Wellington

The Peninsular War — 1812–1814

by

Mark McLaughlin

By Rodger B. MacGowan ©2005

RULE BOOK

What is this game about?

In the spring of 1812 the armies of Napoleonic France were masters of continental Europe. Even as their emperor prepared for his epic invasion of Russia, Napoleon's marshals gathered their forces for one final campaign to subdue the last pockets of resistance to imperial rule. One man stood between them and the conquest of the Iberian Peninsula: an English general called Sir Arthur Wellesley, better known to history as the Duke of Wellington.

How many players can play the game?

You can play this game with 2, 3 or 4 players. Each player takes the role of one or two Powers in the historic conflict. There are two French Powers; they are opposed by the British Power and the Spanish Power. Rule 1.1 defines these player Powers; see rule 2.1 (page 6) for a full explanation of how to divide the Powers between different numbers of players. You can play *Wellington* on your own, but you will lose much of the fog of war and surprises built into the game. However, playing even parts of the game solitaire will help you understand its rules more quickly.

How do you win the game?

Your main goal is to conquer or liberate Spain. The winner is the player of the winning side who best achieves that goal. See rules 18 & 19 for detailed victory rules.

What pieces should you have in your game?

This game has:

- One 22 x 34 map.
- Three sets of die-cut playing pieces totalling [339]. The [339] total includes 129 round pieces, 18 rectangular Leaders and their 'Staff Officer' sized markers, 27 other, smaller rectangular markers, 78 square pieces and 87 hexagonal 'Flag' counters.
- One Player Aid Card with a conference map printed on the reverse side.
- Four Game Set-up Headquarters Cards containing Army Holding Boxes (one Card for each Power)—one side printed for an 1812 game start and the other for an 1813 game start.
- 110 cards.
- These rules.
- A Play Book comprising Historical, Design & Players Notes with a 'How to Play Wellington' tutorial example, set-up maps, as well as a Roster of cards.
- 20 plastic stands
- 8 six-sided dice.

Questions?

If there are any components damaged or missing, please contact us at: GMT Games, P. O. Box 1308, Hanford, CA 93232-1308. If you have any questions about the rules, we'll be glad to answer them if you send them to that address with a self-addressed, stamped envelope. For faster response, we're on the Internet at www.gmtgames.com. Or send email to alewis@gmtgames.com or mgmprsm@yahoo.com.

How do you get ready to play the game?

There are two different versions of *Wellington*. One starts in 1812 and the other starts in 1813. The players need to agree which version they will play. Once the players have chosen, they should set the game up according to the information of their Army Holding Boxes for the correct year or refer to the appropriate game set-up map in the Play Book. See rule 2 on page 6 for the detailed starting rules.

Before reading the rules...

Reading the rules: Please do not try to memorize the rules and on your first reading ignore the rule cross-references. After you have scanned the rules and cards, examine the game pieces. Then play through a couple of game impulses for practice or follow the 'How to Play Wellington' tutorial in the Play Book. You should then have a fair grasp of the game's basics. Use the rules when you need to find out how to do something that's not obvious or clear.

Rules numbering: We have numbered the rules to help organize them and help you find the rules you need (when they're needed).

Examples: To make the rules easier to understand we have included examples. We have highlighted many of the examples in *italics* so they stand out.

Definitions: Like many war games, *Wellington* uses some words that have a special meaning in the game. For example, each of the land spaces on the map is a Duchy. Generally, the rules explain these words the first time they appear or along with the main rules they affect. However, there is also an index of defined terms in Section 20, page 22. These definitions are Capitalized throughout these rules.

Play Book: To help you understand the rules, the Play Book has a 'How to Play Wellington' tutorial. If there is a conflict between the tutorial and the rules, follow the rules.

1 Playing Pieces, the Map, Game Charts & Cards

1.1 Powers

There are two sides in the game: Napoleon's Imperial France, and the Allies. Each side has two Powers: the French Powers are the Armeé du Nord and the Armée du Sud; the Allied Powers are Britain and Spain. Each player can control one or two Powers on the same side. See 2.1, 'Choosing Sides' for details.

Colors: each Power has its own primary color for its playing pieces and the map as follows:

France (Armée du Nord): blue
France (Armée du Sud): green
Great Britain: red
Spain: yellow

1.2 The Map

The map shows where the Peninsular War took place. It has spaces for the playing pieces with connections showing where the pieces may move. Land spaces are called Duchies. Sea spaces are called Zones.

1.21 Duchies

Each Duchy represents an historically significant area. A Duchy's color or colored dot or triangle shows which Power starts off the 1812 set-up Controlling it. The shape of a Duchy and its other markings indicate certain effects, which are explained in the list of Duchy types below.

Duchy Shapes

| Duchy | Key Duchy | Fortress Key Duchy |

Soldiers

| Infantry 1 SP | Cavalry 2 SP | Artillery 4 SP |

(Back of counter indicates Soldier is Disrupted, 11.5)

Sample Markers

| Hasty Fortification | Battle or Failed Intercept | Resource Marker | March Counter | Key Control Marker |
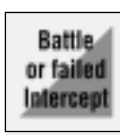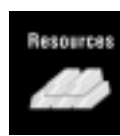
Capital: a Duchy with a star is a Capital. Madrid is the only Capital.

Fortress: a 'star-shaped' Duchy is a Fortress. The number near it within a yellow-colored box shows its built-in defence or strength. This is normally three, except for Gibraltar, which is five. *Example, Lisbon is a Fortress with a built-in defensive strength of three.*

Home: a Duchy matching the color of its Power is a Home Duchy. For example, Gibraltar, Lisbon and Porto are all British Home Duchies. Each of the two French Powers has four Home Duchies. All Duchies in Spain that are under Spanish Control are Spanish Home Duchies.

Key: any non-circular Duchy is a Key. A Duchy can be a Fortress and a Key. For example, Cordoba, Lisbon and Porto are all Keys.

Occupied: thirty-five of sixty-two Spanish Duchies begin the 1812 game as Occupied Duchies. The Armée Du Nord Occupies twenty and these have a blue dot (for example: Madrid). The Armée Du Sud Occupies fifteen of the Spanish Duchies for 1812 and these have a green triangle (for example: Barcelona).

Port: a Duchy with an anchor symbol at sea is a Port. If it is a small anchor it is a Minor Port and if it is a large anchor it is a Major Port. For example, Lisbon is a Major Port and Bayonne is a Minor Port.

1.22 Lines of March

Duchies are linked by Lines of March. There are four types of Lines of March. Each type affects movement, Attrition, Battle, retreats, interception and evasion. The four types are:

- Clear
- Pass
- River
- Rough

See the legend on the map for a graphic depiction of these Lines of March.

Leader

Battle Rating — Command Rating

Battle Rating
Command Rating

| Front | Back |

Disrupted (per 11.5)

Flags

| British | French | Spanish |

1.23 Adjacent Duchies

Duchies with directly connecting Lines of March are Adjacent. For example, Valencia and Yecla are Adjacent. Valencia and Albacete are not Adjacent.

1.24 Zone

There are two sea zones, the Atlantic and the Mediterranean. They meet at Gibraltar (14.4). Gibraltar is part of both Zones.

1.3 Impulse Track

The Impulse Track is a display on the map showing the normal order (left-to-right) in which Powers act during the Sequence of Play: (1st) Britain, (2nd) French Armée du Sud, (3rd) Spain and (4th) French Armée du Nord. The rules specify other situations when players should act in Impulse Track order.

1.4 Turn Track

The Turn Track is a display on the map. You should put the Game Turn marker on the Turn Track to show the current Game Turn: 1812, 1813, or 1814.

1.5 Soldiers

Each round piece is a Soldier worth a number of Strength Points according to its type:

Soldier Chart

Soldier Type Strength Points (SPs)

Infantry	1
Cavalry	2
Artillery	4

You may make 'change' at any time. For example, you may replace two infantry (2 Strength Points) with one cavalry (worth the same 2 Strength Points). Furthermore, you can make change the other way round, replacing one cavalry with two infantry. However, the Soldiers in the game are an absolute limit; you may not create any more. If there are no pieces of the correct type available, you may lose some Strength Points.

Wellington's 'Soldier Counter Mix' or 'Force Pool' of pieces is:

Power	Infantry	Cavalry	Artillery	TOTAL
British	14	6	3	23
Spanish	23	9	6	38
Fr. SUD	23	8	3	34
Fr. NORD	23	8	3	34

1.6 Leaders and Formations

Each oblong piece represents a Leader and the specialized support elements of his Army. Every Leader has a Battle Rating and a Command Rating.

A Leader's Battle Rating is the first number (unboxed) on his counter (from 1 to 5). Battle Ratings feature in the rules for interception, evasion and Battles/Sieges.

A Leader's Command Rating is the second number (boxed) on his counter (4, 6 or 9). A Leader's Command Rating is the maximum number of Strength Points and Leaders (combined) that his Army may contain.

Insert Leaders into plastic bases to stand upright as they enter play. When two or more Leaders occupy the same Duchy, one of the Leaders is the Commander and all the rest become Staff Officers. Players should replace Leaders who become Staff Officers with their appropriate square piece. (9.6).

Formation: a Soldier or a Leader or any combination of Soldiers and Leaders occupying a Duchy is a Formation. For example: an Army is a Formation and so is an Army Group. A Flag is neither a Formation nor part of one.

1.61 Army

A Leader may form an Army in his Duchy with Strength Points of Soldiers and Leaders (9.53) of the same Power up to that Leader's Command Rating. Extra Soldiers in the same Duchy beyond the Leader's Command Rating may defend with the Army, but are not an Army and may not attack or move with it. A lone Leader is also considered an Army.

EXAMPLE: Wellington has a Command Rating of 9. He may have, for example, an Army with one Leader and eight SPs, two Leaders and seven SPs or just nine SPs. They must all be British pieces—not a single Spanish SP or Leader in an individual British Army.

1.62 Army Group

Two or more friendly Armies (see Allies 8.1) occupying the same Duchy or moving together form an Army Group (9.6). They are led by a single Leader termed the Commander who is placed on the map in a plastic stand to represent the entire Army Group. All other Leaders in that Army Group are placed on that Commander's section of the Headquarters Card or replaced by their other 'Staff Officer' piece while remaining in the Commander's Duchy. Each Staff Officer is worth one Strength Point in Battle or Siege.

1.7 Flags

A Flag is a hexagonal piece representing the inherent garrison of a Duchy and showing which Power Controls that Duchy. Players use Flags to show a Power's Control of a Duchy it did not own at the start of play (where not appropriately indicated by the printed map). A Power's Flags match its color. For example, French Armée du Nord Flags are on counters with a blue background. The Flags in the game are an absolute limit (35 French and 45 Allied); you may not make any more. See Rule 7 for more detailed rules about Flags.

1.8 Casualty Display

The *Wellington* Player Aid Card has a display to track losses in Battle. Use the 5 and 6 markers for this purpose. Flip the marker over to indicate losses of ten or more.

1.9 Control Chart & Key Control Markers

Use the Control Chart to keep track of how many Keys each Power Controls. Use an extra Flag for each Power not needed on the map as a marker for this Chart. Adjust the marker as a Power gains and loses Control of Keys.

Spanish Key Control Markers are provided to help the players keep track of which Spanish Keys they each Control. Use of these markers is optional; they are provided to make the game easier to play.

1.10 Cards

Game action is generated by the play of cards. Unless it is a 'Must Play' card, each card has a Command Point value circled at the top left and all have an Event below. A card can be used in one of two ways:

- its Command Points can be used to place/remove Flags, build new Soldiers and Leaders, and/or to move Soldiers and Leaders already in play; OR

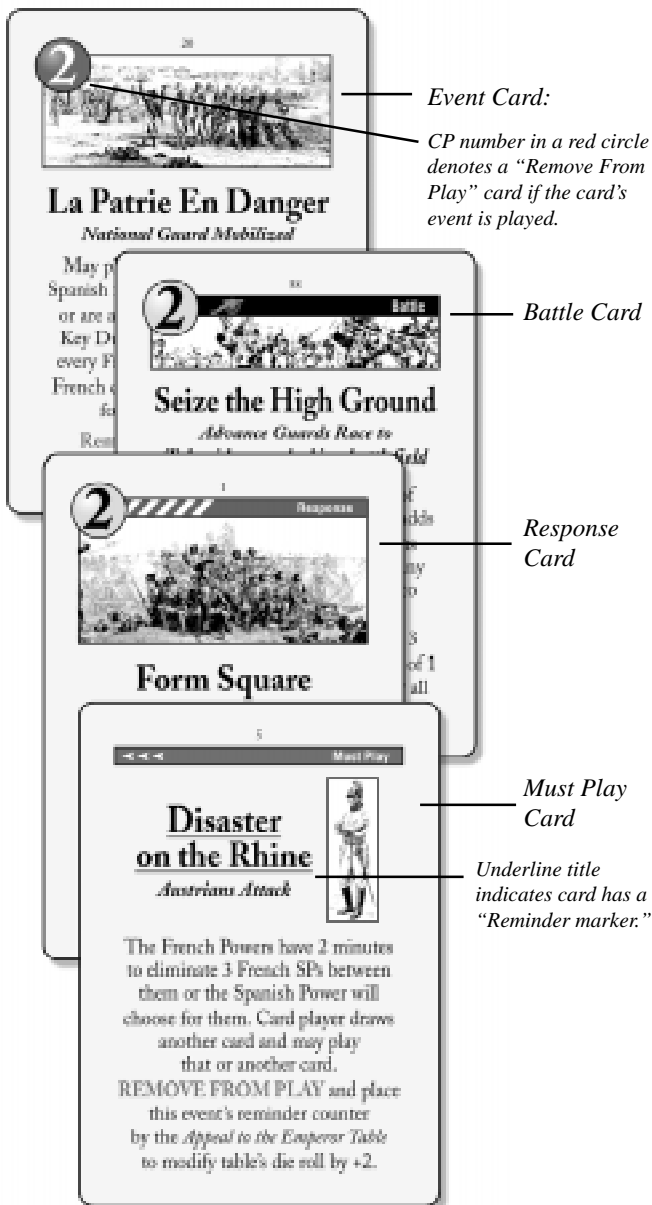- the Event stated on a card can occur, according to the instructions on the card.

