The Napoleonic Wars
By Mark McLaughlin

CAMPAIGN MANUAL

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You’ve just been presented with a dizzying array of choices for how best to conquer or defend Europe. So, how to begin? The following notes offer strategies on how to play each power. Because outcomes vary wildly from game to game, it’s difficult to suggest strategies much beyond the 1805 turn. The Napoleonic Wars is a game of limited resources, careful play, having the perfect response, and lucky dice and cards. You can’t change how the dice fall or what cards you draw, but you can manage your plays for optimum effect. Here are some principle concepts for doing just that.

You need to gain keys to win. First, review your dealt hand carefully. Form a basic plan for the turn that will put you in a better position than you are now. What enemy keys are you capable of taking and holding? How many CPs might it take to accomplish this? How could the events you hold help you? Is your hand below par? As a rule of thumb, add up the CPs in your dealt hand (not Reserve CPs) and compare this result to four times the number of dealt cards you would have if you were to mulligan. This assumes an average of 4 CPs per card. Unless your weak hand has a great event to play such as Council of War, you may want to mulligan. As the game matures, the average card value will decline as many of the higher value cards are discarded out of play. Against that realization you must balance the current board position and what you need to survive another turn or to win the game. At some point, the prospect of gaining a valuable diplomacy event may be worth gambling CPs for another chance to draw it and gain the Pact you need.

You will always face the dilemma of playing a card as CPs or playing it as an event. Estimate what pressure you could apply to the enemy with the CPs, and compare this to the event. Sometimes the event, despite harming the enemy, actually eases pressure on him or will delay you from reaching your primary goal. We called these “sucker plays” during playtest because the event lured the player away from his best course.

Watch for opportunities on the Diplomatic Track and be aware of what other players could do there (you may want to patronize a neutral just to threaten a pact and evoke similar buybacks from an opponent who can’t afford even attrition of CPs). Event cards are the easiest way to achieve Pact status after you’ve moved a neutral’s consul marker two steps forward on the track by normal CP expenditure. Minor allies and Proxy Prussia can shift the balance of power by opening new fronts, but they can also provide easy enemy gains once their mantle of neutrality is swept away.

You can use a Resource in two ways: to buy a card or hold onto it as an extra point. The last option is the yardstick by which to judge the former. If buying a card is sure to gain you more than one key, you might want to play it that way. The sooner in the turn you buy the card, the more likely you can use it to best advantage – perhaps gaining or denying the preemption marker – but then you forfeit the other option for that Resource.

Lastly, consider the value of that extra key at this point in the game. Will it make you a winner if the game ends this turn? Will it get you another card or deny one to the enemy if the game continues another turn? If not, perhaps that resource is best saved for a rainy day.

The best plays are those that throw the enemy off balance at the right moment, not too soon and not too late. This can occur in many ways, such as an Interrupt, stealing a card from the enemy’s hand, or using a Resource to gain or deny preemption by acquisition of another card. Experience is the only way to judge a perfect move from a good move, and true experience comes in playing each power, for only then can you appreciate their strengths and weaknesses.

France: Lonely at the Top

Have you ever thought the world was out to get you? That’s how you will feel playing France in a multiplayer game. If you can’t take the pressure of fighting alone against two to four other players, then you should avoid playing France except in two-player games. The psychological pressure increases when fighting against multiple players. Although they can’t coordinate their card plays as well as a single player running the Coalition can, together they control more resources at start than a single Coalition player.

Because you start with the most keys, best leaders, largest army, second best fleet and a Minor ally, the other players will often stay in coalition against you during the game. Only when you are sufficiently hurt and one of them is noticeably in the lead do they drift apart, playing events against one another instead of against you. When this happens, convince one of them to switch camps during an Interphase, even if this means promising most of the rewards to him. Better to have an ally and recover some of the ground you lost than to have no ally and lose. To speed this process along, it often pays to allow one of your opponents to gain a more noticeable lead than the others. Resisting all opponents equally only serves to keep the Coalition against you united. If the tides of war have turned against you, it is far better to sew the seeds of jealousy and discontent by allowing one of your adversaries to assume the mantle of “leader”.

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Although your position is a lonely one, you have impressive power at start. The others must respond to your plays more than you respond to theirs. However, you lack enough strength to fight everywhere at once, although there are tempting targets in many directions. You have two basic options: attack Austria or attack Britain. If you divide your attention equally between both, you will not do as well. Attacking one and defending against the other offers the best chance of success. You want to conquer a power or force it to submit early, as this will make the 1807 turn much easier. Examine your cards with this in mind, and let your hand determine which option you choose. Most of the time, your hand will point East.

When attacking Austria, seek battle before the Russians arrive. Keys are your geographic objective (particularly Vienna — especially if you have the Capitulation event), but destroying the Austrian army is your first mission. You have a choice of three targets (in descending order of priority): Ferdinand, Charles and John. Having the To the Death card helps tremendously in encouraging them to fight an early battle they are unlikely to win. If you can’t afford the CPs required to move Napoleon toward Austria, you still have three good leaders on that front, and you can redeploy Napoleon there more efficiently during the Interphase. Davout or even Napoleon (by force marching or by a normal move of four spaces followed by Turning Movement) can reach Ferdinand on the first play. From Austria’s viewpoint, this is the scariest French opening. Another Austrian nightmare is reinforcing Massena with a second army and going after Charles. Alternatively, Lannes could cross the mountains to fight John, but this poses the least threat.

If the Russian player is worth his salt, Kutuzov’s army will soon appear to support the Austrians. Keep the Imperial Guard event in hand for the inevitable huge battle that needs tilting in Napoleon’s favor. Meanwhile, leave Soult around Paris to defend against British invasions.

Britain is your archenemy. You have two choices when attacking the Union Jack: invade or just take her overseas possessions. To invade Britain, you must first control the Channel, and only a few cards can help you do that, such as Fleet in Irons, Fog of War, Weather Gauge and Split Squadrons. The British fleet in the Mid-Atlantic zone has a 58% chance to intercept your fleet as it moves from the South Atlantic to the Channel, and your fleet has a 42% chance of evading. Overall, that gives you a 66% chance of getting through without a fight. Then, you must engage the British squadron in the Channel, but you only have a 42% chance to intercept while it has a 58% chance to evade, which gives you a 17% chance of success for each patrol you make. That could burn up some CPs. If you lose the naval battle, you’re in a terrible position, because Britain now has its fleets bottled up while you spent several CPs for no gain. The Brest fleet is a possible backup, but the British have a 72% chance of intercepting it with superior force. If you win the Channel battle, land Napoleon at Sussex and fight Moore as soon as you can. When you conquer Britain, be sure to take Gibraltar as one of your spoils due to its defensive strength and strategic position.

The non-naval option for attacking Britain is to starve her by taking her overseas keys. The Double March event can put Napoleon on Gibraltar’s doorstep, and he is the only leader with a fair chance of taking it by siege. Build forces in Roma to capture Napoli, Spain can take Lisbon, and the Ireland Revolts event opens the door to Dublin. The Spanish squadrons are expendable, so use them to prevent Britain from controlling six sea zones. Furthermore, Spanish CPs can be used instead of French to drive Sweden or other neutrals down on the Diplomatic Track.

Playing the Guerre de Course event is a weak anti-British gambit because Britain can respond to it with relative efficiency. It can pay big dividends but the reward is often unobtainable. If only you knew what the dice had in store for you. Many players treat the French navy as expendable, and so it is. However, eliminating it altogether removes its “threat in being” value and gives the Royal Navy a free hand. The French fleet will always face risks, but it should refrain from taking foolish ones. Buying Denmark’s pact status is a much stronger play in the 2nd edition because the loss of Christiania to the British or Sweden is no longer crippling. So, if you have 5 CPs for your last play, and the Coalition has no remaining plays or is sorely pressed at sea, then purchasing the Danes may be a good move. It allows Denmark to take the last impulse of the turn to reinforce Christiania, Denmark’s pact status counts as a point for you, and France is in line to take the first impulse of the next turn without having to Interrupt. Moreover, without Denmark, the Baltic becomes a Coalition lake and a source of succor to the Allies.

The Coalition starts the 1805 turn with a combined card advantage of four Reserves and 11 dealt cards to your three Reserve and eight dealt cards. For this reason, you can’t afford to exchange CPs on a 1:1 ratio. When you spend CPs on an event or move, you need the Coalition to spend more CPs to counter you. However, your larger hand size does give you the opportunity to Interrupt. Time these Interrupts perfectly so you can gain an advantage before the enemy reacts. For example, if Spain has the Sultan’s Ear event, interrupt Spain to move the Ottoman Turks’s consul two boxes up your Diplomatic Track, then have Spain play the event.

France starts with the strategic initiative, which means the others react to your moves, but what happens when you’re dealt a poor hand? Sometimes a mulligan corrects the problem. The mulligan rules benefit the French the most since they have the largest hand and can most afford the inherent one-card loss. If nothing else, you get the benefit of knowing six cards that are not going to be in play. But when it doesn’t help, set your goals lower. Try for a stalemate on the Austrian front. You can keep the initiative through bluff temporarily by lunging toward Austria as if about to invade in force while actually moving your armies into defensive positions. For instance, capture Tyrol with an event or move, you need the Coalition to spend more CPs to counter you. However, your larger hand size does give you the opportunity to Interrupt. Moreover, without Denmark, the Baltic becomes a Coalition lake and a source of succor to the Allies.

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Britain: They Will Not Come by Sea

Britain’s First Lord of the Admiralty remarked about Napoleon’s invasion threat, “I do not say that the French will not come. I only say they will not come by sea.” Your first task is to make sure they don’t. As long as Napoleon sits at Artois, you can’t afford to let a French fleet remain at sea. Go fight the battle of Trafalgar. Even if Napoleon leaves the coast, you’ll want to blockade the Imperial squadrons in port so you can play your Admiralty event (and Continental System Fails if given the opportunity). Once you have the Imperial squadrons bottled up, the naval war is practically over. You can attack them in port, but why waste CPs (and expensive squadrons) destroying an enemy fleet that is already neutralized? Make the French spend CPs to fight you in your element.

It is your duty to lead the Coalition against France. When France focuses her attention on Austria, you must threaten France in ways that distract her, thus taking some of the pressure off Austria. You could attack Spain, but doing so does not ease the pressure on Austria, because France will rarely spend French CPs in Spain. If France makes too many gains in Austria, your strongest ally may submit or be conquered. Therefore, invade France to help save Austria. Don’t play selfishly while your allies suffer, or they may switch camps. You needn’t be reckless or not play to win, but a strong Coalition is vital to your own success.

Don’t worry about home defense as long as you control the seas. The Spanish will probably siege Lisbon, but you can counter this by attacking Granada (or go for Madrid if you have Depot Captured). Grab Roma, too, but leave something in Napoli to protect against Papal Bull. Hold your Parliament event ready to give to an ally who needs the CPs more than you do. Meanwhile, move Moore with a full army to the coast. France can’t afford to have Moore running around her interior, so even a threat of invasion ties down Soult. Invade France if you can (Marseilles, Vendee and Antwerp are good spots), or invade Spain at Navarre or Barcelona so France will likely respond. Don’t forget that if Moore ends the 1805 turn on a port, he can deploy out during the Interphase. Britain must play the role of the skirmisher and leave the heavy lifting to the bigger armies of Austria and Russia. Not strong enough to stand toe to toe with Napoleon on the continent, she must use the mobility provided by her splendid navy to feint and jab, prick and run. Britain can easily gain keys, but can rarely hold them. She needs a healthy Coalition to bleed the French while she picks her spots for glory. Invariably, the best opportunities will come late in the turn when the French reactions have been dulled and their hand depleted. Timing is everything for Britain.

A safer place to distract France is on the Diplomatic Track. Wait until Spain is out of cards, then start patronizing the Ottoman Turks (which protects you and Russia from Turkish foreign wars) or Proxy Prussia. France won’t want you to form pacts with them since Turkey can help defend Austria, and Prussia is uncomfortably close to Brussels and Nassau. However, don’t purchase Prussia’s alliance until she’s capable of defending Berlin.

Of course, France may attack you instead of Austria. If Napoleon lands in Britain, reestablish your blockade to stop reinforcements from reaching him. Then build as many troops as you can to deal with the threat. Unfortunately, Wellington (nearly as good a leader as Napoleon) is not available until 1807. Call on your allies to attack France immediately to ease the pressure on you and to search their Hand for events that aid your defense. You may want to remind them of what war against France will be like with no Britain to threaten her rear.

Britain’s hand, more than any other Coalition member, starts closest in size to France’s. For this reason, the responsibility falls on you to minimize France’s interrupt capability by playing your cards at a gradual pace. Don’t be shy to ask the French player how many cards remain in his hand. You may want to spend your Resource early to gain another card, thus narrowing the gap.

Foreign wars, Guerre de Course and Ireland Revolts are a damned nuisance but they come with the crown. Sweden is of little use to you except to attack Denmark, and if you’re going to attack Denmark, you should act like a Wellesley and land a British army at Copenhagen to conquer her, thus gaining a resource as well as a key (Christiania).

Austria: An Ogre Wants Your Daughter!

Marie-Louise, eldest daughter of Emperor Francis, was 13 when the French occupied Vienna in November 1805. In less than five years, she was married off to the then 40-year-old Corsican ogre and soon became pregnant. Will you, as the Austrian Emperor, bend to such politics, or are you capable of stopping Napoleon?

