RULES OF PLAY

Table of Contents

STANDARD GAME RULES

This Standard Game (SG) section details core rules for the game. The Scenario Booklet follows. Finally, the Grand Campaign Game (GCG) is the final booklet. This rulebook (SG) contains the rules for Mark McLaughlin's **WAR AND PEACE** (MMWAP). This sequel to the Avalon Hill original provides a newly designed map, new scenarios, a redesigned Grand Campaign Game and an updated Standard Game.

A. INTRODUCTION

WAR AND PEACE is a historical game recreating the vast European conflict known as The Napoleonic Wars. Since the outbreak of the revolution which deposed the French monarchy in the last decade of the Eighteenth Century, the new French republic had provoked the enmity and wrath of anxious crowned heads who ruled the rest of the Continent. Since 1792 France depended upon her largely amateur army for survival against the professional forces of her royalist enemies. In December 1804, the Corsican general who had risen to command that army was coronated Emperor and for the next ten years the fate of France and Europe hinged upon his unique military genius. Now, **MMWAP** traces the rise, fall, return and final defeat of history's greatest soldier, Napoleon Bonaparte.

MMWAP is organized as a series of mostly chronological scenarios each recreating a major Napoleonic Wars military campaign. These scenarios share a common set of basic rules augmented by special rules indicating the initial deployment, victory conditions and other circumstances particular to each individual scenario.

A scenario depicting Napoleon's first Italian Campaigns serves as an introduction to the game system. The Egyptian Campaign is next followed by the second Italian Campaign. These three scenarios comprise the pre-Empire portion of the game. Then there is Austerlitz—1805 and the Third Coalition.

The next scenarios, Jena to Friedland: 1806–1807, and Wagram–1809, represent the campaigns during which the Imperial French army reached its dominant position among major European powers. Napoleon in Russia–1812, and The War of Liberation–1813, are finely balanced, massive campaigns for the control of eastern and central Europe. Napoleon at Bay–1814, and Waterloo—1815, are scenarios reflecting the last ditch efforts of Napoleon to stave off total defeat at the hands of the Allied sovereigns and their ever burgeoning armies.

The lengthy campaign waged for control of the Spanish Peninsula is divided into two scenarios, one of which simulates the entire six year conflict while the second is limited to the decisive period of 1811–1814. The 1812, 1813, and 1814 Spanish scenarios can be linked in to a new scenario depicting the long bloody epic defeat of Napoleon's France.

Finally, **MMWAP** includes a grand campaign scenario covering the entire ten-year struggle which raged from the mountainous coasts of Portugal to the scorched earth of the endless Russian steppes.

Each of the campaign scenarios is played on a portion of the map board and require between two and three hours to play. The two scenarios dealing with the war in Spain require relatively few pieces but may require from eight to twelve hours to play to completion. The grand campaign game which utilizes the entire map board and all of the playing pieces is a long-term historical immersion project which may last a maximum of 120 monthly Game-Turns.

All scenarios can be played solitaire or by several players, each of whom assumes control of one or more of the major belligerent powers. The grand campaign scenario can be played solitaire or by up to five players and is particularly suitable for two players.

B. GAME EQUIPMENT

Each game of **MMWAP** includes the following parts:

1. Rulebook, Scenario Book, Grand Campaign Game Book, and Operational Methods
2. Main Map
3. Four Counter Sheets
4. One large, 3-panel Player-Aid Card, Allied/French/French Allies Leader Displays, and Force Pool Display
5. Two Dice
6. Game Box

C. THE MAIN MAP

1. This map depicts the major terrain features and political boundaries which existed in Europe at the start of the Nineteenth Century. A hexagonal grid is superimposed upon the map to regulate movement and positioning of playing pieces and delineate the various terrain features affecting play. The map is scaled so that each hexagon (or hex) represents approximately 40 miles in width. The various terrain features the map depicts are illustrated with their effects on combat and movement explained by the Terrain Effects Chart.

2. The map is composed of four separate map areas numerically identified as follows: 1 = Spain, 2 = France, 3 = Germany (Austria/Prussia), 4 = Russia. The Main Map is shown below:

3. The map uses an alpha-numeric system to identify each hex. Whenever a particular hex is referred to in this text, the hex designation is followed by a parenthesized number identifying the map area in which that hex is located. *Example: Paris is located in hex Y16(2).*

4. The red political boundaries on the map delineate the territory of six major powers (Spain, England, France, Austria, Prussia and Russia) as they existed in 1805. The boundaries of many minor states are also depicted. Most, but not all of these minor states, have corresponding playing pieces and are referred to as "minor powers". There is one minor power (the Rhine Confederation) which was created after 1805 and consequently not delineated on the map. Minor states which were allied or annexed by a major power prior to 1805 contain an abbreviation indicating the controlling major power. The minor states depicted on the map are: Ansbach (Pr), Baden, Bavaria, Bayreuth (Pr), Brunswick, Denmark, the Empire (a group of minor German states incorporated into a French satellite known as the Rhine Confederation), Hanover, Hesse, Holland (Fr)–(in 1805, this territory was still known as the Batavian Republic), the Kingdom of North Italy (Fr), Naples (Fr), Portugal, Saxony, Sweden and Swedish Pomerania (considered a Russian satellite state in 1805), Switzerland (Fr), Westphalia (Pr), and Wurtemburg.

5. The major and minor cities depicted on the map are all considered fortifications. The capital cities of the major powers are: Spain (Madrid), England (London), France (Paris), Austria (Vienna and Budapest), Prussia (Berlin and Konigsberg), and Russia (Moscow and St. Petersburg). The fortress of Gibraltar is an English possession located in hex A7(l).

6. Red, blue and black symbols indicate cities where reinforcements are "produced" during the grand campaign scenario. A city with a red symbol may produce any army unit. A city with a black symbol may only produce landwehr. A port city with a blue symbol may produce naval squadrons and transport units.

7. There are eighteen naval zones upon the map but only four are depicted as adjoining the European land mass (Baltic Sea, North Sea, Mediterranean Sea and Atlantic Ocean). All eighteen sea zones are delineated on the map board for use during Naval Movement.
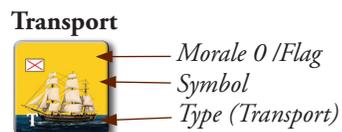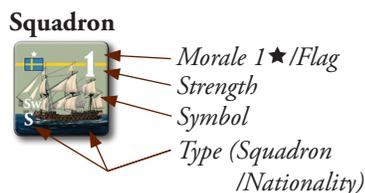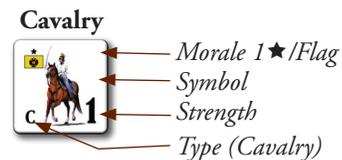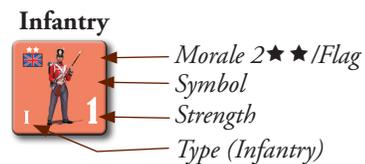
D. THE PLAYING PIECES

1. The die-cut playing pieces, hereafter referred to as unit counters, represent the armed forces and leaders which fought in the Napoleonic Wars. Armies and navies are abstractly and symbolically represented as infantry, cavalry, squadrons, or naval transport units. The large number printed on these units indicates their combat value measured in "strength points". Each infantry or cavalry strength point represents approximately 5,000 combat soldiers. Each naval strength point represents six vessels.

2. The army and navy units of each nationality are printed in several different strength point denominations like money, strength points of the same nationality and type may be exchanged for ease of use. At any time, a player may consolidate unit counters which occupy the same hex by replacing them with a larger denomination counter which represents the same number of strength points as the units being replaced. Conversely, a single counter may be replaced by several smaller denomination counters which collectively represent the same number of strength points, identical in nationality and type

to the unit they replace. The process of consolidation or disbursement is limited only by the number of unit counters physically available for the transaction at any given time during the game. The playing pieces provided with WAR AND PEACE, except for status counters (e.g. supply (Rule M) or siege (Rule S), may not be created if needed.

Example: A unit representing five French infantry strength points may be replaced by one unit worth two infantry strength points, and three units, each representing one infantry strength point. French guard or militia units may not replace regular infantry strength points.

3. Most of the important military commanders who participated in the Napoleonic Wars are represented by individual counters indicating the leader's name and relative leadership value (This is not a strength point value. Therefore, leaders are immune from attrition.). This leadership value, which has an important influence on combat, may range from zero (poorest) up to three (best). Many zero value leader counters represent lower-ranking commanders not identified by name. Such leaders are identified by a single alphabetical designation. The leaders of minor powers have a yellow stripe.

4. The nationality of each major power unit is identified by the background color of the unit counter and its national flag. There are seven major powers identified by the following color scheme:

Spain (yellow), England (red), France (blue), Austria (white), Prussia (grey), Russia (green), Turkey (orange). The symbology of all major power units is printed in either black or white.

