swedish corps and the Swedish fleet with 4I and 12 heavy ships and 6 light ships in Stockholm.

F. 2 Swedish corps with 12I and 3C and the BERNADOTTE leader besieging Stettin.

SPAIN: 14 infantry, 31 militia, 6 cavalry, 9 heavy ships, 7 light ships, 2 depots, any corps and fleets, and \$10. Only leaders CUESTA and CASTANOS are available at the start of the game. Morocco as an Influenced minor country. Spanish forces may be setup in any area or areas within Portugal, Majorca, Galicia, Leon, Andalusia, and/or Estremadura.

PRUSSIA: 1 Guard, 19 infantry, 9 militia, 4 cavalry, no ships, 3 depots, any desired corps, and \$25 and 68 manpower. Only leaders BLUCHER and YORCK are available at the start of the game. Prussia has lost Magdeburg as a ceded province to French control, and Posen and Masovia as ceded provinces to Russian control.

A. 1 corps and 1Gd corps with 1Gd, 6I, 2M and 2C and the BLUCHER leader in Dresden.

B. 2 corps with 5I, 1M and 1C and the YORCK leader in Leipzig.

C. 1 corps with 3I, 4M and 1C in Wittenberg.

D. 5I and 5M in Berlin.

TURKEY: 40 infantry, 6 cavalry, 6 heavy ships, 6 light ships, 5 transports, any desired corps (except the Nizami-Cedid corps) and fleets, and \$10. All Feudal corps begin at full strength and may be setup on the map in their respective provinces, if desired. All leaders are available at the start of the game. Cyrenaica, Tunisia and Tripolitania as an Influenced minor countries. The Turkish player also sets up the Syria corps with 5 infantry and 4 cavalry. Turkey controls Syria as Free State minor country; Palestine and Rhodes as conquered minor countries. Turkey has lost Bessarabia as a ceded province to Russian control.

RUSSIA: 3 Guard, 79 infantry, 10 militia, 20 cavalry, 6 artillery, 3 Cossacks, 25 heavy ships, 11 light ships, 5 transports, up to 5 depots, any desired corps and fleets, and \$30. All leaders are available at the start of the game. Russia controls the Kingdom of Poland (Masovia, Posen, West Galicia) as a Free State minor country; Finland, Georgia, and Imeretia as a conquered minor countries; Bessarabia as a ceded province.

A. 5 depots may be placed anywhere within the Russian or Prussian major powers or in areas with Russian corps in Saxony.

B. 3 corps and 1C corps with 30I, 10M and 8C and the BENNIGSEN leader anywhere in the Russian home nation.

C. 1 corps, 1Gd corps, 1C corps and 1A corps with 3Gd, 6I, 6C, and 6A, and the ALEXANDER and TORMASSOV leaders in Dresden.

D. 2 corps with 8I and 4C and the WITTGENSTEIN leader in Leipzig.

E. 1 corps with 5I and 1C in Wittenberg.

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- F. 1 corps with 7I and 1C and the BARCLAY leader in Thorn.
- G. 1 corps with 3I in Mecklenburg.
- H. The Poland corps with 7I and 2C anywhere within the Kingdom of Poland.
- I. 1 corps with 4I besieging Glogau.
- J. 1 corps with 8I besieging Danzig.
- K. 1 corps with 4I besieging Stettin.
- L. 1 corps with 4I besieging Kustrin.
- M. 2Ck in Hamburg and 1Ck in any other area containing any Russian or Prussian corps.

AUSTRIA: 8 Guard, 67 infantry, 32 militia, 20 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 Tyrol corps (at full strength) may be used only under the conditions of 13.2.5. Only the SCHWARZENBERG leader is available. Austria has lost Carinthia and Tyrol as ceded provinces to French control, and West Galicia as a ceded province to Russian control.

REINFORCEMENTS: There are no special reinforcements in this campaign game.

Special Rules

- A. The Turkish Nizami-Cedid corps is not used in this campaign.
- B. Whenever Naples is not French controlled, the MURAT leader is removed from the board. In an Army Reinforcement Step of a Turn after Naples reverts to French control, MURAT is again available as a French leader. [House Rule.]
- C. In June 1813, the French receive 5Gd to be placed in the Guard corps if it is eligible.
- D. Great Britain has loaned \$40 to Spain, \$40 to Prussia, and \$20 to Russia.