Being located at the center of the map tends to make Austria the main battlefield in the game. Furthermore, France enjoys advantages on land (larger armies, best national bonus, less attrition) which she wants to exploit, so Austria typically becomes France’s punching bag in 1805. The good news is only four Austrian spaces border French territory, and two of those are protected by mountain passes. The bad news is your armies by themselves can’t halt a determined France. Your Reserve event may allow you to dodge one cannon ball, but Kutuzov’s Russian army must quickly march to Moravia (at least) to give Ferdinand a fair chance of holding Vienna. A grand army of Austrian and
Russian troops can be formidable although it is a prime candidate for Dysentery, Scarce Supplies or Cavalry Raids.

To the south, Tyrol is a superb mountain position adjacent to one Austrian and two French keys. John should not fall back from this strategic position without an excellent reason, and you should reinforce him when you can.

Charles starts farther south in Venice. He is distant from Vienna, but he guards the southern approach to the capital and other keys. Furthermore, with a full army he can be quite effective in northern Italy if France neglects to reinforce Massena. Success at Milan often opens the doors to Zurich and Marseilles, but try not to lose Charles as he is your best leader. The position in the south is often the key that unlocks a French-Austrian stalemate. As Charles goes, so goes the Empire.

If Russia fails to support you when France attacks, your situation could quickly deteriorate. You may want to submit as soon as possible before losing too much territory and troops, even offering to switch camps in the Interphase as part of the bargain (and thus get back at Russia by helping France invade her next turn). Do not look at submission as defeat. It is a temporary setback that allows you to survive until the end game where you can recover your strength and strike a weakened France for ultimate victory.

If Napoleon invades Britain, you’ll smile because you’re not his target. However, you must attack France soon to save Britain from ruin, for you’ll be next on the Corsican’s list of victims. Flag Munich if the French leave it ungarrisoned, then build up Charles’ army and move against Massena while you wait for the Russians to form an Army Group with Ferdinand. After creating an Army Group, you and Kutuzoff can pass the Commander’s baton back and forth, spending CPs to each lead the Army Group forward during your impulses. When you take casualties, do not favor your own troops since the Russians are too far away to easily replace their losses.

Unlike Britain and Russia you are immune to foreign wars. Try to make sure Turkey doesn’t become an enemy, too, and if you have the Sultan’s Ear or an equivalent event, create a pact with the Turks so they can help guard your keys.

**Russia: A Giant with Feet of Clay**

Russia enjoys a corner position on the map with only eight border spaces (excluding Corfu) and no immediate threats. The French are far away, which makes your territory relatively safe, but it also means you’ll spend many CPs to get your armies into action. This is both your security and your handicap. You have sizable forces but they’re not close to the front, and after they reach the front, it will be difficult to replace their losses until the Interphase.

If France begins with an attack toward Vienna, Austrian survival depends on immediate Russian support. The standard opening is to use your Reserve event to draw two cards, then play enough CPs to reinforce Kutuzov at Grodno and march his army to Moravia—even if you must take advantage of the “+” portion of your Reserve to play a second card to do so. If the Imperial player has the Stragglers event, he will play it on Kutuzov when he leaves Grodno. This can hurt, but keep in mind that if Kutuzov does not get within intercept range of Vienna on the first Russian impulsion, the French have another impulse to get there before

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**The Making of an Event**

Certainly one of the most intriguing aspects of the card-driven boardgames in the We The People series is the glimpse into the actual history behind the events depicted. Here is an expanded look behind one such card.

**Polish Uprising**

The flagging of Warsaw and the creation of polish troops for the French army happened in late 1806, during the Prussian campaign. I quote from the biography of Poniatowski in Napoleon’s Marshals by David Chandler.

“After the defeat of the Prussian army at Jena, there were spontaneous uprisings in western Poland”. Poniatowski, a hero of the 1794 uprising, was given command of the militia raised by the provisional government. In January 1807 he was made minister of war in the Polish Directory and made Commander of the First Legion of the Polish Army. Later that year he was made Commander in chief of the Polish army which, by the end of 1807 numbered over 30,000 men. By 1810 it had nearly doubled to 56,000. The Poles put great hope in Napoleon, as F L Petre wrote in Napoleon’s Campaign in Poland, 1806-07:

“No sooner had Napoleon’s armies commenced their eastward progress from Berlin than he was besided with deputations and petitions from the Poles, setting forth their hopes and urging him to reconstitute the monarchy.”

Napoleon tells a delegation of Polish nobles that “France has never recognized the different partitions of Poland; nevertheless I cannot proclaim your independence until you have decided to defend your rights as a nation with arms in your hands by every sort of sacrifice, even that of life.”

So emboldened, the Poles rose up in Warsaw.... At this point the Austrians pleaded with Napoleon to rein in the Poles. As he was at peace with Austria, “Napoleon agreed not to allow his incitements of the Poles to be extended to the Austrian portion,” at which point Petre quotes Napoleon telling Baron de Comeau privately:

“Poland! So much the worse for them! They have allowed themselves to be partitioned. They are no longer a nation, they have no public spirit. The nobles are too much, the people too little. It is a dead body to which life must be restored before making anything of it. I will make soldiers and officers of them; afterwards, I will see. I shall take Prussia’s portion. I shall have Posen and Warsaw; but I will not touch Krakow, Galicia or Wilna.”

As you can see, the emperor sought to use the Poles to undercut what was left of the Prussia he so hated, and to feed men into the French army, but fell short of giving the poles all they wanted. He ensured they would see him as their benefactor and supporter, but not quite their saviour. He intentionally kept the Poles tied to and dependent on him. His view to the Poles was considerably softened on January 2, 1807— that is the day he entered Warsaw to cheers and parades....and met Countess Walewska. The countess became his mistress (Greta Garbo played the part in a movie with Charles Boyer). She remained so all the way to St. Helena.

The Polish legions and lancers proved to be second only to the Guard in their devotion and loyalty—they were often paired with the Guard and the Red Lancers were incorporated into the Guard (150 of them charging in column of fours up a mountain pass broke the Spanish defenses in 1808—they lost 100 of 150 men in this charge of the light brigade, all because Napoleon told their colonel to “take those guns”...and they did).

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him, or more than one if they interrupt. In the 1st edition, an early loss of Vienna was not necessarily fatal and the Coalition could bide its time to launch a counter offensive to retake it. But with the 2nd edition, Vienna should not be surrendered without a fight unless one knows the whereabouts of the Capitulation event. Kutuzov is the best Coalition leader on the continent until Wellington arrives, so he can help Ferdinand substantially even with less than a full army. Ignoring the Austrian’s plight while you look elsewhere for keys is Fool’s Gold. Any short term gain will be repaid in misery many fold when Austria submits – as well she should – to exact her revenge.

If Napoleon lands in Britain, you have some other options to consider besides marching through Austria to attack France, but only two of these are viable: patronize Turkey or make an amphibious assault in the Western Mediterranean. Any other options are poor because they don’t help Britain in her time of need. For instance, your armies start in a fair position to invade Prussia, but you’d need to spend seven CPs to declare war, and you’d make a dangerous enemy where there had been none. You could invade Sweden, but you’d first need to spend many CPs to drive her diplomatic status down to Unaligned, and this isn’t hurting the Imperial camp. Your Baltic fleet is too weak to blast its way into Copenhagen, and if you’re going to convoy an army to invade Denmark, you should instead convoy it to help your Coalition partner defend Britain against Napoleon. Another bad play would be to invade Turkey. You might gain a couple of keys, but this doesn’t hurt the Imperial camp, and the French will probably be attacking you and Austria in 1807 after they beat down Britain this turn.

Therefore, your best options when Napoleon turns against Britain are to march forward and help Austria attack France with a multinational Army Group, patronize Turkey and use the Turks against France (while neutralizing the Turkish War events), or build an army at Corfu and use it for assault purposes. A Russian or Turkish army in the Med can be convoyed to Barcelona, Marseilles or Napoli. Such an army can support the British more directly while taking a key or two from the Imperial camp.

Russia’s fleet is relatively weak, but don’t ignore it. Move out to sea when you have a spare CP so as to be ready for the appearance of the Continental System Fails event. Should the British fleet stumble, you need to be ready to go to its aid – even if that means providing cheap fodder for its losses.

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**Prussia: Loose Cannon**

Prussia is the only Power that starts neutral. She is more exposed to attack than any other power, and four of her six keys are associates, which makes them desirable targets for invaders looking for spoils. Fortunately, the other powers have more pressing problems in 1805 than attacking Prussia. But once the Interphase arrives, the others will expect you to join a camp and your growing Army will attract suitors. Unless someone makes the decision for you by declaring war, weigh the prospects of each camp and then look for the best opportunity – not necessarily the first – to join one.

You should remain neutral throughout the first turn because you need to build up your forces. You cannot afford to pay seven CPs to declare war when you lack the strength to protect your own duchies. Even your Reserve event can’t be used in 1805, so spend its CPs to build units. You should also build a leader in Breslau and maybe Berlin (although your best leader, Blucher, is not available until 1807). Breslau is strategically important for two reasons: it has more roads leading out of it than any other space on the map (seven), and it is adjacent to more keys than any other space on the map (four in addition to being a key itself).

Do not spend your Resource for a card draw in 1805. Instead, keep it as a point. In this way, you’ll win if the game ends in a status quo situation (although your victory will feel hollow since you didn’t participate in the fighting). But the more likely scenario is that you will want to see the others bleed and to keep that butchery on an even keel you may want to throw an appropriate event to either side when the occasion warrants it.

Movement order during the Interphase can critically influence your choice of camps. Ideally, you want to see what Austria and Russia do first, as they could switch camps. On the other hand, what you do could critically influence their decisions. So there is no easy answer. Joining the losing side may not always end favorably, but joining the winning side may not end favorably either. You should join the winning side if you believe you can come out ahead of the others, or if you believe that is the best way to preserve your country. You should join the losing side if you think your forces can help stop the leader.

Although you are geographically close to the Scandinavian minors, you lack a navy to make an attack feasible, and you have little to gain by patronizing them (especially in 1805 or when you are at war with another power). Similarly, Turkey and Spain are too far distant to be of major use to you through patronization. Better to bide your time, build your army and wait for the eventual day of reckoning. There will be many tempting opportunities to jump into the fray. It is a safe bet that the first such chance will not be the best. The longer the war continues with you out of it, the stronger you will become vis a vis your blooded adversaries. Keep that in mind when deciding whether to spend a card to influence the peace roll.
Our goal is twofold: to provide an extended example of play of the second edition in an entertaining fashion while giving the novice a cursory glimpse into some of the many strategies that inhabit the game. While the action that follows may contain more rarities than is the norm for the purposes of illustration, it is all within the realm of possibility in a game that has a habit of turning on a dime. We suggest you first familiarize yourselves with the various components and read the rules folder as you set up the pieces for play. Then follow along with the commentary provided below while moving the pieces on your map and referring to the parenthetically referenced rules where necessary.

Remember that you are being given a God-like view of the world and the players depicted herein are not equally blessed with perfect knowledge of coming events and opposing options. They “see” only card backs while we have chosen to show you the business side of each player’s cards. When you assume the role of player you will find that not knowing what cards your opponents possess truly does introduce the “fog of war”. Lastly, note that we are depicting a four-player game with all of the opponents possess truly does introduce the “fog of war”. Lastly, note that we are depicting a four-player game with all of the resulting diplomacy, distrust and personal ambition that that entails. With fewer players, the dynamics of the game change profoundly as the Coalition benefits from greater co-operation and co-ordination of effort.

The initial hands are dealt and all four players examine their cards. In Movement Track Order they declare their satisfaction or opt to Mulligan (4.5) by discarding their hand and drawing one less card. When the choice reaches Austria, Art sighs and tosses his hand into the discard pile. His four cards had totaled nine CPs – only one more than half of the average total for four cards. However, he shows only one card to the others – {2} Horse Artillery – the one atop his hand as he discards it. No sense making the others a gift of the knowledge of which other three cards are no longer in the deck. He draws three cards to replace his hand and groans loudly to mask his relief at the better fare cards are no longer in the deck. He draws three cards to replace his hand and groans loudly to mask his relief at the better fare

Round 1: France/Fran

Reserves {6} {5}

{6} Double March – played
{5} Russo-Turkish War
{3} Turncoats
{3} Reverse Slopes
{2} Letters of Marque
{2} Unguarded Approach

After checking his hand, Fran decides to focus on Austria who appears to be handicapped by a reduced hand. Although fond of the possibilities afforded by the {6} Guerre de Course event portion of his Reserve, he plays it as six CPs instead. The French fleet will have to fend for itself. The Ardennes cavalry moves to Lorraine joining Davout (1 CP). Davout moves to Baden to add the cavalry there to his Army (2 CP), and then on to Wurtemburg (3 CP) and Munich (4 CP). Both John and Ferdinand could attempt interception in Munich but decline. Fran considers pushing on to Linz to force the issue vs Ferdinand but that would require risking Forced March attrition with the Ardennes cavalry which has already moved four spaces (9.42). Besides, he has other plans. With his last two CPs, Fran moves Lannes’s Army to Zurich to collect the cavalry there and enters Milan with five Units. Massena becomes his staff officer (9.6) as Lannes takes command of the combined nine-Unit Army Group.