5. There are twenty-three different minor powers represented in the game. The background color and flag of a minor power unit identifies the major power which generally dominated or was

SAMPLE UNITS

Leader

— *Name*
— *Major Power (color)*
— *Leadership Value*
— *Symbol*

Infantry

— *Morale 2★ ★ /Flag*
— *Symbol*
— *Strength*
— *Type (Infantry)*

Cavalry

— *Morale 1★ /Flag*
— *Symbol*
— *Strength*
— *Type (Cavalry)*

Squadron

— *Morale 1★ /Flag*
— *Strength*
— *Symbol*
— *Type (Squadron /Nationality)*

Transport

— *Morale 0 /Flag*
— *Symbol*
— *Type (Transport)*

MARKERS

Fortress

FORT

Demoralized

D1
Demoralized

Alliance Display

ALLIANCE
German
Minor
States

Entrenched

TRENCH

Unsupplied

Unsupplied

Control

ENGLAND

Siege Status

3 Turns
Besieged

Turn Record

GAME
TURN

Weather

WEATHER
NORTH

OPTIONAL TACTICAL MATRIX MARKERS

Charge

Charge

Withdraw

Withdraw

Envelop

Envelop

Square

Square

Skirmish

Skirmish

Refuse

Refuse

Bombard

Bombard
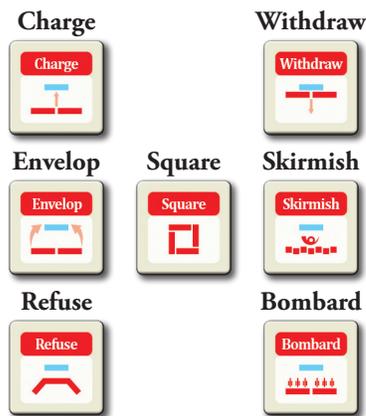
frequently allied with that minor power during the Napoleonic Wars (most minor powers became satellites of England, France, Prussia or Russia during the conflict). The minor power units all have a yellow stripe. The various nationalities of the minor power units are also identified by a one or two letter abbreviation printed on their unit counters. These abbreviations are:

a. *English Satellite Powers:* H = Holland, Pt = Portugal, K = King's German Legion. *Note:* K.G.L. units are printed with white symbols (identical to regular English units) due to their incorporation into Britain's regular army; they did not serve as independent units in terms of this game's scale.

b. *French Satellite Powers:* B = Bavaria, D = Denmark, Da = Dalmatia, H = Holland, I = Italy, N = Naples, Pt = Portugal, Po = Poland, R = Rhine Confederation, S = Saxony, Sp = Spain, Sz = Switzerland, W = Westphalia, Wu = Wurtemburg.

c. *Prussian Satellite Powers:* Br = Brunswick, He = Hesse, S = Saxony.

d. *Russian Satellite Powers:* Sw = Sweden.

e. *Austrian Satellite Powers:* Pm = Piedmont.

f. *Turkish Satellite Powers:* Mm = Mameluke.

Note: The units of a minor power are usually controlled by the player who controls the parent major power. In certain scenarios, there are special rules governing the neutrality and possible political realignment of various minor powers.

6. There are five different types of infantry units represented in the game. Regular infantry is distinguished by strength and nationality (only). The four other types are also distinguished by a capitalized abbreviation as follows: G = Guard (France and Russia), L = Landwehr (England, Austria and Prussia), M = Militia (England and Spain), P = Partisan (Spain, England and France). There are three types of cavalry units: regular, Guard and Russian Cossacks (distinguished by a capital "C"). There are two different types of naval units: squadrons and transports (distinguished by a capital "T"). Different unit types may never be consolidated into larger denomination units.

7. For combat purposes, all army and navy units are assigned a basic morale value ranging from zero (poorest) to three (best), represented by "stars" upon each unit, according to the following listing:

Morale Value (3): All Guard units

Morale Value (2): All regular infantry and cavalry units with white symbols and all English squadrons

Morale Value (1): All regular infantry and cavalry units with black symbols or a yellow stripe and all non-English squadrons

Morale Value (0): All Cossack, Landwehr, Militia and Partisan units. These units do not have any "star" imprinted upon them.

E. THE PLAYER-AID CARDS

1. There is one 3-panel player-aid card included in the game. The large folded card includes all the charts and tables needed to play the game. This player-aid card also contains the Terrain Effects Chart and Notes providing all of the information needed to perform Ground Movement as well as important information explaining the Main Map and optional charts for combat.

2. The Force Pool Display is used for the Grand Campaign Game to manage alliances, production and more.

3. The three Leader Displays are provided to reduce the number of counters physically deployed on the map. For each leader and Fleet in the game, there is a corresponding box on the Leader Display in which all the units stacked with or accompanying a leader or Fleet may be placed. The leader or Fleet counter itself remains on the map board and is moved normally. Naturally, all units in a display box are assumed present in the map hex the unit occupies. At any time during play, units may be removed from the display and placed directly under the corresponding leader or Fleet counter on the map. Unless players are using the optional Fog of War rule, they may freely examine an opposing player's unit stacks, either on the display or the map. There is no limit to the number of units which may be stacked in the same hex on the map or in any individual box of the Leader Display.

F. SEQUENCE OF PLAY

1. **War and Peace** is played in a series of turns each representing one month. A turn consists of a French player segment followed by a non-French player segment. Each player's segment is further divided into five phases for attrition, alliance, reinforcement, movement and combat activities. During a turn, the player whose segment is currently underway is called the active player; the opposing player(s) is called the inactive player(s). Each player's segment is executed in the following sequence:

   a. *Attrition Phase:* The active player rolls one die and consults the *Attrition Table* whose result may require a strength loss in any hex containing three or more of the active player's strength points. This die roll may be modified as specified in the Attrition rules (see SG section G).

   b. *Alliance Phase:* The active player rolls one die to determine if any political alliances are formed or dissolved according to the restrictions of the Alliance rules and special rules regulating the scenario being played (see SG section H).

   c. *Reinforcement Phase:* The active player may deploy reinforcements or replacements scheduled for the current turn according to the scenario's Reinforcement and Replacement rules (see SG section I).

   d. *Movement Phase:* The active player may move units and leaders upon the map in accordance with the Movement rules and may conduct forced marches and execute overruns in accordance with those rules (see SG sections J, K and L).

   e. *Combat Phase:* The active player announces all combats he cares to initiate and then resolves them in any sequence desired subject to the Combat rules (see SG sections N–S).

2. After both players complete their respective active player segments, the turn marker is advanced one month on the Turn Record Track and a new turn is immediately initiated.

3. The turn sequence is repeated until the number of turns specified for the scenario have expired or automatic victory is achieved. The victor is determined according to the victory conditions regulating the scenario.

G. ATTRITION

1. During the *Attrition Phase* the active player rolls one die and uses the resulting number to determine the effect of attrition in each and every map hex currently occupied by three or more of the active player's strength points.

2. The effect of attrition is calculated separately for each hex by cross referencing the *original* die roll with the total number of strength points in the hex (ignoring any strength points controlled by the inactive player) and locating the result on the *Attrition Table*; if the result is greater than zero, the active player must immediately eliminate the indicated number of strength points from the hex. If the result is followed by an asterisk, the active player must eliminate one cavalry strength point in fulfilling the required loss if any cavalry are present in the hex. Within these restrictions, the required loss may be fulfilled in any manner the active player desires

3. In determining the effect of attrition in each hex, the original die roll may be modified by various criteria particular to that specific hex. The criteria which may cumulatively modify the attrition die roll are as follows:

   a. (-1) if all the strength points in the hex are either French or French satellite units.

   b. (-1) if all strength points in the hex are inside their home country.

   c. (+1) if one or more strength point(s) in the hex is unsupplied.

   d. (+1) if the current turn is a winter month.

   e. (+1) if the hex is on map board areas 1 or 4.

   f. If the strength points are inside a besieged city, the die roll is increased by the number on the siege status marker (see section S).

Example of Attrition procedure: During an Attrition Phase, the non-French player has rolled a "three" on the die and wishes to determine the effect in a hex in Russia occupied by ten Russian strength points which are unsupplied during the December turn. The die roll (3), is modified as follows: (-1) because the Russian units are in their home country, (+1) because the units are unsupplied, (+1) because December is a winter month, (+1) because the hex is on map board area 4. Thus, the die is modified by a total of (+2) increasing the original result to (5). The player cross-references the modified die roll (5), with the total number of strength points in the hex (10) and reads the Attrition Table result which calls for a loss of 2* strength points, one of which must be cavalry if any are present in the hex.

4. During the *Attrition Phase* the inactive player(s) units are completely ignored; they do not affect or suffer any loss from the attrition procedure.

5. The units of neutral states are never subject to attrition. When an initially neutral state enters the war during any scenario, that state's units become subject to attrition during the appropriate player's *Attrition Phase* (see SG section H).

6. The *Attrition Phase* for each player is always omitted on the first turn of any scenario.

H. ALLIANCES

1. During the *Alliance Phase*, the active player has the option to roll one die and use the result to determine if he gains or loses the use of other major and/or minor states units whose allegiance is subject to change according to the scenario rules.

