War & Peace

GRAND CAMPAIGN Scenario

THE GRAND CAMPAIGN GAME: WAR AND PEACE 1805–1815

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A. INTRODUCTION

On December second, 1804, Napoleon Bonaparte was coronated Emperor of France. By placing the crown upon his head with his own hands, Bonaparte brought Europe to the brink of war. For by its very nature, the act of self-coronation threatened the rule and challenged the legitimacy of every government then in existence.

To safeguard the sanctity of divine right and position based on noble birth, the European monarchies branded Bonaparte an international outlaw and pledged to remain at war with France until the Corsican usurper was overthrown and the Bourbon rule restored. For the next ten years, the fate of the French Empire rested on the abilities of one man; as a warrior, and as a peacemaker.

The Grand Campaign Game is based upon the Standard Game scenarios but in length and scope it far surpasses them. Including naval units, production, and a self-regulating political system which still leaves room for inter-player diplomacy, the Grand Campaign Game is especially well suited for traditional two player gaming as well as solitaire or multi-player games.

The Grand Campaign Game (GCG) contains special rules. In certain instances, these rules may conflict with the Standard Game (SG) rules. Whenever such a conflict occurs, the Grand Campaign Game rules supersede the Standard Game rules.

B. GAME EQUIPMENT

1. The game is played on all four map board areas.

2. The game requires units of all major and minor states.

3. The map board which includes the Campaign Turn Sequence, the Naval Results Tables, and the Force Pool Display, is used in this game.

C. VICTORY CONDITIONS

Victory Condition number 1 should be used for all sessions. The remaining rules are divided by the number of players involved. Use only the victory conditions relevant to the number of players in the session.

1. The scenario begins at the start of September 1805 and ends in August 1815 unless an automatic victory is achieved through any of the following conditions:

   a. The game ends if a player achieves an automatic victory.

   b. The game may be terminated at the end of any turn by mutual agreement of all of the players. The player in control of the most production cities is the winner. If two or more players control an equal number of production cities they may be considered joint victors.

   c. Only the cities that are marked with a red, blue, or black production symbol are counted as production cities for victory determination.

   d. Only the cities that are marked with the port anchor symbol are counted as port cities for victory determination.

   e. The player who controls the largest number of strength points which occupy a city hex is considered to control the city in that hex at the end of the game.

   f. The player who controls the city that enables a conquest at the moment of conquest is considered to be the conqueror of that state.

   g. If Napoleon returns from exile and France is conquered the game ends automatically at the instant of conquest.

2-Player Game and Solo Play: England vs. France

2. The French player wins a Decisive automatic victory under either of the following conditions.

   a. If the French player conquers England and controls at least fifteen production cities (anywhere on the map) at the instant of conquest/control. The cities controlled must include Paris and may include those within England.

   b. If the French player controls Paris and Moscow and controls at least thirty five port cities (anywhere on the map) at the instant of control. The port cities controlled must include Lisbon and Antwerp.

3. The French player may win a Marginal automatic victory if the following condition is met.

   a. If the French player controls Paris and Moscow and controls at least nineteen port cities that are also major cities or capital cities (anywhere on the map) at the instant of control. The port cities controlled must include Antwerp, Corunna, Hamburg, Konigsberg, and Lisbon. At the instant the conditions are met the French player may accept an automatic victory. If the French player refuses to accept the victory this condition may not be accepted for the remainder of the game.

4. The French player wins a Marginal victory if the following condition is met.

   a. If there is at least one un-besieged French strength point inside Paris at the end of the game. All of the following conditions must also be met: (1) France is an active (non-neutral) state which has never been conquered. (2) Spain was invaded by France prior to 1809. (3) Russia was invaded prior to 1813. (4) France controls at least four production cities (anywhere on the map). ***Note:*** *See Invasions, below, for Spain and Russia.*

5. The game ends in a draw if the following condition is met.

   a. If Napoleon returns from exile and there is at least one un-besieged French strength point inside Paris at the end of the game, neither player is victorious.