But Fran is not finished. Since he played a “+” Reserve (5.12), he may also play a card this impulse and he now plays {6} Double March as an event. Napoleon’s Army in Artois vanishes from the map and is moved offboard to the Double March card.

Round 1: Britain/Bill

Reserves {6} {5}

{6} Dos de Mayo – played
{3} Up From the Ranks
{5} Venice
{3} Papal Bull

Britain has the next impulse. With the French massing on the Austrian border, Bill probably need not sweat an invasion of Britain. Nonetheless, there is the matter of sweeping the seas before taking the offensive. The lure of Trafalgar beckons and only an armistice could prevent the seemingly imminent Austrian campaign so Bill sets about the business of ruling the waves with a clear conscience. He plays {6} Dos de Mayo as six CPs to ensure sufficient naval maneuvers to complete his task. A pity the event is unplayable in 805 but it is what it is. He starts by moving two of his Squadrons in the Bay of Biscay to the Mid-Atlantic to form a five-Squadron Fleet for one Maneuver and sails that combined Fleet to the South Atlantic for a second Maneuver. The Franco-Spanish Fleet there declines its intercept opportunity so Bill begins to patrol (3 Maneuvers). His patrol dice roll is a 5 that fails. He needs a 7 to intercept due to the British +2 modifier (13.36). Undeterred, he tries again (4 Maneuvers) and rolls the required 7 before modification. Fran elects to evade and rolls an 8 to escape after adding +1 to the roll for being predominantly French. Bill patrols again (5 Maneuvers) but fails dismally. This is taking longer than he expected but he is determined to bring the French to battle and patrol again (6 Maneuvers). He fails again. Cursing now, Bill patrols yet again (7 Maneuvers) and fails yet again. He can’t afford a protracted search since he needs to return to blockade station in the Bay of Biscay to prevent a French breakout. Two more patrols (9 Maneuvers) sight the enemy Fleet but each time it evades successfully. If his next attempt fails, Bill must break off the search and return to station or use his Reserve to extend
the patrols. His eighth attempt (10 Maneuvers) locates the French and this time they fail their evasion roll with a 7. The British beat to quarters and roll out the guns (13.4) with 16 battle dice (five British Squadrons = 15 + 1 for a failed evasion) versus Fran’s five (two French Squadrons = 4 + 1 Spanish Squadron).

Fran rolls 55xxx for two disrupt results. Bill rolls 65xx5xxxx5xxxxx. Fran loses and must retreat. He chooses to lose the Spanish Squadron and retreats the surviving French Squadrons to Cadiz. The results of this Trafalgar are disappointing. Bill wanted at least one CP remaining for other purposes but now uses his last two remaining Maneuvers to return two Squadrons each to their original blockade positions in the Mid-Atlantic and Bay of Biscay while blockading Cadiz with one. He consoles himself with the realization that his valuable fleet suffered no losses.

**Round 1: Austria/Art**

Reserve (6) – PLAYED

(5) House of Rothschild – PLAYED
(6) Council of War – DRAWN & PLAYED
(2) Cossacks – DRAWN & DISCARDED
(4) Royal Largesse – DISCARDED
(2) Nationalist Uprising – DISCARDED
(6) Anglo-American War – DRAWN
(5) Age of Metternich – DRAWN
(4) Serbian Revolt – DRAWN
(2) To the Death – DRAWN

It is now the Austrian impulse. Fran wants to interrupt, but preemptions are not allowed during the first round (5.2). With the French massed on their border and Napoleon's whereabouts unknown, Austria is in dire straits. Art panics. He plays his (6) Reserve to delay the French onslaught temporarily by doubling the cost of French flags in Austria. Left unsaid is his forlorn hope that this added show of resistance will tempt Napoleon to move South instead of East. Since his Reserve has a “+”, he also plays (5) House of Rothschild as an event to draw two new cards – looking for some type of relief. And although he does not draw the Armistice he seeks, he does get rewarded. He draws (2) Cossacks or Azeries and (6) Council of War. Since the (5) House of Rothschild event requires him to play one of the two new cards immediately, he plays (6) Council of War as an event. This entitles him to discard his entire hand. He does so for four new cards and is rewarded by a gain of three CPs in the exchange. Shielded by his Reserve Hussars event, he settles down to await the arrival of the Russians.

**Round 1: Russia/Russ**

Reserve (6)

(5) Call Up the Next Class – PLAYED
(6) Spithead & the Nore
(6) Sultan’s Ear

But Russ has other plans. Critical of Art for playing his Reserve prematurely – Couldn’t the fool have at least waited till the French set foot on Austrian soil and failed an evasion roll before playing the Hussars? – Russ is annoyed by the need to bail out Art. The deck was good to him and he sees a possibility to feather his own nest by securing his southern border with a Turkish pact. This would also safeguard the Austrian rear, he reasons, while noting the point he would gain for the Minor Pact (5.81). But diplomatic buys are not allowed on the first round (8.1) so he must wait to make that move. And since he will need a “+” play to complete the purchase in one sudden move before others can intervene, that limits his play choice this turn to one of two very powerful events – neither of which will speed aid to the Austrians. However, it won’t do to totally abandon his coalition ally so quickly so he plays (5) Call Up the Next Class as five CPs. This raises eyebrows around the table as one doesn’t lightly toss away four Units. Konstantin and Bagration each spend a CP moving their respective Armies to Grodno where Kutuzov takes command and moves a six-Unit Army three more spaces to Lublin-Krakow-Moravia for the last three CPs. Bagration remains in Grodno with cavalry and Konstantin.

**Round 1: Prussia/Proxy**

Reserve (6) plus three cards – PLAYS ONE

Prussia is next and since it has no player, it draws the top card from its face down hand. It is a red card and therefore must be played as an event when drawn by a Neutral Proxy (5.31). The event is (5) Continental System Fails but since the coalition only controls six sea zones, it has no effect and is therefore played as five CPs to buy two Units. A cannon replaces the cavalry in Berlin and a +1 CP marker is placed as well (7.51) – banked for use with a subsequent Prussian build. The impulse ends with Russ and Bill blaming each other for not securing a seventh sea Zone and an opportunity lost.

**Round 1: Ottoman Turks/Proxy**

Reserve (5) plus two cards – PLAYS ONE

Since Turkey is not yet allied with any power, it plays the top card in its hand. It is another red card: (5) Fouche. Since it must be played as an event, Fran is allowed to draw a card from any nation to add to the French hand. He smiles as he ponders his choices, as advice flows freely from the others. Bill points out that since Russ played Call Up the Next Class as CPs he must be loaded with good cards. Russ, lying, replies that it was the only card he had to guarantee quick support of Austria and that his remaining hand is not worthy of the attention. After all, Bill played six CPs – not he. Fran, however, decides that thinning Austria’s cards is in his best interest and draws (6) Anglo-American War from the Austrian hand. Art laments the loss of his newly acquired asset, but the others are left to ponder how genuine are the histrionics of the smitten Austrian. Only Fran and Art know the extent of the damage and the identity of the card drawn.

**Round 1: Spain/Fran**

Reserve (5)

(4) Leader Wounded – PLAYED
(6) Ireland Revolts

Fran, holder of the Spanish Pact, controls the Spanish hand. He plays (4) Leader Wounded as four CPs. Castenos moves to Badajoz (1 CP) and adds the cavary there to his Army. The infantry in Galicia then moves to Oporto (2 CP) to surround Lisbon. The Lisbon garrison cannot intercept since it lacks a leader and therefore does not constitute an Army (10.1). Castenos then enters Lisbon (3 CP). The British garrison cannot evade since it has no retreat route. It must fight with two dice (1 Unit...
+ British 1) vs the Spanish five (4 Units + Castenos 1). Neither side plays battle cards. Fran rolls 6xxxx. Bill rolls xx. Spain wins the battle; one casualty to none. Since the Lisbon garrison has no retreat route, it is eliminated and the battle becomes an Overrun (11.6). Given the Overrun, Fran immediately besieges the fortress. He rolls 6xxx (getting only four dice since he loses one to British control of the sea zone, 12.32), but Bill rolls 5x. Since the besiegers did not roll more 6s than the fortress rolled hits (12.3), the siege fails. Spain has one CP left to spend. Since Britain now controls six Zones, Fran decides to try to run the blockade of Galicia with the Spanish fleet in an attempt to foil Bill’s ability to play his Reserve Admiralty event. Despite the +1 modifier for blocking the port (13.36), Bill rolls only a 5 after modification and the Fleet escapes. Fran uses the last Maneuver to split the Spanish Fleet and sends one Squadron into the North Atlantic.

**Round 1: Sweden/Proxy**

Reserve {4} plus one card — PLAYED

The Swedes draw their only card which is another red event: (6) Emigres & Exiles. A Unit and Stedingk are placed in Stockholm and Sweden draws another face down card for its hand.

**Round 1: Denmark/Proxy**

Reserve {4} plus one card — PLAYED

The Danes only card is another red event: (2) Duke d’Enghien Affair. Diplomatic plays are not allowed on Round 1 of the first Turn (8.1), but this event is the lone exception since it specifically allows it. The Danish Consul, the only Consul on an Imperial row of the Diplomatic Track, is moved back one box to Aide status.

Round 1 is now completed. The Impulse marker is returned to the French box of the Movement Track as Round 2 begins and the gloves come off. Preemption and Diplomatic Track (8.1) activity is now allowed. With six cards to three each for the British and Austrians, the French now enjoy preempt capability (5.2).

**Round 2: France/Fran**

Reserve {5}

{5} Russo-Turkish War — PLAYED

{6} Anglo-American War

{3} Turncoats

{3} Reverse Slopes

{2} Letters of Marque

{2} Unguarded Approach

France starts its Impulse by returning Napoleon’s Army to the map. He briefly considers sending Napoleon to Grenada to besiege Gibraltar but decides to stick to his original plan. Fran does so by placing Napoleon in Munich and replacing Davout as Commander of a newly combined Army Group (9.7). However, with the Austrian Hussars event still in effect, he decides to delay his offensive until after the Hussars event expires in the next Austrian Impulse. Meanwhile, Russ’s failure to play his Holy Mother Russia Reserve event during the first Round has raised his suspicions. So, he plays {5} Russo-Turkish War as the event to prevent any Turkish pact with the Coalition (8.4). Annoyed, his plan ruined, Russ rolls three dice, a 6, 4, and 2 and places two Units from Corfu and Moscow plus Konstantin on the Foreign War card.

**Round 2: Britain/Bill**

Reserve {6} {5}

{3} Up from the Ranks — PLAYED

{5} Venice

{3} Papal Bull

Resource (PLAYED) = {6} Malet’s Conspiracy — DRAWN

Bill, prevented from playing his Admiralty Reserve event by the Spanish presence in the Mid-Atlantic denying him the necessary sixth controlled Zone, plays {3} Up From the Ranks as three CPs and sets about the formality of gaining control of the seas once again. Next Turn this event would be far more valuable as a cheap way to bring the better leaders into play, but since the likes of Wellington and Schwarzenberg are not available until 1807 (2.2), that is not currently an option. It takes only one Patrol (1 Maneuver) to find the Mid-Atlantic Spanish Fleet with Patrol dice of 7. The Spanish need to roll a 9 to evade and fail to do so. The resulting battle (13.4) with the two-Squadron Fleet is seven dice (two British squadrons = 6 + 1 evasion) vs one (one Spanish Squadron). The British roll 5xxxxx and the Spanish roll a 5. With one hit apiece, the battle is prolonged to a second day in which the British confidently roll five dice (having lost one for a disrupt result and another for the evasion penalty which applied only to the first round) to the Spanish none (the disrupt result nullifying the only Spanish die). But to his horror, Bill fails to roll a hit with five dice. The battle ends and as the attacker, the British are obliged to retreat to Cornwall (13.42) where they must end their Impulse.

Aghast at this setback, Bill sends the entire Bay of Biscay Fleet into the Mid-Atlantic with his second Maneuver and locates the offending Spanish with his third Maneuver on a successful Patrol. The Spaniards fail to evade with a dice roll of 8. The resulting battle is ten dice (three British squadrons = 9 + 1 evasion) vs one with more predictable results. The Spanish Squadron is sunk with a sudden surplus of 6’s in the British broadside and no Spanish hit in reply. Bill spends his fourth Maneuver to move to the North Atlantic where he locates the other Spanish Fleet with his fifth Maneuver on a successful Patrol of 7 which the Spanish again fail to evade. The second Spanish squadron is dispatched in a like manner and Bill returns the fleet to blockade position in the Bay of Biscay with his sixth and final Maneuver. Crisis averted. Nevertheless, he decides to play his Resource which has a “+” capability (16.2) to draw a card and return his Hand to three cards. It takes his best poker face to hide his elation over hitting the jackpot by drawing {6} Malet’s Conspiracy. That was even worth being embarrased by the Spanish.

**Round 2: Austria/Art**

{5} Age of Metternich — PLAYED

{4} Serbian Revolt

{2} To the Death

Fran could interrupt now but declines the opportunity since the Austrian Hussars event would still be in effect if he did. Art, fearing what is coming next, plays {5} Age of Metternich...
as five CPs to build Units in Linz and Venice for four CPs and drops John’s Army back to a supporting position in Salzburg with the fifth.

