

A SOUL FOR WAR AND PEACE

Optional Random Events Cards for the Scenarios and Campaign Games

Napoleon lived in an age of revolution in which empires were destroyed, reformed, and destroyed again. Nations, countries, and individuals performed with an unpredictable penchant for deceit, selfishness, vengeance, and imperialism that would have made Machiavelli blush. Napoleon's age was one of upheaval.

War and Peace, the game of Napoleon's empire, attempts to recreate some of this continually changing situation through special scenario rules, the Alliance Rules, and an assortment of optional rules, including the introduction of a deck of Events Cards. Taken together, they are an attempt to recreate the undertow of shifting alliances, the unpredictable character, and turns of fate that not only occurred—or might have occurred—during the age of Napoleon.

Foreign wars, rebellions, riots, coup plots, and the whim of monarchs all did and can upset the carefully laid plans of both the leaders of that period and the players in the game. Most of that was left out of the original design (and its later versions as well) so that gamers could focus on running their campaigns without such worries (or distraction). This set of optional rules re-inserts those worries and distractions, and while unlikely to entirely derail a player's game plan, if they do occur they can at least present a challenge (or give a boost) to those plans.

The Random Events Deck

The Random Events Deck is composed of 54 standard playing cards, in four suits of 13 cards and a pair of Jokers. The two Black suits (Spades and Clubs) are Empire Cards, and are used ONLY in the Campaign Game. The two Red suits (Hearts and Diamonds) are Common Cards, and may be used in both the Campaign AND the scenarios, provided all players agree to do so. If ONLY the Empire or Common Cards are used, add the two Jokers to the deck. If BOTH are in play, they are kept in separate decks, with one Joker added to each.

Empire Cards in the Campaign Game

When playing the Campaign, players may agree to use the Empire Cards. If ONLY the Empire Cards are to be used, shuffle the two Black suits and one Joker to form the Empire Deck. If the Common Cards are also to be used, only one Joker is added when forming the Empire Deck; the other is reserved for the Common Deck.

Drawing an Empire Card

The procedure for drawing an Empire Card is as follows:

- At the start of the French Player's Alliance Phase, roll one die:
- On a roll of "1" the French Player (or a member of the French Alliance designated by the French player) draws a card.
- On a roll of "2" the English Player (or a member of the Anti-French Coalition designated by the English player) draws a card.
- On a roll of "3" a Neutral Major Power (assuming there is one) draws a card. If two or more Major Powers are Neutral, each rolls a die and the high die draws the card. (Reroll ties).
- On a roll of "4," "5," or "6" no card is drawn.

What Happens When a Card is Drawn

If a card is drawn which is UNFAVORABLE to the card-player's side, it MUST be revealed and played IMMEDIATELY. (For example, if the French side drew a Spade, it would be played immediately, as would a Club, if drawn by the English side).

If a card is drawn which is FAVORABLE to the card-player's side, the player may EITHER reveal it and play it, in which case it is resolved immediately, OR may elect to hold it, in which case it is not revealed. On any subsequent turn in which that side is allowed to draw an Empire Card, the player may elect to play the card they are holding INSTEAD of drawing from the deck. (The only exception is Storms, which MUST be played when drawn, as indicated on the card).

If a card is drawn by a Neutral player, AND that card is FAVORABLE to that specific Power, the player may either reveal and play the card, or elect to hold it, and may do so without revealing the card. On any subsequent turn in which that Neutral is allowed to draw an Empire Card, the player may elect to play the card they are holding INSTEAD of drawing from the deck. If a Neutral player joins either the French or Anti-French Coalition, and their side is allowed to draw a card, they may play that card INSTEAD of that side's draw from the deck.

If a card is drawn by a Neutral player AND that card is NOT FAVORABLE to that specific Power, it MUST be revealed and resolved.

Once an Event is resolved, unless otherwise indicated it is discarded and removed from play.

Effects of the Cards

♣ Clubs (Pro-French)

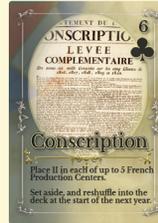
Ace



Irish Troubles

England may freely move up to 4I English to the Irish Box. For each SP fewer than 4 in that box at the start of each Production Phase Reduce English Production by 2 points.

Six



Conscription

Place II in each of up to 5 French Production Centers. Set aside, and reshuffle into the deck at the start of the next year.

Two



Marriage of State

Play only if Austria is Neutral (otherwise shuffle back into the deck)

Napoleon marries an Austrian Princess. France immediately rolls for a pro-French Expeditionary Force (K4). Austria may not declare war on France this calendar year.

Seven



Swedish Alliance

If Sweden is Neutral it becomes Pro-French. If Anti-French, it becomes Neutral. Apply appropriate sections of Rule G9. If any foreign units are in the territory of a neutral Sweden, the owning player may either declare war on Sweden or accept neutrality. If neutrality is accepted, those units are removed from the map and placed on the next turn of the Turn Record Track. They are returned to play free of cost during the owning player's Production Phase of that turn.

Three



Croatian Revolt

Immediately create Dalmatia (H1a & f). Place 2I Da SP in Trieste. Any Neutral or Anti-French units in Trieste must retreat.

Eight



Saxon Defection

If Saxony is Neutral it becomes Pro-French. If Anti-French, it becomes Neutral. If any foreign units are in the territory of a neutral Saxony, the owning player may either declare war on Saxony or accept neutrality. If neutrality is accepted, those units are removed from the map and placed on the next turn of the Turn Record Track. They are returned to play free of cost during the owning player's Production Phase of that turn. If war is declared, replace each Saxon unit with a Saxon French Satellite unit.

Four



Satellite Conscription

Place 1 Satellite Infantry SP in each of up to three French Satellite Production Centers (may not be placed in cities occupied by Anti-French or Neutral units).

Five



Storms

Roll one die for each stack of Naval units in the Atlantic and Blockading Enemy Ports. On a "6" one squadron becomes damaged. All Naval units in the Atlantic and Blockading Enemy Ports in the Atlantic are immediately moved to a friendly home port by their owner.

This MUST be played immediately when drawn and may not be held. Once played, reshuffle into the deck.

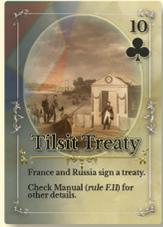
Nine



Polish Uprising

Place 2I and 1C of French Polish Satellite units in Warsaw. Any foreign units in Warsaw must immediately retreat. French player may invoke H2c as if all conditions of H2a have been met.

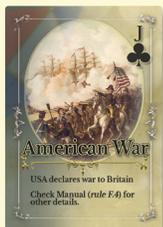
Ten



Tilsit

France may enact the Treaty of Tilsit (M6) as long as EITHER Austria OR Prussia have been conquered at least once—however, the number of months in which Russia must remain neutral is reduced by half. All Russian units outside of Russia are removed from the map and placed on the next turn of the Turn Record Track. They are returned to play free of cost during the owning player's Production Phase of that turn. (NB: In a game with 3 or more players, the Russian player may refuse to accept this treaty. If so, France may invoke H2c as if all conditions of H2a have been met.)

Jack



American War

Immediately apply Rule G7b as if a "1" has been rolled; England is automatically at war with the United States.

Queen



Balkan War

Turkey declares war on Austria. Austria must either remove a Leader, 6I and 2C from the map and place them in their Force Pool or all Austrian Production points are halved for the next 12 turns.

King



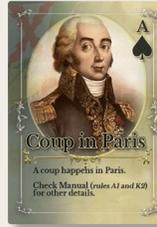
Turkish War

Turkey declares war on Russia. Apply rules G7c as if a "1" has been rolled; Russia is immediately at war with Turkey.

Effects of the Cards

♠ **Spades (Pro-Anti-French)**

Ace



Coup in Paris

Play if Napoleon is not in Paris and at least two major powers are Anti-French (otherwise retain or shuffle back into the deck). Remove Napoleon from the map and place him in Paris. Napoleon may not move this turn. French (not Satellite) Production is halved in the next Production Phase. In addition, if at least 20 SP of Anti-French units are in France, apply Rule K2 (Napoleon's Abdication and Exile).

Two



Bernadotte

Apply Rule K3 (Bernadotte). If Bernadotte is able to be placed in Sweden, and Sweden is Neutral, Sweden immediately becomes Anti-French. If Sweden is pro-French, and Bernadotte is able to be placed in Sweden, Sweden immediately becomes Neutral. If any foreign units are in the territory of a neutral Sweden, the owning player may either declare war on Sweden or accept neutrality. If neutrality is accepted, those units are removed from the map and placed on the next turn of the Turn Record Track. They are returned to play free of cost during the owning player's Production Phase of that turn.

Three



Leader Promotion

Unless already in play, one of the following are placed in their respective capitals: Schwarzenberg, Wellington, Kutuzov or Blücher. If all four are either dead or in play, discard this card. If not, shuffle this card back into the deck after placing one of the above on the map.

Four



Hungarian Insurrection

Austria invokes the "Hungarian Insurrection" to call it Hungarian subjects to arms. Place 5L and 1C in Budapest. Add 5L and 1C to the Force Pool. Any Pro-French units in Budapest must retreat.

Effects of the Cards

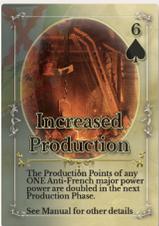
♠ Spades (Pro-Anti-French)

Five

**Prussian Reserves**

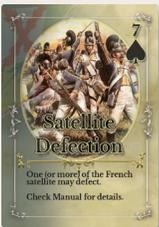
Prussia recalls former soldiers to the colors. Place 5L and 1C in Berlin. Add 5L and 1C to the Force Pool. Any Pro-French units in Berlin must retreat.

Six

**Increased Production**

The Production Points of ONE Anti-French major power are doubled in their next Production Phase. If there are two or more Anti-French powers, roll a die for each and the major power with the highest roll gains this increase. Shuffle back into the deck when played.

Seven

**Satellite Defection**

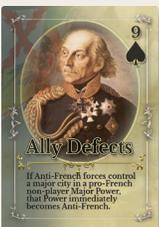
May be played ONLY if at least two major powers are Anti-French. Roll one die for each of Naples, Saxony, Bavaria, Rhine, Wurtemberg and Switzerland. On a 4, 5 or 6 that Satellite, if French, defects. Replace its units with equal numbers of Austrian Landwehr. Shuffle back into the deck when played.

Eight

**Holland Rebels**

Play if Amsterdam, Brussels or Antwerp are controlled by Anti-French units. If the Kingdom of Holland has been created, remove any French Kingdom of Holland Satellite units and replace them with an equal number of English Landwehr. If the Kingdom of Holland has NOT been created, place 1L English in each of the above cities controlled by Anti-French units.

Nine

**Allied Defection**

If Anti-French forces control a major city in a pro-French non-player Major Power, that Power immediately becomes Anti-French.