6. The English player wins a Marginal victory if the following condition is met.

   a. If there is at least one un-besieged French strength point inside Paris at the end of the game. All of the following conditions must also be met: (1) France is an active (non-neutral) state which has never been conquered. (2) Spain was invaded by France prior to 1809. (3) Russia was invaded prior to 1813. (4) France controls fewer than four production cities (anywhere on the map). ***Note:*** *See Invasions, below, for Spain and Russia.*

7. The English player wins a Decisive automatic victory if the following condition is met.

   a. If Napoleon returns from exile and the English player conquers France at the instant of conquest.

8. The English player wins a Decisive victory if none of the previous conditions are met.

3-Player Game

9. Use the 2-Player Game Victory Conditions numbers 2–5.

10. The player controlling Austria, England, and Spain wins a Marginal victory if the following condition is met.

    a. If Austria, England or Spain conquers France, Prussia was conquered 1 or more times, Austria was conquered 2 or fewer times and Spain was never conquered by France.

11. The player controlling Prussia and Russia wins a Marginal victory if the following condition is met.

    a. If Prussia or Russia conquers France, Austria was conquered 2 or more times, Prussia was conquered 1 or fewer times and Russia was never conquered by France.

12. The player controlling Austria and England wins a Decisive automatic victory if the following condition is met.

    a. If Napoleon returns from exile, Austria, England or Spain controls Paris at the end of the game, Prussia was conquered 1 or more times, Austria was conquered 2 or fewer times and Spain was never conquered by France.

13. The player controlling Prussia and Russia wins a Decisive automatic victory if the following condition is met.

    a. If Napoleon returns from exile, Prussia or Russia controls Paris at the end of the game, Austria was conquered 2 or more times, Prussia was conquered 1 or fewer times and Russia was never conquered by France.

14. The player controlling Prussia and Russia wins a Decisive victory if the following condition is met.

    a. If there are no un-besieged French strength points inside Paris at the end of the game, Austria was conquered 3 or more times, Prussia was conquered 1 or fewer times, and Russia was never conquered by France.

15. The player controlling Austria, England and Spain wins a Decisive victory if none of the other 3-Player Game conditions are met (including 2–5).

4-Player Game

16. Use the 2-Player Game Victory Conditions numbers 2–5.

17. The player controlling Austria and Prussia wins a Marginal victory if the following condition is met.

    a. If either Spain or Russia was conquered by France at least once, Austria was conquered 2 or fewer times, Prussia was conquered 1 or fewer times, and either Austria or Prussia conquers France.

18. The player controlling England and Spain wins a Marginal victory if the following condition is met.

    a. If Spain was never conquered by France, Austria was conquered 2 or more times, Prussia was conquered 1 or more times, and either England or Spain conquers France.

19. The player controlling Russia wins a Marginal victory if the following condition is met.

    a. If Russia is never conquered by France, Austria was conquered 2 or more times, Prussia was conquered 1 or more times, and Russia conquers France.

20. The player controlling Austria and Prussia wins a Decisive automatic victory if the following condition is met.

a. If Napoleon returns from exile, either Spain or Russia was conquered by France at least once, Austria was conquered 2 or fewer times, Prussia was conquered 1 or fewer times, and either Austria or Prussia controls Paris at the end of the game.

21. The player controlling England and Spain wins a Decisive automatic victory if the following condition is met.

a. If Napoleon returns from exile, Spain was never conquered by France, Austria was conquered 2 or more times, Prussia was conquered 1 or more times, and either England or Spain controls Paris at the end of the game.

22. The player controlling Russia wins a Decisive automatic victory if the following condition is met.

a. If Napoleon returns from exile, Russia is never conquered by France, Austria was conquered 2 or more times, Prussia was conquered 1 or more times, and Russia controls Paris at the end of the game.