And now France, free of the expiring Hussars event effects, interrupts Russia (5.2), having five cards to the British three.

**Round 2: France/Fran Preemption**

<table>
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<tr>
<th>Reserve {5}</th>
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<tbody>
<tr>
<td>(3) Turncoats – PLAYED</td>
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<tr>
<td>(6) Anglo-American War</td>
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<tr>
<td>(3) Reverse Slopes</td>
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<tr>
<td>(2) Letters of Marque</td>
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<tr>
<td>(2) Unguarded Approach</td>
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Fran plays {3} Turncoats for three CPs and moves Napoleon’s Army Group forward a space to Linz for two CPs (9.7). Faced by such a large force, Art doesn’t even contemplate an interception by John with Kutuzov nowhere in sight. Ferdinand takes to his heels (10.2) – succeeding on a die roll of 7 modified +2 for Ferdinand’s leadership (+1) and evading into a friendly space (+1). Ferdinand falls back to Vienna within intercept range of Kutuzov’s approaching Army in Moravia. Denied a quick victory, Fran settles for flagging Linz with his third CP.

Russia now takes its preempted Impulse.

**Round 2: Russia/Russ**

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<th>Reserve {6}</th>
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<tbody>
<tr>
<td>(6) Spithead &amp; the Nore – PLAYED</td>
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<tr>
<td>(6) Sultan’s Ear</td>
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Russ is frustrated. He has great cards but the untimely development of the Russo-Turkish War has ruined his best laid plans to gain a Pact with the Ottoman Turks by playing his (6) Holy Mother Russia Reserve event in combination with (6) Sultan’s Ear to cement the Pact. But that plan is history now. He must end the Russo-Turkish War before he can gain a Pact with the Turks. Worse, he can no longer play his Reserve event at all as long as he is embroiled in a Foreign War. He ponders the consequences of stealing a card from the British, but decides it is too early to burn his bridges to any possible gifts from Parliament. Regrettably, he plays (6) Spithead & the Nore as six CPs instead and proceeds to individually roll five attempts to end the Russo-Turkish War – a futile effort as the magic “6” roll eludes him. Grudgingly fighting the gambler’s urge to send good money after bad, the sixth CP is spent to move Kutuzov to Vienna where he assumes command of the combined Russo-Austrian Army Group. Napoleon cannot intercept since Ferdinand already occupies Vienna (10.1).

**Round 2: Prussia/Proxy**

| Reserve {6} plus two cards – PLAY ONE |

Prussia plays its top card which is (4) Weather Gauge. Since it is not a red or green event, it must be played as CPs to build two units in Berlin (7.5). A cavalry piece is added to the cannon already there. The +1 CP marker from the previous round is unaffected and remains in Berlin.

**Round 2: Ottoman Turks/Proxy**

| Reserve {5} plus one card – PLAYED |

Turkey plays its last card: (6) Europe Exhausted! which must be played as an event. Its six CPs are spent to build three Units in Constantinople, but it is the modification to the Peace die roll which draws comment. Turkey will have no more Impulses this turn unless given a card or drawn into Pact status. As long as it remains Neutral, it must hold onto its Reserve (5.32).

Fran now decides to preempt Spain.

**Round 2: France/Fran Preemption**

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<tr>
<td>(2) Unguarded Approach – PLAYED</td>
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<tr>
<td>(6) Anglo-American War</td>
</tr>
<tr>
<td>(3) Reverse Slopes – PLAYED IN BATTLE</td>
</tr>
<tr>
<td>(2) Letters of Marque</td>
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Fran plays (2) Unguarded Approach as two CPs to move Napoleon’s Army Group to Vienna en masse. Although outnumbered, Russ who controls the combined Austro-Russian Army Group under Kutuzov, decides to stand and fight since evasion would concede the Austrian capital and he fears the Capitation event could quickly conquer Austria and leave him facing a French invasion alone. There is also the problem of having one more Austrian unit in Vienna than he can command which would necessitate a second evasion attempt with low odds of success (10.2). Sensing a major victory in the offing, Fran plays (3) Reverse Slopes as a Battle card to gain two battle dice and halve disrupts against him. Russ appeals to his coalition partners for any help they can provide, but both shake their heads glumly. Napoleon now has 23 battle dice (15 Units + 2 French + 4 Napoleon + 2 Reverse Slopes). Kutuzov must make do with 16 (12 Units +1 Russian + 3 Kutuzov).

- Napoleon rolls xxxxxxxxx555xx6xxx65: six casualties; 2 kills, 4 disrupts.
- Kutuzov rolls 55xxxxxx65x665656: nine casualties; 4 kills, 5 disrupts.

This upset would be a great Russian victory - routing the numerically superior French - but the Reverse Slopes card has saved the day – halving French disrupt casualties from 5 to 2 (since fractions are rounded in favor of the player playing the halving event). The casualties are now tied at six each. Since casualties are equal, the battle continues a second day (11.32). Napoleons could commit his Reserve as a response to attempt to win the battle now in the first round, but decides he still has the advantage and will risk the second day. The French now roll 15 battle dice (23 - 6 casualties - 2 Reverse Slopes no longer applicable) to Kutuzov’s ten (16 - 6 casualties).

- Napoleon rolls 65xxxxxx66655xx: seven casualties; 4 kills, 3 disrupts.
- Kutuzov rolls 5xx5x5xxx: three casualties; 0 kill; 3 disrupts.

When no reaction cards are played to alter the outcome, the battle becomes a French victory. Adding the two rounds together, final casualties inflicted are:

- French: 6 kills, 7 disrupts = 13 casualties.
- Coalition: 4 kills, 5 disrupts = 9 casualties.
Since the Coalition losses exceed French losses by three or more, the battle is a rout (11.5) and all Coalition losses become kills. With only 11 units in the battle to absorb losses, both Kutuzov and Ferdinand are eliminated along with their entire Army Group for an Overrun (11.6). However, since losses did not exceed the defending force, no free French flag is placed (11.7). The French remove four Units and end their Impulse in a hostile Vienna, but with nary an enemy Army in sight. Moreover, they may now roll to gain a Resource for routing Kutuzov and succeed with a die roll of 3.

**Round 2: Spain/Fran**

- Reserve {5}
- {6} Ireland Revolts – PLAYED

Fran plays {6} Ireland Revolts as an event from the Spanish hand and places a French flag and Unit in each of Cork, Connought and Ulster. Castanos then continues his free siege of Lisbon with four dice to Bill’s two but neither hits and the siege drags on. With three cards remaining to France’s two, Britain now has interrupt capability since neither Reserves nor Resources count in determining preemption (5.2) and employs it now to preempt Sweden.

**Round 2: Britain/Bill Preemption**

- Reserve {6} {5} – PLAYED
- {5} Venice
- {3} Papal Bull
- {6} Malet’s Conspiracy

The shameful setback in the Mid-Atlantic has again left Bill one Zone short of employing his Reserve Admiralty event so he interrupts Sweden to correct that problem — playing {5} Parliament for five CPs — much to the disgust of his coalition partners who are eyeing the disaster in Vienna with alarm. One CP is spent for two Maneuvers to return the disgraced Cornwall Squadrons to sea in the North Atlantic and Mid-Atlantic. This gives Britain control of seven Zones - lest France decide to tinker with one before Bill can play his Admiralty Reserve event. Four CPs are spent to build cavalry in Dublin.

Art, irate over Bill’s refusal to give him the aid of Parliament, now plies Fran with an offer of submission (15.41). However, Bill points out the offer is not allowed since France does not have more forces in Austria than Art does. Both have 13.

**Round 2: Sweden/Proxy**

- Reserve {4} plus one card – PLAYED

Sweden draws its last card. Ironically, it is the {5} Crown Prince Bernadotte event but since it is green rather than red, it is not playable as an event by a Neutral until Turn 3. Proxy Sweden must use it as five CPs to build two Units and a +1 CP marker in Stockholm. The Swedish cannon replaces the cavalry there.

**Round 2: Denmark/Proxy**

- Reserve {4}

The Danes are done for this Turn as they must keep their Reserve until allied with a Power. Nor could anyone interrupt them since they no longer are entitled to a scheduled Impulse (5.4). The Impulse marker returns to the French box of the Movement Track for Round 3.

**Round 3: France/Fran**

- Reserve {5}
- {6} Anglo-American War – PLAYED
- {2} Letters of Marque

Fran decides to solve Art’s legal problems by increasing his forces in Austria so he can entertain Art’s submission. He plays {6} Anglo-American War as six CPs to secure his conquest of Austria - confident that an Austrian submission offer will soon be forthcoming. Vienna is flagged (1 CP) and Davout is dispatched to Prague with cavalry (2 CP). The Prague infantry garrison defends with two dice to Davout’s seven and is routed by three 5’s vs no Austrian hits. The Overrun Prague garrison cannot pay three Units and thus yields a free flag (11.7). Fran spends a third CP to send cavalry to Budapest which overruns the one-Unit garrison with a 6 among his four dice. Leaving cavalry to hold Vienna, Napoleon marches his artillery south to Graz (4 CP), flags it (5 CP), and moves on to Zagreb (6 CP). With his three new flags, he now has 16 forces in Austria to Art’s 11. Submission offers can begin and sure enough, Art needs no convincing. His offer does not include a concession of any Keys, however, so Fran declines and waits for a better offer.

The first Keys have fallen. France advances its Key marker on the Key Control Chart two spaces to 15 while Austria drops two to 7. Two more Austrian keys dangle precariously beneath French boots awaiting only a Flag placement.

**Round 3: Britain/Bill**

- Reserve {6} – PLAYED
- {2} Massed Grenadiers – DRAWN
- {2} Deluge – DRAWN
- {5} Venice
- {3} Papal Bull
- {6} Malet’s Conspiracy

The impending fall of Austria has distracted the French long enough to leave his command of the sea intact. Britain finally controls six Zones at the start of its Impulse so Bill plays his {6} Admiralty Reserve as an event and is rewarded for his persistence by drawing a pair of {2}s. All that trouble for the privilege to spend six CPs to get four CPs! He will, however, continue to enjoy interrupt status with five cards, so he declines to play another card in combination with his “+” play - preferring to play a waiting game.

**Round 3: Austria/Art**

- Resource {5} = {5} Milan Decree – DRAWN & PLAYED
- {4} Serbian Revolt
- {2} To the Death

Art, angered by Fran’s demand for Keys to accept his submission, retracts the offer and vows to fight on. But he has precious little to do with it. So, he spends his Resource and draws {5} Milan Decree which he plays as five CPs since a Resource has a “+” capability and allows him to play the card drawn or another one. Charles, threatened by encirclement, withdraws his Army from Venice to Dalmatia (1 CP). Despite not having flagged Zagreb, Napoleon is anxious to spring his trap and intercepts at
Dalmatia with a dice roll of 6. However, because he is moving from an Uncontrolled space to an enemy space he suffers Ambush Attrition (9.43). He rolls five times for his four-Unit Army, rolling one 6. Despite French attrition being halved (9.45), he must lose a Unit since French Attrition losses are always rounded up. Napoleon now faces Charles’ six-Unit Army with but three of his own. Each rolls nine battle dice (Napoleon 4 + 3 Units + 2 French = 9 vs Charles 2 + 6 Units + 1 Austrian). Neither side plays a Battle card.

- Napoleon rolls: 666xxxxxxx for three casualties; three kills.
- Charles rolls: 655xxxxxxx for three casualties; one kill, two disruptions.

The result is a draw and forces a second day, but Bill - not wanting to see Charles’ Army surrounded in Venice, plays his recently drawn (2) Massed Grenadiers event as a reaction (6.14) event allowing Art to “win” the battle after one round. Art’s phryric victory (he lost three Units to Napoleon’s one) has at least secured a retreat route. Napoleon must now retreat back to Zagreb which is still enemy because he failed to flag it – thus forcing another Attrition check. His two-Unit Army requires a roll of three dice for the passage and again rolls a 6 – reducing his Army to a single Unit. Unable to move Charles further after the battle (9.51), Art spends his last four CPs for two Units in Salzburg - reinforcing John’s Army to a full cannon.

**Round 3: Russia/Russ**

Reserve {6}

Suddenly inflicted by the spirit of the Coalition, and having been relieved of his Turkish ambitions, Russ ruefully plays {6} Sultan’s Ear as six CPs to build two Units in Grodno and moves the Kiev cavalry to Lublin while urging Art to hold on. If only he still had (5) Call up the next Class he could complete Bagration’s Army, or better yet, Charles’ Army. Art is unimpressed by this new zeal but nonetheless encouraged by the late show of support from his erstwhile ally.

**Round 3: Prussia/Proxy**

Reserve {6} plus one card – PLAYED

Prussia draws its last card: a black (3) and plays it as three CPs. Since it already has a +1 CP in Berlin, it now has four CPs with which to build (7.5). Since Berlin already contains more Units than its best available leader (a 1-4) can command, they must build a leader which costs four CPs (7.2). Kleist appears in Berlin and the +1 CP marker is removed. The Prussians are now finished in this Turn unless given a card or they enter Pact status.

Turkey must pass since it cannot play its Reserve while Neutral.