2. The die roll executed during the *Alliance Phase* is cumulatively modified as follows:

   a. (-1) for each French victory point, city point, and pro-French power.

   b. (+1) for each non-French victory point, city point, and anti-French power.

Note: In addition, the die roll may be modified for other reasons specified in the scenario's special rules; these rules also specify city point awards. Note: The status of major powers and minor power groups is only used in the grand campaign scenario.

3. The Alliance Display allows both players to keep track of the victory points, city points, and powers which modify each Alliance die roll. The display includes one box for each player's victory points, one box for each player's city points, one box for pro-French powers, one box for anti-French powers, and one box for neutral powers. The numerical counters may be used to record each player's point totals. In the grand campaign game (only), the counters representing the six major powers and four minor power groups may be used to record the current status of these powers.

4. During any *Combat Phase*, a player is awarded one victory point for each hex one or more of his units enter after battle which was occupied by five or more enemy strength points at the start of the *Combat Phase*. The non-French player receives two victory points if any of his units enter a hex which was occupied by Napoleon and five or more strength points at the start of the *Combat Phase*. *Note:* A player cannot receive victory points for entering a city hex if any enemy strength points are also in that hex at the end of the *Combat Phase* having retreated into a city to withstand siege (see SG section S). Neither can a player receive battle victory points for a siege.

5. In certain scenarios, each player is awarded points for controlling cities specified by the scenario rules. City points are awarded to a player at the instant the player' units first occupy the specified city (see SG section S for a definition of city control). If the city is subsequently recaptured, or vacated, the city point award is forfeited until it is reoccupied once again.

6. Regardless of the difference in point totals reflected on the Alliance Display, the *Alliance Phase* die roll may never be modified by more than plus or minus four. A modified die roll greater than six is always considered a "7". A modified die roll of less than one is always considered a "0".

7. The *Alliance Phase* die roll has similar effects in all scenarios. A modified result of "7" generally causes certain neutral states to enter the war against France, allowing the non-French player to use these countries' units. A modified result of "0" may prevent a neutral from entering the war or may cause a neutral state to ally with France, allowing the French player control of that state's units. A modified die roll of "1" through "6" has no effect in any scenario. *Note:* The scenario rules provide all information governing the effect of the *Alliance Phase* die roll.

8. *IMPORTANT REMINDER:* The active player is never required to roll; he may voluntarily omit his *Alliance Phase* resolution during any turn.

9. The *Alliance Phase* for each player is always omitted on the first turn of any scenario.

I. REINFORCEMENTS AND REPLACEMENTS

1. During the *Reinforcement Phase*, the active player deploys on the map any reinforcements specified to arrive that turn. These reinforcements are taken from the unused portion of the counters provided for play.

2. During the *Reinforcement Phase*, the active player may also deploy any replacements specified for the current turn if the appropriate units are available. Replacements may only be taken from units previously eliminated during a scenario's play.

3. Each scenario, as well as the campaign game, provides instruction as to where reinforcements and replacements arrive on the map.

J. GROUND MOVEMENT

1. During the *Movement Phase*, the active player may move as many or as few of his units in any order desired. Units, (aka a "force") may be moved in any direction or combination of directions. In general, each unit must be moved individually, however, units occupying the same hex at the start of the *Movement Phase* may be moved together as a stack for convenience (see this section's rule 4b). The active player moves each unit by physically tracing the path of movement through a series of adjacent hexes until the unit or stack enters the hex the player wishes it to occupy at the end of the *Movement Phase*. Thus, once a player begins moving a particular unit, he must complete its movement before another unit may be moved. The movement of a particular unit is also restricted by its type and movement allowance, and by terrain features and the presence of enemy units along the chosen path of movement.

2. The distance which a unit may be moved during a single **Movement Phase** is restricted by the unit's movement allowance; this allowance is expressed as a number of movement points. In general, as a player moves a unit, that unit must expend one movement point from its movement allowance for each hex entered. However, the cost to enter a specific hex will vary according to that hex's terrain features (these varying entry costs are summarized on the Terrain Effects Chart).

3. During the **Movement Phase**, a unit may expend any portion of its movement allowance. Once a unit's movement allowance is exhausted, it may be moved no further (*Exception:* see SG section K, Forced Marching). If a unit's movement allowance is only partially expended during a **Movement Phase**, the unused portion is forfeited—it may not be saved or "lent" to another unit.

4. The movement allowance of a unit is based upon the unit's type. Leaders possess an allowance of ten movement points unless the leader is Napoleon or Wellington. Those two leaders possess an allowance of twelve movement points. Cavalry possess an allowance of four movement points. Infantry do not possess an intrinsic movement allowance. Infantry may only be moved according to the following restrictions:

    a. Infantry may only leave a hex if accompanied by a leader which occupied the same hex as the infantry at the start of the **Movement Phase** (*Exception*: infantry may initiate combat regardless of the presence of a leader and may advance if otherwise allowed. See Advance After Combat, SG section Q).

    b. No more than ten infantry strength points may accompany a single leader as that leader is being moved (*Exception*: twelve infantry strength points may accompany Napoleon and Wellington).

    c. No infantry strength points may accompany a leader after that leader has expended three movement points unless this movement is accomplished by forced marching.

    d. No infantry may accompany a leader which is not the same color as the infantry unit(s); infantry may accompany any leader of the same national color, regardless of whether that leader represents a major power or a satellite state.

    e. As a leader is being moved, any infantry accompanying that leader may be detached (or "dropped off") in any hex the leader enters. *Note,* however, that infantry may not be "picked up" by a leader once that leader has expended even a single movement point. If the active player desires, he may continue moving a leader which has previously dropped off all the infantry which accompanied that leader in order to take advantage of the leader's full movement allowance.
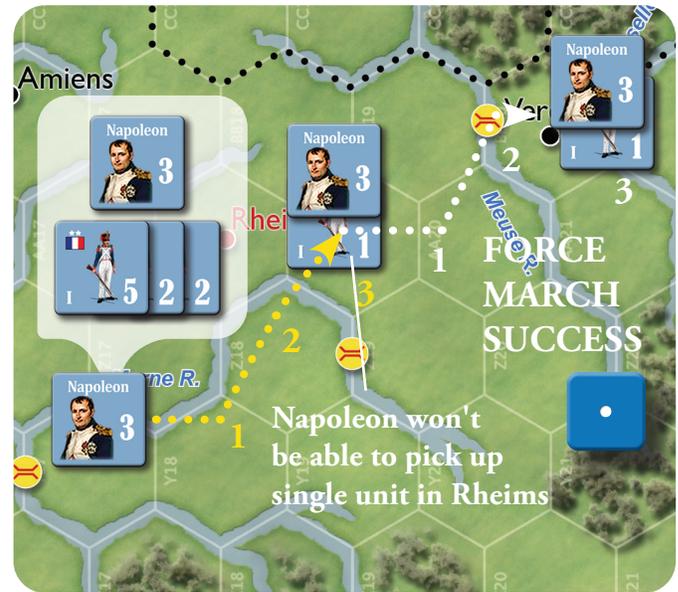
Example: *At the start of the French player's **Movement Phase**. Napoleon and nine French infantry strength points are in Paris– hex Y16(2), one French infantry strength point is in Rheims–hex AA18(2), and one French strength point is in Verdun–hex BB20(2). Let us assume the French player wishes to have ten infantry strength points in Verdun at the end of his **Movement Phase**. To accomplish this, the French player moves Napoleon, accompanied by all nine points from Paris to Rheims, expending three Movement Points from Napoleon's movement allowance. Now, in order to move the infantry from Rheims to Verdun, the French player must attempt to force march the force an additional three movement points. Assuming the attempt succeeds, Napoleon may continue to Verdun still accompanied by the nine infantry points which occupied Paris at the start of the **Movement Phase** (notice that the infantry which occupied Rheims at the start of the **Movement Phase** may not accompany Napoleon to Verdun although this leader may be accompanied by up to twelve infantry strength points during its movement).*

*When Napoleon reaches Verdun, the French player may drop off the nine infantry points and continue moving Napoleon (alone), up to six additional movement points (Napoleon has already expended six movement points to reach Verdun from Paris). Thus, at the end of the French player's **Movement Phase**, Verdun is occupied by ten French infantry strength points while Napoleon continued on to Mainz—hex CC23(2).*

5. Unlike infantry, it is permissible to move cavalry independently during a **Movement Phase**. Alternatively, for the sake of convenience, cavalry may accompany a leader within the limits of the cavalry's movement allowance provided the total number of strength points accompanying the leader never exceeds ten (*Exception*: Napoleon and Wellington, see preceding). Leaders may be moved independently or may be accompanied by other leaders and/ or infantry or cavalry strength points (e.g. "Army Groups" are possible). Leaders must "pay" all terrain costs.

6. During the **Movement Phase**, only the active player's units may be moved; the units of the inactive player must remain stationary.

7. During the **Movement Phase**, no unit may enter a hex which is occupied by any of the inactive player's units (*Exception*: see Overrun, SG section L).