Ten

**German Rebellion**

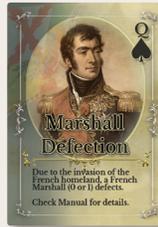
Place 1H English Satellite unit in each of Brunswick, Hannover, Hamburg, and Cassel. Any Pro-French units in those cities must immediately retreat.

Jack

**Spanish War**

Spain becomes Anti-French. And will remain so until conquered by France. Apply Rule 11c. If Spain is already Anti-French, Spanish Production is doubled for the next turn (only).

Queen

**Marshal Defection**

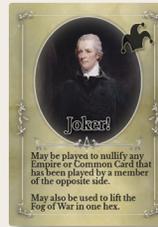
Play only if at least 20SP of Anti-French units are in France AND at least one major city in France is Anti-French controlled. Select one French 0 or 1-value Leader. Remove that Leader from play. Roll two dice. Send that many French/French Satellite SP which were in the hex with that removed leader to the Force Pool. May NOT be played on a Leader in a hex with Napoleon or a 2-value French leader. If unable to play, shuffle back into the deck.

King

**Royalist Uprising**

Place 1M English in each of Tours, Nantes and Rochefort, and 1P English within two hexes of any of the above. Any French units in those hexes must retreat. During each English Production Phase place 1M in each of the above cities which remain in Anti-French control. All three cities become English sources of supply as long as they are in English control.

Jokers

**Wild Card**

May be played to nullify any Empire or Common Card that has been played by a member of the opposite side. That card and the Joker are shuffled back into the appropriate deck. Alternatively, it may be played to double Production for any one Major Power of choice for one turn, after which it is shuffled back into the deck.

A SOUL FOR WAR AND PEACE

THE “COMMON” CARDS

(Nov 1 2022 version)

While the *Empire* Cards (Clubs and Spades) are used ONLY in the Campaign Game, the *Common* Cards (Hearts and Diamonds) may be used in ANY scenario in which the players involved agree, as well as in the Campaign Game.

Just as the *Empire* Cards add an element of surprise and uncertainty to the diplomatic and strategic picture, so do the *Common* Cards effect the condition, movement and abilities of the leaders and the troops.

Common Cards in the Scenarios

When playing a Scenario, players may agree to use the *Common* Cards. If so, shuffle these two suits (Hearts and Diamonds) and the two Jokers to create the *Common* Event Deck for the Scenario.

The procedure for drawing a *Common* Card in a scenario is as follows:

–During each player’s Alliance Phase, that player rolls a die. If the result is equal to or less than the rating of their highest rated leader in play (wounded leaders are NOT in play) draw one card. The player adds that card to their hand, and may play that card in the phase relevant to the text on the card.

Common Cards

While the *Empire* Cards are pro- and anti-French (respectively), the Hearts and Diamonds suits are shared. They are “Common” cards in that they may be used by any Nation, whether pro- or anti-French or Neutral.

When a card from the Hearts or Diamonds suits is drawn it is NOT revealed to anyone other than the player drawing the card. That player may keep the card, face down, for use when the opportunity noted on the card presents itself.

Each card may be used only in the specific phase noted on the card, and only if the conditions apply (for example, a card that effects a siege may only be played when resolving a siege.)

Holding and Discarding Cards; Hand Limitation

The number of cards (*Common* and *Empire* combined) which may be held is limited by major power, not by player.

France may hold up to *four* cards .

England may hold up *three* cards.

Austria, Russia and Prussia may each hold up to *two* cards.

Spain may *never* hold more than a single card, of any type.

When a Nation which already holds its maximum number of cards draws another card, it must either immediately discard or play a card. A Nation may only play a card if the conditions apply at that instant—thus a card which effects a battle cannot be played during the Alliance Phase.

Playing Common Cards

There is no limit to the number of Common cards which may be played in a turn. There is, however, a limit to the number of Common cards which may be played in a battle or siege. That number is equal to the Leadership Value of the Leader being used to modify the battle or siege. Thus, Napoleon or Wellington could play up to three cards, Davout or Charles up to two, and Ney or Hill a single card. A zero-valued leader may, however, ATTEMPT to play a card. If a player with a zero leader wishes to play a card a die is rolled. If the die roll is GREATER than that of the opposing leader’s value, the card may be played. If not, it is DISCARDED.

Once a card is played, it is placed in the Discard Deck. Note that while some of the *Empire* cards once played are removed from the game, all of the *Common* cards are available to be returned to play when the deck is reshuffled.

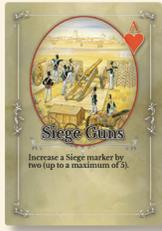
Optional “Starting Hand” of Common Cards/ Play Balance

As an option, players may agree to deal out a hand of Common Cards, face down, before the start of the Scenario. This number should be no greater than that noted in the Hand Limitation above.

Players may also agree to deal a number of Common Cards based on player experience. Thus a player new to the game may be dealt an opening hand of Common Cards, while the more experienced player may be dealt fewer, if any, such cards.

Common Card List

♥ Hearts

<p>Ace</p> 	<p>Siege Guns</p> <p>Increase a Siege marker by two (up to a maximum of 5).</p>
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Common Card List

♥ Hearts

Two

**Defenses Breached.**

Play when resolving a City Assault. Reduce the defender's morale by one for this turn.

Seven

**Pontoon Trains**

Place an (Entrenched) counter on a River hex. Treat as a Bridge for this player turn.

Three

**Supply Trains**

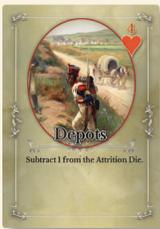
Units in targeted hex are immune from Attrition and, if unsupplied, are treated as supplied this turn.

Eight

**Cavalry Raid**

Play at the START of your Movement or Combat Phase. Select an enemy force adjacent to a friendly force. The enemy force immediately makes an Attrition Roll—and adds 1 to that roll if it has fewer Cavalry (including Cossacks) than yours.

Four

**Depots**

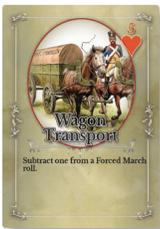
Subtract one from the Attrition Die.

Nine

**Broken Bridges; Blocked Roads**

Play on one enemy force when it attempts to Force March or Reinforce; action automatically fails.

Five

**Wagon Transport**

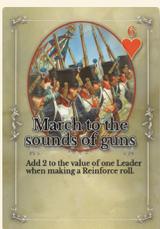
Subtract one from one Forced March roll.

Ten

**Grand Redoubt**

Defender may play AFTER Combat dice are rolled; Treat any D1 result as a "1," any D2 result as a D1 and any D3 as a D2 for this round.

Six

**March to the Sound of the Guns!**

Add 2 to the value of one Leader when making a Reinforce roll.

Jack

**Hold the Line!**

Play AFTER Combat Results are applied: Reduce a Demoralized marker one level.

Common Card List

♥ **Hearts**

<p>Queen</p> 	<p>Rally to the Colors!</p> <p>Play AFTER Combat Results are applied. Remove a Demoralized marker regardless of level.</p>
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<p>King</p> 	<p>Twelve-Pounders</p> <p>May only be played by a 2 or 3 value leader with at least 5 SP. Play immediately before resolving the first round of battle. Roll one die. If the result is at least 2 points higher than morale of the opposing force, reduce their morale by one for that round and for the remainder of that battle.</p>
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Common Card List

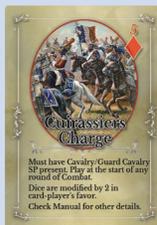
♦ **Diamonds**

<p>Ace</p> 	<p>Skirmishers, Front!</p> <p>Play whenever opponent plays a card that will modify a Combat dice roll. The card is ignored, returned to the player's hand, and may not be used this turn.</p>
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<p>Two</p> 	<p>Damn Good Ground</p> <p>Combat Dice are modified by +1 in card player's favor in every round of one Battle in which their forces are Defending.</p>
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<p>Three</p> 	<p>Fortified Town</p> <p>Active player's Combat Dice are modified by +1 in favor of opponent favor in this round of current Battle.</p>
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<p>Four</p> 	<p>Massed Grenadiers</p> <p>Play at the start of any round of Combat. The dice are modified by 2 in card player's favor, but at the cost of one additional SP loss.</p>
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<p>Five</p> 	<p>Cuirassiers Charge</p> <p>Must have a Cavalry/Guard Cavalry SP present. Play at the start of any round of Combat. The dice are modified by 2 in card player's favor. Check Manual for other details.</p> <p>Must have a Cavalry/Guard Cavalry SP present. Play at the start of any round of Combat. The dice are modified by 2 in card player's favor. If opponent does not suffer D1 result or greater, card player must lose 1 Cavalry SP in addition to all other losses (if possible). May not be used by the same player in conjunction with the Optional Cavalry Charge rule.</p>
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<p>Six</p> 	<p>Humbugged!</p> <p>Declare a target hex. Defender may not play any cards which would modify or affect combat or reinforcement of either side involved in a battle in that hex during the attacking player's turn.</p>
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<p>Seven</p> 	<p>Sauve qui Peut!</p> <p>Play after scoring a D result on an opponent. That force MUST retreat, and will lose an additional number of SP equal to the rating of the victorious leader.</p>
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<p>Eight</p> 	<p>Ride Them Down! (Light Cavalry in Pursuit)</p> <p>Play after an enemy force withdraws. That force loses 1 SP, (this is in addition to any loss inflicted by a force with superior numbers of Cavalry SP)</p>
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Common Card List

♦ *Diamonds***Nine****Bagpipes, Drums, Trumpets and Patriotic Songs**

Play immediately upon a force which has received any D result: SP losses are inflicted, but Morale is unaffected (no D marker is placed).

Queen**Cavalry Remounts**

Play during the Reinforcement Phase: Place 1 Cavalry SP in the Capital this turn and next turn.

Ten**Fortune Favors the Bold**

Play at any time AFTER a die/dice are rolled to modify the result by plus or minus one.

King**Call Up the Next Class**

Play during the Reinforcement Phase: Place 2 Infantry SP in the Capital this turn and on each of the next two turns.

Jack**Leader Incapacitated**

Play at any time on one leader; that leader's value is reduced to "0" for the remainder of the turn.

Jokers**Wild Card**

Jokers retain the same characteristics and abilities when used in the Scenarios as when used in the Campaign Game. In addition, if Fog of War rules are in play, a Joker may be used to examine the contents of any one hex.



EXPANSION GAME SCENARIOS

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I. KOSCIUSZKO—THE POLISH RUSSIAN WAR OF 1792

(version Nov 1, 2022)

A. INTRODUCTION

In March of 1792 Tsarina Catherine (the Great) of Imperial Russia backed a group of ultra-conservative nobles in an effort to overturn the new, liberal and reformist Polish-Lithuanian Constitution of 1791. King Stanislaw August Poniatowski directed his leading generals, Prince Poniatowski and Tadeusz Kosciuszko to defend their nation. Although they won several important battles, the Russian juggernaut forced the Poles from their Ukrainian and Lithuanian provinces, and drove into Poland proper. Poland's ostensible ally, Prussia, not only failed to come to her aid but also unilaterally dissolved their alliance. Three months into the war King Poniatowski attempted to seek a diplomatic solution, and in order to agreed to join the rebel nobles of the Targowica Confederation in return for a Russian promise of a cease-fire much to the anger of his generals, who were still winning battles).