**Round 3: Spain/Fran**

Reserve {5}

Spain is down to its Reserve and can either play or hold it. Fran decides to try the siege of Lisbon again before deciding whether to play the Reserve. The third siege attempt fails. Fran elects to hold onto the Spanish Reserve and passes.

Sweden and Denmark have no Impulses as Neutrals with only Reserves remaining so they can neither play nor be preempted. France will move next in Round 4 unless preempted by Britain.

**Round 4: France/Fran**

Reserve {5} – PLAYED

{2} Letters of Marque

Fran decides it is time to reinforce Napoleon whose position is becoming hazardous. He plays his Reserve for five CPs. Lannes advances to Venice with six Units (1 CP). Charles declines to intercept so Lannes flags Venice for a second CP. Budapest is flagged (3 CP) and then its cavalry moves to Slavonia for the fourth and on to Zagreb for the fifth. As the last move is between Uncontrolled spaces, no Attrition is required.

The French and Austrian Key markers are shifted two spaces in opposite directions on the Key Control Chart. With four Austrian Keys, two Resources and a Minor Pact, Fran has a large lead with seven points compared to Russ’s one (a Resource) who is a distant second. French forces now outnumber the Coalition in Austria 22 to 11.

**Round 4: Britain/Bill**

{6} Malet’s Conspiracy – PLAYED

{2} Letters of Marque – STOLEN FROM FRAN

{5} Persian War – DRAWN

{5} Venice

{3} Papal Bull

{2} Deluge

Bill decides it is time to relieve Fran of his last card. He plays {6} Malet’s Conspiracy as an event which forces Fran to hand over {2} Letters of Marque. Bill is disappointed to only receive a (2) from Fran. By taking his last card, he had hoped to deprive Fran of a hoarded treasure like Extended Campaign but his disappointment is tempered by his draw of a (5) from the deck and the realization that Fran is now cardless while his enemies have seven between them and a chance for still more.

**Round 4: Austria/Art**

{2} To the Death – PLAYED

{4} Serbian Revolt

Emboldened by the French lack of cards, Art plays the {2} as two CPs and moves Charles to Salzburg (1 CP) and continues to Linz (2 CP) with six Units – leaving John with one Unit in Salzburg. Fran, recognizing that Vienna is now threatened, intercepts with Davout’s cavalry from Prague on a dice roll of 6. The battle is seven French dice (Soult 3 + 2 French + 2 Units) vs nine Austrian dice (Charles 2 + 6 Units + 1 Austrian).

- Davout rolls 66555x for six casualties; two kills and four disruptions.
- Charles rolls 666xxxxxx for three casualties; three kills.

Although the French have scored twice as many hits as the Austrians, enough to rout the enemy, they nonetheless lose the battle because their own losses eliminate their Army. Charles loses only two Units rather than six in a rout because Davout’s Army is eliminated (11.32) before the rout can occur.
**Round 4: Russia/Russ**

Resource {6} — PLAYED

Davout’s elimination removes the biggest obstacle to freeing Vienna so Russ plays his Reserve event for six CPs and uses it to move Bagration’s Army in Grodno four spaces to liberate Vienna, picking up the Lublin cavalry on the way. The French cavalry in Vienna evade to Graz on a dice roll of 8 modified by +1 to 9 for evading to a friendly space. Russ completes his move by unflagging Vienna and Budapest - returning them to Austrian control. Austria appears out of immediate danger.

The next six nations on the Movement Track have no playable cards and thus no scheduled Impulse. However, Spain continues its free siege of Lisbon. This time Castanos rolls 6xxx to Lisbon’s xx defense. A second round of battle is thus earned for the siege (12.3). Castanos again rolls 6xxx and takes Lisbon. Although the fortress rolls a pair of 6’s in defense in the second round, it is too late. Lisbon is flagged by the Spanish and Castanos removes two units. The Spanish key marker is advanced to 6; the British falls to 7. Despite the success of his siege, Fran again passes with Spain - holding its Reserve - in expectation of a British invasion.

**Round 5: France/Fran**

2 Resources — PLAY ONE = {6} Polish Uprising

Although without a card or Reserve, France does have two Resources. He decides to spend one for a card and is rewarded by drawing a {6} Polish Uprising. Despite the danger at Munich he decides not to play it now.

**Round 5: Britain/Bill**

{3} Papal Bull — PLAYED
(2) Deluge
(5) Venice
(2) Letters of Marque
(5) Persian War

Bill plays the {3} Papal Bull Event for 5 CPs on the Diplomatic Track to move the Swedish Consul to Pact status. His new Ally is worth a point, but Bill is more focused on the extra card play that its Reserve represents. It doesn’t hurt that the Bernadotte event is safely nestled in the discard pile either.

**Round 5: Austria/Art**

{4} Serbian Revolt — PLAYED

Art plays the {4} as four CPs. He unflags Linz and Prague and then flags Munich (3 CPs) to at last carry the war to the French. With his last CP, he moves Charles to Vienna – not fully trusting Russ to protect his capital alone.

**Round 5: Britain/Bill Preemption**

{5} Persian War — PLAYED
(2) Deluge
(5) Venice
(2) Letters of Marque

Bill plays the {5} to move the Prussian Consul to Aide status on his Diplomatic Track (4 CPs) and moves Moore to the coast in Cornwall (5 CPs) to pose an invasion threat.

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**Round 5: Russia/Russ**

Resource — PLAYED = {2} Tipping the Scales — PLAYED

If the game were to end now, Russ would not win. He decides to spend his Resource for a card to rectify that. He draws a {2} Tipping the Scales. Unable to hide his disgust, he plays it now, claiming the “+” status of the Resource (16.2). He moves to Linz (ostensibly to protect both Munich and Vienna - but he who protects everything, protects nothing. With his last CP, he finally moves the Baltic Fleet to sea to protect his coastline and hopefully not miss the second coming of any future Continental System Fails event.

Austria and France have returned to their original key inventory, albeit temporarily. Fran’s lead has been reduced to 2-0 over Russ (a Resource and Minor Pact being his only points at present). Fran again passed with the Spanish Reserve, but now there is a new nation with cards to play.

**Round 5: Sweden/Bill**

{4} Reserve — PLAYED = {3} Mud

Sweden can use its Reserve now that Bill controls the Pact and he does so to draw a card - thereby guaranteeing himself two more Impulses. He draws a {3} Mud. Even though the event is red, it need not be played now or as an event because Sweden is no longer a Neutral Proxy. The card is Bill’s to play normally in Sweden’s next Impulse.

**Round 6: France/Fran**

Resource — PLAYED = {2} Fog of War — PLAYED
{6} Polish Uprising

Fran covets the last move so he plays his last resource for a card - cutting his lead to a razor thin 1 Victory Point for the Spanish Pact. Seeing his disappointing draw, he decides an ounce of prevention is worth a pound of cure and plays it as 2 CPs to build a unit in Rome.

**Round 6: Britain/Bill**

{5} Venice — PLAYED
(2) Deluge
(2) Letters of Marque

Having seen the Swedish draw, Bill has a better weather forecast than Fran and decides now is the time to spend his {5}. With the Spanish Reserve still available to retake any gains there, he opts for the Italian front. He builds a Cavalry in Naples and moves it to Rome for five CPs. He lacks a leader to move the three units there together as an Army (9.1). Fran elects to fight - his little force is brittle but strong for its size and will roll three dice (1 unit + 2 French) vs the British three (2 units + 1 British). Both sides roll xx5. A second day of battle ensues. Both sides roll two dice even though the French are totally disrupted (11.33). No hits. The British, having failed to dislodge the defenders, must retreat to Naples.

**Round 6: Spain/Fran**

Reserve {5} — PLAYED

Fran expects the upcoming turn to be the last so he plays his Reserve rather than risk having it unplayed at the end of the Turn. Since his Reserve event is not playable in 1805 he must
use it as 5 CPs. He spends 4 CPs to return the Prussian Consul to Unaligned status on the Diplomatic Track and moves the Valencia cavalry to Barcelona (5 CP) to guard against a British amphibious assault.

**Round 6: Sweden/Bill**

{3} Mud — PLAYED

Bills plays Mud as an event to halve the French final riposte.

**Round 7: France/Fran**

{6} Polish Uprising — PLAYED

The {6} is played for six CPs. Napoleon flags Zagreb (1 CP) and cursing the weather moves to Graz (3 CP), adds that cavalry to his Army and advances on Vienna (5 CP) once again with five Units. Russ intercepts on a die roll of 6 with Bagration. The battle will pit 14 allied dice (10 Units + 2 Bagration + 1 Russian + 1 Rough) vs 11 French dice (5 Units + 4 Napoleon + 2 French). The French win 655xxxxxxx to 66xxxxxxxxx. Bagration loses an Austrian Unit and retreats to Linz. Napoleon’s Army is reduced to three Units. Unable to move with his remaining CP, he flags Vienna.

The mud has cost Fran progressively more difficult shots at Keys in Munich, Dublin and Naples. Fran consoles himself that at least it will also hinder Bill’s last move … until he rolls a 6 to remove the timed event (6.19)!

**Round 7: Britain/Bill**

{2} Letters of Marque — PLAYED

{2} Deluge

Britain plays knowing that this will be the last impulse of Turn 1 even though he has a card remaining, since no other player has a card and he cannot take consecutive Impulses (5.5). As it stands now, he is down a Key and up a Pact for a score of 0. Fran leads with three points based on a net gain of two Keys and his Spanish Pact. Worse, Bill will start Turn 2 down a card with only seven Keys. Bill needs to take two keys - at least one of them from the French to eke out a 2-2 tie which would leave him in control of the Peace die roll (5.8) if Austria is not conquered. A tall order for a 2-CP card but doable.

He moves the Naples Cavalry to Rome for 1 CP. Without a leader present he is unable to include the third Naples unit in the move (9.1). Both players roll three dice (2 Units +1 British vs 1 Unit +2 French) Fran rolls 65x to Bill’s 6xx. Although Fran has scored more hits, he loses because Bill’s lone 6 eliminates the entire French force (11.32). Bill can now spend his last CP to flag Rome and avoid end-of-Turn attrition (5.6). This would safeguard his 8th Key and give him four cards for the next Turn, but would concede the Peace die roll to Fran who has two points to his one. With Europe Exhausted in play to modify the Peace roll, Bill does not trust his Allies to buy off a French win by spending cards. He decides to gamble and go for the lead despite the long odds of success. With his last CP he moves the Gibraltar unit to Granada. Bill now has two dice (1 Unit +1 British) vs Fran’s two (1 Spanish Unit +1 Rough). Bill rolls 5x to Fran’s 5x. Second day. Bill rolls a single die (British) and the Spanish none since the terrain benefit does not apply to the second day (11.22). Despite having no dice, the Spanish are favored since the British are the attackers and must score a hit or retreat. Bill hits and the Spanish must retreat. Bill is elated, thinking that he has earned the Peace roll with a 2-2 tie (since he wins ties with France due to being listed later on the Movement Track). But it is not yet time to celebrate …

5.6 ATTRITION: All Formations in Uncontrolled Duchies must check Attrition, gaining control if any Formation survives. The Spanish Unit in Oporto checks first, survives and flags the space. Bill checks for both Rome and Granada and breaths a sign of relief as rolls of 5 flag both spaces. Bill gleefully moves his Key marker to the 9 space as he officially takes the lead 2-2.

The Attrition Phase ends as France and Britain flip their naval build markers to the Refit side on their new Squadrons in Marseilles and Sussex respectively. But the Turn is still not ended …

5.7 CONQUESTS: Since its capital is under enemy control, a conquest of Austria is possible. Fran must roll a modified 6 or better die roll after adding +1 for each Austrian Key France controls (3: Vienna, Zagreb, Venice) and deducting one for the Austrian Conquest modifier (15.1). Fran lets out a whoop heard from London to Moscow as he rolls a 4 and conquers Austria. Art is not out of play, although he now needs a long game if he is to win.

Fran must remove all his flags from Austrian Home duchies (Venice, Vienna, Zagreb and Graz). Likewise, Art removes his flag from Munich (15.22). Fran rolls a die (15.2) to determine the number of Austrian duchies to be ceded to him and grosars as he flags a 2. A roll of 3 or higher would have allowed him to retake the lead. He flags Venice while Art volunteers Tyrol as the second duchy to be ceded. Fran has actually lost two Austrian Keys as a result of the conquest, but he regains Munich and a reparations (15.5) Resource so he is no worse off. At least he won’t have to worry about the Austrians for a turn. Napoleon withdraws to Graz from Vienna - content in the knowledge that he will have free passage over all of Austria in the upcoming Redeployment. Bagration’s Army is sent to the Regroup box (15.22).

France’s key marker settles on 13 and Austria’s on 8. Venice, Rome and Granada are the only Keys in different hands, but the French push during the Austrian peace talks retain their tie with the British for the lead at two points apiece and should pay big dividends in Turn 2.

5.8 PEACE: It is now time to see if the game ends in a British victory or continues to the 1807 Turn. A modified Peace die roll ≥ 6 will end the game after every turn. But since the Europe Exhausted event was played, the Peace die roll is modified by the Turn number (+1 in this case). However, each player with more than a minimum draw (14.32) in the coming Turn may opt to modify the die roll in advance by +1 or – 1 once before the roll by sacrificing a card dealt to his Power’s next hand.