DESIGN NOTE: the Events on the cards represent some of the actual historic events that occurred during the Peninsular War.

There are 24 Home Cards, six each for Britain and Spain and twelve for the French. The French Powers share their Home cards. Britain and Spain may not share their Home cards. (See rule 5 for full details about using cards.)

2 Getting Ready To Play

2.1 Choosing Sides: Two to four people may play.
Four Players: Each player controls one Power: Britain, Spain, the French Armée du Nord (North), or the French Armée du Sud (South).

Event Card:

CP number in a red circle denotes a "Remove From Play" card if the card's event is played.

Battle Card

Response Card

Must Play Card

Underline title indicates card has a "Reminder marker."

Three Players: there are two options here. In the first, one player plays Britain and Spain. The other players each take one of the French Powers. In the second option, one player takes control of both French Powers while the other players each take one of Britain and Spain.

Two Players: one player plays Britain and Spain. The other plays both French Powers.

Players who cannot agree as to which Power or Powers they will play may either (a) roll dice to determine their selection; or (b) bid a number of Strength Points they are willing to lose to command that Power or Powers. The highest bidder removes the number of Strength Points bid from Soldiers anywhere on the map before play begins. The second, third and fourth highest bidders take second, third and fourth choices of Powers but do not remove any Strength Points. Resolve ties by die roll.

2.2 Starting Set-up
The starting location of all Formations is described on the two-sided Headquarters Card (as well as by set-up maps provided in the Play Book): Game Start 1812 or Game Start 1813. Choose a Game Start Year and place each Power's initial pieces in their indicated starting positions on the map or their respective Army Holding Boxes on the Headquarters Card (if in an Army).

2.3 Starting Markers & Resources
Place the following markers:

- The Turn marker in the 1812 or 1813 section of the Turn Track according to what year you are starting in.

- The Impulse marker on the first (British) section of the Impulse Track.

- Give each Power the number of Resources shown on the Resource Chart according to whether you are playing the 1812 or 1813 version of the game. *Example: in the 1812 version the French Armée du Nord Power receives 2 Resources.* Resource Markers are provided with the game for this purpose.

Resource Chart

Power	1812	1813
Spain	1	1
Britain	1	3
France: Armée du Sud	1	0
France: Armée du Nord	2	1

If you wish to use the optional Key Control markers, place them anywhere convenient so that their Power ownership is clear… i.e. upon a Power's Headquarters Card. (Duchies listed in italics are Fortresses.)

1812 Game Start
British Card: They do not Control any Spanish Keys, but they Control their Home Key Duchies of *Gibraltar, Elvas, Lisbon, Almeida,* and Porto. (Place the British Control Marker in the Control Chart's 5 Box.)

Spanish Headquarters Card: *Valencia,* Cartagena, *Cádiz,* and Oviedo. (Place the Spanish Control Marker in the 4 Box.)

Armée du Sud Headquarters Card: Barcelona, Grenada, Cordoba, Seville, and *Badajoz* (5) with Home Duchies Toulouse and Perpignan. (Place the Armée du Sud Marker in the 7 Box.)

Armée du Nord Headquarters Card: Zaragoza, *San Sebastián, Burgos,* Madrid, Salamanca, and *Cuidad Rodrigo* (6) with Home Duchies of Bordeaux and Bayonne. (Place the Armée du Nord Marker in the 8 Box.)

1813 Game Start

British Card: they do not Control any Spanish Keys, but they Control their Home Key Duchies of *Gibraltar, Elvas, Lisbon, Almeida,* and Porto. (Place the British Control Marker in the 5 Box.)

Spanish Headquarters Card: Cartagena, *Cádiz,* Oviedo, *Cuidad Rodrigo,* Grenada, Cordoba, Seville, and *Badajoz.* (Place the Spanish Control Marker in the 8 Box.)

Armée du Sud Headquarters Card: *Valencia,* Barcelona (2), with Home Duchies Toulouse and Perpignan. (Place the Armée du Sud Marker in the 4 Box.)

Armée du Nord Headquarters Card: Zaragoza, *San Sebastián, Burgos,* Madrid, and Salamanca (5) with Home Duchies of Bordeaux and Bayonne. (Place the Armée du Nord Marker in the 7 Box.)

2.4 Starting Hands

Each Power receives its own Hand of cards.

- Deal three Home cards to Britain.
- Deal two Home cards to each of the three other Powers.
- The undealt Home cards are placed face down in the appropriate Power's Reserve Box on the map.
- If playing the 1813 Set Up, first remove the following cards as if they were played during the preceding 1812 Turn: 'The Emperor Beckons' (#38), 'The Young Guard' (#99), 'Russian Front' (#4) and 'Viceroys Overthrown' (#6). Place the reminder counters for 'Russian Front' (#4) and 'The Emperor Beckons' (#38) as indicated by the Appeal to the Emperor Table.
- Shuffle the deck and deal six cards to each Power.
- All remaining cards form the Draw pile, which is placed face down in the Draw Pile Box on the map.

Starting Hands Chart

Power	Home	Other
Spain	2	6
Britain	3	6
France: Armée du Sud	2	6
France: Armée du Nord	2	6

2.5 Hands, Resources & Powers

Each Power has its own Hand of cards and its own Resources. Even if one player controls both Powers on a side, the Hands and Resources for those Powers must be kept separate. Powers may not trade or exchange cards or Resources, neither may they show their Hands to each other unless allowed to by the play of an Event.

PLAY NOTE: obviously, if one player controls two Powers, he or she has the advantage of knowing what both Powers have in their Hands, and planning their card plays accordingly.

2.6 Mulligans

Once each Power has received a Hand, the players must decide, in Impulse Track order, whether or not they wish to keep the Hand they have been dealt. If a player decides not to keep his or her Hand of cards, the entire Hand must be placed face-up on the Discard Pile with only the top card showing. *(Exception: Home cards or 'Must Play' cards may not be discarded.)* The player may then draw a Hand of replacement cards one fewer than the original Hand. We call this discarding 'doing a Mulligan'.

Important: when 'doing a Mulligan', all cards except for Home cards and 'Must Play' cards must be discarded—you cannot discard just the bad cards!

EXAMPLE: Britain has a starting Hand of three Home cards and six other cards. If one of the six cards is a 'Must Play' card and the player for Britain decides to discard that Hand, the player discards five of the cards. Britain must keep the 'Must Play' card and receives four new cards from the Draw Pile.

A player who does a Mulligan may repeat the process if he or she wishes, but must do so before the next player decides whether to keep their Hand. Each time a player 'does a Mulligan', they draw one fewer replacement card. Home cards and 'Must Play' cards must always be retained. (Note: the accumulation of such cards could prevent further Mulligans.)

EXAMPLE: Continuing the previous example, let's assume the player for Britain decides to do a Mulligan with the new Hand of the same three Home cards and four other new cards. One of the four new cards is another 'Must Play' card, so Britain discards three cards. It must keep the two 'Must Play' cards. Britain would receive two cards for a total Hand of three Home cards, two 'Must Play' and two newly drawn cards (seven total).

3 Control

3.1 Control of A Duchy

Control of Duchies is an important part of the game. If there is no Flag or enemy Formation in a Duchy, the Power originally Controlling that Duchy—shown by the Duchy's color (or map-printed Control symbol if an initially French-Controlled Spanish Duchy)—Controls it. *For example, if there is no Flag or French Formation in Braga, the British Control it.*

If there is a Flag and no enemy Formation in a Duchy, the Power whose Flag it is Controls that Duchy. *For example, if there is a French Flag in Braga and no British or Spanish Formation, the French Control it.*

An enemy Formation in a non-fortified Duchy cancels Control of that Duchy, but does not Control the Duchy itself until the Formation Flags it. Until that time, the Duchy is Uncontrolled.

EXAMPLES: If there is no Flag but there is a French Formation in Braga, this means the Duchy is Uncontrolled. If there is a French Flag and a British or Spanish Formation in Braga, it also means the Duchy is Uncontrolled.

A Fortress Duchy with an enemy Formation is Friendly to the Fortress owner and Controlled by that Power. However, it is Uncontrolled to the besieger.

EXAMPLE: San Sebastián is a French Fortress. If there is a British Formation there, the French Control the Fortress and the Duchy is Uncontrolled by the British. Should a French Formation retreat from San Sebastián to Bayonne across the Pass connecting the two Duchies, it would not be subject to Pass Attrition (9.41, 9.44).

4 Playing The Game

The game is played in three or less Turns, each representing one year. Each Turn consists of a variable number of Impulse Rounds (4.2). If the game does not finish at the end of a Turn, an Interphase takes place before the next Turn begins.

4.1 Game Turns

This is the sequence in which things happen during a Turn:

Impulses: Players play cards to trigger Events, move/build Soldiers/Leaders/Flags, spend Resources (15) and so on (4.2). When only a single Power has one or more cards remaining, the Turn enters the End of Turn phases (4.3-4.8) after that player takes their final Impulse (4.24).

Attrition: Attrition effects are applied to every Formation that is in a Duchy its Power or Ally (8.1) does not Control.

Guerillas: Guerillas attack every French Controlled unfortified Duchy in Spain and Portugal that does not contain at least one French Soldier or Leader (4.4).

Resource Balancing: No Power may end a Turn with more than five Resources (4.5)

Conquest: If there has been no Sudden Death Game End, the players check for Potential French Conquest of Spain (4.6)

Peace & Victory: If the game has not yet ended, one player makes a Peace Roll to possibly end play (4.7).

End of Turn: If the game has not ended prior to 1814, an Interphase takes place in order for the players to prepare for the next Turn.

4.2 Impulses
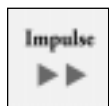
Each Power becomes Active in Impulse Track order. The Active Power must play a card or Resource as explained below. Each Power's opportunity to become Active is called a Scheduled Impulse. Sometimes a Power will also be able to take a Pre-Emptive Impulse (4.22).

During its Impulse, an Active Power may play a Resource. If it chooses not to, it must play a card instead, if it has one available. (If it does not have a card available it must pass—4.23.) A Power that plays a Resource may also choose to play an eligible, non-'+' card as well (5.6).

At the end of the Impulse the owning players must first remove all 'Battle or Failed Intercept' markers (see 10.4 and 11.52) and then move the Impulse marker one space to the right on the Impulse Track.

When the French Armée du Nord Power has played or passed, the Impulse marker returns to Britain at the start of the Track. This is known as completing a Round. See 4.24.

4.21 Played & Discarded Cards

Put played and discarded cards (but not Home cards) face up in the discard pile. Apart from the top card—which is visible, of course—no player may inspect or count the discard pile. Put played Home cards face up in the appropriate Power Reserve Box. Unless permitted by an Event, no player may inspect or count the cards in the Reserve Boxes.

4.22 Pre-emptive Impulse

After the first Round of 1812, the Power with the most playable cards—counting unplayed Home cards—may pre-empt the Order of Play. If one or more Powers tie for the most unplayed cards, none can pre-empt. Pre-empting means the Power takes an immediate non-scheduled Impulse. A Power may not pre-empt if doing so gives it two Impulses in a row, even over the span of two Turns.
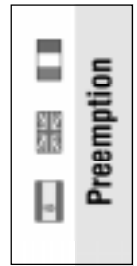
EXAMPLE: After the first Round of 1812 it's Britain's turn to have an Impulse. Even if the French Armée du Nord had the most playable cards, it could not pre-empt. Why? Because then it would have two Impulses in a row. But, if the Spanish or French Armée du Sud Power had the most playable cards it could pre-empt Britain.

After resolving the pre-emption, play returns to the pre-empted Power without possible further pre-emption. You can never have successive pre-emptions. A Power without playable cards has no Scheduled Impulse and cannot be Pre-empted, even during a Siege. The Impulse Marker is not moved during a pre-emption.

Place the Preemption Marker in a stand and put it near the Power having the most cards to indicate *that* Power has the ability to pre-empt. The owner of the Preemption Marker, if any, may change from Impulse to Impulse.

4.23 Pass

A Power with no card(s) remaining in Hand has no Scheduled Impulse and must pass. However, before moving the Impulse marker to the next Power on the Impulse Track, that Power may still resolve a Siege (12.2) or spend a Resource (15.2).

4.24 End of Round and End of Turn

After the French Armée du Nord Power plays or passes, the Impulse Track has completed a Round and the Impulse marker, unless pre-empted (4.22), is returned to the British Box. Unless a Sudden Death Game End has happened (18.1), repeat this sequence until only one Power has one or more playable cards. All Impulses for the Turn end once this Power has completed its Impulse by playing a card or Resource. This ends the Impulses part of the Turn and the Attrition phase begins.