The king, disheartened by the treachery of the Prussians and intimidated by the sheer numbers of the Russian army, capitulated. An attempt by Kosciuszko (who had fought under George Washington in the American Revolution) and the prince to rescue the king from his Russian “hosts” was called off at the last minute, as the other Polish commanders lost heart.

This scenario is very difficult for the outnumbered Polish player. The Special Rules, however, use the Alliance rules to determine whether or not (or if ever) the king capitulates and the Poles continue to resist into 1793, or at least manage to hold on to a rump state. The scenario is also designed as a “match” in which the game is played twice, with

each player taking a turn as the Poles. Victory goes to whichever player does better against the Russians.

PS: In 1794 Kosciuszko led an uprising in effort to break the Russian hold on Poland. It failed, largely because Prussia and Austria joined Russia in the Third (and final) Partition of Poland.

B. GAME EQUIPMENT

1. The scenario is played on map board areas 3 and 4.
2. The scenario requires French, French Satellite, and Russian Army units.

C. VICTORY CONDITONS

1. Russian wins immediately at the instant Russian units control Warsaw and any three of Posen, Cracow, Brest-Litovsk, Grodno, and Minsk.
2. Russia wins the second time a “7” is rolled in the Alliance Phase.
3. The scenario begins in May 1792 and ends no later than December 1792. If neither of the above conditions are met by the conclusion of the scenario, each side scores two victory points for controlling Warsaw, unbesieged, and one for each of the other four Polish major cities listed above.

In addition, the Polish player—and the Polish player only—scores one victory point if Polish forces are besieged in Warsaw. The Polish player scores one victory point for each of Riga, Smolensk and Kiev which are controlled, unbesieged, by Polish forces.

In addition, the player with the greater total of points on the Alliance Display gains two points. The Poles win ties.

Note: As this scenario is almost hopeless for the Poles, it is suggested players play it twice; each taking the Poles in one game. Whichever player scores higher or (gasp!) wins as the Poles wins the match.

D. SPECIAL RULES

1. Political Boundaries

- a. Areas on the map board marked as the Grand Duchy of Warsaw and the Kingdom of Poland are Polish home territories. In addition, the following cities and all hexes adjacent to those cities are also treated as Polish home territories: Pinsk, Minsk, Grodno and Brest-Litovsk.
- b. Areas on the map board marked Austria, Prussia, Saxony and Sweden are neutral. No units of either side may enter neutral territory.

2. Russian Special Rules

- a. Russian units may never voluntarily move out of supply. If a Russian unit begins its move out of supply, it must either wait until a chain of supply has been restored OR move by the shortest movement point path to restore supply. If supply has been restored and there are movement points still available, the Russian force may continue its move—as long as it remains in supply.
- b. Kutuzov was a corps commander under Kakhovsky. As such, Kutuzov may use his full “2” rating ONLY in if he

is in command of a force that is smaller than that under Kakhovsky. Otherwise, he is treated as a “1” for all purposes. If stacked with Kakhovsky in a battle or siege, Kakhovsky takes command and his “1” rating takes precedence.

3. Supply Sources

- Poles: The supply source for all Polish units is any major city in Poland, that is in Polish control. In addition, if Polish forces control Minsk, Grodno, Brest-Litovsk, Riga, Smolensk or Kiev, that city also becomes a source of supply as long as it is in Polish control.
- Russian: The supply source for all Russian units is Riga, Kiev, Smolensk, Moscow and St. Petersburg.

4. Alliance Phase

- Points are gained for victories as per the basic Alliance Rules.
- In addition, Poland gains a point for each of Riga, Smolensk, and Kiev if in Polish control and not besieged. Russia gains a point for each of Posen, Cracow, Grodno, Brest-Litovsk and Minsk in Russian control and not besieged. Control of Warsaw is worth two points to the side which is in control of the city and not besieged. Poland, however, does gain one point if Polish forces are either besieging or besieged in Warsaw.
- The Alliance Phase is skipped in the May and June turns.
- The first time a “7” is rolled in the Alliance Phase, the Russians gain a permanent Alliance Point.
- Each time a “0” is rolled in the Alliance Phase, the Poles gain a permanent Alliance Point.
- The second time a “7” is rolled or the second time the game ends in an immediate Russian victory.

5. Polish-Lithuanian Mobilization

- During each Polish-Lithuanian Reinforcement Phase, Each Polish Leader that starts the turn in a Polish city (major or minor) under Polish control (and unbesieged) may elect to attempt to Mobilize a new unit. To attempt a Mobilize a unit, indicate the Leader and roll one die. Add the Leader’s value to the die. On a result of 4 or higher that Leader may add 1 I to the hex they occupy.
- A Leader who attempts to Mobilize may NOT move during the Movement Phase, nor may units which begin the Movement Phase in their hex. To indicate that a Leader is conducting Mobilization, flip the Leader over to its reverse (flag) side.
- A Leader may only conduct Mobilization if there are Polish Infantry SP available either in the counter-mix or in the Replacement Pool.
- A Leader who conducted a Mobilization may NOT initiate an attack.
- At the end of the Combat Phase, flip all Leaders whose flag side is showing face up.

6. Polish May Turn Restriction

In the Polish portion of the May turn, no Polish-Lithuanian units may enter Russia or attack any Russian units. (The Russians invaded in late May to start the war)

7. Polish Partisans

Poland begins with 2 P (Partisans)* in its Force Pool. Partisan rules are in effect. Partisans may also be placed in or adjacent to Pinsk, Minsk, Grodno, Brest-Litovsk, Riga, Smolensk and Kiev, as well as any Forest hex on board 3, and any Marsh hex on either boards 3 or 4. They may not, however, be placed in a city or hex in which Russian units are also present.

E. INITIAL DEPLOYMENT

- Polish-Lithuanian (French) Player: (use French Leaders and French Satellite Polish units; i.e. marked as “Po”)

- At Minsk: Poniatowski, 4 I, 1 C
- At Pinsk: Kosciuszko: 2 I
- At Warsaw: Leader (0), 2 I, 1 C
- At Cracow: Leader (0), 1 I, 1 C
- At Grodno: Leader (0), 1 I
- At Brest-Litovsk: Leader (0) 1 I
- At Posen: Leader (0), 1 I

- Polish Force Pool: 5I, 2P*

(*For those board gamers who do not have the 7th edition or its upgrade kit, use French leader Lannes to represent Kosciuszko, and French Partisans to represent Polish Partisans.)

- Russian (Non-French) Player

- At Kiev: Kakhovsky, Kutuzov, Tormazov, 10 I, 2 C, 1 CC
- At Riga: Krechnikov, Dolgurkov, 6 I, 1 C, 1 CC
- At Smolensk: Leader (0), 3 I, 1 C, 1 CC
- At At. Pskov: Leader (0) 3 I, 1 C
- At Moscow: Leader (0), 2 I, 1 GI
- St. Petersburg: 2 GI, 1 GC

(*For those players who do not have the 7th edition, use Russian Leaders Constantine, Docturov and Buxhowden to represent Krechnikov, Dulgurkov and Kakhovsky, respectively.)

F. REINFORCEMENTS AND REPLACEMENTS

- Polish-Lithuanian Reinforcements: Each Turn Beginning with June 1792 at Warsaw and Cracow: 1 Polish I each. July 1792: 2 P
- Polish-Lithuanian Replacements: Each Turn Beginning with June 1792: at Warsaw OR Cracow EITHER 2 Polish I OR 1 Polish C. In addition, may replace 1 P each turn.
- Russian Reinforcements: Every Turn beginning with June 1792: 1I each in Riga, Kiev and Smolensk; 2 I in each of Moscow and St. Petersburg.
- Russian Replacements: Every Turn beginning with June 1792: 2I OR 1 C in Riga OR St. Petersburg; 2I or 1 CC in Kiev OR Smolensk.
- Reinforcements and Replacements are forfeited if the opposing player controls the specified city on the scheduled turn of arrival.



II. LA MARSEILLAISE—1792

(version Nov 8, 2022)

A. INTRODUCTION

Emperor Leopold II refused to be goaded into war with Revolutionary France. He saw nothing to be gained by such a conflict, and was not moved to do so even by the pleas of his sister, Marie Antoinette. Upon his death in the spring of 1792 and the succession to the throne of the Holy Roman Empire by Francis II, however, things changed. The war party in Vienna was on the ascent—as was that of their counterparts in Paris. The revolutionary government announced its intent to support all republican risings anywhere in Europe, including, most immediately, those in parts of Italy and Low Countries which were under Austrian rule. In keeping with that pledge, and further goaded into action by a now actively hostile government in Vienna, in April, 1792 France declared war on Austria.

Prussia, far more concerned with gaining land in the east, did not immediately join its erstwhile Austrian ally. An army was sent west under the Duke of Brunswick, but instead of attacking, the general issued what became known as “The Brunswick Declaration.” In it he declared the allies’ intent to march on Paris, but pledged that no civilians would be harmed or their property looted, provided no harm came to the royal family. If the royals were harmed, however, he vowed to “take unforgettable vengeance on the city of Paris.”

The response to the ultimatum was, predictably, a mix of defiance and ridicule—and on August 10 Parisians stormed the Tuileries and imprisoned the king, the queen, and their children. Brunswick began his invasion, as did his Austrian and Piedmontese allies. Beset on three sides, La Patrie was most certainly en danger.

B. GAME EQUIPMENT

1. The scenario is played on map board areas 2 and 3.
2. The scenario requires French, Austrian, Prussian, and Piedmontese Army units.

C. VICTORY CONDITIONS

1. France losses automatically the instant Austrian units control Paris.
2. France wins automatically the instant French units control Vienna.
3. The scenario begins in April 1792 and ends in December 1792. If neither of the above conditions are met by the conclusion of the scenario, each side scores one victory point for each of the following ten major cities: Brussels, Antwerp, Amsterdam, Ulm, Munich, Innsbruck, Genoa, Milan, Turin, and Mantua. The French, however, subtract one point for each major city in France (other than those named above) which the Non-French side controls. The French win ties.

D. SPECIAL RULES

1. Political Boundaries

- a. Areas on the map board marked as the Holy Roman Empire, Bavaria, Dalmatia, the Batavian Republic, and the Kingdom of Italy are all considered to be a part of Austria for all purposes, as are any and all cities which begin the game with an Austrian garrison (see Initial deployment and Special Rules).
- b. Areas on the map board marked as Prussian are part of Prussia. Although Prussian units may enter Austrian territory freely, no Austrian units may enter Prussian territory.
- c. All hexes in Switzerland are treated as Neutral territory. No units from any state may enter Neutral territory.