Britain had the last impulse so the next Power on the Movement Track is Austria. As a Subject Neutral, Art cannot affect the Peace roll (5.8). Russ, with only seven Keys, has his own problems. With only a three-card draw, Kutuzov dead, Bagration in Regroup, an ongoing war with the Ottoman Turks, and his
Austrian buffer no longer standing between him and Napoleon, he pleads poverty and declines to alter the Peace die roll. Fran is next and although he doesn’t have a lot of cards coming to him (six), he spends one of them for a -1 modifier on the Peace die roll since he will lose if the game ends now and he believes he can take Russia in Turn 2. Bill is last to decide and opts to sacrifice one of the four cards due him for his nine Keys to negate Fran’s buy with a +1 modifier of his own. The final Peace modifier will thus be +1. Bill rolls a 4 and barely misses winning the game.

14. The Interphase:
To prepare for the next turn, an Interphase occurs.

14.1 CAMPS: Each power in Movement Track Order may declare its intention to change Camps free of any CP cost with the agreement of the new Camp. Since France and Britain may never change Camps and Austria is obligated to one turn of neutrality, only Russ has that option now. He offers to change sides, but Fran thinks his chances of taking out Russia are better than his odds of crossing the Channel. He declines and proceeds with his plans to invade Russia.

14.2 REINFORCEMENTS: Each nation, again in Movement Track order, receives an allotment of CPs that they can spend for new pieces, refit or extra deployment. All nations must build their reinforcements in their respective Capitals. Those nations under player control, however, are free to deploy one Army thereafter and may purchase a second deployment.

14.23 DEPLOYMENT: Since Britain took the last Impulse, Austria builds and deploys first. Art’s only good news is that at least he can watch the others bleed while he rebuilds his army and perhaps sells the play of an event card or two for future favors. He builds a cannon and deploys Charles and his Cavalry in Linz to pick it up in Vienna and move to Dalmatia. He can ignore Lannes in Venice since he is a Subject Neutral.

Russia is next and Russ is worried now that his Austrian buffer is gone. He decides against replacing Bagration from Regroup - preferring to keep him there as a form of mobile reserve. But the Russo-Turkish War drags on and must be fed. A Unit draft - preferring to keep him there as a form of mobile reserve. But the Russo-Turkish War drags on and must be fed. A Unit draft – with five cards – interrupts.

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Bill will draw only three cards as will Russ, with seven Keys, and is dealt only five. Austria, despite being conquered, has eight keys and retains its full hand of four. Britain is the big loser, having spent a card trying to win the Peace roll. Consequently, Britain received six cards for its 3 Keys, but spent one to prevent Peace - from Turn so he will still have a four-card hand. But Bill gets to add the unplayed card - (2) Deluge - from Turn 1 so he will still have a four-card Hand (14.31•4). But unlike Bill, Russ will have a hard time getting a two-for-one card draw with his Reserve. Between the Russo-Turkish War and the French on his border, Russ will have a tough time getting extra cards. Bill, knowing this, is mindful of his need to probably send Russ help with Parliament.

Austria now takes the first impulse of Turn 2 unless France – with five cards – interrupts.

Denmark builds a unit in Copenhagen for 2 CPs.

France deploys next. Armed with 18 CPs, Fran is loaded for bear … Russian bear to be precise. He builds seven units in Paris (14 CPs) and then redeploys Napoleon’s Army from Graz with five reinforcements from Paris all the way across Subject Neutral Austria to Lemburg. He would prefer to deploy to Lublin but cannot deploy adjacent to an enemy Army - an inconvenience for which he plans to extract a hefty price from Kutuzov if he can catch him on the road to Moscow. With his last four CPs he buys a second deployment and moves Massena’s three-unit Army to a supporting position in Bucovina where he absorbs Blake’s Army into his own.

ALTERNATE HISTORY
Let’s assume for a moment that Austria was not conquered and that Napoleon was still in Vienna. He would be in deep trouble since he had no continuous line of controlled Duchies to deploy himself out or reinforcements in. The closest a relief Army could come would be Wurtemburg, Ratisbon or Venice since Munich was flagged and also subject to interception by Bagration. Fortunately for Fran, that is not the case.

Returning to the current situation, Bill looks at Britain’s meager six CPs of reinforcements in disgust. He wants to buy Wellington (7.2) but is reminded that the Duke is unavailable until 1807 – and this is still the waning moments of 1806. So he builds three Units in London and convos (13.6) the infantry in Kent to Gibraltar for his deployment. Turn 2 is shaping up as a race in which Fran will try to conquer Russia before Bill can cause too much mischief in the west.

14.3 RESUME PLAY
Each nation’s Reserve “Void” space(s) of its Headquarters Display is recovered with a flag and hands are now redealt with one card for every two Keys controlled. France would have still received six cards for its 13 Keys, but spent one to prevent Peace and is dealt only five. Austria, despite being conquered, has eight Keys and retains its full hand of four. Britain is the big loser, having spent a card trying to win the Peace roll. Consequently, Bill will draw only three cards as will Russ, with seven Keys, and his original three-card hand. But Bill gets to add the unplayed card - from Turn 1 so he will still have a four-card Hand (14.31•4). But unlike Bill, Russ will have a hard time getting a two-for-one card draw with his Reserve. Between the Russo-Turkish War and the French on his border, Russ will have a tough time getting extra cards. Bill, knowing this, is mindful of his need to probably send Russ help with Parliament.

Austria now takes the first impulse of Turn 2 unless France – with five cards – interrupts.
1812—Year of Decision

**Introduction:** In the spring of 1812, the French empire was at its peak. With Prussia subdued, Austria cowed and tied to Napoleon by marriage, Spain all but conquered and British and Austrian armies driven back to Portugal, Napoleon was master of the continent of Europe. Britannia ruled the waves; but it was Russia, fresh from victory over the Ottomans, its huge army mobilized and the no longer friendly tsar that vexed and worried the Emperor. To deal with this perceived challenge, Napoleon mustered nearly 500,000 men for an invasion of Russia. Even as the French prepared to march east, however, Britain’s General Arthur Wellesley, later the Duke of Wellington, struck out from Portugal to take the key Spanish border fortresses of Ciudad Rodrigo and Badajoz, thus beginning the inexorable liberation of the peninsula. Nevertheless, Napoleon marched deeper into Russia to win costly battles at Smolensk and Borodino, but as he took Moscow, so did Wellesley take Madrid. By year’s end, the French were in retreat on all fronts, with winter harrying what was left of Napoleon’s starving army as it fell back from Russia. Neither Napoleon nor his empire would ever fully recover from these twin defeats.

**Turn:** 4 (1812), **Impulse:** Britain 5, **Duration:** One Turn

**Resources:** France 8, Britain 3, Austria 3, Russia 4, Prussia 2, Spain 1, Sweden 1, Denmark 1 plus all Reserves.

**Special Rules:** This is a one-turn game. The Imperials control France, Austria, Russia and Denmark. The Coalition controls Britain, Spain, Russia and Sweden. If there are three players, one commands Russia but plays as a team and wins or loses with the Coalition.

1. The Ottoman Turks and the Diplomatic Track are out of play.
2. No foreign war events may be played. Continental System Fails is in effect, preventing normal preemption.
3. Britain controls all sea Zones, but no convoys/amphibious assaults are allowed while France controls any Spanish space.
4. After the last impulse, complete the Attrition, Flag placement, Conquest & Submission portions of the Interphase. The game cannot end until the sixth Round of the Turn is completed if any nation has cards remaining. Move the Impulse Round marker along the Key Control Chart to record the number of Rounds played.
5. The Coalition wins unless France controls a Russian Capital at some point in the turn and at least three Russian Keys at game end. Barring conquest of Russia or France resulting in automatic victory, tally the Keys controlled by each Camp, subtracting 34 for the Imperials and 19 for the Coalition. Add one for each surviving Minor pact and unplayed Resource held. Unplayed cards have no value. The highest total wins. The Coalition wins ties.

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<tr>
<th>FRANCE: Place flags in Warsaw, Stralsund, all of British Italy; and on each Spanish duchy except Ciudad Rodrigo, Badajoz, Cadiz and Majorca.</th>
<th>Imperial Camp</th>
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The Napoleonic Wars

1813—The War of Liberation

Introduction
The disasters of the Russian campaign forced Napoleon to concede more than half of his empire and fall back to the Rhine with allied armies in pursuit. Meanwhile, Wellington’s victory at Salamanca turned the tide in Spain. Austria, thus encouraged, hastened to do its part to free Europe from the Napoleonic yoke. With a Herculean effort Napoleon raised yet another Grand Army, withdrew Soult from Spain and prepared to strike back in the spring. He hurled this force east into the reorganizing Russian and Prussian armies, hoping to divide and crush them before Austria could enter the war against him. Initial victories at Bautzen, Lutzen and Dresden emboldened Napoleon, but to no avail. In the fall, the combined armies of four nations fell upon him in the largest battle ever waged in Europe until the First World War. More than half a million men fought for three days in what was aptly termed The Battle of Nations. Napoleon might have recovered from even that defeat, had he only that front to concern him; but in Spain, Wellington crushed the effectively leaderless French armies and drove them back to the Pyrenees. Only by returning Soult to face his old enemy did Napoleon delay Wellington’s invasion until spring. France was soon invaded on all fronts, and despite a heroic defense, Napoleon was forced to abdicate.

Turn: 5 (1813)   Impulse: Russian   Duration: One Turn

Resources: France 1

Keys: France 18, Britain 7, Austria 8, Russia 8, Prussia 5, Spain 3, Sweden 2, Denmark 2

Cards: France 8, Britain 3, Austria 4, Russia 4, Prussia 2, Spain 1, Sweden 1, Denmark 1 plus all Reserves except Parliament.

Special Rules: This is a one-turn game. The Imperial player controls France and Denmark. The Coalition player controls Britain, Spain, Russia, Prussia and Sweden. A third player may play Russia, Prussia and Sweden but must combine Coalition victory points and win or lose as a team.

1. The Ottoman Turks and the Diplomatic Track are out of play. Pacts may not be broken. Austria is neutral until its first impulse when it freely joins the Coalition under the British player’s command. If invaded prior to that, it joins immediately.

2. No Polish Rebellion, Continental System or foreign war events are valid. Preemption is allowed, but not before the first Russian impulse.

3. Britain controls all sea Zones, but no Convoy/ampibious assaults are allowed while France controls any Spanish space.

4. The game cannot end before the sixth Round if any nation has cards remaining. After the last impulse, complete the Attrition, Flag placement, Conquest & Submission portions of the Interphase. France wins by conquering a power. Otherwise, tally the Keys controlled by each Camp, subtracting 20 for the Imperials and 33 for the Coalition. Add one point for each surviving Minor pact and unplayed Resource. Unplayed cards have no value. The side with the highest total is the victor with the Coalition winning ties.

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| FRANCE: Place flags in Madrid, Burgos, Valencia, Navarre, Aragon, Barcelona, all British spaces in Italy, Venice, Tyrol, Lemburg and the Prussian duchies: Munster, Thuringia, Hesse, Hanover, Oldenburg, Anhalt, Mecklenburg, and Danzig. |
|---|---|---|---|---|---|---|---|
| Davout | Napoleon, | Soult | Eugene | Ney | Murat | Poniatowski |
| Munich | Metternich | Madrid | Franconia | Paris | Thuringia | Ratisbon | Naples | Lemburg | Burgos |
| Mecklenburg | Danzig | Barcelona, Wurtemburg | Anhalt | Rotterdam, Bordeaux, Marseilles, Brest, Navarre. | Regroup | Box |
| Valencia | Milan | One each in Barcelona, Aragon, Anhalt | | | |

| Imperial Camp |
| Copen- | Christ- |
| hagen | iania |

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| BRITAIN: Wellington, Beresford |
|---|---|---|---|---|---|---|---|
| Ciudad Rodrigo | Lisbon | Dublin | Gibraltar | London |
| Konstantin | Bennigsen | Tormassov | Barclay |
| Warsaw | Grodno | Breslau | Thorn |
| One each in Riga, Moscow & St. Petersburg | Leipzig | Regroup | Box |
| Wittgenstein |
| BERLIN | LEIPZIG | POMERANIA | KÖNIGSBERG | VIENNA | PRAGUE | SALZBURG | MORAVIA | LINZ |

| PRUSSIA: Kleist, Yorck, Blucher, Bulow |
|---|---|---|---|---|---|---|---|
| Berlin | Leipzig | Pomerania | Königsberg | Regroup | Box |
| SWEDEN: Bernadotte |
| DENMARK |
| | |

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### SCENARIO BACKGROUND

**1812 Scenario Background**

By 1812, the Danish fleet and much of the French navy has been destroyed. Prussia is an occupied, defeated country. Austria, minus portions of its former western holdings, is still recovering from its 1809 defeat. Denmark has been pressured by Napoleon to occupy Prussia’s Holstein. Sweden has lost Swedish Pomerania to France and Finland to Russia. Turkey is on the sidelines because in May 1812 the British mediated the end to that country’s lengthy war with Russia. Moore and Lannes were killed in 1809, and Massena was forced into retirement in 1811. Blake surrendered at Valencia in January 1812.

As tensions mount between Napoleon and the rest of Europe over the failing Continental System, Russia prepares for war. Napoleon gathers a huge army (filled with many German and Italian soldiers as well as the Frenchmen that are not tied down in Spain) for concentration in Poland. Austria contributes a corps, and Prussia helps with the depot chain (neither very enthusiastically).