4.3 Attrition

Attrition is the game's way of representing the wear and tear of war. At this point in the Turn every Formation in an Uncontrolled Duchy now suffers Attrition (13). Surviving Formations then place their Flag, or remove an opposing one, in every unfortified Uncontrolled Duchy.

4.4 Guerrillas

Guerrillas now attack every French Controlled *unfortified* Duchy in Spain and Portugal that does not have at least one French Soldier or Leader present. Roll a die for each such Duchy. Add 1 to the die if that Duchy is Adjacent to one or more Spanish and/or British Formations. You only add a maximum of 1 to the die roll even if the Duchy is adjacent to more than one Spanish and/or British Formation. Apply the result from the Guerrillas Table.

Guerrillas Table (One die)

Die	Effect
1-3	No effect
4-7	Remove the French Flag. If the Duchy has a blue dot or green triangle French Control symbol, put a Spanish Flag on it

4.5 Resource Balancing

Each Power with more than FIVE Resources (5) must immediately lose all Resources in excess of five. This represents the siphoning off of excess Resources to the main war effort outside Spain (or to its colonies in the case of Spain) should such Resources be accumulated.

4.6 Conquest of Spain

Unless a Sudden Death Game End has occurred (18.1), players now check for a possible French Conquest of Spain (18.6).

4.7 Peace & Victory

If the game has not yet ended and you have finished playing the 1814 Turn, the game now ends and you should work out who has won. See 19. Otherwise, one player makes a Peace Roll (18.7).

4.8 End of Turn/Interphase

If the game has still not ended, the Turn ends with an Interphase (16). The Power indicated by the Impulse marker on the Impulse Track will take the first Impulse of the next Turn, unless Pre-empted.

5 Cards

Players can generate action in the game by playing cards. Apart from 'Must Play' cards, each card has a CP value circled at the top left and an Event at the bottom. You may play such a card either as an Event or as CPs; you cannot use it for both.

5.1 Events

You make an Event happen by playing a card and declaring the Event instead of using its normal CPs (if any).

- You may play Events against any Power, including an Ally.
- If an Event allows something contradicted by the normal rules of play, the card prevails.
- If two Events contradict each other, the Event played most recently prevails.
- Some Event cards have no CP value. These are called Must Play cards (see 5.8).
- If the Event calls for 'halving' —*always* round fractions up.

5.11 Shortages for Builds

Some Events mean a Power puts new Soldiers into play. If the Power does not have enough unbuilt Soldiers for the Event, the Power must eliminate enough Strength Points of Soldiers of that Power's choice to be able to place the Strength Points specified in the Event.

EXAMPLE: 'Call up the Next Class' (#47) allows the Power playing this Event to put four Strength Points on the map. If the Power only has three infantry Soldiers—three Strength Points—unbuilt, the Power must eliminate one of its Strength Points on the map so

it could then follow the Event and place four Strength Points. How the Power does this is up to the player; remember that players may 'make change' with their Soldiers. For example, in this case the Power could eliminate an infantry Soldier or could eliminate an artillery Soldier (giving the Power the four Strength Points needed for the Event) and replace it with the three infantry Soldiers.

5.12 Shortages for Removals

Some Events cause a Power to remove Soldiers from play. If the Power does not have enough Soldiers on the map to match the necessary removals, that Power must instantly, outside the Impulse structure of the game, build and lose the shortfall in Strength Points. The Power does this by using any remaining card(s) and Resources. If the Power cannot satisfy the required loss, put the card and/or Reminder Counter in front of the Power on the table as a reminder; any remaining losses must be fulfilled at the first opportunity.

A Power could satisfy the losses from Reinforcements or, if the effect of a removal still remains, by building new Soldiers with CPs from that Power's first card play of a new Turn.

5.13 Shortages Victory Point Adjustment

If at the end of the game it is impossible for a Power to completely fulfill a removal caused by an Event, that Power loses one Victory Point for each such unfulfilled Event.

5.2 Responses

Any Power may play a Response during any Impulse—not necessarily its own. The Power does not need to have pieces involved in whatever action is taking place. Resolve Responses in the order they are played. The most recently played Response prevails when there is any conflict.

A Power may play a Response to interrupt an enemy or Allied Power's actions during an Impulse, to affect a Battle or Siege, to respond to another Event, or as a normal Impulse card play.

The wording of Events varies but in some cases later Events will change an earlier result.

EXAMPLE: If a Power plays Battle card 'Field Fortifications' (card 74) as an Event, this limits a Battle to a single Round. Another Power subsequently plays 'Another Day of Battle' (#11) as a Response. That later played Response takes precedence and so the Battle (11.5) continues for another Round.

In all cases, once action has moved on to the next CP expenditure, card play, or die/dice roll, it is too late to play a Response that will affect the previous action. Gaming etiquette requires that players should be given sufficient time to Respond to each action. You should always play in a deliberate fashion, declaring each CP expenditure, or dice roll for an interception or evasion, to allow players an adequate chance to respond. Should play of multiple responses be considered simultaneous, consider the playing Power which is next on the Impulse Track to have played first.

There is no limit to the number of Response cards that may be played during an Impulse. The effect of different Response card Events may be combined.

EXAMPLE: To liberate a French Occupied Duchy in Spain the British play 'Nationalist Uprising' (#62) immediately followed by the Spanish Power playing two Response cards: 'The Spanish Mob' (#90) and 'Juramentados' (#35). Consequently, after eliminating one French Strength Point, a total of five Spanish Strength Points are placed with a first Round Battle dice bonus of three.

5.3 Battle Cards

A Battle card may only be played by a Power which has a Formation in the Battle. You may play any number of Battle cards as Events in a Battle (11.1). Some Battle cards only affect Sieges (12.3). There are four cards you may play in a Battle or Siege: 'Massed Grenadiers' (#70), 'Conscripts' (#73), 'Thunder & Lightning (#81) and 'The Wild Geese' (#91).

5.4 Home Cards

Each Power has its own set of Home cards. Do not discard used Home cards. Instead, keep them face up on top of the Power's Reserve Pile. They are reshuffled at the end of each Turn. Playing 'The Eagles Come South' card as an Event (#86) allows only the French Powers to reshuffle their Home cards with their Reserve Pile. Home cards are never subject to a random draw, even when given to another Power *(Exception: playing 'A Change of Plans' as an Event [#83])*. Home cards may not be used to purchase Resources or CPs in the Interphase.

5.5 Command Points (CPs)

A card played for its Command Point (CP) value provides CPs equal to the circled number in its top left corner. A card that is played for its CP value may NOT also be used for its Event.

A Power may combine or separate CPs to perform more than one action. A Power does not have to say in advance how it is spending all of its CPs. Powers spend CPs as they use them. Powers may not carry over CPs from one Impulse to another.

EXAMPLE: A Power plays 'Portuguese Unrest' (#17) for CPs. This gives the Power 5 CPs. The Power may, for example, use 1 CP to move Formations and 4 CPs to build or any other combination so long as the player does not spend more than 5 CPs for that card.

5.6 Multiple Card Play

The Active Power may usually play only one card in an Impulse. However, cards with a '+' symbol at their top indicate they can be played in addition to another card during the Power's Impulse. You do not need to declare this multiple card play in advance and you can do it in any order with the '+' card played first or second. However, a Power may never play two '+' cards during an Impulse (except as Battle and/or Response Events) unless an Event allows that Power to play additional cards. An Event following the draw and play of another card during the same Impulse counts as the continuation of play of the original card triggering that opportunity. There is no limit to the number of non '+' cards so played.

EXAMPLE: If a Power plays a '+' card followed by 'Extended Campaign' (#50) as an Event, this allows that Power the opportunity to play a third card that Impulse, as long as it's not another '+' card.

5.7 Removing Cards

Some cards specify you must Remove them from the game when you play them as an Event. If a card must be removed after being played as an Event, its CP number is in a red circle. Put such cards next to the Regroup Box. Do not reshuffle them or otherwise return them to play. The removed cards, or their corresponding Reminder counters, should remain visible as some have an effect on the reinforcement die rolls and others could be returned into play.

5.8 Must Play Cards

Cards with a red bar at the top but no CP value are 'Must Play' cards. These cards are played like any other Event; they do not have to be played immediately.

- Must Play cards can only be played as an Event.
- Must Play cards may not be discarded in a Mulligan (2.6).
- Must Play cards may never be voluntarily discarded.
- If a Power has more than one 'Must Play' card you may play them in any order you want or play a non-Must Play card instead. However, when you have an Impulse with only 'Must Play' cards remaining you must play one of them (unless expending a Resource).

Note: it may be possible for you to have a 'Must Play' card at the end of a Turn and discard it or carry it over unplayed into another Turn. See Interphase rule 16.42.

6 Building & Regrouping

Building means bringing new or previously eliminated Soldiers or Leaders into play. Regrouping means bringing Soldiers or Leaders back into play from the Regroup Box. Pieces can be in the Regroup Box because of Events or Battle or other causes.

You may only build and regroup the Soldiers & Leaders provided with the game. But remember that you may always make change using the Soldiers in the game. Note that there is a difference between Soldiers and Leaders as to where you may place them on the map when you return them to play (6.3).

6.1 Building

Building costs are shown on the Building Costs Chart. *Examples: building an infantry Soldier costs 2 CPs; building a cavalry Soldier costs 4 CPs; rebuilding Wellington costs 5 CPs.* Newly built pieces are placed on the map according to rule 6.3.

Building Costs Chart

Type	Cost
Soldier	2 CPs per Strength Point
Leader	CPs equal to half that Leader's Command Rating (round fractions up)

6.2 Regrouping

Regrouping costs are shown on the Regroup Costs Chart. *Examples: if you regroup an infantry Soldier it costs 1 CP; if you regroup Wellington it costs 1 CP.* Regrouped pieces are placed on the map according to rule 6.3.

Regroup Costs Chart

Type	Cost
Soldier	1 CP per Strength Point
Leader	1 CP

6.3 Putting Pieces into Play

When a Power builds or regroups Soldiers, they must be placed on any of the Power's Controlled Home Duchies. A built or regrouped Leader must be placed on any of the Power's Controlled Home Key Duchies. Soldiers and Leaders may be built in a Fortress Duchy

that is under Siege. This triggers an immediate Battle in the Duchy once all Formations have been placed (i.e. through play of more than one card), unless the Besieger successfully evades. If the newly built Formation is compelled to retreat it is placed in the Regroup Box, unless it was joined in Battle by a friendly Formation from another Duchy because of an Event (in which case it joins that Formation in its retreat from the Fortress).

French Exception: If all of a French Power's Home Duchies are under enemy Control, or its only Controlled Home Duchy is a besieged 'Hasty Fortress' (#37), that French Power may use the Controlled Home Duchies of the other French Power. This is permissible until the French Power regains Control of one of its own Home Duchies. This exception includes French Formations brought onto the map through play of an Event (i.e. 'German Conscripts' [#101], or 'Call Up the Next Class' [#47]).

Assume the French Armée du Nord has lost Control of all its Home Duchies but all of Armée du Sud's Home Duchies are friendly-Controlled. Armée du Nord could put a built or regrouped Soldier into any of the Armée Du Sud's Home Duchies and a built or regrouped Leader into either of the Armée du Sud's Home Key Duchies.

British Leader Exception: the British may build or regroup Leaders in Plymouth.

7 Flags

A Flag is a hexagonal piece representing the inherent garrison of a Duchy and showing which Power Controls that Duchy. There can only be a maximum of one Flag in a Duchy. If you put a Flag in a Duchy you must remove any other Flag in the Duchy. The original 1812 game start owner of a Duchy never places a Flag there. That Power relies on the intrinsic color or initial French occupation symbol of the Duchy and the absence of a Flag to show its Control.

- If you remove an Enemy Flag from one of your Home Duchies it reverts to your Control.
- If you remove an Enemy Flag from one of your ally's Home Duchies you may choose either to put your own Flag there—taking Control—or leaving the Duchy without a Flag so that your ally regains Control.
- If, as the British Power, you put a Flag in an Occupied Duchy—blue dot or green triangle—in Spain, you may choose either to put a British Flag or a Spanish Flag there.

7.1 Placing Flags

Placing, removing or changing a Flag on a Duchy costs 1 CP *(Exception: a Flag Overrun allows a Duchy to be Flagged at no CP cost, 11.9).* Any of these actions can be referred to as 'Flagging a Duchy'. If a Flag is removed without replacing it with another one, Control of the Duchy reverts to its original owner, according to the Duchy's color or French occupation symbol. Duchies can be Flagged as follows:

Unfortified Duchy: a Formation in an unfortified Duchy may Flag that Duchy.

Fortified Duchy: a Formation in a Fortified Duchy under enemy Control may only Flag it after a successful Siege (12.2) or play of the 'Dysentery' Event (#43).

Adjacent Duchy: an Army in a Friendly Duchy may Flag any Adjacent Duchy, as long as the target Duchy fulfils the following criteria:

- There is no enemy Formation or Fortress in the target Duchy; and
- there is no enemy Army which is both Adjacent to the target Duchy and capable of intercepting the Flag placement. An Army which cannot intercept cannot prevent a change of Flag.

Flag requirements are determined as CPs are expended. Moving a Formation may make a newly Occupied or newly Adjacent Duchy eligible for a Flag with the next CP expenditure.

Note: The presence of an Allied Formation in an Uncontrolled Duchy does not affect Flag placement or removal.