2. Imperial Garrisons

Many cities (major and minor) begin the game with Imperial Garrisons (see Initial Deployment). Imperial Garrisons are immobile, may not be taken as losses to satisfy attrition, and do not participate nor are they counted as part of any force in field battles. They ALWAYS remain IN cities, and can be removed only through siege or city assault. Once eliminated, they may never be replaced.

- Imperial Garrisons have a Morale Rating of zero.

(*For those players who do not have the 7th edition, use Austrian Landwehr units to represent Imperial Garrisons).

3. Prussian-Austrian Non-Cooperation

- a. Prussian and Austrian units may never voluntarily co-exist in the same hex. If the ONLY hex available in the event of a Forced Withdrawal contains units of the other nation, the units of that other nation MUST immediately retreat from the hex as per the rules of a Forced Withdrawal.
- b. Prussian units may never roll to reinforce Austrian units, or vice versa.
- c. Prussian units may never force march.
- d. Prussian units may never voluntarily move out of supply. If a Prussian unit begins its move out of supply, it must either wait until a chain of supply has been restored OR move by the shortest movement point path to restore supply. If after exhausting its movement points supply has not been restored, it may move no farther this turn. If supply has been restored and there are movement points still available, the Prussian force may continue its move—as long as it remains in supply.

Historic Note: Austrian and Prussia were reluctant allies, and were contending with each other—and Russia—in the dismemberment of Poland, which each saw as more vital to their interests than war with France.

4. Piedmont

- a. Piedmontese forces may never voluntarily move out of supply. If, through a Forced Withdrawal, any Piedmontese units that have no option but to end their move out of supply are instead eliminated and permanently removed from play.

- b. The instant French units control Turin, Piedmont signs an armistice, and all Piedmontese units and their leader are eliminated and permanently removed from play.

5. Supply Sources

- a. French: The supply source for all French units is any major city in France and the Batavian Republic that is in French control.
- b. Austrian: The supply source for all Austrian units (other than Piedmontese) is any major city in Austria, Bavaria, and the Kingdom of Italy.
- c. Piedmontese: The supply source for all Piedmontese units is Turin—and ONLY Turin.
- d. The supply source for all Prussian units is any major city in any area on the map marked as Prussian, including Hesse, as well as the cities of Hamburg and Hannover in Hannover.

6. French National Characteristics Modified

- a. The armies of Revolutionary France do NOT receive the usual French (-1) modifier for either Attrition OR Forced Marching.
- b. The morale of French units identified as LB or “Les Blancs” is a 2. (Players who do not have the expansion set for the 7th edition should use French Guard units to represent “Les Blancs,” but treat those Guard units as being marked with a “2” rather than a “3” for morale).

Historic Note: “Les Blancs” (“The Whites”) represent those regiments—and notably the artillery units of the royal army of the Ancien Regime who switched their loyalty to the Republic. They continued to wear their white uniforms, while soldiers of units in the National Guard and other regiments raised by the Republic wore blue—and were thus identified as “Les Bleus”

- c. The morale of all French units (other than “Les Blancs”) is only 1. (Players who do not have the expansion set for the 7th edition should treat all French units as being marked with a “1” rather than “2” for morale.)

7. French Leader Loyalty Tests

Whenever a named French Leader is present in a hex when French units withdraw (voluntarily or otherwise) from a battle, or are entirely eliminated by a battle or siege, roll a die. If a “6” is rolled that Leader is removed from play and replaced by a generic leader of a lesser level. Thus a “2” Leader is replaced by a “1” and a “1” by a leader with a rating of “0.” If all generic “1” leaders are already in play, replace the removed leader with a generic “0” leader.

8. Levee en Masse and La Marseillaise (Alliance Phase)

The Alliance Phase is replaced by a French Revolutionary Phase, which is conducted as follows:

- a. At the start of each such phase roll one die. Add one for each city in France (other than those which begin the game as Imperial Garrisons) which are in the control of Non-French forces. Add one if any French Leader had to take a “Loyalty Test” (see below) in the previous turn.
- b. If the result is 7 or more, the French government, realizing

La Patrie en Danger, MAY in desperation declare a Levee en Masse. Once a Levee en Masse is declared, French replacements AND reinforcements are DOUBLED for the remainder of the game. However, French units no longer receive the (1) Attrition benefit for being in their Home Country AND ADD 1 to the die when attempting to Force March. A Levee en Masse may only be called once, and once called may never be rescinded.

- c. The turn AFTER a Levee en Masse is declared, roll a die, in the French Revolutionary Phase modified as in (8a) above. If the result is a 6 or more, from that moment on the French will modify the dice in combat by 1 in their favor in all combats. (French soldiers take inspiration from composer Rouget de Lisle's “Chant de guerre pour l'armee du Rhin.” This “Song of War for the Army of the Rhine” was made popular by a group of volunteers from a southern port city, and in their honor came to be called “La Marseillaise.”)

E. INITIAL DEPLOYMENT

1. French Player:

- At Paris: 2I
- At Lille: Leader A (1), 3I
- At Amiens: Leader B (1), 3I, 1C
- At Hex CC18: F (0), 3I
- At Rheims: Lafayette*, Doumouriz*, 5I, 1C
- At Metz: Kellerman, 4 LB I*
- At Verdun: 2I
- At Strasbourg: Leader G (0), Leader H (0), 9I, 1C
- At Lyon: Leader I (0), 2I
- At each of Grenoble, Dijon, Marseilles, Toulon, Toulouse, Bordeaux and Bayonne: 1I

(*For those board gamers who do not have the 7th edition or its upgrade kit, use French leader Lannes and Davout to represent, respectively, Lafayette and Doumouriz, and French Guard units to represent the LB infantry units of “Les Blancs.”)

2. Non-French Player

a. Austrian Forces:

- At Hex EE19: Beaulieu, Leader C (0) 5I, 1C
- At Milan: 2I
- At Prague: Leader D (0) 5I, 1C
- In each of Brussels, Namur, Liege, Antwerp, Amsterdam, Coblenz, Mainz, Cologne, Stuttgart, Baden, Ulm, and Munich: 1 IMP (Imperial Garrison*)

(*For those players who do not have the 7th edition, use Austrian Landwehr units to represent Imperial Garrisons).

b. Piedmontese Forces:

- At Turin (Colli, 5I (Pm)**)

(**EDITOR'S NOTE: THE VASSAL MODULE INCORRECTLY USES ITALIANS IN BLUE FOR PIEDMONTESE—I PUT IN AN AUSTRIAL 5I INSTEAD AS A PLACEHOLDER)

c. Prussian Forces:

- At Brunswick: Brunswick, 2I (Brunswick) 3I, 1C
- At Cassel: Leader A (0), 2I (Hesse)

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements:

- Every Turn Beginning with June 1792: At Lyon, Rheims, Brussels and Paris: 1I each

2. French Replacements:

- Every Turn Beginning with June 1792: At Lyon, Rheims, Brussels and Paris: 1I each
- November 1792: At Lyon, Rheims, Brussels OR Paris: 1C

3. Austrian Reinforcements:

- May 1792 at Prague: Leader E (0), 5I, 1C
- Every Turn beginning with June, 1792: 2I each in Prague, Vienna and Munich

4. Austrian Replacements:

- Every Turn beginning with June 1792: At Prague, Vienna and Munich 1I each
- November 1792: 1C at Vienna

5. Piedmontese Reinforcements and Replacements.

- There are no Piedmontese Reinforcements and no Piedmontese forces may be replaced.

6. Prussian Reinforcements

- Every turn beginning with June 1792: 1I in Cassel or Brunswick.

7. Prussian Replacements:

- Every turn beginning with June 1792: 1I of either Hesse, Brunswick or Prussian in Cassel or Brunswick

8. Reinforcements and Replacements are forfeited if the opposing player controls the specified city on the scheduled turn of arrival



III. SAMBRE ET MEUSE: THE REVOLUTION AT WAR 1792–1795

(version Nov 11, 2022)

A. INTRODUCTION

What began in 1792 as a war for survival grew into a broader conflict to solidify the revolution at home and to encourage its spread into Germany, Italy and the Low Countries. This scenario starts with and then builds upon the 1792 La Marseillaise scenario, and follows the broadening of the war that led to British and Spanish intervention, as well as both royalist and regional uprisings in France, notably in the Vendee.

B. GAME EQUIPMENT

1. The scenario is played on map board areas 1, 2 and 3.

2. The scenario requires French, Austrian, Prussian, English, Spanish and Piedmontese Army units.

C. VICTORY CONDITIONS

1. France losses automatically the instant Austrian units control Paris.

2. France wins automatically the instant French units control Vienna.

3. The scenario begins in April 1792 and ends in December 1795. If neither of the above conditions are met by the conclusion of the scenario, each side scores one victory point for each of the following ten major cities: Brussels, Antwerp, Amsterdam, Ulm, Munich, Innsbruck, Genoa, Milan, Turin, and Mantua. The French, however, subtract one point for each major city in France (other than those named above) which the Non-French side controls. The French win ties.

D. SPECIAL RULES

1. ALL of the Special Rules from the La Marseillaise 1792 scenario apply.

2. Play the 1792 scenario to its conclusion.

- If either of the first two victory conditions from the 1792 scenario occur (ie Paris or Vienna falls) the game is over, and the side which has fulfilled its automatic victory conditions is declared the winner. If at the conclusion of the December 1792 turn neither has occurred, all of the following rules come into play. In addition, all of the Special Rules from the 1792 scenario remain in force.

3. Move the Turn Marker to January 1793.

4. Add board 1 into play.

5. Create a Leader Pool

Place into a cup or the box top the following Leaders:

France: Desaix, Massena, Moreau, Kleber, Victor, Augereau, Joubert.

Austria: Davidovich, Wurmser, Quasdanovich, Mezaros, Mack
 England: York* (For those who do not have the 7th edition, substitute Uxbridge)

6. Special Alliance Phase

The Alliance Phase is replaced by the French Revolutionary Phase rules from the 1792 La Marseillaise scenario. All of those rules (French Leader Loyalty Tests, Levee en Masse, La Marseillaise) remain in effect. The Phase, however, is expanded to include the following, each of which are conducted, in the following order, during the French (and only French) portion of the Alliance Phase. The roll die is modified ONLY by adding 1 for each major city in France that is in the control of the non-French player, AND by an additional plus 1 if the Levee en Masse has been called. For purposes of this rule all includes of the cities inside the printed red borders of France (and that includes Brussels, Antwerp and Cologne).

- Draw a Leader from the Pool.

If a French Leader is drawn, replace any French Leader in play with the new Leader. Any named Leader that has been

replaced is removed from play. Any 0 Leader that has been replaced is set aside, but is available if required to replace another Leader who has been killed or wounded.

If an Austrian Leader is drawn, place that Leader in Vienna.

If the English Leader is drawn, place that Leader in the non-French player's choice of Antwerp, Amsterdam or Hannover, provided that no French units are in the chosen city. Immediately add a British II to that hex. That Leader is now in play. (That Leader may not move, however, until British Intervention is declared (see below).

b. Intervention and Insurrection.