8. During the **Movement Phase**, combat is prohibited (*Exception*: see SG section L).

9. There is no limit to the number of strength points or leaders which may occupy the same hex at the end of the **Movement Phase** or at any other time during a turn.

K. FORCED MARCHING

1. During the **Movement Phase**, the active player may attempt to increase the mobility of his cavalry and infantry by forced marching. A Leader, by itself, may not force march.

2. At any time during the movement of any number of infantry or cavalry strength points, the active player may announce the intention to attempt to force march those strength points either one, two or three additional movement points.

3. When a player wishes to attempt a forced march, before rolling the die, he must indicate the movement path his units will follow. He then rolls one die, applies all appropriate modifiers, and consults the Forced March Table to determine the result of the attempted forced march. The result is found by cross-referencing the modified die roll with the required number of additional Movement Points. This result is interpreted as follows:

   a. If the result is "0", the strength points may move no further than the distance they are allowed by the standard Movement rules. The attempted forced march has completely failed.

   b. If the result is a number, the strength points may move that number of additional movement points over and above the distance allowed by the standard Movement rules. If strength points are accompanying a leader, they must accompany that leader for the indicated number of additional movement points unless cavalry.

   c. If the result is followed by an asterisk, the active player must eliminate one strength point of the player's choice from the total group that was attempting to force march.

4. Cavalry may be force marched either independently or as part of a group accompanying a leader. Infantry may only force march while accompanying a leader.

5. The die roll used to determine the result of an attempted forced march is cumulatively modified by the following:

   a. (-2) if the moving strength points are all French Guard units (not mandatory).

   b. (-1) if the moving strength points are all French units (not mandatory).

   c. (+1) if the moving strength points were unsupplied at the start of the **Movement Phase** (mandatory).

   d. (+1) if the moving strength points were on either map area 1 or 4 at the start of the **Movement Phase** (mandatory).

   e. (+1) if the current turn is a winter month (mandatory).

Note: When any French or French Guard strength points are being moved as part of a group, the active player may use the appropriate modifier(s) to determine how far these strength points may be force marched, although the non-French strength points in the group may not benefit from these modifiers. These modifiers are not mandatory and the decision to use or to not use them must be made prior to the die roll. The modifiers marked as "mandatory" must be applied.
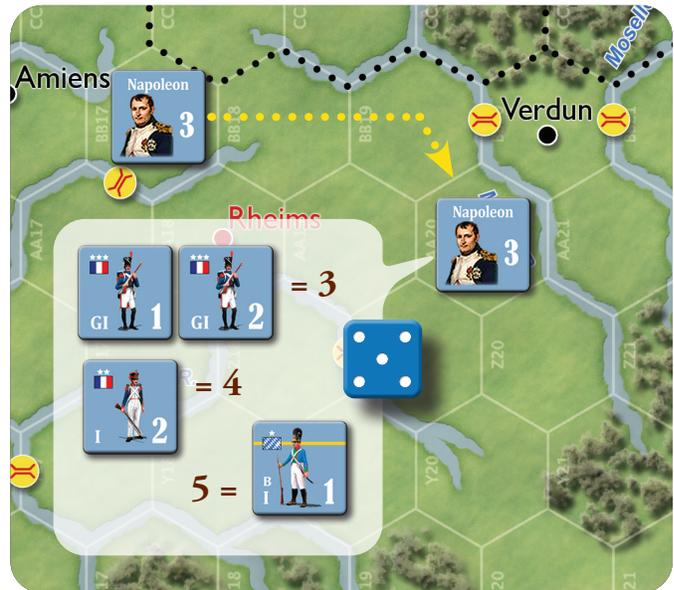
*Example: During the French player's **Movement Phase**, Napoleon is being moved accompanied by three French Guard strength points, two French infantry strength points, and one Bavarian (French satellite) infantry strength point. After Napoleon expends three movement points, the French player announces he wishes to attempt to force march this group two additional movement points. He then rolls the die and the result is a "5". This result is modified to a "3", for the French Guard strength points, a "4" for the French infantry strength points, and remains a "5" for the Bavarian infantry (which received a "0" on the Forced March Table); Napoleon could then expend one additional movement point accompanied by both the Guard and regular French infantry, and after dropping off all of the regular French infantry, Napoleon could expend one additional movement point accompanied by the Guard strength points. Finally, the French player must eliminate one strength point of regular French infantry because a "4" die roll on the Forced March Table includes an asterisk. Remember, it is not mandatory to expend forced march points as depicted in this example.*

6. The active player may not attempt to force march any strength point more than once in a single **Movement Phase**.

L. OVERRUN

1. During the **Movement Phase**, if the active player is moving a force which is sufficient to achieve at least 4 to 1 odds against a hex which is occupied by one or more inactive player strength points, the moving force may enter that hex by expending one additional movement point (over and above the normal entry cost imposed by terrain) and immediately eliminate all of the inactive player's strength points in that hex. This procedure, which does not require the use of the Combat rules or the Combat Results Table, is called an overrun.

a. If a force occupies a Mountain hex or is entrenched, the active player must achieve at least 5 to 1 odds to overrun that force.

b. If the moving force is sufficient to achieve 6 to 1 odds against a hex, it may execute an overrun without expending the additional Movement Point which is normally required.

c. The moving force, comprised of any combination of infantry and cavalry, is limited in its size per normal movement rules. The total number of strength points accompanying a single leader can never exceed ten unless the leader is Napoleon or Wellington. Twelve strength points may accompany each of those two leaders. (See SG section J.4.b., above).

2. The active player may only execute an overrun with units which occupied a single hex and were in supply at the start of the **Movement Phase** and are being moved together as a single group.

3. The active player may use forced marching to execute an overrun. However, an overrun may not be executed unless the moving force can expend the full movement point cost to enter the hex in which the overrun occurs. A force which executes an overrun may continue moving, may execute additional overruns, and may initiate combat during the active player's ensuing **Combat Phase**.

4. A force containing cavalry may only be overrun by a moving force which possesses an equal or greater number of cavalry strength points.

5. Strength points inside cities may never be overrun. During the **Movement Phase**, if the inactive player's units are occupying a city hex, the active player may move units adjacent and require the inactive player to announce whether his units are within or outside of the city in that hex. This is not an "all or nothing" decision: some inactive units may in within the city (per S2 limits), others outside it. If any inactive units remain outside of the city, they may be overrun. However, overrun movement may not end in the city hex. A city overrun may not be executed on units in a city hex unless the moving force can expend the full movement point cost to both enter and exit the hex in which the overrun occurs.

6. Leaders have no offensive or defensive influence on an overrun, and cannot be injured, killed, or eliminated during overrun movement. If a leader of the inactive player occupies a hex which is overrun, the leader is immediately redeployed to the nearest hex occupied by a strength point of the same color as that leader.

M. SUPPLY

1. During his player segment, the active player must determine the supply status of his strength points for attrition, movement, and combat purposes. A strength point may either be "in supply," or "unsupplied", at the instant its supply status is determined.

2. The strength point(s) in a hex are in supply if the active player can trace a supply line of three or less movement points from a hex containing a supply source into the hex the strength

points occupy. Terrain Effects are taken in to account for this calculation. This supply line may not be traced through any hex which is occupied by a strength point of the inactive player (*Exception*: the supply line may be traced through a hex if the inactive player's strength points are besieged, see SG section S). Any strength point which does not possess such a supply line is unsupplied. Use an "Unsupplied" Marker to designate such units.

3. A supply source may be any hex which is not occupied by a strength point of the inactive player and contains either of the following:

a. a major city in the home country or a satellite state of the home country of the strength points being supplied.

b. a city designated as a supply source according to the campaign rule (See GCG section I.2.c).

c. at least one strength point which itself is in supply and is the same color as the strength points being supplied. There is no limit to the number of strength points that may be used in this manner. These units may be "stringed" together to form a line of supply sources (Depots).

Example: *During the French player's segment, one French strength point is in San Sebastian–hex P10(1), one Bavarian strength point is in Burgos–hex M09(1), one French strength point is in Madrid–hex J09(1). The French point in San Sebastian is within three movement points of Bayonne (a major city in France, the unit's home country) and is therefore in supply. The Bavarian strength point in Burgos is within three movement points of the French point in San Sebastian and since both points are the same color, the Bavarian point is also in supply. The French point in Madrid is not within three movement points of a supply source and is therefore unsupplied. While studying this example, notice that if the hex O11(1) was occupied by a strength point of the inactive (non-French) player, the entire French supply line would be negated and all French units in Spain would be unsupplied!*

4. A unit inside a city which is a supply source for that unit is automatically in supply, even if opposing units also occupy the hex.

5. A supply line may be traced into a hex which is occupied by a strength point of the inactive player, but may not be traced through such a hex, to a more distant hex, per 3c, unless the inactive player's strength point(s) are inside the city in that hex.

6. During the **Attrition Phase**, the attrition die roll is increased by one to determine the result in each hex occupied by un-supplied strength points.