8 Diplomacy

8.1 Allies

Britain and Spain are Allies. The French Powers are Allied to each other. These Alliances are fixed and players may not change them. A Duchy Controlled by one Power is considered to be Friendly to its Ally for Attrition and Movement purposes. You may not attack your Ally's Formations, neither may you place your Flag on any Duchy currently Controlled by your Ally. However, you may always replace an enemy Power's Flag with your own, even if it is on one of your Ally's Home Duchies (see 7).

8.2 Negotiations

Players may bargain freely but agreements are made in public and are unenforceable. Cards may not be traded, described, or shown to one another unless an Event allows this. You may not exchange Control of Duchies, although you may agree in advance about the Flagging of Duchies. But remember: agreements are unenforceable.

9 Movement

9.1 In General

Movement of Soldiers and Leaders requires Command Points. It costs 1 CP to move a Leader from one Duchy to an Adjacent Duchy. The cost is 1 CP whether the Leader is alone or in command of Soldiers and Staff Officers. Infantry and cavalry Soldiers without a Leader cost 1 CP per Soldier counter (not Strength Point) for each Adjacent Duchy they enter. Artillery Soldiers may only be moved if commanded by a Leader. When moving without a Leader, each Soldier counter must move on its own; a Soldier counter may never be moved together with another Soldier counter. *[Play note: This means that Soldiers that are not part of an Army may never enter Battle together.]* Spending CPs allows a Power to move only its own Leaders and Soldiers *(Exception: an Allied Army Group may be commanded by both Powers represented in the Army Group, 9.63).*

9.2 Stacking

Any number of Formations of any size may occupy and defend a Duchy. However, an Army may move and attack only with as many Strength Points as its Leader's Command Rating allows.

9.3 Entrance

Pieces may only enter a Duchy from an Adjacent Duchy. Exceptions:

- Soldiers and Leaders entering play through an Event, Build or Regroup;
- Convoy movement (14.2);
- Amphibious Assault (14.3).

9.4 Movement & Attrition

Certain moves may suffer Attrition:

- Moving through a Pass (9.41);
- Forced March (9.42);
- Ambush (9.43);
- Retreats (9.44).

Attrition effects are applied according to rules 9.41-44 and 13.

9.41 Pass

Links formed by dotted brown lines are Passes. Entering or leaving an Enemy or Uncontrolled Duchy through a Pass causes Attrition.

9.42 Forced March

Formations immediately incur Attrition in the fifth and each subsequent Duchy they enter during movement in a single Impulse. Attrition due to Forced March is immediately applied to every Strength Point and Leader that moves more than four Duchies in a single Impulse, whether they move alone or as part of a Formation or Army. Place the appropriately numbered 'March Counter' next to any Formation which moves during an Impulse, to keep track of how many Duchies it has entered. Entering a Duchy through interception, evasion or retreat does not count for Forced March Attrition purposes.

9.43 Ambush

Entering an Enemy Duchy from an Uncontrolled or Enemy Controlled Duchy causes Attrition.

9.44 Retreats

Retreat into an Enemy Duchy, across a river, across an unfriendly Pass, or to sea (i.e. after a failed Amphibious Assault or failed Convoy into a Besieged Fortress) causes Attrition.

9.5 Movement Restrictions

You may not move Leaders or Soldiers through enemy Formations or Fortresses. *Exception: 'Turning Movement' (card 44).*

9.51 Duchy with Enemy Formation

If a Formation enters a Duchy containing an enemy Formation, the entering Formation must immediately stop for a Battle unless the enemy Formation successfully evades (10.5). The entering Formation may not move any more in the Impulse unless the Battle is an Overrun (11.8). Place a 'Battle or Failed Intercept' marker on the Formation as a reminder.

9.52 Duchy with Enemy Fortress

If a Formation enters a Duchy with an enemy Fortress, the entering Formation must immediately stop and may not move any more in the Impulse (12.4) unless a Siege Overrun (12.41) or 'Turning Movement' (#44) is played as an Event. Place a 'Battle or Failed Intercept' marker on the Formation as a reminder.

9.53 Duchy with Friendly Leader

A Leader may move through a Duchy with a friendly Leader. If a Leader stops in the same Duchy as another friendly Leader, one must be designated as the Commander of the Army or Army Group. Replace the other Leader with the appropriate 'Staff Officer' counter and put the Staff Officer with the Commander's Army/Army Group. The Staff Officer is considered a part of the Commander's Army/Army Group. If a Staff Officer leaves the Duchy occupied by the Commander, it immediately reverts to its original Leader counter.

9.6 Army Groups

An Army Group can be created in three ways:

1. if a Power has two or more Armies in the same Duchy, and they have more Strength Points than any single Leader's Command Rating;

2. two Allies each have one or more Armies in the same Duchy, regardless of the Armies' Strength Points and Leaders;

3. as a result of an Event (e.g. 'Mud, Mud and More Mud' [#3]).

PLAY NOTE: retreat, interception (10.1), and evasion (10.5) may result in the creation of an Army Group under points 1 and 2.

One Leader in the Duchy must immediately be designated as the Commander. All other Leaders in the Duchy become Staff Officers and are placed in the Holding Box of the Commander's Headquarters card.

9.61 Moving Through Friendly Armies

You do not need to form an Army Group while one Army moves through another Army's Duchy, but you may choose to do so. A stationary Allied Army may join the currently moving Army as it continues its Impulse only if the Power controlling the stationary Army agrees.

9.62 Two-Power Army Groups

If an Army Group that includes Soldiers or Leaders from two Powers cannot agree on a Commander, the Power with the most Strength Points present decides. If tied, the Power 'to last have an Impulse' decides. That Leader remains Commander until a new Leader eligible to be Commander joins the Army Group or both involved Powers agree on a new Commander during that Leader's Impulse.

When placing Flags, the Army Group must place the Flag of the Commander's Power only *(Exception: 7)*

9.63 Army Group Command Point Costs

A player who wishes to move an Army Group must pay CPs for each Army that he or she wishes to move as part of that Group. The size of an Army is irrelevant to CP costs. Each Army within the Group may move any combination of Strength Points and Staff Officers up to the Command Rating of its Army Commander. Remember that a Leader can either form an Army on its own, or be a part of another Army (counting against the Army Commander's Command Rating).

PLAY NOTE: in general, when a Power has more than one Leader in a single Duchy, one Leader should be chosen to be the Army Commander in the Duchy and the other Leaders are Staff Officers. These Staff Officers form part of the Commander's Army and count against his Command Rating.

EXAMPLE: Wellington (Command Rating: 9) and Hill (Command Rating: 4) could move 13 Strength Points as an Army Group. Each Duchy entered would cost two CPs (one for each Army). Alterna-

tively, Wellington could take 8 Strength Points worth of Soldiers and Hill—as his Staff Officer—for a total of 9. They would move as an Army at a cost of one CP for each Duchy entered.

EXAMPLE: Wellington (Command Rating: 9) and DeEspaña (Command Rating: 4) could also move 13 Strength Points as an Army Group (9 British and 4 Spanish), and would also cost two CPs (one for each Army) regardless of each Army's composition since two Powers are involved. In this example, because Wellington and DeEspaña belong to different Powers (Britain and Spain respectively), Wellington may not include DeEspaña as a Staff Officer in a single Army (see 1.61). The two Leaders could only be moved together as an Army Group, at a cost of 1CP each.

9.64 Army Group Movement

An Army Group moves during its Commander's Impulse. Any number of Armies within an Army Group may move, as long as the Active Power pays 1CP per Army for each Duchy entered. *(Play Note: a two-Power Army Group can move twice in an Impulse Round if an Army Group Commander belonging to the Active Power is chosen for each of the two Powers' Scheduled Impulses. Use of preemption Impulses could result in even more Army Group movement during a single Round.)* An Army Group's constituent Armies may pick up and drop off Formations along the Army Group's route, as long as each Army remains within the limits of its own Army Commander.

9.65 Disbanding Army Groups

A Power's Formations may exit an Army Group over its Commander's objections only during its own Impulse, a retreat, or as a separate interception.

9.7 Entering Battle

Entry of an enemy Formation's Duchy immediately causes Battle unless the defender evades (10.5). The Battle cannot be delayed while another Formation moves into the same Duchy with another CP even if it started in the same Duchy with the other moving Formation.

Only by simultaneous movement as an Army Group or by multiple interceptions, such as through the 'March to the Guns' (#108) Event, can multiple Formations enter Battle together outside the Command Rating of the same Leader.

10 Interception & Evasion

10.1 Interception in General

Under certain circumstances, an inactive Army or Army Group may attempt to move into an Adjacent Duchy. This is called interception. If an unmoving enemy Formation is already the sole occupant of the Duchy, interception is not permitted. Interception may be attempted in order to take part in a Battle (whether it is just about to happen or is already underway), or to prevent the movement or placement of an enemy Formation into the Duchy, including the placement of an enemy Formation in a Duchy due to an Event or build. Some Event cards allow a two Duchy interception (such as 'Call for Reinforcements', #40). However, a two Duchy interception does not allow the intercepting Formations to pick up or drop off any Soldiers or Leaders on the way.

If successful, a Battle is fought after resolving any applicable Attrition (13). When calculating Battle dice, do so as if the defensively intercepting Formation(s) had originally occupied the Duchy (remember, terrain Battle benefits (11.4) apply only if the Duchy is in Friendly Control).

10.2 Multiple Interceptions

An Army may attempt interception during each Impulse until it fails or fights a non-Overrun Battle. Regardless of the outcome, there may be other interception attempts into the same Duchy by other Armies or through Events or both.

It is possible for the Active player to conduct an offensive interception solely by playing an appropriate Event after all inactive player interceptions are resolved.

10.3 Interception Restrictions

You cannot intercept:

- evasions, retreats, and interceptions; or
- using Soldiers on their own—they must be controlled by the Command Rating of a Leader. However, note that some Events, i.e. 'The Scovell Ciphers' (#36), provide Leaderless Soldiers the ability to intercept as if they had a Leader with them. This simulated Leader is only used for purpose of resolving the interception: it does not affect the ensuing Battle.
- with an Army that failed an interception attempt or with an Army or Soldier that is part of an Army Group that failed an interception attempt; or
- with an Army or Soldier that fought a Battle or Siege—other than an Overrun—during the Impulse; or
- using a River Line of March. (You cannot make a two Duchy interception if either Line of March is a River.)

10.4 Resolving Interceptions

To resolve an interception attempt the owning player of the Formation attempting the interception rolls two dice and modifies the result as follows:

- +1 if intercepting into a Friendly Duchy;
- –1 if intercepting from an Enemy Flagged or Uncontrolled Duchy Adjacent to the Duchy being intercepted into;
- +? the Battle Rating of the intercepting Leader;
- –1 if the interception crosses a Pass or Rough Line of March Adjacent to the Duchy being intercepted into; and
- +/– any Event cards used to influence the dice roll (i.e., 'Scum of the Earth' [#82]). An Event may, of course, cancel the interception.

Interception Table (Two dice)

Result	Effect
8 or less	Interception Fails
9 or more	Interception Succeeds
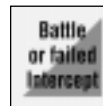
If the interception attempt fails, the intercepting Formation does not move. Place a 'Battle or Failed Intercept' marker on the Formation until the end of the Active Power's Impulse, when the marker is removed and its effects cancelled. A failed interception attempt does not incur Attrition.

If the interception succeeds move the intercepting Army or Army Group to the contested Duchy and apply any required Attrition. Fight a Battle after resolving all other interception attempts into the same Duchy.

A player may not retract an interception attempt once it has been resolved.

10.41 Army Groups & Interceptions

If an Army Group attempts interception, the active Power must declare in advance which Formations in the Army Group are intercepting. Only the Army Group Commander's Battle Rating is used as a modifier. If the interception attempt is successful, the Formations left behind may still attempt their own interception(s). An Army Group may also remain in a Duchy while detaching an Army or smaller Army Group to attempt interception using its own Commander's Battle Rating. However, once any interception attempt from a Duchy fails, all Formations in that Duchy receive a 'Battle or Failed Intercept' marker and may not attempt interception again during that Impulse.

10.5 Evasion

Inactive Formations may attempt to avoid Battle by Evading into an Adjacent Duchy. They may not evade into the Duchy from which the enemy came. An Army or Army Group must make a single evasion attempt and must evade to the same Duchy. Leaderless Soldiers must attempt evasion individually and simultaneously. Each infantry and cavalry counter makes a separate attempt. Artillery may not evade; it must first be converted into infantry and cavalry counters, which may then attempt evasion individually.

Evasion into an Enemy Controlled Duchy (or besieged Enemy Fortress Duchy) incurs Attrition. The presence of a 'Battle or Failed Intercept' Marker does not prevent evasions. The marker moves with the evading Formation. If such a Formation enters a Duchy containing another Army, the evading Formation remains separately identified with its 'Battle or Failed Intercept' Marker.

10.6 Evasion Restrictions

You cannot evade:

- to sea;
- into a Duchy containing enemy Formations or an unbesieged Enemy Fortress; or
- using a River Line of March.

10.7 Resolving Evasions

To resolve an evasion attempt the evading Formation's owning player selects a single Duchy to evade to, rolls two dice, and modifies the result as follows:

- −1 if evading from an Enemy Flagged or Uncontrolled Duchy
- +1 if evading into a Friendly Duchy;
- −1 if the evasion crosses a Pass or Rough Line of March;
- +? the Battle Rating of an evading Leader;
- +/− any Event cards used to influence the dice roll (i.e., 'Scum of the Earth' [#82]). An Event may, of course, cancel the evasion.