Roll a die. The die is modified and modified ONLY by adding 1 for each major city in France that is in the control of the non-French player. For purposes of this rule all includes of the cities inside the printed red borders of France (and that includes Brussels, Antwerp and Cologne). Apply that die roll to EACH of the following: British Intervention, Spanish Intervention, The Vendee, Emigres and Exiles, and Royalist Uprising (as well as Levee en Masse/La Marseillaise if they have not already been declared).

If a "6" is rolled, ALL of the following take effect:

c. British Intervention

Great Britain enters the war on the non-French player's side. Place the following British forces on the map:

In the box with the anchor symbol adjacent to either Marseilles, Toulon, or Genoa: Leader A (0), 2I

In Amsterdam: 3 Dutch I (for those who do not have the 7th edition, use the British Satellite units marked with an "H" — for Holland

In Hannover: 3 Hannoverian (for those who do not have the 7th edition, use the British Satellite units marked with a "K" — for King's German Legion in the Napoleonic Era

Create a Force Pool for the British of: 4I. When British, Hannoverian, Chouan or Dutch units are eliminated, place them in this Force Pool.

British, Hannoverian and Dutch forces in port boxes are always in supply. British forces draw supply from Hannover, Amsterdam and any port city (major or minor) which is occupied by a British unit.

British units may never voluntarily move out of supply, and if they begin their move out of supply, must immediately move toward supply. Once in supply, British units may use any remaining movement points to continue their movement.

d. Spanish Intervention

Spain enters the war on the non-French player's side. Place the following Spanish forces on the map:

- At San Sebastian: 2I
- At Barcelona: Castanos, 3I
- At Burgos: Cuesta, 3I, 1C
- At each of Pamplona and Saragosa: 1 I

Spanish forces trace Supplies to San Sebastian, Burgos and Barcelona. In addition, Spanish forces may trace supply from each of Marseilles, Toulon, and Genoa, provided that city is

in the control of the non-French player AND is occupied by at least one English unit.

Spanish units may never voluntarily move out of supply, and if they begin their move out of supply, must immediately move toward supply. Once in supply, Spanish units may use any remaining movement points to continue their movement.

e. The Vendee

Create the Choun (Vendee rebels) force pool. This pool consists of 3P, 6M and a Leader. (For those players who do not have the 7th Edition or its expansion kit, use British Partisans and Militia units, and the British Allied Leader A (0).) Place 2M in Nantes. If any French units are in Nantes, they must immediately retreat. Place a Partisan within 3 hexes of Nantes, in any hex that does not contain a French unit. (Note that Choun units have a negative effect upon the French Replacement rate, see below)

7. *Emigres and Exiles*

Each time a "7" is rolled in the French Revolutionary Phase, the non-French player may add either 1 Austrian Infantry to any hex containing an Austrian Leader, OR a Chouan Militia to any hex containing a Choun unit.

8. *Royalist Uprising*

The SECOND time a "7" is rolled, a Royalist Uprising is declared. The French receive NO replacements or reinforcements on that turn OR the next turn. In addition, no French units in Paris may leave Paris on the turn the Uprising is declared.

9. *End or Continuation of Game*

10. *Peace with Prussia, England, Spain and the Vendee*

E. INITIAL DEPLOYMENT

The Initial Deployment is as per the La Marseillaise 1792 scenario.

F. REINFORCEMENTS AND REPLACEMENTS

1. *French Reinforcements:*

Every Turn beginning with June 1792: At Lyon, Rheims, Brussels and Paris: 1I each.

Each November: 1C at Lyon or Paris.

2. *French Replacements:*

Every Turn Beginning with June 1792: At Lyon, Rheims, Brussels and Paris: 1I each.

Each November: At Lyon, Rheims, Brussels OR Paris: 1C (available).

January 1795: Add Bonaparte to the Leader Pool

French Replacement Reduction: for every city (major or minor) in France held by a Choun unit, the French receive one fewer replacement point. The French player decides which city is affected by the loss.

3. *Austrian Reinforcements:*

May 1792 at Prague: Leader E (0), 5I, 1C

Every Turn beginning with June, 1792: 2I each in Prague, Vienna and Munich

4. *Austrian Replacements:*

Every Turn beginning with June 1792: At Prague, Vienna and Munich II each

Each November 1792: 1C at Vienna

January 1795: Add Charles to the Leader Pool

5. Piedmontese Reinforcements and Replacements.

There are no Piedmontese Reinforcements and no Piedmontese forces may be replaced.

6. Prussian Reinforcements

Every turn beginning with June 1792: II in Cassel or Brunswick.

7. Prussian Replacements:

Every turn beginning with June 1792: II of either Hesse, Brunswick or Prussian in Cassel or Brunswick

8. British & Vendee Reinforcements

Each Turn starting with the turn AFTER British Intervention, II from the Force Pool at Hannover or at any port city or box containing a British or British Satellite unit. Place a Vendee M, P, or the 0 Leader from the force pool in any hex in or within 3 hexes of Nantes which does not contain a French unit.

Each Turn starting with the turn After British Intervention, the non-French player may take one Choun (Vendee), Dutch (H) or Hannover (K) replacement. Choun replacements are placed as above. Dutch and Hannoverian units are placed in Amsterdam or Hannover (respectively)

9. Spanish Replacements

Each Turn starting with the turn AFTER Spanish Intervention: II at Burgos, San Sebastian or Barcelona.

10. Reinforcements and Replacements are forfeited if the opposing player controls the specified city on the scheduled turn of arrival



IV. TAKING THE WAR INTO ITALY AND GERMANY—1796–97

(version Oct 20, 2022)

A. INTRODUCTION

Initially beset on all sides, by the end of 1795 the nascent French republic was no longer in danger of being smothered in its cradle. Prussia, busy carving up Poland, made peace with France that April. Spain, its armies in retreat and with the French advancing on Bilbao, similarly signed a peace treaty in July. The rebellion in the Vendee was for the most part over, and Austrian forces had been swept out of the Netherlands, allowing for the creation of the pro-French Batavian Republic. While England and her Royal Navy still denied the sea to France, only Austria (and her reluctant Piedmontese allies) remained in arms against the French on the Continent. In the Spring of 1796, the Directory was determined to go on the offensive, and the decision was made to take the war into Italy and Germany.

This scenario builds upon and expands the introductory scenario “The Italian Campaign of 1796-97” to include the French armies of the Rhine and Sambre-et-Meuse and their principal opponent, the Austrian army of Archduke Charles. This scenario also extends the number of turns to allow players to bring the historic campaign to its conclusion—the peace treaty of Campo Formio, the signature of which in October 1797 left France with only a single (and implacable) foe: England.

B. GAME EQUIPMENT

1. The scenario is played on map board areas 2 and 3.
2. The scenario requires French, Austria and Piedmontese Army units.

C. VICTORY CONDITONS

1. Austria wins automatically the instant Austrian units control Paris.
2. France wins automatically the instant French units control Vienna. France also wins automatically the instant France controls ALL of the following major cities: Genoa, Milan, Turin, Mantua, Venice, Ulm, Innsbruck and either Munich or Prague.
3. The scenario begins in May 1796 and ends in October 1797. If neither of the above conditions are met by the conclusion of the scenario, Austria wins if it controls Vienna (unbesieged) and controls or has units (even if besieged) in at least four of the nine cities noted above. Any other result is a draw (as Austria remains hostile and the war continues). An Austrian player who earns a draw may take a modicum of satisfaction in knowing that he has performed better than his counterparts in history.

D. SPECIAL RULES

1. Sequence of Play

The Alliance Phase is ignored.

2. Political Boundaries

- a. Areas on the map board marked as the Holy Roman Empire, Bavaria, Dalmatia, and the Kingdom of Italy are all considered to be a part of Austria for all purposes.
- b. The area on the map board marked as the Batavian Republic is considered to be a part of France for all purposes.
- c. Except for Geneva, which is considered to be part of France; all other hexes in Switzerland are treated as Neutral territory. All of the areas on the map board marked as Prussian are treated as Neutral territory. No units from any state may enter Neutral territory.

3. Supply Sources

- a. French: The supply source for all French units is any major city in France or the Batavian Republic.
- b. Austrian: The supply source for all Austrian units (other than Piedmontese) is any major city in Austria, Bavaria, and the Kingdom of Italy.
- c. Piedmontese: The supply source for all Piedmontese units is Turin—and ONLY Turin.

4. Piedmont

- a. Piedmontese forces may never voluntarily move out of supply. If, through a Forced Withdrawal, any Piedmontese units that have no option but to end their move out of supply are instead eliminated and permanently removed from play.
- b. The instant French units control Turin, Piedmont signs an armistice, and all Piedmontese units and their leader are eliminated and permanently removed from play.

E. INITIAL DEPLOYMENT

1. French Player:

- At Hex p23: (Bonaparte, Massena, Augerau, Leader (0), 11I, 1C)
 - At Hex P22: (Leader (0), 2I, 1C)
 - At Hex S21: 1I
 - At Lyon: (Kellerman, 1I)
 - At Geneva: 1I
 - At Grenoble: 1I
 - At Verdun: (Moreau, 5I, 1C)
 - At Metz: (Leader (0), 5I)
 - At Liege: (Jourdan, 5I, 2C)*
 - At Coblenz (Leader (1), 3I)
 - At Mainz (Leader (1), 3I)
 - At Cologne: 2I
 - At Paris: 5I
 - At Toulon, Brussels, Namur, Rheims and Antwerp: 1I each
- (*For those board gamers who do not have the 7th edition or its upgrade kit, use French leader Joubert to represent Jourdan).

2. Non-French Player

- a. Austrian Forces:
 - At Hex Q24 (Beaulieu, 5I, 1C)
 - At Turin (Leader(0) 1I, 1C)
 - At Hex P25 (Leader (0) 1I, 1C)
 - At Milan (Leader (0) 1I, 1C)-
 - At Hex T24 (Leader (0), 1I, 1C)
 - At Hex P27: 1C
 - At Frankfurt (Charles, 5I 2C)-
 - At Hex DD23 (Leader(0), 5I, 1C)-
 - At Hex CC24 (Leader (0), 5I, 1 C)
 - At Ulm (Wurmser, 5I, 2C)
 - At Baden (Quasdanovich , 5I)
 - At Stuttgart: (Davidovich, 5I)-
 - At Munich (Mezaros, 1I)
 - At Prague and Vienna: 1I each
- b. Piedmontese Forces:
 - At Turin (Colli, 5I (Pm))

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements:

Every Turn Beginning with July 1796: At Lyon, Rheims, Brussels and Paris: 1I each

2. French Replacements:

Every Turn Beginning with July 1796: At Lyon, Rheims, Brussels and Paris: 1I each

November 1796: At Lyon, Rheims, Brussels OR Paris: 1C

January 1797: At Lyon, Rheims, Brussels OR Paris: 1C

3. Austrian Reinforcements:

August 1796: Place 1I and a (0) Leader in each of Prague, Vienna and Munich

Every Turn beginning with September: 1I each in Prague, Vienna and Munich

4. Austrian Replacements:

Every Turn beginning with August 1796: At Prague, Vienna and Munich 1I each

November 1796: 1C at Vienna

January 1797: 1C at Vienna

5. Piedmontese Reinforcements and Replacements.

There are no Piedmontese Reinforcement and no Piedmontese forces may be replaced.