7. During the **Movement Phase**, the forced march die roll is increased by one if the active player attempts to force march strength points which were unsupplied at the start of the **Movement Phase**. Strength points which were unsupplied at the start of the **Movement Phase** may not execute an overrun (L2)

8. During the **Combat Phase**, the active player's unsupplied strength points have their combat strength halved (this is done by first totaling these strength points and then halving the result, round the remaining fraction up). The inactive player's strength points retain their full combat value during the **Combat Phase**, even if unsupplied.

9. For combat, the supply status of all units is determined at the start of each round of combat.

N. COMBAT

1. During the **Combat Phase**, the active player may initiate combat against a hex occupied by any strength points of the inactive player, providing that hex is directly adjacent to a hex which is occupied by at least one strength point of the active player and these two hexes are not separated by an all-sea hexside. IMPORTANT: A leader does not have to be present for strength points to initiate combat. If the inactive player's strength points occupy a hex which does not contain a city, the combat is called a field battle. If the inactive player's strength points occupy a city hex, and the active player announces intention to initiate combat against the hex, the inactive player must announce whether his strength points are inside or outside the city's fortifications. However, the number of strength points permitted within a city are limited: see rule S2 for a city fortification's capacity to shelter strength points. Strength points which remain outside a city's fortifications may be engaged in a field battle. Strength points which are inside a city's fortifications may either be assaulted or besieged, at the active player's option.

2. At the start of the **Combat Phase**, before any combat resolution may occur, the active player must specify each hex he wishes to initiate combat against, and for each such hex he must also specify which of his strength points will initiate that particular combat by physically indicating the hex those strength points occupy. Each combat is initiated separately by the active player by indicating two hexes; the hex he wishes to attack, and the hex from which that attack is being initiated. An attack may not be initiated from more than one hex, although strength points from other adjacent hexes may subsequently reinforce a battle after at least one initial round of combat has been resolved. A maximum of one battle may be initiated per hex.

3. The active player may initiate as many attacks as he desires at the start of the **Combat Phase** but may never initiate additional attacks once the combat resolution process has begun. During the **Combat Phase**, the active player may only resolve attacks against the hexes specified at the start of the **Combat Phase**. For each specified attack, at least one initial round of combat must be resolved.

4. The initial round of combat must be resolved as soon as the active player has specified all the attacks he wishes to initiate. During the initial (or any subsequent) round of combat, the active player may resolve specified attacks in any sequence desired. During the initial round of combat, the active player must resolve all attacks specified at the start of the **Combat Phase** before commencing a new round of combat. That is, all initial round one combats must be resolved BEFORE any round two combat may be initiated; then all round two's before a single round three, etc.

5. The **Combat Phase** may consist of any number of rounds of combat. Once the active player initiates combat between a hex containing his strength points and a hex containing any inactive player strength points, he may continue executing one attack against that hex during each round of combat until either of the two original hexes is completely vacated at which time the combat is automatically terminated. After the initial round of combat, the active player is under no obligation to continue any specified attack, but if he voluntarily ceases a particular attack, the inactive player may immediately initiate a counterattack. A counterattack is governed by the same restrictions as an attack initiated by the active player, but is resolved by the inactive player at the end of the current combat round. The inactive player may continue attacking in subsequent rounds of combat but is under no obligation to do so. Multiple counterattacks are resolved in any order the inactive player desires at the end of the combat round in progress. It is possible for attack and counterattack to switch sides multiple times during one **Combat Phase** between the same two hexes with combat rounds continuing until both players decide not to attack or counterattack.

6. During the initial round of combat, all strength points in each pair of specified hexes are automatically considered committed to the battle initiated by the active player (Exception: Siege, see SG section S).

7. At the end of the initial (or any subsequent) round of combat, each player may attempt to commit additional strength points to any battle according to the following restrictions:

    a. Strength points may only be committed to a battle if they occupy a hex which is adjacent to either of the two hexes in which that battle originated; strength points which are already committed to a battle during any round of combat must withdraw from that battle before they may be committed to a different battle (see SG section Q). The strength points may not be besieged or demoralized.

    b. If a player wishes for the possibility of committing additional strength points to a battle, he must announce that intention aloud and physically indicate the hex these strength points occupy. After doing this, he immediately

rolls a single die which may be modified by adding the leadership value of any single leader which also occupies the hex. If the modified result is five or greater, the strength points in that hex are automatically considered committed to the battle. This procedure is performed separately for each hex occupied by strength points he wishes to commit. A player may not attempt to commit any strength point to battle more than once during a single round of combat. A leader does not have to be present to attempt to commit additional strength points.

c. Every strength point committed to a particular battle must occupy a hex which is adjacent to at least one enemy strength point already committed to that same battle. If strength points are committed in a hex adjacent to the enemy, their deployment is not altered. If strength points are committed in a hex which is not directly adjacent to the enemy, they are immediately moved into the nearest hex occupied by at least one friendly strength point which is adjacent and already committed to the same battle. Engaged units which become **not adjacent** to an enemy due to a withdrawal (Rule Q) and subsequent advance (Rule 8d) are immediately shifted to an adjacent hex occupied by at least one friendly strength point which is adjacent and already committed to the same battle.

d. As a result of committing additional strength points to a battle, *after the initial round of combat,* the strength points involved in a single battle may occupy several different hexes. Such a battle is always treated as a *single* combat situation for all combat resolution purposes.

e. During any round of combat, the active player must complete all attempts to commit additional strength points before the inactive player proceeds to do so.

8. *Combat Sequence of Play*

The following summarizes all steps performed for combat resolution.

Battle Marker Samples

a. The first round of combat only, the active player indicates all attacks he wishes to initiate by indicating the hex being attacked, and the hex performing the attack.

b. The inactive player indicates whether any attacked forces located in a city hex are inside or outside of the city's fortifications.

c. The active player indicates all attacks he wishes to resolve during the current round of combat. For each attack, the two dice are rolled once and a result is obtained from the Combat Results Table. For each attack, any required loss is immediately eliminated from engaged force(s).

d. After all pre-designated attacks have been resolved, first the active and then the inactive player may withdraw any force which participated in combat voluntarily. (Rule SG section Q) Anytime a hex is completely vacated by a withdrawing force, the opposing force which participated

in combat against the hex may immediately advance into that hex (per N7c).

e. After all voluntary withdrawals have been executed, first the active and then the inactive player may attempt to reinforce any force which participated in combat during the current round (N7c).

f. After all attempts to reinforce have been resolved; all forces which possess a current morale value of zero must withdraw according to the restrictions of Rule SG section Q.

g. Any possible advances may be performed along with corresponding withdrawals.

O. COMBAT RESOLUTION

1. During each round of combat the players resolve each battle separately according to the following procedure:

   a. Each player totals all of the strength points he has committed to the battle, taking into account the effects of supply and fortification. The player who possesses the greater total controls the larger force. If the opposing totals are exactly equal, the active player is considered to control the larger force.

   b. For each battle, the combat odds ratio is determined by dividing the total strength of the larger force by the total strength of the smaller force. If the result of this division is two or greater, the odds ratio is "2 to 1". If the result is less than two but is equal or greater than one and one-half, the odds ratio is "3 to 2". If the result is less than one and one-half, the odds ratio is "1 to 1". Each odds ratio is printed on a separate horizontal line on the Combat Results Table.

   c. After determining the odds ratio, the player who controls the larger force rolls two dice—the resulting number may then be increased or decreased by taking into account all of the appropriate combat modifiers. The final modified result is then located opposite the previously determined odds ratio. Directly above this number, at the top of the Combat Results Table, a result affecting both the larger and smaller force is indicated. This result is immediately applied to both forces, before any other battle may be resolved.

   d. If the odds for any combat are determined to equal or exceed 4 to 1, the smaller force automatically suffers a "D3" result. If the smaller force loses more than one Strength Point, the larger force automatically suffers a "1" result; otherwise the larger force is unaffected.