Evasion Table (Two dice)

Result	Effect
8 or less	Evasion Fails
9 or more	Evasion Succeeds

If the evasion fails the evader does not move and forfeits any terrain dice (11.2 and 11.4) it would otherwise have had. The Active Formation gains a Battle die (for each failed evasion) in the first Round of Battle.

If the evasion attempt succeeds, the evading Formation moves to the chosen Adjacent Duchy.

An evasion attempt may not be retracted once the evasion attempt has been resolved by rolling the dice.

10.8 Pursuit

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

10.9 Evasion & Interception Sequences

Formations attempting evasion or interception must do so before any Attrition suffered by the movement which prompted the evasion or interception attempt is resolved. *Exception: French Home card #108, 'March to the Guns' Event.*

EXAMPLE: If a French Army is moving and the British want to intercept, the British resolve their interception attempt before the French resolve any Attrition from their own move.

The Active player may only conduct an offensive interception through play of an appropriate Event after all inactive player interceptions are resolved. Otherwise, there is no required order for evasion and intercept attempts; the results of one attempt can be known before declaring another.

10.10 Intercepting Flag Placement

When a Flag (without accompanying Formations) placed by an Event is successfully intercepted, it is immediately removed.

11 Battle

11.1 Battle Events

Any Power with a Leader or Soldier in a Battle may play one or more Battle cards for that Battle.

EXAMPLE 1: the Spanish Power has an Army in a combined British-Spanish Army Group under Wellington's Command. The Spanish Power may play one or more Battle Events.

EXAMPLE 2: the Spanish Power has one infantry Soldier in a Battle Duchy along with a British Army. The Spanish Power may play one or more Battle Events.

The Active player declares all Battle Events first, followed by the Inactive defender, prior to any dice rolls. Any Battle or other Events that affect the number of Battle dice to be used affect only one Round of Battle unless explicitly stated otherwise.

EXAMPLES: 'The Spanish Mob' (#90) adds two dice for one Round of Battle. However, 'Militia' (#87) adds two dice for all Rounds of the Battle.

Any Power may play one or more Response Events which specifically affect Battles. Such Response Events may be played at any time during a Battle, and the Power is not required to have a Formation involved in the Battle.

11.2 Battle Dice

Battle is resolved by rolling dice. The number of dice to be rolled is the total of the following:

- one for each Strength Point of Soldiers;
- one for each Leader in Staff Officer status;

- +/– dice as stated by Battle Events;
- +? Nationality Bonus (11.3);
- +? the Commander's Battle Rating or as modified by an Event such as 'Humbugged' (#23);
- +? any defender's terrain bonus in first Round (11.4); and
- +1 per failed enemy evasion attempt in first Round (10.7);
- –? per disrupt result if Battle enters a second Round (11.53).

11.3 Nationality Bonus

The French add two Battle dice. The British add one Battle die. The Spanish do not have a nationality bonus. In an Army Group of mixed British and Spanish Formations, the Army Group receives the British bonus if at least 50% of the total number of Strength Points and Leaders in the Army Group are British.

EXAMPLE: Assume Wellington and DeEspaña are in an Army Group: Wellington has 9 Strength Points of British Soldiers, DeEspaña has 4 Strength Points of Spanish Soldiers. Since the number of British Soldiers and Leaders (10) is at least half that of the total Army Group, the Army Group receives the British Nationality Bonus in Battle.

The Nationality Bonus may be affected with a +1 Battle Die through play of the 'Atrocity' Event (#13). In this case, add the bonus regardless of the mix between Soldiers of the two Allied Powers. (Word travels fast!)

11.4 Terrain

Terrain can provide Battle dice bonuses to the Formations defending in a Duchy. An inactive Formation that has intercepted into the Duchy is considered to be the defender. Terrain bonuses only apply if the Duchy was Friendly to the defender before Battle occurs.

PLAY NOTE: Control of a Duchy may not change until after the Battle. Hence a Formation that has just moved into a Duchy cannot change Control of the Duchy before the Battle takes place.

EXAMPLE: There is a British Formation in Braga and a French Armée du Nord Formation in Lumbrales. The British Control Braga. The French Armée du Nord controls Lumbrales, therefore Lumbrales is under the Armée du Nord's Control and is Friendly to any French Formation. The British Formation moves into Lumbrales and the French decide not to evade, resulting in a Battle. The French still Control the Duchy during the Battle, hence the French Formation will benefit from any terrain bonuses. In this case, they receive a terrain bonus due to the British Formation crossing a River. The French Formation receives 3 extra Battle dice for the first Battle Round only.

11.41 Rough

If any Formation entered the Battle Duchy in this Impulse along a Rough Line of March, the opposing force gains one Battle die for the first Battle Round only.

11.42 Pass

If any Formation entered the Battle Duchy in this Impulse along a Pass, the opposing force gains two Battle dice for the first Battle Round only.

11.43 River

If any Formation entered the Battle Duchy in this Impulse across a River, the opposing force gains three Battle dice for the first Battle Round only.

11.5 Battle Resolution

Once the number of Battle dice for each side has been determined, both sides roll the required number of dice. Each 5 and 6 rolled inflicts a Casualty on the opposing side. All Casualties are applied simultaneously to both sides. Each 6 immediately eliminates one enemy Strength Point. Each 5 disrupts one surviving Strength Point for the duration of the Battle (a Leader's Battle Rating is unaffected by disruption). Eliminations are always applied before Disruptions. The number of '5s' and '6s' rolled by each side should be recorded using the appropriate Power's marker on the Casualty Display on the Player Aid Card.

PLAY NOTE: remember that you can 'make change' with your Soldier counters at any time.

11.51 Distributing Losses (kill results)

Eliminations should be distributed as evenly as possible between any Allied Powers participating in a Battle. A Leader may not be eliminated if a Soldier Strength Point is available. The Power owning the Commander of a multi-Power Formation decides which Power suffers any excess elimination.

11.52 Determining the Victor

If only one side in a Battle is completely eliminated (Soldiers and Leaders), it has been Overrun (11.8) and has lost the Battle.

In all other cases, add up the total of Eliminations and Disruptions (casualties) suffered by both sides. The side with the most casualties has lost and must retreat. If casualties are equal, fight a second Round with all Strength Points (disrupted Leaders may still use their Battle Ratings, but subtract one Battle die for each 5 Disrupt result from the first Round). New Battle Events may be played before the number of Battle dice for each side is calculated for the second Battle Round. If the Casualties are still equal after the second Battle Round, the Active Formation(s) must retreat to the Duchy they entered Battle from (11.6). Battles never exceed two Battle Rounds unless so dictated by an Event *(Example: 'To The Death', #51)*.

Once a Battle has concluded, place a 'Battle or Failed Intercept' marker on all Formations that were involved in the Battle. *(Exception: Overruns do not cause the winning side to receive a 'Battle or Failed Intercept' marker.)* These markers indicate that the attacking Formations may no longer move or intercept during this Impulse and the defending Formations may no longer intercept during this Impulse. All 'Battle or Failed Intercept' markers are removed at the end of the Active Power's Impulse.

11.53 Disruption Results

A side that has received more Disruption results than it has Soldier Strength Points and Leaders may still have Battle dice in a second Battle Round, depending on its Leader or Commander, Nationality Bonus, and Event cards played. However, the number of excess Disruptions must be deducted from these Battle dice to give a Battle dice total for the second Battle Round. Reductions below zero are ignored. Essentially, take all the positive number inputs and subtract disruption and Event-generated negatives.

EXAMPLE: a French Army under Soult (4-9) has 4 SPs of Soldiers and an additional Battle die due to the 'Atrocity' Event (#13). This Army suffers 6 Disruptions during the first Battle Round. If a second Battle Round is necessary, Soult's Army will roll 5 Battle dice: 4 (Soult's Battle Rating) + 4 (4SPs) + 2 (French Nationality Bonus) +1 (Atrocity Event) = 11. 11–6 Disruptions = 5.

If a Battle does go into a second Round or more, apply kill results to first Round disrupted Soldiers before affecting any Leader.

Flip disrupted Soldiers/Leaders to their non-disrupted side immediately after a Battle. Exception: Rout (11.7).

11.6 Retreats
The victor retains the Battle Duchy.

11.61 The inactive loser retreats to one or more Adjacent, Friendly Duchies if possible. A Defending Formation is not required to retreat into a single Duchy. A defender unable to retreat to a Friendly or Uncontrolled Duchy may retreat to any Adjacent Duchy not containing an enemy Formation but suffers Attrition (9.44 & 13). A defending Formation may not retreat to a Duchy from which the enemy entered the Battle, out to sea, or into a Duchy containing an enemy Formation. Formations unable to retreat are placed in the Regroup Box and cause an Overrun (11.8).

NOTE: Unlike offensive Active Attacker interceptors, retreating defensive interceptors, since they reached the Battle Duchy first, do not have to retreat to the Duchy(s) from which they came.

11.62 Active losers *must* retreat to the Duchy(s) immediately Adjacent from which they entered the Battle Duchy (if it is friendly Controlled or a besieged enemy Fortress). If the Duchy is *not* friendly Controlled or is *not* a besieged enemy Fortress, the retreating Formation is placed in the Regroup Box and causes an Overrun (11.8).

NOTE: If successful Event-initiated Offensive interceptions from more than one Adjacent Duchy applied, the Active player chooses which single eligible Duchy to retreat to.

11.7 Rout
If the winning side in a Battle inflicted 3 or more Casualties on the losing side than it received, a Rout occurs. It does not matter if the Casualties were caused in different Battle Rounds. All Disrupted pieces in the Routed Formations are eliminated.

11.8 Overrun
If all Formations of a side in Battle are eliminated—even if due to failure to retreat or Attrition suffered during a retreat—an Overrun occurs. An Active Overrunning Formation may continue to move with any remaining CPs. An inactive Overrunning Formation may continue to intercept unless previously marked with a 'Battle or Failed Intercept' marker.

11.9 Flag Overrun
Whenever the losing side suffers more Casualties than it has Strength Points, a Flag Overrun occurs. A Flag Overrun allows the winning side to place or remove a Flag in the Battle Duchy at no CP cost. *Exception: Flag Overruns may not occur in Fortress Duchies.*

11.10 Battlefield Loot
After a Battle in which an entire Army or Army Group is Routed (11.7) or eliminated, the Power controlling the victorious Formation(s) *must* take the opportunity to gain one or more Resources. If a victorious two-Power Army Group is involved, only the Power which owns the Army Group Commander may attempt to gain Resources in this way. To resolve Battlefield Loot, roll one die and add to that result the number of Strength Points and Leaders lost by the defeated side. Apply the result from the Battlefield Loot Table.

DESIGN NOTE: the greater the size of the defeated Formation(s), the greater the chance to gain Resources in the form of battlefield Loot: valuable booty, draft animals, military equipment, prisoners to be exchanged and so on.

Battlefield Loot Table (one die)

Result	Effect
7 or less	Victor gets 1 Resource on a natural '6', otherwise no Resource.
8–11	Victor gets 1 Resource
12 or more	Victor gets 2 Resources

Note that Events from card #11: 'Another Day of Battle' and card #51: 'To the Death', allow the victor to tabulate CUMULATIVE enemy losses for multiple Rounds of Battle in calculating Loot die roll results. Additionally, card #51 could permit two Loot die rolls (one for the first Battle, if a rout, and another if the second Battle is a rout or Army elimination).

11.11 Spanish Loot & Attrition
In any situation in which the Spanish gain a Resource (or Resources) through:

- a Battle or Siege-related Event card (such as 'Baggage Train Taken' [#75]);
- Battlefield Loot (11.10); or
- Sack and Pillage (12.5).

The victorious Spanish Formation(s) involved in the Battle or Siege must take an immediate Attrition check for each incidence of gaining the Resource(s) (for example, if two Resources were gained, then the Spanish Formation would suffer two Attrition checks). Any Soldiers or Leaders lost to that Attrition roll, however, are not eliminated but are instead sent to the Regroup Box. Note: When an Army Group is involved this only applies to a Spanish led Formation.

EXAMPLE: There is a Spanish Formation that is part of an Army Group led by Wellington. If Wellington wins Battlefield Loot it goes to the British Power. The Spanish would not suffer Attrition.

12 Fortresses
12.1 In General
Fortresses do not affect Battles, but do affect Duchy Control, retreat and movement. Formations are never inside a Fortress. A Fortress Controls its Duchy regardless of the presence of enemy Formations. To Flag a Fortress you must defeat it by Siege.

12.2 Siege
A Siege is similar to a Battle (including the play of Event cards which must specifically note they apply to Siege) but has important differences. An Active besieger Army may resolve a Siege only if no enemy Formation is also in the Fortress Duchy and the besieger has not already fought a non-Overrun Battle there during that Impulse. A Siege may be resolved at no CP cost during the besieger's Impulse, including before playing a card or Resource for that Impulse. This may occur even during a 'Pass' option in which the besieger has no cards and thus, otherwise, no Impulse. At its option, a Power may place
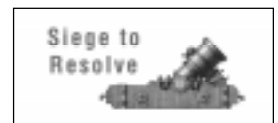
a 'Siege to Resolve' reminder counter on its Impulse Box (printed on the map) as soon as it has no cards in its Hand.

12.21 Only an Army May Resolve a Siege
It requires an Army to resolve a Siege and only a single Army may do so (see 12.31 for Army Groups and Sieges).