6. Reinforcements and Replacements are forfeited if the opposing player controls the specified city on the scheduled turn of arrival



V. SUVAROV—1799

(version Dec 3, 2022)

A. INTRODUCTION

The year 1799 did not begin well for France. Napoleon was isolated in Egypt. Britain and Russia sent a combined expeditionary force to help Austria regain the Netherlands. Austria reinforced her armies on the Rhine. To make matters even worse, a Russian expeditionary force under the aged, quirky, yet highly successful Field Marshal Aleksandr Vasilievitch, Count Suvarov, took the field in Italy. Adored by his troops, famed for his eagerness to close with the bayonet, and thought “quite mad” by the British (as he refused to sleep in a bed and instead slept on straw because “that was good enough for the baby Jesus”), Suvarov won battle after battle, and drove the French out of Italy almost entirely. Fortunately for France, after the assassination of Tsar Paul, his successor, Aleksandr, withdrew Russia from the war. England, in disgust over Austrian bumbling in the Low Countries, pulled back its forces from the Continent. By year's end, only Austria remained in the field—just as Napoleon returned home, seized power as first consul, and made preparations to cross the Alps in the spring.

(Designer's Note: In Leo Tolstoy's epic novel, War and Peace, Andrei Bolkonski's father speaks of his service with Suvarov in Italy, and how he expects his son to fight—and die, if necessary—with honor.)

B. GAME EQUIPMENT

1. The scenario is played on map board areas 2 and 3.
2. The scenario requires French, Austrian, Russian, English and Piedmontese Army units.

C. VICTORY CONDITIONS

1. Austria wins automatically the instant Austrian units control Paris.
2. France wins automatically the instant French units control Vienna. France also wins automatically the instant France controls ALL of the following major cities: Amsterdam, Antwerp, Brussels, Genoa, Milan, Turin, Mantua, Venice, Ulm, Innsbruck and either Munich or Prague.
3. The scenario begins in March 1799 and ends in December 1799. If neither of the above conditions are met by the conclusion of the scenario, Austria wins if it controls Vienna (unbesieged) and controls at least six of the twelve cities noted above. Any other result is a draw (as Austria remains hostile and the war continues).

D. SPECIAL RULES

1. Sequence of Play

The Alliance Phase is ignored.

2. Political Boundaries

- a. Areas on the map board marked as the Holy Roman Empire, Bavaria, Dalmatia, and the Kingdom of Italy are all considered to be a part of Austria for all purposes.
- b. The areas on the map board marked as Kingdom of Italy, Switzerland and the Batavian Republic are considered to be a part of France for all purposes.
- c. All of the areas on the map board marked as Prussian are treated as Neutral territory. No units from any state may enter Neutral territory.

3. Supply Sources

- a. French: The supply source for all French units is any major city in France, Switzerland or the Batavian Republic.
- b. Austrian: The supply source for all Austrian units (other than Piedmontese) is any major city in Austria, Bavaria, and the Kingdom of Italy.
- c. Piedmontese: The supply source for all Piedmontese units is Turin—and ONLY Turin.
- d. English: The supply source for all English units is any port city in English control. In addition, the English may be supplied from any coastal hex on the North Sea occupied by the English Naval Transport unit.
- e. Russian: The supply sources for all Russian units are Trieste and Vienna. In addition, the Russian units with start in the North Sea (and only those) English may be supplied from any coastal hex on the North Sea occupied by the Russian Naval Transport unit.

4. Naval Transport

England and Russia each have one Naval Transport unit. They begin in the North Sea. At the start of any Anti-French

Movement Phase, these Transports and the units which begin in the North Sea may be placed on any hex adjacent to Amsterdam. Once ashore, no English or Russian units may move by sea. The Transport units serve as a source of supply as long as they are in a hex that does not contain French units. If French units enter a hex with a Transport, that Transport is placed in the nearest hex which contains an English or Russian unit, respectively. If no such hexes are available, the Transport is removed from play and is no longer a source of supply. If the English Transport is removed from play, no further English Replacements may enter play.

5. Piedmont

- a. Piedmontese forces may never voluntarily move out of supply. If, through a Forced Withdrawal, any Piedmontese units that have no option but to end their move out of supply are instead eliminated and permanently removed from play.
- b. The instant French units control Turin, Piedmont signs an armistice, and all Piedmontese units and their leader are eliminated and permanently removed from play.

E. INITIAL DEPLOYMENT

1. French Player:

At Paris: (Moreau, Leader (0), 10 I)

- At Brussels: (Brune, 5I, 1C)
- At Frankfurt: (Jourdan, 5I, 1C)*
- At Strasbourg: (Leader (0), 5I, 1C)
- At Geneva: (Massena, 5I, 1C)
- At Venice: (Leader (0), 5I, 1C)
- At Milan: (Leader (0), 2I)
- At Genoa: 2I
- At Toulon, Lyon, Verdun, Antwerp, Amsterdam, Namur, Rheims, Mainz, Cologne, Coblenz, Zurich, Mantua and Florence and: 1I each

(*For those board gamers who do not have the 7th edition or its upgrade kit, use French leader Joubert to represent Jourdan, Davout to represent Moreau, and Bessieres to represent Brune).

2. Non-French Player

a. Austrian Forces:

- At Trieste: (Melas, Kray, 8I, 2C)
- At Prague: (Charles, Leader (0), 8I 2C)
- At Ulm (Wurmser, 4I, 1C)
- At Baden (Quasdanovich, 4I, 1C)
- At Wurzburg: (Leader (0), 4I, 1C)
- At Munich and Vienna: 2I each

b. Russian Forces

- At Trieste: (Suvarov, Leader (0), 5I, 1C, 1CC)**
- At Vienna (Rimsky-Korsakov, Leader (0), 5I, 1C, 1CC)**
- In the North Sea: (Leader (0), 4I, Naval Transport)

(**For those board gamers who do not have the 7th edition or its upgrade kit, use Russian leader Kutuzov to represent Suvarov,

and Constantine to represent Rimsky-Korsakov).

c. English Forces:

- In the North Sea: (York, 4I, Naval Transport) ***

(***For those board gamers who do not have the 7th edition or its upgrade kit, use English leader Uxbridge to represent York)

d. Piedmontese Forces:

- At Turin (Colli, 2I (Pm))

F. REINFORCEMENTS AND REPLACEMENTS

1. French Replacements:

Every Turn Beginning with April 1799 : At Lyon, Rheims, Brussels and Paris: 1I each

2. Austrian Replacements:

Every Turn beginning with April 1799: 1I each in Prague, Vienna and Munich

3. English Replacements:

Every Turn beginning with April 1799: 1I in whichever hex is occupied by the English Naval Transport Unit.

4. Russian Replacements:

Every Turn beginning with April 1799: 1I in Vienna or Trieste

5. Piedmontese Replacements.

Piedmontese forces may not be replaced.

6. Reinforcements and Replacements are forfeited if the opposing player controls the specified city on the scheduled turn of arrival

G. OPTIONAL 1800

As an option, players may agree to continue the game into 1800. If so, the following rules apply:

1. December 1799: If Paris is in French control and Vienna is in Austrian control, instead of ending the game in December 1799, play on.
2. Remove all Russian units. Russia is longer at war with France and no Russian units will be returned to play.
3. Add the following French forces:
In Paris: Bonaparte
4. Reinforcements
In June 1800: Place Desaix in the hex with Bonaparte or, if Bonaparte is not in play, with any other
5. Scenario III: Marengo Additions
Apply the following rules from Scenario III: Marengo
6. Victory Conditions
Alliance Phase, Supply and British Forces and Bavaria (do not apply Reduced French Quality and Austrian Morale)
7. Reinforcements, but also retain the Replacements rules from 1799.
8. Do not use the Charles option, but players may agree to add the Moreau option.



VI. SPAIN 1808: DOS DE MAYO TO CORUNNA

A. INTRODUCTION

While Scenario XI (The Penninsular War 1808–1814) allows players to recreate the entire campaign in Spain, Portugal and southern France, that can potentially go on for over 70 turns. Although Scenario XII (Spain 1811–1814) is at most half that many turns, it, like XI, makes for a major commitment of time. For those players who wish to fight this campaign in smaller bites, we present a series of much shorter scenarios, in chronological order, starting with this one, which begins with the Spanish uprising of May 2, 1808 (the “Dos de Mayo”), continues through Napoleon’s invasion and exit from Spain, and concludes with the date of the British evacuation at Corunna—the Dunkirk of the Napoleonic Wars.

B. GAME EQUIPMENT, VICTORY CONDITIONS, SPECIAL RULES ETC.

1. For this scenario ALL sections of the Scenario XI rules apply. These include Game Equipment, Victory Conditions, Special Rules, Initial Deployment, and Reinforcements and Replacements, with the modifications noted below.
 2. Victory Conditions 1 and 2 still apply. Ignore Victory Conditions 3, 4, and 5. Add the following Victory Condition: There are 15 Major Cities in Spain and Portugal (including Gibraltar). Victory Points are awarded at the end of the game for each city as follows:
 - a. The French player receives victory points for cities in their control, unbesieged AND in supply as follows:
 - Madrid, Lisbon and Gibraltar: 5 points each
 - All other Major Cities in Spain and Portugal: 1 point each.
 - If there are NO English* units in any Major City in Spain: 5 points
 - If there are NO English* units in any Major City in Portugal: 5 points
- (*For purposes of these victory conditions, English Satellite forces are ignored. In addition, as Gibraltar is technically not part of Spain, English forces in Gibraltar are ignored for purposes of these victory conditions.)
- b. The Non-French player receives victory points for cities in their control and unbesieged, regardless of whether they are in supply or not.
 - Madrid, Lisbon and Gibraltar: 5 points each
 - All other Major Cities in Spain and Portugal: 1 point each.
 - c. The French player wins if the French player controls Madrid, in supply and unbesieged, AND the French victory point total exceeds the Non-French total by 10 points or more.
 - d. If the Non-French player controls Madrid and Lisbon,

unbesieged, and has more points than the French player, the Non-French player scores a major victory.

- e. ANY other result is a tactical victory for the Non-French player (the war continues, and remains a drain on French resources, i. e. the “Spanish Ulcer”).
3. The game ends at the conclusion of the January 1809 turn.
4. Tournament Play Option: Players may agree to play the scenario twice, with each player as the French in one game. Whichever player scored the higher as the French wins the match.