2. The two dice roll used to resolve a battle may be increased or decreased by taking into account modifications which represent the influence of leadership, morale, and various terrain effects. These modifications are as follows:

   a. *Leadership:* Each player may use one and only one leader to influence each battle. This leader must occupy the same hex as the majority of friendly strength points committed to the battle, and must also be the same color as the majority of committed friendly strength points (if a force has equal numbers of different colored strength points, the player may choose the color of the leader he

wishes to influence the battle). The dice roll is increased by the value of the leader of the larger force and decreased by the value of the leader of the smaller force. If either force does not possess a leader, its leadership value is zero (*Design Note:* This is to encourage players to emulate the historic approach of having the largest number of strength points with the leader who is to command the battle. It is therefore possible for a fine leader such as Wellington to get sidelined if his stack of units does not contain the largest number of strength points comprising the total force engaged in a field battle).

b. *Morale:* Each force committed to a battle is considered to possess the morale value of the largest group of strength points which share the same morale value of that force. The dice roll is increased by the morale value of the larger force and decreased by the morale value of the smaller force. *Note:* If a force is composed of equal numbers of strength points of two or more different morale values, the morale value of the force is automatically the lowest morale value present in the force.
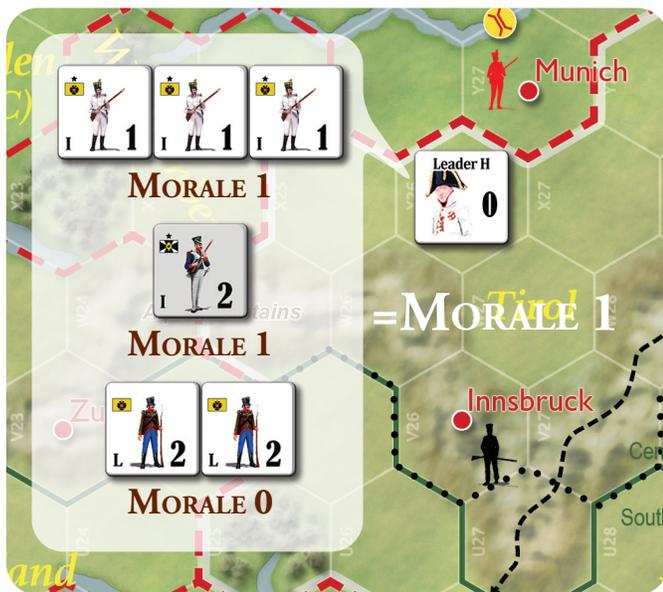

Example: A force consists of three regular Austrian infantry points (morale value 1), two regular Prussian infantry points (morale value 1), and four Austrian landwehr points (morale value 0). The morale value of the force as a whole is one because the regular infantry points combined outnumber the lower valued landwehr points.

c. *Terrain Effects:* The dice roll used to resolve a field battle may be increased or decreased if either force occupies a hex containing forest, lake, swamp, mountain, desert, or river terrain—these effects are summarized on the Terrain Effects Chart.

d. *Entrenchment:* The dice roll used to resolve a field battle is increased by one if the larger force is attacked in a hex containing an Entrenchment marker. The dice roll is decreased by one if the smaller force is attacked in a hex containing an Entrenchment marker.

e. The two dice roll used to resolve a field battle may be cumulatively modified for leadership, morale, terrain and entrenchments, up to a maximum of plus or minus

four. A modified roll of less than two is treated as a "2". A modified roll greater than twelve is treated as "12".

f. The modifiers which affect combat resolution are re-determined during each round of combat.
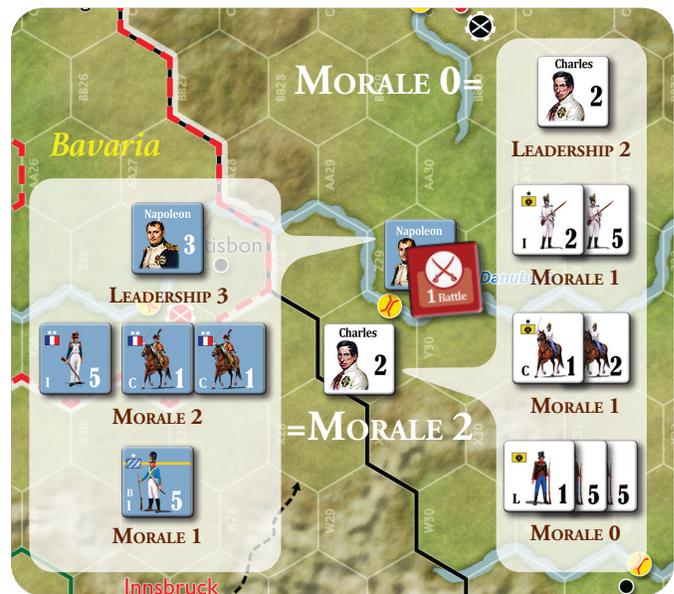
Example of Combat Resolution: *During his* ***Combat Phase****, the French player initiates an attack by specifying that he is committing the force in hex Z29(3) to attack an Austrian force in hex Y29(3). "Battle Markers" may be placed to designate either or both hexes. During the first round of combat, the attack is resolved as follows:*

a. *The French force in hex Z29(3) consists of Napoleon (leadership value 3), five French infantry strength points (morale value 2), three French cavalry strength points (morale value 2), and five Bavarian (French satellite) infantry strength points (morale value 1). Thus, the French force has a leadership value of "3", and a morale value of "2".*

b. *The Austrian force in hex Y29(3) consists of Charles (leadership value 2), seven Austrian regular infantry strength points (morale value 1), three Austrian cavalry strength points (morale value 1), and eleven Austrian landwehr strength points (morale value 0). Thus, the Austrian force has a leadership value of "2" and a morale value of "0".*

c. *The river between hexes Z29/Y29 will modify the dice roll; the larger Austrian force is being attacked across a river hexside, therefore the dice roll is increased by two.*

d. *Although the French player initiated this attack, the Austrian player who controls the larger force will roll the dice to determine the result. The dice roll will be increased by the Austrian leadership value (2), the Austrian morale value (0), and the river terrain effects (2), giving a total of plus four. The dice roll will be decreased by the French leadership value (3), and the French morale value (2), giving a total of minus five. Thus, the net result is that the dice roll will be decreased by one.*

e. *The combat odds ratio is determined by dividing the strength of the larger Austrian force (21), by the strength of the smaller French force (13), which yields a ratio of 3 to 2.*

f. *The Austrian player rolls two dice. The result is a "10", which is decreased to "9". At the ratio of 3 to 2, this yields the following result: L = 1, S = D1. To implement this result, the Austrian player cross-references his "1" result with the total strength of the smaller French force (13) on the Combat Loss Chart which indicates that the Austrian force loses two strength points. Similarly, the French player cross-references his "D1" result with the strength of his own smaller force and finds the Combat Loss Chart dictates the loss of three strength points.*

g. *The Austrian player fulfills his required loss by eliminating two landwehr strength points.*

h. *The French player fulfills his required loss by eliminating one French infantry strength point, one French cavalry strength point, and one Bavarian infantry strength point.*

i. *The French player finally places a "D1" Demoralization marker on top of his force. If the battle continues, during the next round of combat the French morale value is reduced from two to one.*

P. EXPLANATION OF COMBAT RESULTS

1. Each time the dice are rolled to resolve a field battle or a city assault, the Combat Results Table yields a result which affects both opposing forces. The result indicated under the letter "L" is immediately applied to the larger force. The result indicated under the letter "S" is immediately applied to the smaller force.

2. If a force receives a "0" result, it is assumed to suffer a minimal loss with no strength points actually eliminated from the force.

3. If a force receives a result of "1", "D1" , "D2", or "D3", the owning player immediately consults the Combat Loss Chart, cross-referencing the combat result obtained from the Combat Results Table with the total number of strength points in the smaller force (even if the player is determining the larger force's loss). The player must then immediately eliminate a number of strength points equal to the number indicated by the Combat Loss Chart by following the restrictions specified below:

a. At least fifty percent of strength points eliminated must possess the same morale value as the morale value used by the force during the current round of combat. *Note:* If the force is composed of equal numbers of strength points of two or more different morale values, the morale value of the force is automatically the lowest morale value present in that force.

b. At least fifty percent of the strength points eliminated must be the same color as the leader whose value was used by the force during the current round of combat.

c. Whenever a force receives a "D" result, and is required to lose more than one strength point, it must lose at least one cavalry strength point if any are available in that force. *Note:* If there is a conflict as to which strength point must be eliminated, players should try to follow this rule's priority sequence. If there is still more than one alternative, the decision should be made at random by placing the units in a cup and picking one.

d. An unsupplied force is treated identically to a supplied force.

e. A force inside a city is treated identically to a force outside a city.

4. When a force receives a "D1", "D2", or "D3", combat result, it is considered demoralized and the appropriate Demoralization marker is immediately placed on top of the force. The morale value of the force is thereafter reduced by the number indicated on the Demoralization marker.

5. The effect of demoralization is cumulative. If a demoralized force is again demoralized during a subsequent combat round, the current demoralization level is added to the previous level. *Note,* however, that the morale value of a force may never be reduced below zero.

6. If, prior to the end of a combat round, a demoralized force is reinforced by an equal or greater number of un-demoralized friendly strength points (which the owning player commits to the same battle), the Demoralization marker is removed and the force regains its normal morale value. These reinforcements may originate from more than one hex.

7. At the end of any combat round a force committed to a field battle must withdraw if its current morale value is zero (see SG section Q).

8. At the end of any combat round, a force inside a city which was assaulted during the current combat round is eliminated if its current morale value is zero (such units surrender in the grand campaign scenario). Exception: if all of the opposing assaulting strength points have either withdrawn from that field battle, or have been eliminated by combat, the inside force is not eliminated.

9. At the end of each ***Combat Phase***, all Demoralization markers are removed and each demoralized force regains its normal morale.