12.22 Siege Rounds
A Fortress may be besieged once during each Impulse (whether it is a Scheduled or Preemption Impulse). A Fortress may not be besieged by more than one Army. A Siege may last several Rounds—depending on the Fortress' strength and favorable die rolls (12.3) for the besieger. The maximum number of Siege Rounds is equal to the Fortress' built-in defense strength.

EXAMPLE: a Siege of Gibraltar (built-in defensive strength of 5) could last up to five Siege Rounds.

12.23 Event Cards in Siege
Not all Battle cards are playable during a Siege. Battle card play is limited to those Battle cards that specifically note they apply to a Siege. Contrary to normal Battle card Events; a Fortress defender may play one or more Siege Battle cards without a friendly Formation present in the Duchy. Only the Fortress owner may play such Battle cards.

12.3 Siege Resolution
The Power defending a Fortress rolls dice equal to the Fortress's built-in defensive strength (5 for Gibraltar, 2 for a 'Hasty Fortress' [as created by card 37], 3 for all other Fortresses). The built-in strength of a Fortress never changes, even if the besieging Army has inflicted 'hits' on it during a Siege Round. The besieging Power rolls the same number of dice as it would if it were conducting a Battle. A Power uses its Nationality Bonus when besieging a Fortress, but not when defending one. A Siege is successful if the besieger rolls a number of '6s' equal to or greater than the Fortress's built-in defensive strength in a single Impulse and at least the Army Commander piece remains after all defender kills are resolved. Unlike Battles, '5s' have no effect on a Fortress, but the besieging Army still suffer a Disruption for each '5' rolled by the defending Power. A besieging Army may conduct an additional Siege Round if it has scored more '6s' ('hits') against the Fortress than it has received Casualties (5s and 6s) in that Round. A Siege may also be extended into another Siege Round by an Event *(Example: 'Bombardment' [#4]).*

The besieger may use a die or one of the reminder counters provided with *Wellington* to keep track of the cumulative number of '6' hit results accrued during a Siege.

If a Siege is unsuccessful, the besieging Army does not retreat or Rout; the besieging Army remains in the Duchy. If a Siege is successful, the besieging Power may Flag the Duchy at no CP cost. The Fortress is now Controlled by the besieging Power with its full built-in defensive strength as indicated on the map. Successful Siege of a 'Hasty Fortress' results in the removal of the 'Hasty Fortress' marker.

EXAMPLE 1: Lisbon is besieged by the French: It has strength of three and the defender rolls three dice resulting in a single '5' casualty. The French roll two '6s.' This is not enough to take the Fortress, but the French may attack again. They roll one less die (because of the '5'—a disrupt rolled by the defender). The defender, however, again rolls all three dice, as the strength of the Fortress is not diminished by the attacker's roll. If the French roll even a single '6', however, that will be the third hit scored in the Siege

and will result in Lisbon's capture by Siege Overrun (12.41). If Lisbon is not captured, however, the Siege ends and it regenerates to full strength.

EXAMPLE 2: Lisbon is besieged by the French: On the first Round the defender does not roll any '5s' or '6s'. The French roll a single '6.' A second Round occurs. The defenders still roll three dice, as the hit rolled by the French does not reduce the strength of the Fortress. Again the defenders miss and the French roll another '6.' A third Round occurs but on this Round the French fail to gain a '6'. The Siege ends, the defender retains the Fortress and Lisbon regenerates to full strength.

12.31 Army Groups, Extra Strength Points and Sieges
A single Army from a two-Power Army Group may besiege a Fortress during its Power's Impulse, but may not use any Leaders, Nationality Bonus or Soldier Strength Points belonging to the inactive Power. Excess Strength Points of the same Power present beyond the besieging Army's Command Rating may immediately replace any disrupted or eliminated Soldier in the besieging Army during subsequent Siege Rounds.

12.4 Movement Effects
Formations may not retreat or evade into an unbesieged enemy Fortress. Movement, evasion, interception and retreat of any kind from an enemy Fortress Duchy must be to an Adjacent Duchy that is either Friendly, Uncontrolled, or a besieged Enemy Fortress. (See also 9.52.)

PLAY NOTE: this means that it is not permitted to 'bypass' unbesieged enemy Fortresses and head deeper into enemy Controlled territory.

12.41 Siege Overrun
Formations involved in besieging a Fortress may not move any further during that Impulse, unless a Siege Overrun occurs. A Siege Overrun occurs if:

- the besieging Army inflicts more hits' (6s) in a single Siege Round than the Fortress's built-in defensive strength
- a Fortress is defeated in fewer Siege Rounds than its built-in defensive strength.

EXAMPLE: Taking a 3 strength Fortress in one or two Rounds of Siege resolution or getting a fourth or more cumulative 6 on the third Round of a 3 strength Fortress is a Siege Overrun.

Unless a Siege Overrun has occurred, all besieging Formations receive a 'Battle or Failed Intercept' marker at the conclusion of the Siege. If a Siege Overrun occurs, surviving Formations from the besieging Army may continue moving.

12.5 Sack & Pillage
The fall of a Fortress could lead to the capture of vital supplies, yet for the Spanish this also often resulted in the undisciplined sacking and pillaging of the captured city. Any victorious besieger must roll a die to gain a Resource from a captured Fortress (a 'Hasty Fortress' [#37] cannot be Looted). Add one to the result for each Round less than the maximum normally allowed in which the Fortress fell. *Example: taking a 3 strength Fortress in one Round would give +2 to the die roll.* If the adjusted die roll is '6' or higher the besieger gets one Resource. However, if the Spanish gain a Resource from such Sack and Pillage or play of an Event, they must immediately take an Attrition check, with losses sent to the Regroup Box as described in 11.11.

13 Attrition

13.1 Resolving Attrition

Whenever an Event or rule (such as 9.4) requires a Formation to incur Attrition, a die should be rolled for each Strength Point and Leader affected. Each 6 rolled requires the elimination of a Strength Point. The affected Power chooses which Strength Points to eliminate in each Duchy to fulfill the required losses. If a two-Power Army Group is affected, the Commander's Power chooses. Leaders may not be eliminated if Soldiers are available.

If Attrition is incurred for two or more reasons, make all of the necessary Attrition die rolls before applying the results.

EXAMPLE: A Formation of a Leader, three infantry and one cavalry—i.e. five Strength Points of Soldiers—forced to take Attrition twice would roll twelve dice one time: one for the Leader plus five for the Soldiers, making six, then doubled.

Attrition losses do not count as Battle Casualties unless specified by an Event.

For Attrition purposes, a successful interception (10.1) or evasion (10.5) *does* count as a move.

EXAMPLE: Evading successfully from an Uncontrolled Duchy to an enemy-Controlled Duchy incurs Attrition.

14 Naval Affairs

14.1 In General

Only the British may conduct naval operations, unless the French are otherwise allowed to by Event: specifically, 'Naval Support' (#103). There are two types of naval operation: Convoys and Amphibious Assaults.

14.2 Convoys

Convoys allow Leaders and Soldiers to move across sea Zones. A Convoy may carry any combination of up to five Leaders and/or Soldier Strength Points.

EXAMPLE: a Convoy could move 2 Leaders and 3 SPs.

Convoyed Formations may not combine sea with land movement. They must begin an Impulse from a single Friendly Port and end their Impulse in another single Friendly Port.

Britain may conduct one Convoy during its Impulse, at a cost of 1CP for each Leader and Strength Point being Convoyed.

EXAMPLE: A Convoy of Wellington and two cavalry (4 SPs) would cost 5 CPs.

A Convoy into a Friendly-Controlled besieged Fortress causes a Battle to be fought immediately, unless the besieging Formation successfully evades. If the Convoyed Formation is forced to retreat after the Battle, it incurs Attrition and retreats to the Friendly Port from which it began the Impulse.

A Convoy into an Enemy-Controlled Fortress which is being besieged by a friendly Formation is resolved as an Amphibious Assault (14.3).

14.3 Amphibious Assault

An Amphibious Assault requires the play of Event card #93: 'Admiralty/Hearts of Oak'. An Amphibious Assault may not be conducted against a Major Port.

To conduct an Amphibious Assault, a Convoy (14.2) must move from a single Friendly Port to an Enemy Minor Port. Normal size limits apply i.e. the Convoyed Formation may not consist of more than five Leaders and Soldier Strength Points in total.

The Assaulting Formations are then fired upon by the Port's shore batteries. The Power Controlling the Port rolls 3 dice (6 if it is a Fortress Duchy) and Casualties are inflicted on the Assaulting Formation according to the rules for Battle: each 5 results in a Disruption, and each 6 results in the elimination of a Strength Point or Leader. Surviving Leaders and Soldiers may then enter the Port; no further shore battery fire occurs.

If enemy Formations are present in the Port, a Battle takes place unless the defenders evade. If there are no enemy Formations present in a Fortress Duchy, or they evade, the Assaulting Formation may conduct a Siege and all other operations as if it had entered the Duchy from a normal Line of March. Assaulting Formations may also join Sieges that are already underway against the Fortress.

Casualties caused by the shore batteries do not contribute dice to a Battle or Siege, and are considered to be Casualties from the first Battle Round or Siege Round. If forced to retreat after a Battle, the Assaulting Formations incur Attrition and must return to the Friendly Port from which they began the Impulse.

14.4 Fortified Straits (Gibraltar)

There are two sea Zones, the Atlantic and the Mediterranean. They are divided by the Fortified Straits of Gibraltar. Gibraltar is considered to be in both Zones. If Gibraltar is Enemy-Controlled, friendly Convoys and Amphibious Assaults may not move from a Port in one Zone to a Port in the other.

15 Resources

15.1 Receiving Resources

A Power may receive Resources as follows:

- one Resource per Turn for having more than eight cards in its Hand (16.43)
- when specified by Events *(Example: a Power that plays the 'Royal Intervention' Event, card 18, gains a Resource.)*
- one or more Resources for Battlefield Loot (11.10)
- one Resource through Siege Sack and Pillage (12.5)
- one Resource during the Interphase for Controlling Madrid
- one Resource during the Interphase for a French Power if it Controls Lisbon
- one Resource during the Interphase for a French Power if it Controls Gibraltar.

15.2 Using Resources

A Power may use a Resource during that Power's Impulse to draw a card. Resources do not affect Hand limits or pre-empt capability. They can be used instead of a card (whether the Power has cards or not) as an inherent '+' card for either of the above uses, either alone or in combination with another non '+' card.

A Power with no cards could pass in one or more Impulses and play a Resource in a subsequent Round. A Resource, however, cannot be played as an Impulse to extend a Turn after the last Power with a playable card has taken its Impulse (4.24).

You cannot play a Resource and a + card in the same Impulse, as a Resource is just like a + card in that it allows you to do one more thing than usual.

EXAMPLE 1: you could use your Resource to draw a card and play that card or another card, so long as neither is a '+' card, and then stop for the Impulse.

EXAMPLE 2: you could not play your last card and then use a Resource to draw and play another card; that would be like playing three cards.

EXAMPLE 3: you have two cards left in your Hand and a Resource. You could play the Resource to draw another card giving you three cards in your Hand. You could either stop there or play one of the three cards in your Hand (provided the card selected is not a + card).

Remember that you cannot play a Resource for a card if you are already at the maximum card hand—8, excluding home cards.

15.3 Resources & Victory

At the end of the game, each unused Resource held by a Power counts as half of a Victory Point (19.2). If two or more Powers are tied on the number of Victory Points they have, the number of unused Resources may break the tie and determine the winner (19.1).

16 Interphase

If a Sudden Death Game End has not occurred (18), and the current Turn is 1812 or 1813, an Interphase is conducted. During the Interphase, the Powers prepare for the next Turn. Powers may not play Events or attempt interceptions during the Interphase. Each Interphase has four main steps:

• Resources (16.1)
• Reinforcements (16.2);
• Deployment (16.3);
• Card Preparation for the Next Turn (16.4).

16.1 Interphase Resources

The Power Controlling Madrid receives one Resource. A French Power Controlling Lisbon receives one Resource and a French Power Controlling Gibraltar receives one Resource.

16.2 Reinforcements

In the first part of the Interphase, each Power may build Reinforcements, starting with the Power due to take the next Scheduled Impulse (and continuing in Impulse Track order). These Reinforcements may be taken from previously eliminated pieces, pieces that have not yet entered play, and from the Regroup Box. Pieces from any of these sources may be used as Reinforcements as long as enough CPs are available.

Powers get Reinforcement CPs as detailed below. The number of Reinforcements available is calculated based on the Reinforcement Tables on the map, the roll of a die or dice, the play of certain cards, and the Control of certain important Duchies on the map.

Each Power pays the normal CP cost to Build (6.1) and Regroup (6.2) Leaders and Soldiers in the Interphase. Powers must place these Reinforcements in only one of their Friendly unbesieged Home Key Duchies. *(Exception: French and British Leaders, 6.3.)*

A Power may use a Reinforcement CP for a Deployment (16.31).

DESIGN NOTE: the availability of Reinforcements for each Power reflects the course of events in the Napoleonic Wars, of which the Peninsular Wars were only one part. Napoleon's invasion of Russia in 1812 and the ongoing struggle for control of Germany had a major influence on events in Spain and Portugal.

16.21 French Reinforcements

Refer to the 'Appeal to the Emperor' table on the map to work out how many Reinforcement CPs the French Powers may receive. In some cases Soldiers may have to be removed from the map. The French Power with the next Scheduled Impulse should roll a die, and modify the result according to which of the Events specified on the table have been played. (These Events are marked 'Remove', and their Reminder markers should be placed in the appropriate boxes to the left of the 'Appeal' table as a record of which Events have been played.) The result applies to both French Powers.