VII. SPAIN 1809: THE TALAVERA CAMPAIGN

A. INTRODUCTION

While Scenario XI (The Penninsular War 1808–1814) allows players to recreate the entire campaign in Spain, Portugal and southern France, that can potentially go on for over 70 turns. Although Scenario XII (Spain 1811–1814) is at most half that many turns, it, like XI, makes for a major commitment of time. For those players who wish to fight this campaign in smaller bites, we present a series of much shorter scenarios, in chronological order. This scenario, which takes place in 1809 (during which Sir Arthur Wellesly won the battles of the Douro and Talavera,) is the second in that series.

B. GAME EQUIPMENT, VICTORY CONDITIONS, SPECIAL RULES ETC.

1. For this scenario ALL sections of the Scenario XI rules apply. These include Game Equipment, Victory Conditions, Special Rules, Initial Deployment, and Reinforcements and Replacements, with the modifications noted below.
2. Victory Conditions 1 and 2 still apply. Ignore Victory Conditions 3, 4, and 5. Add the following Victory Condition: There are 15 Major Cities in Spain and Portugal (including Gibraltar). Victory Points are awarded at the end of the game for each city as follows:
 - a. The French player receives victory points for cities in their control, unbesieged AND in supply as follows:
 - Madrid, Lisbon and Gibraltar: 5 points each
 - All other Major Cities in Spain and Portugal: 1 point each.
 - If there are NO English* units in any Major City in Spain: 5 points
 - If there are NO English* units in any Major City in Portugal: 5 points

(* For purposes of these victory conditions, English Satellite forces are ignored. In addition, as Gibraltar is technically not part of Spain, English forces in Gibraltar are ignored for purposes of these victory conditions.)

- b. The Non-French player receives victory points for cities in their control and unbesieged, regardless of whether they are in supply or not.

- Madrid, Lisbon and Gibraltar: 5 points each
 - All other Major Cities in Spain and Portugal: 1 point each.
- c. The French player wins if the French player controls Madrid, in supply and unbesieged, AND the French victory point total exceeds the Non-French total by 5 points or more. (NB: As opposed to 10 victory points in the 1808 Scenario—in which the French had Napoleon, several 2-point leaders and the Guard, all of which are absent in this scenario.)
 - d. If the Non-French player controls Madrid and Lisbon, unbesieged, and has more points than the French player, the Non-French player scores a major victory.
 - e. ANY other result is a tactical victory for the Non-French player (the war continues, and remains a drain on French resources, i. e. the “Spanish Ulcer”).
3. The game begins in April, 1809 and ends at the conclusion of the December 1809 turn.
 4. Tournament Play Option: Players may agree to play the scenario twice, with each player as the French in one game. Whichever player scored the higher as the French wins the match.

C. INITIAL DEPLOYMENT

1. French Player (deploys first)
 - a. French forces:
 - At Madrid: Joseph, Jourdan 3I, 1C
 - At Oporto: Sult, Victor 5I, 1C
 - At Barcelona: Leader (0), 1I
 - At Bayonne: Leader (0), 2I
 - At K8, K9, K10, L4, Toulouse, Bordeaux, Corunna, Burgos, San Sebastian, Ciudad Rodrigo, Toledo, Talavera, Saragossa and Pamplona: 1I (each)
 - In French Force Pool: 3I
 - b. French satellite forces:
 - At Madrid: 1I (Sp)
 - At Oporto: 1I (Sz)
 - At Barcelona 1I (I)
2. Non-French Player
 - a. Spanish forces:
 - At Valencia: Blake, 3I, 2M, 1C
 - At Seville: Castanos, 3M
 - At Granada: Cuesta, 3M
 - At Badajoz: Palafox, 4I, 1C
 - In any vacant mountain hex in Spain: 3P (no more than one per hex)
 - In Spanish Force Pool: 10I, 1C, 2M, 3P
 - b. English forces:

- At Lisbon: Wellington, Beresford, Uxbridge, Leader (0), 5I
- At Gibraltar: 1I
- c. English satellite forces:
 - At Lisbon: 1I(K), 1I (Pt), 1M (Pt)
 - At Vimiero: 1M (Pt)
 - In any vacant mountain hex in Portugal: 1P
 - In English Satellite Force Pool: 7I, 1C, 5M, 2P (all are Pt)

D. REINFORCEMENTS AND REPLACEMENTS

1. As per Scenario XI, starting with the May 1809 turn.



VIII. SPAIN 1810: THE LINES OF TORRES VEDRAS

A. INTRODUCTION

While Scenario XI (The Penninsular War 1808–1814) allows players to recreate the entire campaign in Spain, Portugal and southern France, that can potentially go on for over 70 turns. Although Scenario XII (Spain 1811–1814) is at most half that many turns, it, like XI, makes for a major commitment of time. For those players who wish to fight this campaign in smaller bites, we present a series of much shorter scenarios, in chronological order. This scenario, the third in the series, takes place in 1810, occurs at the height of French power, with much of the Peninsula either in French control or under siege, and the English under Wellington driven back to Lisbon.

B. GAME EQUIPMENT, VICTORY CONDITIONS, SPECIAL RULES ETC.

1. For this scenario ALL sections of the Scenario XI rules apply. These include Game Equipment, Victory Conditions, Special Rules, Initial Deployment, and Reinforcements and Replacements, with the modifications noted below.
 2. Victory Conditions 1 and 2 still apply. Ignore Victory Conditions 3, 4, and 5. Add the following Victory Condition: There are 15 Major Cities in Spain and Portugal (including Gibraltar). Victory Points are awarded at the end of the game for each city as follows:
 - a. The French player receives victory points for cities in their control, unbesieged AND in supply as follows:
 - Madrid, Lisbon and Gibraltar: 5 points each
 - All other Major Cities in Spain and Portugal: 1 point each.
 - If there are NO English* units in any Major City in Spain: 5 points
 - If there are NO English* units in any Major City in Portugal: 5 points
- (*For purposes of these victory conditions, English Satellite

forces are ignored. In addition, as Gibraltar is technically not part of Spain, English forces in Gibraltar are ignored for purposes of these victory conditions.)

- b. The Non-French player receives victory points for cities in their control and unbesieged, regardless of whether they are in supply or not.
 - Madrid, Lisbon and Gibraltar: 5 points each
 - All other Major Cities in Spain and Portugal: 1 point each.
 - c. The French player wins if the French player controls Madrid, in supply and unbesieged, AND the French victory point total exceeds the Non-French total by 10 points or more (as the French are already at their peak).
 - d. If the Non-French player controls Madrid and Lisbon, unbesieged, and has more points than the French player, the Non-French player scores a major victory.
 - e. ANY other result is a tactical victory for the Non-French player (the war continues, and remains a drain on French resources, i. e. the “Spanish Ulcer”).
3. The game begins in April, 1810 and ends at the conclusion of the December 1810 turn.
 4. Tournament Play Option: Players may agree to play the scenario twice, with each player as the French in one game. Whichever player scored the higher as the French wins the match.

C. INITIAL DEPLOYMENT

1. French Player (deploys first)

- a. French forces:
 - At Madrid: Joseph, Bessieres 3I
 - At: Ciudad Rodrigo, Marmont, 4I, 1C
 - At Oporto: Massena, Victor, 8I, 1C
 - At Barcelona: Leader (0), 1I
 - At Bayonne: Leader (0), 5I
 - At K8, K9, K10, L4, Toulouse, Bordeaux, Corunna, Burgos, San Sebastian, Toledo, Talavera, Saragossa, Badajoz, Toledo and Pamplona: 1I (each)

In French Force Pool: 5I

b. French satellite forces:

- At Madrid: 1I (Sp)
- At Oporto: 1I (Sz)
- At Barcelona 1I (I)

2. Non-French Player

a. Spanish forces:

- At Valencia: Blake, 3I, 2M, 1C
- At Cadiz: Castanos, 3M
- At Granada: Cuesta, 3M
- At Seville: Palafox, 2I, 1C
- At Cordoba: 2M
- In any vacant mountain hex in Spain: 3P (no more than one per hex)

- In Spanish Force Pool: 14I, 1C, 3P
 - b. English forces:
 - At G2 (Entrenched) Wellington, Uxbridge, 5I
 - At Lisbon: Beresford, Leader (0),
 - At Gibraltar: 1I
 - c. English satellite forces:
 - At G2 (Entrenched) Lisbon: 1I(K), 2I (Pt), 2M (Pt)
 - At Lisbon: 1I (Pt), 2M (Pt)
 - At Vimiero: 2M (Pt)
 - In any vacant mountain hex in Portugal: 1P
- In English Satellite Force Pool: 4I, 1C, 2P (all are Pt)

D. REINFORCEMENTS AND REPLACEMENTS

1. As per Scenario XI, starting with the May 1810 turn.



IX. SPAIN 1811: FUENTES DE ONORO AND ALBUERA

A. INTRODUCTION

While Scenario XI (The Peninsular War 1808–1814) allows players to recreate the entire campaign in Spain, Portugal and southern France, that can potentially go on for over 70 turns. Although Scenario XII (Spain 1811–1814) is at most half that many turns, it, like XI, makes for a major commitment of time. For those players who wish to fight this campaign in smaller bites, we present a series of much shorter scenarios, in chronological order, of which this is the fourth. It covers the epic battles of Fuentes de Onoro and Albuera, in which Wellington defeated Marshals Soult and Massena, and drove the French from Portugal.

B. GAME EQUIPMENT, VICTORY CONDITIONS, SPECIAL RULES ETC.

1. For this scenario ALL sections of the Scenario XII (Spain: 1811-1814) rules apply. These include Game Equipment, Victory Conditions, Special Rules, Initial Deployment, and Reinforcements and Replacements, with the modifications noted below.
2. Victory Conditions 1 and 2 from Scenario XI (The Peninsular War) still apply. Ignore Victory Conditions 3, 4, and 5. Add the following Victory Condition: There are 15 Major Cities in Spain and Portugal (including Gibraltar). Victory Points are awarded at the end of the game for each city as follows:
 - a. The French player receives victory points for cities in their control, unbesieged AND in supply as follows:
 - Madrid, Lisbon and Gibraltar: 5 points each
 - All other Major Cities in Spain and Portugal: 1 point each.
 - If there are NO English* units in any Major City in Spain: 5 points

- If there are NO English* units in any Major City in Portugal: 5 points

(* For purposes of these victory conditions, English Satellite forces are ignored. In addition, as Gibraltar is technically not part of Spain, English forces in Gibraltar are ignored for purposes of these victory conditions.)

- b. The Non-French player receives victory points for cities in their control and unbesieged, regardless of whether they are in supply or not.
 - Madrid, Lisbon and Gibraltar: 5 points each
 - All other Major Cities in Spain and Portugal: 1 point each.
 - c. The French player wins if the French player controls Madrid, in supply and unbesieged, AND the French victory point total exceeds the Non-French total by 10 points or more.
 - d. If the Non-French player controls Madrid and Lisbon, unbesieged, and has more points than the French player, the Non-French player scores a major victory.
 - e. ANY other result is a tactical victory for the Non-French player (the war continues, and remains a drain on French resources, i. e. the “Spanish Ulcer”).
3. The game begins in April 1811 and ends at the conclusion of the December 1811 turn.
 4. Tournament Play Option: Players may agree to play the scenario twice, with each player as the French in one game. Whichever player scored the higher as the French wins the match.