10. If all of the combat units accompanying a leader are eliminated, the owning player immediately rolls two dice to determine if the leader is wounded or killed (see Leader Casualties, SG section R). If the leader is unharmed and his force was eliminated in a field battle, the leader is immediately

moved to the nearest hex (in terms of movement points counted from the battle hex) containing an un-besieged unit of the same color. If the leader's force was eliminated inside a city, the leader is automatically eliminated (the leader is considered captured by the opposing player in the grand campaign scenario). Captured leaders may be exchanged for other captured leaders, or by any agreement which is not expressly forbidden in the rules. *Note:* If a leader is moved to another hex, he may not be used to influence combat for the remainder of the **Combat Phase**.

11. A force unable to affect a mandatory withdrawal is automatically eliminated (captured in the campaign game).

Q. WITHDRAWAL, RETREAT AND ADVANCE AFTER COMBAT

Prussian forces divide their retreat towards a supply source

PRUSSIAN SUPPLY SOURCE

1. At the end of each round of combat, immediately before attempting to commit additional strength points, each player may voluntarily withdraw any of his forces committed to a round of field battle according with the following restrictions:

a. If a withdrawing force does not occupy a city hex, it must retreat one hex in any direction, providing the withdrawal ends no further from a friendly supply source (in terms of Movement Points) than the hex originally occupied. If such a retreat would be impossible; the withdrawing force may move in a direction increasing the distance from a friendly supply source (in terms of Movement Points) by as little as possible. Unit owner's choice if equidistant.

b. If a withdrawing force occupies a city hex, it may retreat into an adjacent hex (as regulated by a, above), or it may retreat inside the city in the hex occupied providing there are no enemy strength points already inside the city, and that the hex was occupied by at least one friendly strength point before any enemy unit(s) entered that hex. *Note:* The number of strength points which may withdraw inside a city is limited by the Fortress Capacity of that city (see section S).

c. A withdrawing force may be divided into any number of smaller forces each of which may retreat separately in any manner that does not violate the restrictions stated above. If a demoralized force is divided; each component force inherits the current Demoralization level of the original parent force. Place demoralization markers accordingly.

d. A force may retreat into an enemy occupied hex, if no other retreat path is open. However, it may not end its retreat in a hex occupied by an enemy unit. The force must continue its retreat until it enters a hex is free of enemy units. Such a retreating force automatically loses one strength point for each enemy occupied hex entered during its retreat. *Note:* A unit may end its retreat inside a city, even if there are enemy strength points (outside the city), in the same hex. (siege lines are considered porous)

e. A force may not retreat into a hex containing friendly strength points currently committed to a battle. If a player wishes to withdraw a force from one battle in order to commit it to another battle, he must announce that he wishes to withdraw; he may then follow the normal procedure used to commit additional strength points battle (requiring a modified die roll of five or more). If the attempt succeeds, the force may be immediately withdrawn to join the neighboring battle. If the withdrawal attempt fails, the force must remain in place and remains engaged in its original battle.

f. Units inside a city may never retreat into an adjacent hex. In order to retreat into an adjacent hex, a unit must be withdrawn from a field battle.

g. Units may not retreat across an all-sea hex side (Exception, see the Denmark & Walcherin Island Crossings).

h. Any force which withdraws from a field battle automatically loses one strength point (of any type) if the opposing force possesses more cavalry strength points than the force which is withdrawing.

i. If a withdrawing force is unsupplied, the opposing player determines where it may retreat. He may not retreat the force into a hex his units occupy if any other hex is available. The enemy force must retreat one hex in any direction, subject to prior described restrictions, providing it ends its withdrawal no further from a friendly supply source.

j. Withdrawal from either of the two original "Battle Marker" hexes ends the battle. Consult Rule N.7.c for the effect of any other hex containing strength points being withdrawn from the overall force committed to battle. Their withdrawal does not end the battle (e.g. a hex containing units reinforcing the original battle).

2. At the end of any round of combat, after both players have had the opportunity to commit additional strength points; a force committed to a field battle must withdraw if its current morale is zero. This withdrawal is governed by the restrictions given in Q1, above.

3. At the end of any round of combat, any unit committed to a field battle may advance into any hex in which all of the opposing strength points have either withdrawn, or have been eliminated by combat (the hex is completely vacated).

Similarly, any unit committed to a field battle may withdraw if all opposing strength points have either withdrawn from that field battle, or have been eliminated by combat. *Note:* Unsupplied units may not advance after combat.

4. Neither withdrawal nor advance after combat is considered regular movement. There is no movement point cost for any movement executed during a **Combat Phase**. Both infantry and cavalry strength points may advance or withdraw either with or without an accompanying leader and vice versa. This could result in a force placed in a hex it might have been unable to reach during the preceding **Movement Phase**

5. Un-demoralized units which advance or withdraw after combat may be committed to other previously initiated field battles. Units which withdraw from a field battle into a city may be assaulted during subsequent combat rounds of the same **Combat Phase**. In all other cases, units which withdraw or advance after combat may not participate in any additional combat for the remainder of the **Combat Phase**.

6. Engaged units which become not adjacent to an enemy due to a withdrawal and subsequent advance are immediately shifted to an adjacent hex occupied by at least one friendly strength point which is adjacent and already committed to the same battle.

R. LEADER CASUALTIES

1. At the end of each **Combat Phase** (not round), each player rolls two dice for each of his named leaders which occupied a hex in which any friendly strength points were committed to a battle during the **Combat Phase**. At player's option, flip such vulnerable leader pieces upside down to indicate their susceptibility to possible casualty dice roll at the end of the **Combat Phase**. If the result is less than twelve, the leader is unharmed. If a "12" is rolled, the leader is considered a casualty and the player immediately rolls one additional die. If the result is 1–5, the leader is removed from the map and placed on the Turn Record Track (roll "1" the leader is placed in next turn's box, roll "2" place the leader in the box representing two turns in the future, etc.). If the second die roll is a "6", the leader is considered killed and is permanently removed from the game.

2. During the **Reinforcement Phase**, the active player may remove a leader from the current turn box of the Turn Record Track and deploy the leader in any hex containing a supplied strength point the same color as the leader.

3. If a named leader is temporarily or permanently removed from the map, the owning player may immediately replace him with any available unnamed leader of the same color. If all unnamed leaders of the same color are already on the map, no replacement is made.

4. Unnamed leaders can never be killed or injured.

5. *IMPORTANT:* In the Grand Campaign Game Napoleon cannot be killed but can be injured. For example, a roll of "12" followed by a "6" would require Napoleon be placed on the Turn Record Track 6 months in the future.

S. FORTRESSES AND SIEGES

1. During the game, the player who currently controls a particular city is permitted to use that city's Fortress Capacity to shelter an equal or smaller number of friendly strength points (and any number of friendly leaders) occupying the hex in which the city is located. Control of a city is determined as follows:

   a. At the start of a scenario, a player automatically controls each city in his home country and in each country allied to his home country, providing no enemy strength points are initially deployed inside the city. The player whose units are initially deployed inside a city is always considered in control of that city at the start of a scenario.

   b. During the **Alliance Phase**, if a player gains the allegiance of a major or minor power, he automatically gains control of each city in that power's territory, providing there are no enemy strength points currently inside the city.

   c. At any time during the game, a player automatically gains control of a city, if at least one of his strength points and no enemy strength points occupy the hex in which the city is located. Thus, control of a particular city may "change hands" any number of times during the course of a scenario.

   d. An unoccupied city is considered under control of the last player who had control of the city. Use the game's control flags when needed to clarify who controls a given city.

2. The Fortress Capacity of each major city is six strength points. The Fortress Capacity of each minor city is four strength points. The Fortress Capacity of a city can never be increased, decreased or destroyed.

3. There are Fortress markers provided which either player may use. In general, any time a hex contains units both inside and outside of a city, the units which are inside the city should be placed under a Fortress marker.

4. During the **Movement Phase**, units inside a city may not be overrun.

5. During the **Combat Phase**, units inside a city may not be attacked if there are any friendly strength points remaining outside the city in the same hex (see 7, below).

6. At the start of any combat round, the player who controls a city hex has two options if his units are attacked:

   a. All his units may be deployed outside the city and be committed to a field battle.

b. Any number of strength points equal or less than the city's Fortress Capacity (as well as any leaders in the hex) may be placed inside the city. All remaining units in the hex are deployed outside the city and are automatically committed to a field battle.

Note: The player who controls a city may freely transfer units in and out of the city at the start of any round of combat. Only units outside a city may participate in, or be affected by, a field battle.

7. At the start of any round of combat, if all enemy strength points in a hex are inside the city, the attacking player has two options:

   a. The units inside the city may be assaulted (see 8, below).

   b. The units inside the city may be besieged (see 9, below).

8. *City Assault:* The procedure used to resolve an assault is identical to that used to resolve a field battle except:

   a. The strength of the units inside the city is doubled when determining the combat odds ratio.

   b. Units possessing a basic morale value of zero are considered to possess a morale value of one when inside a city. If this value is reduced to zero, all defenders are immediately eliminated (per P11 & S9c),

   c. The dice roll used to resolve the assault combat is not modified for terrain effects or Entrenchment.