16.22 British Reinforcements

Use the 'Letter to the Horse Guards' procedure on the map to work out how many Reinforcement CPs the British Power receives. The British Power rolls four dice and modifies the result as follows:

• –4 if Britain does not Control Lisbon
• –2 if Britain does not Control Porto.

The modified result is the number of Reinforcement CPs Britain receives.

NOTE: The Event on card #73 'The Other Wellesley' can influence the number of British Reinforcement die rolls.

16.23 Spanish Reinforcements

Use the 'Levantamiento Popular' procedure on the map to work out how many Reinforcements the Spanish Power receives. The Spanish Power rolls two dice and adds one for every two Spanish Keys in Spanish Control (ignore remainders). The modified result is the number of Reinforcement CPs Spain receives.

EXAMPLE: the Spanish Power Controls three Spanish Keys. The dice roll is modified by +1.

NOTE: An additional die may be added by 'The Other Wellesley' (card #73) Event, when it is played in Allied favor.

16.3 Deployment

Starting with the Power due to take the next Scheduled Impulse on the Impulse Track, each Power may Deploy one Leader. Deployment allows the Leader to move through an unlimited number of Friendly Duchies that are connected by land Lines of March. Deploying Leaders may not enter any Duchy into which an enemy Army could intercept.

As the Leader Deploys, it may pick up Soldiers and Leaders from any Duchy it enters, up to its own Command Rating. A Deploying Leader may only drop off Leaders and Soldiers in the Duchy in which it started the Deployment.

As an alternative to Deployment, the British Power may use a Convoy (14.2) to Deploy Formations from one Friendly Port to any unbesieged Friendly Port. Each Convoy is counted as one Deploy-

ment, regardless of the Convoy's size. A Convoy may not pass Gibraltar if it is Enemy-Controlled. A Deploying Convoy may not enter a Port into which an enemy Army could intercept.

16.31 Extra Deployment
Any Power may buy an extra Deployment by spending one Reinforcement CP. The British Power may choose to buy a Convoy Deployment instead of a normal Deployment at the same cost. No Soldier Strength Point or Leader may move in more than one Deployment (of any kind) per Interphase.

16.32 Leader Strategic Transfer
After all Deployments are complete, a Power may voluntarily eliminate one or more Leaders from anywhere on the map as if killed in Battle. Such Leaders are immediately available for purchase as replacements during the upcoming Turn (6.1).

16.4 Card Preparation for the Next Turn
This part of the Interphase has the following steps:

- Shuffle & Draw (16.41)
- Mulligans & Unplayed Cards (16.42)
- Excess Cards (16.43)
- Home cards (16.44)

16.41 Shuffle & Draw
Shuffle all the cards in the Discard Pile (do not shuffle the Home cards in with them). Starting with the Power due to take the next Scheduled Impulse, each Power draws six cards.

16.42 Mulligans & Unplayed Cards
In Impulse Track order, starting with the Power due to take the next Scheduled Impulse, each Power decides whether or not to do a Mulligan (2.6) with the newly drawn cards. Once the Power finishes doing any Mulligans, it must deal with any Unplayed cards remaining in its Hand from the previous Turn. Half of the Unplayed cards (rounded up) are removed at random and shuffled back into the deck. The Power then draws an equal number of replacement cards. The Power's Unplayed and newly drawn cards are then combined into a single Hand.

16.43 Excess Cards
In Impulse Track order, starting with the Power due to take the next Scheduled Impulse, each Power must declare if it has more than eight cards. If so, the Power must randomly discard one card in exchange for a Resource. Because the choice is random the card may be a 'Must Play' card. If this happens you must immediately shuffle it back into the draw deck.

Each Power in turn selects the cards it wishes to keep, up to the limit of eight (8) cards (excluding Home cards), and discards the rest. The CP values of the discarded cards are converted into Reinforcement CPs. If this results in an odd number the odd CP can only be used to bring in Reinforcements from the Regroup Box.

EXAMPLE: a Power discards cards worth 5 CPs and receives 5 Reinforcement CPs in return. It may build 2 Soldier SPs and bring one SP back from the Regroup Box (if one is available).

The Power must place these Reinforcements in any one Friendly Home Key Duchy. This placement is not followed by additional Deployments. A Power may not voluntarily discard a 'Must Play' card in return for Reinforcement CPs.

16.44 Home Cards
Collect each Power's discarded Home cards and Reserve cards. Shuffle them and deal three Home cards to Britain and two to each of the other three Powers. For the new Turn, play continues with the next Power on the Impulse Track from the end of the previous Turn, unless a Power pre-empts.

17 Special Rules
17.1 End of Turn
The Turn is prolonged if the last Power with a playable card gives it to another Power.

EXAMPLE: Assume Britain has the last playable card in a Turn and it is 'Cavalry of St George' (#94). If Britain plays this as an Event and gives it to Spain, the Turn continues.

Giving the last playable card to another Power makes the receiving Power the last Power with a playable card and thus the last Active Power in the Turn.

17.2 Point of Omission
If an illegal play or other error goes undetected until after the next Active Power makes a card play, the play or error is considered valid.

18 Ending The Game
18.1 Sudden Death Game End
The game ends immediately if the conditions for Conquest of France (18.2) or Spain (18.3) or Portugal (18.4) apply. A game can end at any point during a Turn. Players may be left with unused (unplayed) Cards when this happens.

18.2 Sudden Death Conquest of France
If none of the 8 Duchies in France are under French Control, carry out the following procedure:

- if the French Control Madrid, resolve a French Potential Conquest of Spain die roll (18.6). If that die roll results in a French Conquest of Spain, the French Powers win an automatic victory;
- if the French do not Control Madrid, or the French Potential Conquest of Spain die roll does not result in a French Conquest of Spain (18.6), France has been conquered. Britain and Spain win an automatic victory. If one player represented only the Spanish Power, resolve a Guerrilla Phase (4.4) before calculating Victory Points (19).

18.3 Sudden Death Conquest or Liberation of Spain
18.31 Sudden Death Conquest of Spain: if neither Britain nor Spain Controls one or more of the 15 Keys in Spain, the French win an automatic victory.

18.32 Sudden Death Liberation of Spain: if none of the 15 Keys in Spain are Controlled by French Powers, Spain has been liberated and Britain and Spain win an automatic victory. If the game had a Spanish player, resolve a Guerilla Phase (4.4) before calculating Victory Points (19).

18.4 Sudden Death Conquest of Portugal

If the French Control all 4 Portuguese Keys and any combination of 8 Spanish Keys—1 of which must be Madrid—the French win an automatic victory.

18.5 Other Ways to End the Game

If there is no Sudden Death Game End, the game ends immediately when one of the following occurs:

- one of the French Powers makes a successful die roll for Potential Conquest of Spain (18.6) during the Conquest and Liberation part of a Turn;
- a Peace Roll is successful (18.7) during the Peace & Victory part of the 1812 or 1813 Turns;
- the Peace and Victory part of the 1814 Turn is reached (19).

18.6 Potential Conquest of Spain

If either French Power Controls Madrid (the Spanish Capital), that Power rolls one die and adds one to the result for every 3 Spanish Keys (including Madrid) that are under French Control. (Fractions are ignored.) It does not matter which French Power Controls the Spanish Keys.

EXAMPLE: if seven Spanish Keys are under French Control, one of which is Madrid, the French Power that Controls Madrid rolls one die and adds 2 to the result (7 divided by 3 is 2; the remainder is ignored). If nine Spanish keys were under French Control, 3 would be added to the die roll (9 divided by 3 is 3).

If the modified die roll is **8 or more**, Spain has been conquered and the French Powers win an automatic victory.

PLAY NOTE: in the unlikely event of a Potential Conquest of Spain coinciding with a Conquest of France, remember that the Potential Conquest of Spain must be resolved first (see 18.2). A Conquest of Spain takes precedence over a Conquest of France.

18.7 Peace Roll

If a Sudden Death Game End has not occurred, the game may be ended during the Peace and Victory part of the 1812 and 1813 Turns. One player is chosen by agreement to roll the die. If the die roll is 6, peace has been declared and the game ends immediately.

Exception: if 'War Without End' (#77) was played as an Event in any Impulse of the just completed Turn, no Peace Roll is made.

19 Victory

19.1 In General

The French win the game by a Conquest of Spain (18.31 or 18.6) or Conquest of Portugal (18.4).

The British and Spanish win the game by a Conquest of France (18.2) or Liberation of Spain (18.32).

If the game ends in any other way, the players must determine the winner by calculating how many Victory Points they have won. Each Power calculates its Victory Points separately. Then compare the total number of Victory Points won by the two French Powers to the total number of Victory Points won by Britain and Spain. The side with the higher total wins. If the two sides (Imperial France and the Allies) are tied, the side with the most unplayed Resources

wins. If both sides are tied in unplayed Resources as well, the French Powers are the winners.

If there are two players on the winning side, each player should calculate his or her Power's Victory Point total. The player with the higher total is the individual winner. If the two players' Powers are tied on Victory Points, the player whose Power comes later on the Impulse track is the individual winner.

Exception: Spanish Bonus Victory Points (19.5).

19.2 Basic Victory Points

Each Power receives one Victory Point for each Key it Controls, and half of a Victory Point for each unplayed Resource it has at the end of the game.

Exception: Madrid is worth two Victory Points.

19.3 Adjustments for Events

A Power deducts one Victory Point for each removal required by an Event that remains unfulfilled at the end of the game (5.13).

19.4 French Bonus Victory Points

A French Power receives one bonus Victory Point (each) for Control of Lisbon and Gibraltar.

A French Power also receives bonus victory points depending on when the game ends:

- in games ending in 1812, each French Power receives one bonus Victory Point for every five Duchies (of any type) in its Control.
- in games ending in 1813, each French Power receives one bonus Victory Point for every four Duchies (of any type) in its Control.
- in games ending in 1814, each French Power receives one bonus Victory Point for every three Duchies (of any type) in its Control.
- in games ending in 1814, each French Power that Controls all four of its original Home Duchies at the end of 1814 receives four bonus Victory Points.

Each French Power calculates its bonus Victory Points separately. Fractions are ignored. *For example, a French Power with 20 Duchies at an 1814 game end receives 6 bonus Victory Points.*

19.5 Spanish Bonus Victory Points

If there is a separate Spanish player and the result is either a tie or a victory for the British/Spanish Allies, the Spanish player is eligible for bonus Victory Points. The quantity of bonus Victory Points depends on the number of Spanish Duchies (of all types, including Keys) remaining in French Control. The Spanish player receives the highest single award that applies. *For example, with 8 French Controlled Spanish Duchies the Spanish player receives 4 bonus Victory Points.*

Spanish Bonus VP Chart

French Controlled Spanish Duchies	Bonus Victory Points
None	6
Less than 5	5
Less than 10	4
Less than 15	2
Less than 20	1

The bonus Spanish Victory Points are calculated if needed to break a tie between the Allies (two players as Britain and Spain) and Imperial France (the two French Powers). They are also used when two players are Allies—the British and Spanish Powers (after a victory for the Allies). If there is a tie between Britain and Spain, Spain is the winner as it is the last Power on the Impulse Track.

DESIGN NOTE: being able to control the play of two Hands while manipulating Spanish replacements (16.2) gives a single player for the Allies a significant advantage in the game. This is why the Spanish bonus Victory Points listed under 19.5 do not apply in such a case.

20 Glossary and Index

This index lists words having a special meaning in *Wellington*. The words listed in this index are Capitalized throughout these rules.

Active: The Power currently taking its Impulse is Active (4.2).

Adjacent: Duchies directly connected by lines (also known as 'Lines of March') are Adjacent (1.22, 1.23).

Allies: The 2 French Powers are Allied to one another. Spain and Britain are Allied to one another (8.1).

Army: An Army is formed by any Leader on its own, or in a Duchy with Soldier Strength Points and Staff Officers (see below) within its Command Rating. Soldiers beyond the Leader's Command Rating are not considered part of the Army: they may add their SPs in defense, but may not move or attack with an Army (9.1). An Army is required to resolve a Siege.

Army Group: Two or more friendly Armies occupying the same Duchy or moving together form an Army Group. They are led by a single Leader termed the Commander who is placed on the map in a plastic stand to represent the entire Army Group. All other Leaders in that Army Group are placed on that Commander's section of the Headquarters Card and/or use their Staff Officer counter while remaining in the Commander's Duchy (9.6).

Attrition: A condition requiring all affected Formations and Flags to roll a die with a '6' die roll resulting in an elimination. *Example: An artillery Soldier rolls four times and loses one of its four Strength Points for each '6' it rolls. See 9.4 and 13.*

Battle: Open field combat resolution which immediately occurs when Formations of opposing Powers occupy the same Duchy for any reason. (9.7) Battle is resolved by one or more Rounds (11).

Battle Rating: A Leader's first (unboxed) number (1 to 5) favorably modifies intercept/evade dice rolls and provides that many bonus Battle dice while in command. *Example: Wellington's Battle Rating is 5 (1.6).*

Command Rating: A Leader's second (boxed) number is the maximum number of Strength Points (4, 6 or 9) his Army may contain.

Command Points (CP): The circled number atop all but 'MUST PLAY' cards which may be used to build and move Formations or place and remove Flags are its CPs (5.5).