C. INITIAL DEPLOYMENT

1. Initial Deployment is as per Scenario XII with the following exceptions:

- a. French Player (sets up first): add:
 - At Vimiero: Massena, 5I, 1C
 - At Oporto: 1I

(Note: Many French units will be the Scenario unsupplied)

2. Non-French Player: Spanish forces are placed as noted in Scenario XII.

3. English forces are placed as follows, instead of as noted in Scenario XII:

- At Hex G2 (Entrenched): Wellington, 4I,
- At Lisbon: Beresford, Hill, 1I, 2I (Pt). 1C (Pt)
- At Gibraltar: Leader (0), 1I

4. English satellite forces are placed as follows, instead of as noted in Scenario XII:

- At Hex G2 (Entrenched) 1I (K), 2I (Pt)
- At Lisbon: 2I (Pt). 1C (Pt), 2M (Pt)
- Any Vacant Hexes in Portugal: 3P (no more than one per hex)
- In English Force Pool: 4I (Pt), 4M (Pt)

D. REINFORCEMENTS AND REPLACEMENTS

1. Reinforcement and Replacement rules from Scenario XII apply.



X. SPAIN 1812: INTO THE BREACH ONCE MORE

v2.0

A. INTRODUCTION

While Scenario XI (The Peninsular War 1808-1814) allows players to recreate the entire campaign in Spain, Portugal and southern France, that can potentially go on for over 70 turns. Although Scenario XII (Spain 1811–1814) is at most half that many turns, it, like XI, makes for a major commitment of time. For those players who wish to fight this campaign in smaller bites, we present a series of much shorter scenarios, in chronological order, of which this is the fifth. It opens with a January offensive by Wellington, who attacked while the French were still scattered in winter quarters. It covers the bloody breaches at Ciudad Rodrigo, Badajoz and Burgos (the last of those being one of Wellington's rare defeats) as well as the great battle of Salamanca and the recapture of Madrid.

B. GAME EQUIPMENT, VICTORY CONDITIONS, SPECIAL RULES ETC.

1. For this scenario ALL sections of the Scenario XII (Spain: 1811-1814) rules apply. These include Game Equipment, Victory Conditions, Special Rules, and Reinforcements and Replacements, with the modifications noted below.
2. Victory Conditions 1 and 2 from Scenario XI (The Peninsular War) still apply. Ignore Victory Conditions 3, 4, and 5. Add the following Victory Condition: There are 15 Major Cities in Spain and Portugal (including Gibraltar). Victory Points are awarded at the end of the game for each city as follows:
 - a. The French player receives victory points for cities in their control, unbesieged AND in supply as follows:
 - Madrid, Lisbon and Gibraltar: 5 points each
 - All other Major Cities in Spain and Portugal: 1 point each.
 - If there are NO English* units in any Major City in Spain: 5 points
 - If there are NO English* units in any Major City in Portugal: 5 points

(* For purposes of these victory conditions, English Satellite forces are ignored. In addition, as Gibraltar is technically not part of Spain, English forces in Gibraltar are ignored for purposes of these victory conditions.)

 - b. The Non-French player receives victory points for cities in their control and unbesieged, regardless of whether they are in supply or not.
 - Madrid, Lisbon and Gibraltar: 5 points each

- All other Major Cities in Spain and Portugal: 1 point each.
- c. The French player wins if the French player controls Madrid, in supply and unbesieged, AND the French victory point total exceeds the Non-French total by 5 points or more.
 - d. If the Non-French player controls Madrid and Lisbon, unbesieged, and has more points than the French player, the Non-French player scores a major victory.
 - e. ANY other result is a tactical victory for the Non-French player (the war continues, and remains a drain on French resources, i. e. the “Spanish Ulcer”).
3. The game begins in January 1812 and ends at the conclusion of the December 1812 turn.
 4. Tournament Play Option: Players may agree to play the scenario twice, with each player as the French in one game. Whichever player scored the higher as the French wins the match.

C. INITIAL DEPLOYMENT

1. Initial Deployment (French player sets up first)

- a. French forces:
 - At Pamplona: 1I
 - At Seville: Sout, 2I, 1C
 - At Madrid: Joseph
 - At K8: Marmont, 2I, 1C
 - At K9: Leader (0), 2I
 - At L6: Leader (0), 2I
 - At N7: Leader (0), 2I
 - At I14: Leader (1), 3I
 - At H5 Leader (1), 2I
 - At F7, K16, K10, O16, Pamplona, Toulouse, Bordeaux, Bayonne, San Sebastian, Burgos, Toledo, Cordoba, Badajoz, and Ciudad Rodrigo, 1I each.

In French Force Pool: 5I, 2C

b. French Satellite forces:

- At Barcelona: 1I (I)
 - At Saragosa: 1I (I)
 - At Pamplona: 1I (N)
 - At Seville: 1I (Po)
 - At Granada: 1I (R)
 - At Talavera: 1I (R)
 - At Madrid: 1I (Sp)
 - At I14: 1I (I), 1C (I)
- c. In French Satellite Force Pool: 1I (Sz), 1I (I), 1C (I)

2. Non-French Player:

a Spanish Forces:

- At L5: La Romana, 2I
- At Valencia: Blake, 2I, 1C, 1M
- At Cadiz: Castanos, 2I, 4M
- At Cartagena: Cuesta, 2I, 4M

- At Baylen: Palafox, 2I, 1M
- In any vacant non-clear hex in Spain: 6P (no more than one per hex)

In Spanish Force Pool: 4I, 2C

b. English Forces:

- At L4: Wellington, Uxbridge, 1C, 5I
- At Lisbon: Beresford
- At G3: Hill, 2I
- At Gibraltar: Leader (0), 2I

In English Force Pool: 1I

c. English Satellite Forces:

- At L4: 1I (K), 2I (Pt)
- At Lisbon: 2I (Pt), 3M
- At Oporto, Vimiero and Lagos: 1M each.
- At G3: 1I (Pt)
- In any vacant hex in Portugal (no more than 1 per hex) 3P
- In English Satellite Force Pool: 4I (Pt), 1C (Pt)

D. REINFORCEMENTS AND REPLACEMENTS

1. Reinforcement and Replacement rules from Scenario XII apply, starting with the February turn.



XI SPAIN 1813: WELLINGTON'S VICTORY

A. INTRODUCTION

While Scenario XI (The Peninsular War 1808-1814) allows players to recreate the entire campaign in Spain, Portugal and southern France, that can potentially go on for over 70 turns. Although Scenario XII (Spain 1811-1814) is at most half that many turns, it, like XI, makes for a major commitment of time. For those players who wish to fight this campaign in smaller bites, we present a series of much shorter scenarios, in chronological order, of which this is the sixth. It is 1813. After the disaster in Russia, and with enemies pressing in on all fronts, there is no longer any real chance to subjugate Spain. The best the French can hope for is to hold on to an enclave in the north that will serve as a redoubt to protect the south of France. The point system used in the previous five scenarios is adjusted to reflect this. For those who wish to take the campaign in Spain to its final conclusion, we suggest Scenario IX: Napoleon at Bay- 1814, which includes Marshal Soult's defense of the Pyrennes and Wellington's breakthrough, as well as Napoleon's efforts to fend off the invasion of France by Russia, Prussian, and Austrian forces.

B. GAME EQUIPMENT, VICTORY CONDITIONS, SPECIAL RULES ETC.

1. For this scenario ALL sections of the Scenario XII (Spain: 1811-1814) rules apply. These include Game Equipment,

Victory Conditions, Special Rules, and Reinforcements and Replacements, with the modifications noted below.

2. Victory Conditions 1 and 2 from Scenario XI (The Peninsular War) still apply. Ignore Victory Conditions 3, 4, and 5. Add the following Victory Condition:
 - a. The French score 2 points for each of Bayonne, Toulouse and Bordeaux in French control, and 3 points for each Major City in Spain in control and unbesieged at the conclusion of the December 1813 turn. Should the French control Madrid, in supply, and unbesieged they score an additional 5 points.
 - b. The Non-French score 5 points if at the conclusion of the December 1813 no Major City in Spain contains any French units. An additional 5 points is scored for each of Bayonne, Toulouse and Bordeaux which are controlled by the Non-French and in supply.
3. The game begins in January 1813 and ends at the conclusion of the December 1813 turn.
4. Tournament Play Option: Players may agree to play the scenario twice, with each player as the French in one game. Whichever player scored the higher as the French wins the match.

C. INITIAL DEPLOYMENT

1. Initial Deployment (French player sets up first)

- a. French forces:
 - At Madrid: Joseph, 1I
 - At Toledo: Soult, 2I, 1C
 - At L7: Marmont, 2I, 1C
 - At Valencia: Leader (1), 2I
 - At Burgos: Leader (0), 2I
 - At Bayonne: Leader (0) 2I
 - At K9, K10, O16, Toulouse, Bordeaux, and San Sebastian: 1I each.

In French Force Pool: 5I, 2C

b. French Satellite forces:

- At Barcelona: 1I (I)
- At Saragosa: 1I (I)
- At Pamplona: 1I (N)
- At Toledo: 1 (R)
- At Talavera: 1I (R)
- At Madrid: 1I (Sp)
- At Valencia: 1I (I), 1C (I)
- At K16 and I14, 1(I) each

In French Satellite Force Pool: 1I (Sz), 1I (I), 1C (I)

2. Non-French Player:

a Spanish Forces:

- At O7: Castanos, 2I, 1M
- At Ciudad Rodrigo: La Romana, 2I, 1C
- At Cartagena: Blake, 2I, 1M

- At Cadiz: Cuesta: 2I, 4M
- At Seville: Palafox, 2I, 4M
- In any vacant non-clear hex in Spain: 6P (no more than one per hex)

In Spanish Force Pool: 4I, 2C

b. English Forces:

- At L4: Wellington, Uxbridge, 1C, 5I
- At Lisbon: Beresford
- At I5: Hill, 2I
- At Gibraltar: 1I
- At Cartagena: Leader (0), 2I

In English Force Pool: 1I

c. English Satellite Forces:

- At L4: 1I (K), 2I (Pt)
- At Lisbon: 2I (Pt), 3M
- At Oporto, Vimiero and Lagos: 1M each.
- At I5: 1I (Pt)
- In any vacant hex in Portugal (no more than 1 per hex) 3P

In English Satellite Force Pool: 4I (Pt), 1C (Pt)

D. REINFORCEMENTS AND REPLACEMENTS

1. Reinforcement and Replacement rules from Scenario XII apply, starting with the February turn.



NAPOLEON AT THE BATTLE OF AUSTERLITZ

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