*Note: In order to assault a city, the active player must initiate combat in the hex at the start of the **Combat Phase**, not with units after an advance after combat from another hex. He may be required to first fight a field battle in the hex before the city may be assaulted. A player is permitted to resolve a field battle and afterward assault a city in the same hex during the same **Combat Phase**. During each round of combat, the assault may be continued or "broken off" at the attacker's option, exactly like a field battle.*

9. *City Siege:* At the start of any round of combat, if all enemy strength points in a hex are inside the city, the attacking player may immediately advance any or all of his attacking units into the hex to besiege the city. The besieging force may include units which advanced into the city hex after combat from another hex. A siege is subject to the following restrictions:

   a. Minimum Strength to Besiege: The units inside a city are considered besieged at the end of each *Combat Phase* if there are an equal or greater number of supplied enemy strength points which occupy the same hex.

   b. Siege Markers: At the end of the first *Combat Phase* in which a city is besieged, the besieging player places a "1" numerical marker on top of his besieging force. At the end of each besieging player's *Combat Phase*, the numerical marker is increased by one (from "1" to "2", etc.) if the city remains besieged.

   c. Besieged City Surrender: Immediately after placing the appropriate marker on a besieged city, the besieging player rolls a single die. If the result is equal or less than the number of the marker, all of the units inside the city are immediately eliminated (in the grand campaign game such units are considered to surrender and are treated as prisoners of war). *Note*: There is no "6" marker provided, thus a siege may continue indefinitely.

d. While a city is besieged, no units inside the city may leave the hex and no additional units of the besieged may enter the city. Besieged units may, however, deploy outside the city and attempt to break the siege by initiating a field battle. If such a field battle does not eliminate the besieging force or cause it to retreat, the besieged units may only retreat back into the city and are still considered besieged without effect on the current siege marker.

e. If, at the end of any *Combat Phase*, the besieging player cannot meet the Minimal Strength to Besiege conditions given in rule 9a, the siege is considered broken. The numerical marker is removed from the map and the besieging force must be immediately withdrawn from the city hex according to SG section Q.

f. During the *Attrition Phase*, if the active player's units are inside a besieged city, the attrition die roll is increased by the number on the numerical (siege status) marker.

10. While a city is besieged, friendly forces may engage in combat with the besieging force.

    a. If the friendly force outside the city hex initiates combat with the besieging force the besieged force inside the city may attempt to reinforce combat, as may other forces adjacent to the city hex, starting on the second round of combat.

    b. If the besieged force inside the city initiates combat the friendly force outside the city may attempt to gain reinforcement starting on the second round of combat. The besieging force remains in the hex and receives any relevant terrain bonuses.

    c. If the besieging force withdraws or retreats, it must leave the hex; if the besieged are defeated, they retreat or withdraw into the city (even if a relief force from outside the city was involved in the field battle).

T. ENTRENCHMENTS

Combat total is equal so French is Larger Force — -1 to Die Roll

1. During the *Movement Phase*, the active player may entrench any friendly force of three or more strength points which remain stationary by placing an Entrenchment marker in the units hex. This is not movement and does not require a leader.

2. The two dice roll result used to resolve a field battle is increased by one if the larger force is attacked in a hex containing an Entrenchment marker. The dice result is decreased by one if the smaller force is attacked in a hex containing an Entrenchment marker. Units which initiate a battle (or a counterattack) never benefit from the presence of an Entrenchment marker in the hex they occupy.

3. During the **Movement Phase** or the **Combat Phase**, when an entrenched force vacates a hex, the Entrenchment marker is immediately removed from the map.

4. An Entrenchment marker may not be placed in a hex that contains a major city or a capital city.

Note: *Unlike fortifications there is no limit to the number of strength points that may be entrenched in one hex.*

U. MANOEUVRE SUR LES DERRIÈRES (Optional Rule)

Napoleon's most successful and epic battles often resulted from maneuvers to the rear of the opposing force, severing their lines of communications, sowing panic and disorganization, and converging on the battle's point of focus with devastating effect. This optional rule enables that operational maneuver. It allows pro-French players to use more than one hex to initiate a field battle (rule N1).

1. At the start of the initial round of combat only (immediately following initiation of combat), the pro-French player (only) may attempt to commit additional strength points to any one battle according to the following:

   a. Strength points may only be committed to a battle if they occupy a hex which is adjacent to the hex containing anti-French forces in which that battle was initially initiated, and are not adjacent to the hex containing French forces that initiated the battle. This reinforcing force is referred to as the surrounding force.

   b. The strength points in the surrounding force may not have initiated combat with any other hex.

   c. To perform the surrounding maneuver, the pro-French player must announce his intention aloud and physically indicate the hex these strength points occupy. After doing this, he immediately rolls a single die which is modified by adding the leadership value of any single leader which also occupies the surrounding force hex. If Wellington is present in the force being attacked his leadership value may be subtracted from the die roll (the English player decides). If the modified result is five or greater, all strength points in that hex are immediately picked up and moved to the hex where the battle was initiated from. They are considered committed for the first round of combat and may participate in the battle normally. Such placement is not considered movement. It could result in a force placed in a hex it might have been unable to reach during the preceding **Movement Phase**. This procedure is performed separately for each surrounding forces hex occupied by strength points he wishes to commit. A player may not attempt to commit any strength point to battle more than once as a surrounding force. A leader must be present for the attempt to be made.

   d. If a surrounding force is successfully committed to a battle the first round of combat is modified by +1 if the initiating force is the larger force or by -1 if the initiating force is the smaller force. The modifier only applies for the first round of combat—all subsequent rounds are resolved normally.

   e. The player may not attempt to commit more than one surrounding force to the same battle.

   f. Any surrounding force that is not successfully committed may be used as a reinforcing force at the end of the first round of combat for any combats the force is eligible to reinforce.

Example: *Napoleon with 2 infantry is located in hex W39, Lannes with 2 infantry is located in hex X40, and Charles with 3 infantry is located in hex X39. Napoleon initiates combat against Charles. The French player declares Lannes will attempt to perform the surrounding maneuver and one die is rolled. The result is a 3, modified to a 5 by the leadership modifier for Lannes, and the effort is successful. Lannes and all of the strength points in the hex with him are picked up and placed in the hex with Napoleon. The initiated combat will now be modified by +1 for the successful maneuver.*

V. CAVALRY CHARGE (Optional Rule)

1. At the start of any round of combat, if a force possesses any cavalry strength points, the player may announce he is committing them to perform a charge. Both the active and inactive players may signal a cavalry charge. The player with the larger force has the first option to announce a charge. If a cavalry charge is used in combat, there are several special effects:

   a. The two dice roll used to resolve a field battle is increased by one if the larger force uses a cavalry charge. The dice roll is decreased by one if the smaller force uses a cavalry charge.

   b. As far as possible, any loss the force suffers must be filled by eliminating cavalry strength points. All cavalry strength points must be eliminated before any infantry unit(s). Ignore Rule P3c.

   c. May not use this rule combined with rule W.

W. FRENCH IMPERIAL GUARD (Optional Rule)

1. At the start of any round of combat (field battle or city assault), if a French force under Napoleon's leadership possesses any Guard strength points, the French player may announce he is committing the Imperial Guard. If the French Guard is committed, there are special effects:

   a. The French force is automatically considered to possess a morale value of three during the current round of combat.

   b. As far as possible, any loss the French force suffers must be filled by eliminating Guard strength points. All Guard strength points must be eliminated before any other unit suffers a loss.

   c. If the French force is demoralized, its morale value is automatically reduced to zero.

   d. May not use this rule combined with rule V.

X. RUSSIAN PATRIOTISM
(Optional Rule)

1. The morale value of any regular Russian infantry or cavalry unit on map board area 4 is increased to three.

2. The morale value of Russian Cossack units on map board area 4 remains at zero.

Y. DEMORALIZED COMBAT
(Optional Rule)

1. At the end of any round of combat, if the morale value of a force is zero, the owning player rolls one die. This die roll is decreased by the leadership value of the force. If the modified result is greater than zero, the owning player must immediately eliminate the resulting number of strength points. These units are considered to surrender and are treated as grand campaign game prisoners of war.

2. *IMPORTANT:* If this rule is used, a force is never required to withdraw from a field battle or surrender a fortress simply because its morale value is zero.

Z. FOG OF WAR
(Optional Rule)

1. A player may not examine the units in an enemy force (either on the map or on the Leader Display) until he initiates combat against that force and until all combats have been declared.

2. If a player wishes to overrun an enemy force, he must reveal the total strength of the moving force to the opposing player who must honestly inform the active player if the overrun can be executed.

3. Players may "simulate" forced marching of a leader by rolling on the appropriate table. The leader may not exceed the ten movement points allowance.

4. If a player wishes to, any leader(s) not adjacent to an unfriendly unit may be flipped to the "flag" side. Should an unfriendly unit be moved adjacent to any such "flag-side" leader the leader may be flipped back to the non-flag side.

CREDITS

NAPOLEON AT WAGRAM

AVALON DIGITAL