Control: A Power Controls a Duchy if that Duchy contains its Flag. If not Flagged, the original owner of that Duchy (depicted by its map-printed color or French Control symbol) Controls it. Enemy Formations in a Duchy can negate Control of a non-fortified Duchy, but do not yet Control it until they flag it. (7.1) See Control of a Duchy (3.1)

Convoy: Naval transport of a Formation (14.2).

Deployment: Interphase strategic movement of an Army or Convoy (16.3).

Duchy: Each land Duchy is a representation of an historically significant area where the Peninsular Campaign took place. Their original Control is indicated by map-printed color or symbol. Its function is indicated by shape. The different types of Duchies include:

Capital: A Duchy with a star is a Capital. Madrid is the only Capital. Control of Madrid triggers a possible French conquest of Spain. Control of Madrid earns a Resource during each Interphase and adds a bonus victory point at the end of the game.

Enemy: A Duchy Controlled by an opposing Power that does not contain a friendly Formation is an Enemy Duchy.

Fortress: An octagonal-shaped Duchy is a Fortress. It has an inherent defence of three (or five, in the case of Gibraltar) as shown by the number printed in the yellow box beside it (12). *Example: Gibraltar is a Fortress.*

Friendly: A Duchy Controlled by you or an ally which is not occupied by enemy Formation is Friendly.

Home: A Duchy matching the color of its Power is a Home Duchy. Each of the two French Powers has four Home Duchies. All Duchies in Spain under Spanish Control are treated as Spanish Home Duchies (1.21). *Example: Gibraltar, Lisbon and Porto are all British Home Duchies.*

Key: Any non-circular Duchy is a Key. Control of Keys earns Victory Points.

Occupied: Thirty-five of the 62 Spanish (yellow) Duchies begin the 1812 game as Occupied Duchies. The Armée Du Nord occupies twenty-one. These contain a blue dot. The Armée Du Sud occupies fourteen. These contain a green triangle. Occupied Duchies are considered Flagged and remain Friendly Controlled French Duchies unless and until Flagged by the British or Spanish. If Flagged by the Spanish, they are treated as Spanish Home Duchies.

Port: A Duchy with an anchor symbol at sea is a Port. There are two types of Ports. Minor Ports are marked with a small anchor. Major Ports are marked with a large anchor. Convoys may enter any Friendly Port, but Amphibious Assaults may only be conducted against minor Ports (1.21, 14).

Uncontrolled: A Duchy whose Control is negated by the presence of an enemy Formation but is not yet converted to that Formation's Flag. An un-flagged Fortress Duchy containing an enemy Formation is considered Friendly to the Fortress owner and Uncontrolled to the besieger. (3.1)

Flag: A hexagonal piece representing the inherent garrison of a Duchy and signifying its Control. (7)

Formations: A Formation is a Soldier, a Leader, or any combination of them. Collectively, Armies and Army Groups and their component parts are a Formation. A Flag (7) is not a Formation. In general, when an Event requires the removal of a Formation it is referring to a Soldier or a Leader and not an entire Army or Army Group (9.6).

Fractions: Fractions, except for the value of Resources (1/2 VP each) which are not rounded at all, are rounded up; half of 1 or 2 is 1, Half of 3 or 4 is 2, etc. The one rounding exception is when determining victory points for Duchies in French Control (19.4), in which case Fractions are lost. The other is when calculating Spanish CP replacements using the 'Levantamiento Popular' Procedure (16.23).

Hand: All of the cards (for a specific Power) in a player's possession form a Power's Hand (2.4, 2.5, 16.4).

Halved: When halving numbers, round up any fractions (see Fractions). *Example: half of 1 is rounded up to 1; half of three is rounded up to 2.*

Home card(s): The card(s) of each Power bearing its Flag and nationality color that it retains throughout the game Turn, regardless of its Card Draw is its Home card. Home cards can never be drawn from a Power's Hand save by Event *(Example: 'A Change of Plans', #83).* They do not count when determining Hand size (5.4, 16.43).

Impulse: An Impulse is the part of a Turn when a Power is required to play a card (4.2).

Impulse Track: A Flag display on the map indicating the sequence (left-to-right) in which Powers take their Impulses unless pre-empted. Many mechanisms are resolved with players acting in Impulse Track order.

Lines of March: Duchies are linked by lines of March. There are four types of Lines of March—Clear, Rough, Pass and River. Each type has an effect on movement, Attrition, Battle, retreats, interception and evasion.

Mulligan: A Mulligan is the act of discarding your entire Hand (except Home and 'MUST PLAY' cards) at the start of any Turn by drawing one less card to replace it. (2.6, 16.42)

Occupied: A Duchy controlled by a Flag piece or map printed control color or symbol (1.21).

Overrun: Complete elimination of either side in a Battle is an Overrun. An Overrun may also be achieved via Siege. (11.8, 11.9, 12.41)

Peace: The game can end after every turn except 1814 with a Peace die roll of 6. This represents events in the rest of Europe such as the conquest of Russia or the abdication of Napoleon. These are out of the control of the players in this theatre of war. (18.7)

Power: France, Britain and Spain are Powers and nations. Note that the nation of France is further divided into two separate Powers: Armée du Nord (blue) and Armée du Sud (green). (1.1)

Regroup: The Regroup Box is used to store Formations that have been eliminated by Events or because they were unable to retreat legally after losing a Battle. Formations in the Regroup Box may be built and returned to play (6.2, 6.3, 11.6).

Remove: 'MUST PLAY' cards, as well as 'All the Emperors Horses' (card #85: which is not removed itself, is an Event which allows removal of French Home card #102 or #106), 'La Patrie en Danger' (#20, if played as an Event by a French Power), 'The Emperor Beckons' (#38: which also Removes French Home card #99), and 'Portuguese Unrest' (#17) stipulate that they, and/or a card indicated, are Removed from the game when played as an Event ('Remove from play'). Those cards are set aside next to the Regroup Box. They are not to be reshuffled or otherwise returned to play. They, or their 'Reminder' Counters, should remain visible as some have an effect on the Interphase's reinforcement die rolls. The game's only 'MUST PLAY' card which is not Removed is 'Corruption & Sabotage' (#46) (5.7).

Resource: A Resource is a national reserve that may be used to purchase a card or saved as a half victory point (2.3, 4.2, 15).

Round: Each complete rotation of the Impulse Track is a Round. Unless influenced by an Event, Battles are resolved in one or two Rounds in which each participant rolls Battle dice to determine a victor by virtue of eliminating the enemy or causing the most casualties during that combat session (4.24).

Siege: An attack on a Fortress is a Siege. A Siege is the only way to place your Flag in an enemy Fortress Duchy. A Siege can be resolved by one or more Rounds (12.2). It requires an Army to resolve a Siege and only a single Army may do so. See 12.31 for Army Groups and Sieges. No other Formation, i.e. any combination of unled SPs, may resolve a Siege other than through play of card #43 'Dysentery' Event.

Soldiers and Strength Points (SPs): Each round piece is a Soldier. The icon indicates how many Strength Points (SPs) that Soldier represents: Infantry is 1 SP; cavalry is 2 SPs; artillery is 4 SPs. A Leader is also considered to be a 1 SP Soldier for purposes of Attrition (13), Battle Dice (11.2) and fulfilling Battle losses (11.5). Soldiers may only join an Army commanded by a Leader of their own Power.

Spain: Spain consists of the yellow Duchies on the map, including the 35 Duchies initially Occupied by the French Powers at the 1812 game start. There are 15 Spanish Keys, of which 11 are under French Control at the 1812 game start; only 7 Spanish Keys are under French Control at the 1813 game start.

Staff Officer: A Staff Officer is a Leader that is part of an Army or Army Group commanded by another Leader. Such Leaders count as 1 SP for the purposes of Battle Dice and count against the Army Commander's Command Rating if part of that commander's Army (9.53, 9.6). Staff Officers do not contribute their Battle Ratings.

Turn: Each Turn represents one year (1812, 1813, 1814). In a Turn, Powers receive cards for their Hands, and play their cards in Impulse Track order until only one Power has a playable card left. Once that Power has taken its Impulse, the Turn ends (4.24). *Exception: Preemption allows the Power with the most cards to interrupt the usual Impulse Track sequence and play a Pre-emptive Impulse of its own. Play then returns to the Scheduled Impulse that was interrupted (4.22).*

Zone: There are two sea Zones, the Atlantic and the Mediterranean. They are divided by Gibraltar, which is part of both Zones. Convoys and Amphibious Assaults may only cross from one Zone to the other if Gibraltar is a Friendly-Controlled Duchy (14.4).

Game Credits

Based on concepts and systems created for *The Napoleonic Wars,* a game designed by Mark McLaughlin, and developed by Don Greenwood and the "Avalon Hill's Last Stand" team of Ben Knight, Stuart Tucker and Don Greenwood.

RESEARCH & DESIGN: Mark McLaughlin

GAME DEVELOPMENT: Fred Schachter

CONSULTANT: Don Greenwood

GENERAL EDITORIAL ASSISTANCE: Ellis Simpson

SPANISH CARTOGRAPHIC ADVISOR: Edgar Gallego Albeldo

ART DIRECTOR: Rodger MacGowan

BOX ART AND PACKAGE DESIGN: Rodger MacGowan

MAP, COUNTERS AND RULES LAYOUT: Mark Simonitch

PLAYTESTING: Fred Schachter, Ben Knight, Chris Vorder Bruegge, Bob Turnbough, Brian Small, Andy Zartolas, Phil Spera, Ed Connery, Stephen Geisinger, George Miksad, Oliver Schueftan, Al Maskrey, Eric Momsen, P.J. O'Neill, Irwin Sachs, Joe Silvestri, Chris Storzillo, Shantanu Saha, Kevin Duke and John Demeter

PROOFREADER: Tom Wilde

PRODUCTION COORDINATION: Tony Curtis

PRODUCERS: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

Abbreviated Sequence of Play

Impulses (4.2): Players may play cards to trigger Events or to earn Command Points with which to build and move Formations, or place/remove Flags (4.2). Players may also spend Resources (15). In an Impulse the Active Power:

- *may* play a Resource; and
- if the Power did not play a Resource it *must* play a card if it has one; but
- if the Power did play a Resource it *may* play an eligible non "+" card if it has one (5.6).

Attrition (4.3): Roll a die for each Formation in an Uncontrolled Duchy. Eliminate 1 SP in that Duchy for each 6 rolled.

Guerillas (4.4): Guerillas attack every French Controlled *unfortified* Duchy in Spain and Portugal that does not contain at least 1 French Soldier or Leader. Modify the die roll by +1 (maximum) if that Duchy is Adjacent to at least one Spanish or British Formation. Remove the French Flag on a modified die roll of 4 to 7. If the Duchy bears a French Control symbol (a blue dot or green triangle), place a Spanish Flag in the Duchy.

Resource Balancing (4.5): Each Power with more than 5 Resources (15) must immediately lose all Resources in excess of 5.

Conquest (18.6): If either French Power Controls the Spanish Capital (Madrid), that Power must roll one die. Modify the result by +1 for every 3 Spanish Keys under French Control (including Madrid). Fractions are dropped. If the modified result is 8 or more, Spain has been conquered and the French win an immediate automatic victory.

Peace & Victory (4.7): Any one player makes a Peace Roll (18.7). If the die roll is **6** the game ends and a winner is determined through calculating Victory Points (19).

End of Turn Interphase (16): The Interphase has 4 main steps. *Player sequence is determined by the Impulse Track order, starting with the Power due to take the next Scheduled Impulse.*

1. **Resources:** The Power Controlling Madrid receives 1 Resource. A French Power Controlling Lisbon receives 1 Resource and a French Power Controlling Gibraltar receives 1 Resource.

2. **Reinforcements:** Each Power in turn builds reinforcements. The French players roll on the "An Appeal to the Emperor" table (16.21). The British Power uses the "Letter to the Horse Guards" procedure (16.22). The Spanish Power uses the "Levantamiento Popular" procedure (16.23).

3. **Deployment:** Each Power in turn may make 1 Deployment (16.3). Any Power may buy 1 extra Army Deployment and the British, only, may buy an extra Convoy Deployment using a reinforcement CP for each (16.31). A Power may then voluntarily eliminate 1 or more Leaders from anywhere on the map (Leader Strategic Transfer 16.32).

4. **Card Preparation for the Next Turn**

   - **Shuffle & Draw (16.41):** Shuffle all the discards into the deck. (Not the Home Cards [16.44]) Each Power in turn draws 6 cards.

   - **Mulligans & Unplayed Cards (16.42):** Each Power in turn decides whether to do a Mulligan (2.6). After making a Mulligan decision, the Power must randomly discard Half (rounded up) their unplayed previous Turn cards, shuffle them back into the deck, and then draws the same number of replacement cards from the newly shuffled deck. All cards are then combined into a single hand.

   - **Excess Cards (16.43):** Each Power in turn declares if it has more than 8 cards. If so, the Power must randomly discard 1 card in exchange for a Resource. Then the Power selects the cards to keep—up to an allowed hand limit maximum of 8 non-Home Cards—and discards the rest for their CP value in extra reinforcements. Must Play cards may not be voluntarily discarded.

   - **Home Cards (16.44):** Collect each Power's discarded Home Cards and Reserve cards. Shuffle them and deal 3 Home Cards to Britain and 2 to each of the other three Powers. For the new Turn, play continues with the next Power on the Impulse Track, unless a Power pre-empts.