**1813 Scenario Background**

Britain had complete control of the sea before 1813, but its involvement in Spain and the war in America stretched even its resources to their limit. Although the French army was destroyed in the retreat from Moscow, the Russians had paid a heavy price—including both Kutuzov and Bagration. Prussia now eagerly rebelled, but six years of occupation left its standing army small and its reserves scattered and unprepared. Bolstered by a large Swedish expeditionary force led by the former French Marshal Bernadotte and with promises of Austrian support, the Allies nevertheless expected a swift victory.

In Spain, by withdrawing his best, Napoleon condemned his brother to defeat. Wellington’s victory at Vittoria, a masterpiece of maneuver and entrapment, spelled the end of French rule in the peninsula. Napoleon must win decisively in Germany without losing France.
A World at War 1805-1815
The Reason Why They Call Them The NAPOLEONIC Wars
By Mark McLaughlin

The wars of the French Revolution came to an end, or at least a pause, with the peace of Amiens in 1803. A year later Napoleon crowned himself emperor of the French, an act that hurled a challenge to the established order that the crowned heads of Europe could not ignore. In 1805 Europe declared war not on France or its revolutionary ideals, but on one man: Napoleon.

Our game of *The Napoleonic Wars* begins at this point. Britain, Austria and Russia are at war with France, with Sweden soon to follow suit. Prussia dithered. Spain, hoping to strike one last blow against her ancient British enemy and thus postpone the eclipse of its empire, sided with Napoleon. The imminence of that eclipse was made evident to the Bourbons in Madrid when they received news of Trafalgar, the decisive battle that wrecked Spanish and French seapower in the very shadow of the Iberian Peninsula.

The loss of the combined fleet (the fleet starting at sea in the South Atlantic), forced Napoleon to abandon his plan to invade Britain (the army sitting in Artois) and he turned to the southeast. In a series of forced marches, he struck with thunderclap surprise the Austrians of the “unfortunate General Mack,” as Tolstoy referred to the hapless Hapsburg general who, with 30,000 men, was caught in the trap at Ulm on the Bavarian frontier. This is much of the army (that starts at Linz) under Ferdinand (who abandoned his men to his subordinate, Mack). Shaken and unmanned while still in the process of mobilizing, the Austrian capital was conceded. The Austrian army fell back to join the ponderous Russian hordes that were marching to their rescue. In December, the allies met Napoleon at Austerlitz (Moravia on the game map) and fell into a trap of the emperor’s making.

From Prussia to Poland

With Austria out of the war and the Russians limping back east, Napoleon turned his eyes to Prussia. Secure in the legend (of its own making) of the Frederickian invincibility of the most professional army in Europe, Prussia had gleefully sat on the sidelines as its German cousins were embarrassed by the upstart emperor from Corsica. Finally spurred into action by his queen, often called the only real man in Berlin, the Prussian king decided to contest Napoleon for the mastery of Germany. The result was the shortest and most complete campaign in European history. The vaunted, but rigidly linear, Prussian army succumbed to the modern, mobile and enthusiastic French corps in just one big fight—the double battle of Jena-Auerstadt. Napoleon’s victory was so complete that only scattered remnants of the Prussian army were still in the field when the Russians—once again late for the ball—came to their aid that winter. The campaign of 1807 was fought in the snow in Poland, and ended on a shaky raft in the Nieman River that summer, as the emperor of the French and the tsar of all the Russias met to make peace (*Treaty of Tilsit* card).

Opening the Spanish Ulcer

The peace in the east, however, was matched by disaster in the west. A French army was humiliatd in Portugal, while Denmark was stripped of its fleet by a British attack on Copenhagen. Spain, no longer willing to suffer losses and humiliation at the hands of the British, wavered in its alliance. In 1808 Napoleon rectified that, to his everlasting regret, by tricking the Spanish king into giving up his throne—into which the French emperor deposited his own brother, Joseph. The small, antiquated, badly-equipped and worse-led Spanish army was caught by surprise and scattered by the French juggernaut. The intervening British under Moore were forced to flee to the coast (in Galicia on the northwestern tip of Iberia).

French armies flooded the northern two-thirds of Spain. Napoleon, satisfied that his marshals could finish the job, left Spain in November. It would take another five years for the festering ulcer of Spanish nationalism backed by British arms to finally toss out the French—after having annually bled France of 40,000 men.

The (Hapsburg) Empire Strikes Out

To the Austrians, Napoleon’s involvement in Spain seemed to be an opportunity too good to pass up. Indeed, three-quarters of France’s troops were tied down there. In April 1809 the newly-reorganized Austrian army struck down the Danube into Bavaria in a surprise attack on the scattered forces of France and its Bavarian and Rhine Confederation allies. Napoleon struck back, once again forcing the Austrians to retreat and abandon
Vienna. At Aspern-Essling and Wagram, Napoleon for the first time met an enemy he could not drive from the field by maneuver and guile. The French won their campaign in Austria, but only by brute force, sheer courage and diplomatic trickery—and because the Russians, somewhat amused by it all, sat this one out.

1812: Winter and Wellington

The Spanish war changed into an ulcer that same year, as Britain found the general who would become Napoleon’s nemesis. Arthur Wellesley (made Lord Wellington for his victories in the Peninsula) outfought, outfought and outlasted every marshal Napoleon sent against him. By 1812 he had forced open the doors to Spain—the twin fortresses of Badajoz and Ciudad Rodrigo—and set the stage for his great victory at Salamanca.

Napoleon, however, paid little attention to the sideshow in Spain, for he was preparing his greatest army for his greatest campaign—the invasion of Russia. Napoleon took half a million men into Russia in 1812, advancing on some of the poorest roads in Europe. He achieved only a Pyrrhic victory at Borodino. For the most part, the Russians performed a Scorched Earth withdrawal, relying upon the paucity of forage and the fierceness of the winter to do most of the damage that allowed only 60,000 of Napoleon’s troops to make it out of Russia. The unraveling of Napoleon’s army during the retreat from Moscow doomed both the Grand Army and the French Empire, or so the great powers of Europe believed.

Austria, allied to Napoleon by marriage since 1809, had sent its armies into Russia to guard Napoleon’s right flank, and pick up a few pieces of Russian Poland. As Napoleon reeled in retreat, Austria took the opportunity to become a neutral state while it prepared for revenge. Emboldened by the advancing Russian armies and encouraged by British gold, Prussia (with a newly-reorganized army) threw off the chains of French occupation and rose up, thus forcing the French to retreat farther and farther westward toward the Rhine.

The War of Liberation

Napoleon’s enemies thought in 1813 they had him cornered, but they were mistaken. Both the emperor and France had one last throw of the dice left in them. Raising an army from young boys, old men, veterans, invalids and sailors from the blockaded fleet, Napoleon put together one more Grand Army and hurled it into Germany. Russian and Prussian armies met defeat after defeat and were thrown back, but lived to fight another day, as a decisive victory eluded Napoleon while his subordinates failed him at key moments. An armistice allowed the combatants to pause, regroup and ready themselves for the next round, but when it expired Austria entered the fray on the allied side. At Leipzig, in what was aptly named the Battle of the Nations, over half a million men fought for three days to decide the fate of Europe. This time fate was not kind to Napoleon.

An Emperor Abdicates

As his broken army streamed back to France, Napoleon learned that his southern front, too, had collapsed. He had drained the best soldiers and generals from the armies in Spain, and that missing backbone had left his elder brother’s kingdom too weak to withstand Wellington and the Spanish people. At Vittoria, Wellington won his most complete victory, and by summer’s end he had driven the French back across the Pyrenees. The year 1814 saw France assailed and invaded on all fronts. The coalition against Napoleon had learned well to not fight him head-to-head, withdrawing in his front, while attacking where he wasn’t. Despite a brilliant mobile defensive campaign, that spring Napoleon was simply outgunned, Paris fell and he abdicated.

The emperor would return for one last ride in 1815. The campaign of the “Hundred Days” that ended at Waterloo may have been the stuff of legend, but it was but an afterword to the much grander, much greater story that was The Napoleonic Wars.

The Other Wars

Not all of the wars that make up The Napoleonic Wars were fought against or even by France. In this ten-year period, Russia fought not only the French but also made war on Sweden, Persia and the Ottoman Turks. They even marched an army across a frozen gulf to outflank the Swedes in Finland (resulting eventually in its acquisition and peace). The Russian war with Turkey was fought in both the Transcaucasus and the lower Danube valley but ended with Russian withdrawal in anticipation of war with France in 1812. Russian meddling in Georgia and Armenia led to Persian support for independence and eventual direct war.

The Turks also fought the British in 1806 (a war that ended when the Royal Navy sailed up the Dardanelles to bombard Constantinople in 1807). Britain fought the Americans, the Barbary Pirates and Denmark (twice). Denmark suffered further humiliation when Sweden, smarting from the drubbing it took in losing Finland to Russia, invaded and severed Norway from the Danish throne. Serbia rose up to fight (unsuccessfully) for independence from the Ottoman Turks. Other uprisings, armed riots and rebellions in Ireland, along the Rhine and in the Alps added still more bloody footnotes to the larger struggles that involved the great and once-great powers. Britain managed to plant footholds throughout the islands of the Mediterranean in the name of opposition to Napoleon. Sizeable forces and ships were stationed at various times in Corfu, Sicily, Malta, Gibraltar and Majorca.

All of these incidents, campaigns and wars are present in this game. Some appear in the form of event cards. Although all of the ingredients of the epic struggle of the time are present, the game does not force players to recreate the history of 1805-1815. The stage is set, the pieces are in place, but it is up to the players themselves to decide how history will unfold as they begin playing The Napoleonic Wars.
The design was “ready” for publication in the summer of 1998 (when Mark’s concept of Home Cards resembled one I had done for the initial project proposal. Neither was simple enough or incorporated the mechanics we now have. Mark took the ideas and returned with a map that no longer contained provinces (tossing out a concept common to both We The People and Hannibal). It was a major breakthrough to base a variable card draw on keys instead of provinces. Mark’s concept of Home Cards and preemption made a viable system for distributing imbalanced hands of cards and was the basis on which the game evolved. And did it ever blossom.

It is tempting to think of a line on the map as a single road between specific cities, but remember that the spaces represent large areas. Napoleon armies marched in broad fronts along multiple paths. For simplicity’s sake, we chose to use a point-to-point map to channel movement and interception along the most favorable terrain, while using the line types to convey information about the nature of those passages. The most improbable paths are not given a connection. It was not easy to include all this while still covering Lisbon to Moscow. As it was, the map was too “space-dense” so it went back with orders to cut spaces. Mark protested at the thought of losing famous battle sites, but the condensing of the map was needed if the game was to play in an evening. So, ever simplifying, we compromised further until we had a map that worked well with our command system (which no longer involved activating a leader to move four spaces). That didn’t stop us from fiddling with spaces, connections and identities for another five years, but at least we had a solid structure upon which to wage war.

The result is a map in which the spaces represent areas far larger than their named city (and might be positioned more to represent a region than the exact location of the named city). Thus, the importance of flags. You may have troops in a region but you don’t control the entire space until you flag it. Keep that in mind the next time your army co-habits a space with an enemy fortress or a port with an enemy fleet. Movement paths that couldn’t accommodate the sweeping movements of 100,000 men need not appear. On this scale, multiple mountain crossings could be simulated with one “pass.” The most intractable of swamps would simply have no movement path at all. Historic trade routes could be ignored, if Napoleon armies followed different movement paths. Often, several prominent cities were too close to each other, so one space had to represent both, even though only one of them got the nod for the name. Nor do those “cities” necessarily appear exactly where they should on a map since the space represents a region containing the city and spacing for playability issues was more important than centering the symbol on its namesake. For example, Napoleon created a Republic of Dalmatia that covered the entire coast of Slovenia to Montenegro, so we retained the name when Mark combined Slovenia with Dalmatia. Both Montenegro and Durazzo are about 3/4” too far to the northwest, but that spreads out spaces nicely and has no impact on game mechanics.

Likewise, at this scale, virtually all spaces with access to the sea could arguably be depicted as a port. However, doing so would de-emphasize the importance of more important ports and would encourage ahistoric amphibious operations. London, for example, was certainly a famous port during this time period but giving it that status in the game makes it the likely target of a French amphibious invasion ... a highly unlikely invasion site in historical terms. Similarly, Goteborg was a port, but is not portrayed as one in the game because doing so would lessen the importance of Copenhagen, Kalmar and Stockholm — more prominent naval bases.

Even the spelling of space names drew comment. While it is common to anglicize major city names, often anglicizations for
minor areas don’t exist or are less known than the local one (such as those other areas of Italy next to Naples!). While not prone to make the world British, even if they nearly succeeded, we do have a primarily English customer base, so common English names are readily used for such places as Moscva, Wien, Lisbona. However, we couldn’t do it for the entire map and were satisfied with local spellings for other places. The problem is that there are in some cases no “consistent” English spelling (and some are more likely to be Francophone due to the nature of sources on the period). So, in general, we ended up opting for the more widely known names such as Borodino over Vyazma although the former is known only as a battle site rather than a population center.

What should and should not be a Fortress has also drawn its share of comment. One could argue the pros and cons of many spaces as deserving “fortress status,” but in the end it boiled down to a judgement call as to what warranted it and what didn’t. Too many fortresses would destroy movement options while too few would not do justice to the period. In Finland, Sveaborg (the “Gibraltar of the North”) was handed over by its Swedish garrison commander in the first days of the 1808 war with Russia, so we saw no reason to make it a Fortress. Meanwhile, Abo and Nystad were very near each other and represented by the same space and together represent the final defense put up by the Swedes in Finland. Nystad got the nod over Abo due to the 1721 treaty which bears its name.

Finally, we altered Home and Associate Duchy status as necessary to fit the ever-evolving event cards and conquest rules, but within the context of the hundred years of history preceding Napoleon.

**Combat Units**

As with Hannibal, the combat system went through various iterations as well. Tactical battle cards were dropped early in the process as a time-saving method. Step-reduced units added unnecessary complexities. The one-die-per-unit system prevailed as the most historically accurate as well as the most fun (and the variety of chuckle/gasp-inducing results from a bucketful of dice has kept us playing the game frequently throughout its percolation under three different companies).

After much fiddling with scale, we finally ended up with something close to 15,000 men per unit. This varies up and down by national quality and time (with the late war scenarios being slightly higher to represent lower quality troops, even for war-weary France). The leaders found in the game were chosen because they were given army responsibility sometime during the war (though in some cases that might be two very small corps). That rule was relaxed with the final adoption of a counter die which allowed us extra subordinates and corps leaders to flesh out an always-evolving set of events.

Unlike its ancestor We The People, leaders in the game represent far more than just the named general. A complete supply train, artillery, cavalry and support troops accompany each such HQ and allow it to stand on its own in defiance of an enemy force. Thus, in Oui Le People as we often referred to it, a leader is capable of commanding an Army of his own, or operating as a division within a larger Army or Army Group. Ney, for example, accompanied Napoleon at Artois at game start, but remains nothing more than a unit under Napoleon until such time as the French player pays to create him as a separate leader.

**Strategy Cards**

As we expanded the use of the Ops (command) Points from cards, Don realized it made no sense to stick to 1s, 2s and 3s for commands (no point in using fractional movement rates). The higher values also allowed us to refine the Diplomatic Track greatly, while allowing the components to do more of the work in making those event/CP decisions ever more difficult with extra cost gradations. Ultimately, this let us refine the delicate balance between playing a card as an event or using its commands.

On the event cards, Mark’s knowledge of the period really shines. I’m sure that we’ve dumped fifty cards and revised all of them multiple times, but throughout the process Mark had the period knowledge to come up quickly with more replacements along the way. Mindful of keeping the events delectable, Don has striven to make each a tempting game decision. I have long since rued the day that I pronounced it “fool’s play” to use the cards for anything but their command value. While it remains essential for France to have enough march commands in the turn, the temptation to play cards as events is as high now as it has ever been during the development process. Perhaps the most appealing aspect of this game is the high tension involved in choosing how to sequence one’s events and command expenditures in the face of ever changing enemy threats and the need to constantly reprioritize your goals. That is what makes the strategy deck so replayable.

One of the best features of the game came to it relatively late in its evolution: the sudden death aspect of not only the game—but each turn. The game had always had the Europe Exhausted card which could end it without warning, but we soon expanded on that We the People relic by making the game ending a possibility on every turn—and using the Europe Exhausted card to augment, rather than trigger it. Suddenly, you could no longer rely on the known “end of the world” effect by which victory had to be achieved. You had to commit forces with the realization that the war may be lost this year and weigh that against the need to build for next year. Yet the result was not totally out of your control. Players could influence the end point—at the price of a card from their future Hands. Act now for the common good or let your ally do it? Coalitions have been pried apart for less.

The uncertain endpoint will doubtless have its share of critics who will scoff at the notion of the conflict ending on a die roll and who want to press on with the game. To such groups we give you our leave to adapt such House Rules as you see fit to enhance your enjoyment. For us, the price in playing time was too stiff—and we enjoyed too much the delicious quandary of the decision to sacrifice a card now for the sake of prolonging the game—or leaving that pain to your allies. To each their own, but we’ll take the game as published—and relish the need to weigh today’s concerns against future possibilities.

Another rule sure to draw howls from the simulation camp is the one forbidding extended negotiations over submission decisions. Weren’t such matters handled over prolonged negotiations? Yes and no—depending on whose chestnuts were being roasted at the time and how close to the fire they were. But regardless of the simulation value of the rule—and that can be argued at length—our concern was again to give the playing time issue the most consideration. We’ve all been in multi-player games where two protagonists endlessly debate the whys and wherefores of any particular course of action and hold up the progress of the game while the other players sit and twiddle their thumbs. We were determined not to let that happen in this game. However, if that sort of ceaseless give and take is what your group finds enjoyable, by all means, ignore the rule and take as long as you want to consider the affairs of state.
The Napoleonic Wars

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Just don’t blame us when the number of players who show for your next session decreases.

We played the game for a long time when the strategy had become a matter of outwilling the other guy. Run him out of cards and then carve him up at will. We found this unacceptable. Throughout the development process, emphasis was placed on having a possible counter to every tactic or strategy. Mass your armies? Beware Dysentery and Scarce Fodder. Throw out one-Unit hedgehogs to slow the enemy? Overruns could actually speed his advance. Sultan’s Ear? Metternich ... and so on. The best alternative of them all was born with Early Winter, which allowed a player to gamble on ending a turn early before his opponents with superior forces, position or cards could deliver the coup de grace. Although it debuted as an event, it evolved into a Resource option so that each player would have this invaluable tool available at least once per game. Even this solution fell victim to the game’s continued evolution between published editions as Home cards gave way to Reserves which allowed players to pass and retain a counterattack capability late into the turn. Resources, for their part, were added late in the process also to allow a player who was run out of cards to cope with the wolves at his door, while rewarding a conqueror for forcing a submission.

The Pause that Refreshes

The Interphase and Regroup functions are abstractions that allow you to “fast forward” through the action to set up the next turn and get on with play in a reasonable amount of time. The astute player will realize that these pauses do not represent a given period of time so much as the aggregate total of ongoing reinforcement, deployment and gathering of war material that takes place throughout the turn. We merely show their cumulative effects in the Interphase to speed play and set the stage for the next turn. However, there is simulation value even in this abstraction as the Interphase is assumed to occur in the winter ... a period when campaigning was low and diplomacy was high.

Consider for example why Declarations of War made during a turn cost seven CPs but changing Camps in the Interphase is free. Winter is when the deals were made, preparations undertaken. All of the great Camp changes were prepared over winters. The attacks came in the spring:

• May, 1808: Napoleon betrays his long-time ally Spain  
• April, 1809: Austria surprises Davout on the Danube  
• February, 1813: Prussia stabs the French as they reel back from their defeat, which came about because of Napoleon’s betrayal of the alliance with Russia in 1812. Austria then made a separate peace with Russia—and became neutral.

The only mid-turn switch came in 1813, when, after helping negotiate an armistice in Germany, the Austrians dropped their mask of neutrality in August to declare war on the French (which would cost 7 CP in our game. Paying to change sides during a turn is a penalty that reflects real-world change of strategy costs and is an intentional hurdle to prevent jumping back and forth at will. It is even more of a penalty because if you wait until winter, you can switch sides for free.

The Regroup concept similarly abstracts time and the resources required to withdraw troops in an era when even local communications were a real obstacle to co-ordinated movements. So, when nations switch sides, they Regroup out of their former ally’s territory instantly rather than requiring nations to impose complicated safeguards on their movements.

Strategic Situation

1805 was a natural starting point for the basic Campaign game. This was when Napoleon faced the Third Coalition, even as he still hoped to carry out an invasion of Britain. That each of Napoleon’s opponents has differing strengths and objectives certainly makes for an entertaining multiplayer game. Fear of amphibious invasion keeps Britain from aiding her friends too quickly. Distance and limited resources keeps Russia thinking about closer targets of opportunity rather than rushing to Vienna to defend the Coalition’s overall welfare. Austria’s proximity to Imperial keys requires her to delicately beg for assistance from allies who know that it will be Austria who first benefits from stopping the French juggernaut. The sprawling nature of the Franco-Spanish alliance leaves the Imperial player with many vulnerabilities to offset his awesome ability to concentrate force quickly at decisive points, whether on the battlefield or the Diplomatic Track.

To this we add a neutral Prussia, which in a five-player game allows for wild diplomatic intrigue as both sides tempt the fifth player to come sit at their end of the teeter-totter. Certainly the game plays differently depending upon the number of players. However, the system is amazingly adaptable to changes in the number of participants. This too gives the game greater replay value. Your playing circle will find whether you have two, three, four or five players, that The Napoleonic Wars is always a tempting choice for the evening’s fare.

End Result

With a sumptuous array of choices and an uncertain game endpoint, each player must integrate long-term planning with short-term action and alliance strategy — knowing that the unseen cards of the enemy certainly will throw wrinkles into the game plan before a game is done. Even the members of a coalition may change radically, as diplomatic activity as well as conquest reform the face of Europe during the game.

The final steps in the evolution came in the waning moments before publication as the project was molded to fit GMT’s production capabilities with the aid of Mark Simonitch. The creation of a new die allowed several 11th hour refinements—the most visible being the addition of 6- and 8-strength Unit pieces to alleviate stacking problems. This, in turn, required a rule that prevented these pieces from moving on their own without leadership. Otherwise, they would move more efficiently than a led 1-4 Army and corrupt the movement system which purposely renders movement of unled pieces less efficient. Technically, these pieces are not part of a nation’s force pool — note their absence from the setup card OB — and if in play an equivalent number of Units should be removed from the available Force Pool. However, the latter is a prime example of an unnecessary rule ... since ordinary play rarely exceeds the OB limit anyway.

It may have taken awhile to get to this point, but we’re finally happy to release The Napoleonic Wars for your enjoyment. Certainly, the journey was a pleasurable one for us and worth the effort in terms of entertainment. We on the development team have enjoyed enormously putting this game through its various manifestations and watching it evolve into an even better game than the one that enthralled us years ago. If it entertains you half as long as it did us, you will have made a great investment.

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9.4 Attrition

One Unit/leader or Flag is lost for every “6” rolled.

Conditions requiring Attrition:
- in an Uncontrolled Duchy at Turn end (5.6)
- entering an Enemy space via a Pass or Marsh
- entering each additional space beyond four in a single Impulse
- entering an Enemy space from an Uncontrolled space
- evading or retreating into an Enemy space or across a Strait
- retreating amphibious force (13.7)

*The French halve Attrition losses (fractions rounded up) unless in Russian, Spanish or Turkish Home spaces.*

10. Interception/Evasion

Inactive movement of one space requiring a modified dice roll ≥ 9. Only Armies/Army Groups may attempt interception. Any Formation can attempt evasion.

+1 if evading/intercepting into a Friendly space
–1 if evading/intercepting from an Uncontrolled space
–1 if the attempting force crosses Marsh, Pass or Strait
? the Battle Rating of the commander

- Evading into Enemy space or across a Strait requires Attrition.
- Evasion failure awards the attacker one extra battle die in the first round of battle, and forfeits terrain dice.

### CASUALTY DISPLAY

Each “6” die roll kills a Unit; each “5” die roll disrupts a Unit.

<table>
<thead>
<tr>
<th>Kills</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
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<th>9</th>
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<tr>
<td>Disrupts</td>
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<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
</tr>
</tbody>
</table>

Kill results must be fulfilled before Disrupt results.

### 11.2 Battle Dice

Combat is resolved by rolling dice. Each Round, each combatant gets one die per undisrupted Unit/leader (excluding the commander) plus:

+/– dice required by event
+2 dice if > 50% French
+1 die if ≥ 50% other Power(s)
? one commander Combat Rating (if undisrupted)
? for Defender in Friendly Duchy if attacker crosses Rough
(+1), Pass (+2), Marsh (+3) or Strait (+2 or +4; 13.7)* **
+1 die per enemy failed Evasion attempt**

* NA if defender attempts evasion
** Bonus die applies to first Round only

### 13.33 Naval Reaction Resolution

Fleets in Port cannot intercept or evade. Interception and evasion attempts are resolved by rolling two dice whose total is modified by:

+2 if the Fleet is more than 50% British
+1 if the Fleet is more than 50% French
+1 if on Blockade

** BLOCKADE: A Blockade is any Fleet in control of a Zone attempting to intercept a Fleet entering/exiting a Port in that Sea Zone.**

### 13.4 Naval Combat Dice

- 3 for each British Squadron
- 2 for each French, Swedish, or Danish Squadron
- 1 for each Russian, Turkish, or Spanish Squadron
- +2 if defending a Port, +4 for a Fortress Port (13.5)
- +1 for enemy evasion failure (13.33)
- –1 for each Disrupt result and/or Refit

### Offboard Fleets

**Raiding British Commerce**

Entry is limited to play of Guerre de Course event at which time Britain immediately follows with any number of unblockaded Squadrons or loses a card for each unmatched French Squadron.

- Patrol costs 1 CP. One Patrol/Impulse limit.
- Losing Fleet Regroups after battle. Winner may Regroup or stay until the Interphase, after which all Squadrons here Regroup.
- Britain loses one card draw for each French Squadron here in the Interphase.