23. The player controlling Russia wins a Decisive victory if the following condition is met.

a. If there are no un-besieged French strength points inside Paris at the end of the game, Russia was never conquered by France and one of the following is also true: (1) Austria was conquered 3 or more times and Prussia was conquered at least once, or (2) Prussia was conquered 2 or more times and Austria was conquered at least twice.

24. The player controlling England and Spain wins a Decisive victory if none of the other 4-Player Game conditions are met (including 2–5).

5-Player Game

25. Same as the 4-Player Game. The English and the Spanish player each get credit for any victory by England and/or Spain.

D. INITIAL POLITICAL STATUS AND MULTI-PLAYER RULES

1. Major States

At the start of the game, the political status of the six major states is as follows:

a. Pro-French states: France and Spain.

b. Anti-French states: England, Austria and Russia.

c. Neutral states: Prussia.

2. Minor States

At the start of the game, the political status of the minor states is as follows:

a. French satellite states: Bavaria, Holland, Italy, Switzerland, and Wurtemburg.

b. English satellite states: Egypt, Malta, and Portugal.

c. Prussian satellite states: Brunswick, Hesse, and Saxony.

d. Austrian satellite states: The city of Munich is Austrian controlled but Bavaria is a French satellite.

d. Neutral minor states: Denmark and Sweden.

e. Unformed minor states: Dalmatia, Naples, Poland, the Rhine Confederation, and Westphalia (these are states which the French player may create during the game, usually by occupying the state's production city — see GCG section H).

f. Hanover is unformed and controlled by France.

Note: The political status of all minor states and any major state which is not controlled by an individual player is subject to the Alliance rules (see GCG section G) along with any rules relevant to each state.

3. Number of Players

By following the guideline provided below, WAR AND PEACE may be played solitaire, or by as many as five players:

a. **Solitaire:** The player controls the units of all states in a fair manner, pursuing an automatic French victory while moving pro-French units, and attempting to gain control of Paris while moving anti-French units. With the exception of France and England, the political status of all major and minor states is subject to the Alliance rules. France is a permanent pro-French state. England is a permanent anti-French state.

b. **Two players:** The French player controls all pro-French states. The non-French (English) player controls all anti-French states. If a neutral state is invaded by either player, it immediately joins the faction controlled by the opposing player. France and England are directly controlled for the alliance die roll.

c. **Three players:** The French player controls all pro-French states. One player controls Austria and England and will control Spain if it becomes anti-French. One player controls Prussia and Russia. France and England are directly controlled for the alliance die roll.

d. **Four players:** The French player controls all pro-French states. One player controls England and will control Spain if it becomes anti-French. One player controls Austria and Prussia. One player controls Russia. Only Prussia and Spain are *not* directly controlled for the alliance die roll.

e. **Five players:** As in a four player game but including a separate Spanish player who controls all Spanish forces. The English and Spanish players are coop — a victory for one will result in a victory for the other. Only Prussia is *not* directly controlled for the alliance die roll.

E. CAMPAIGN TURN SEQUENCE

Note: The Campaign Turn Sequence is used in this game instead of the standard sequence of play. The Campaign Turn Sequence proceeds as follows:

1. Neutral Player(s) Segment

Note: During this segment, each player who controls a neutral major state is considered an active player.

a. **Naval Phase:** The active player may move the naval units he controls in accordance with the Naval Movement rules. Neutral naval units may not initiate any form of naval

combat (see GCG section F).

b. **Production Phase:** The active player may purchase units from his nation's Force Pool and deploy these units on the map board in accordance with the Production rules (see GCG section J).

c. **Ground Movement Phase:** The active player may move the leaders and army units he controls in accordance with the standard Movement rules. Neutral units may not leave their home country or initiate any form of combat. ***Note:*** *The units of a neutral state which is not controlled by an individual player may not be moved until the state joins either the pro or anti-French faction during an Alliance Phase or as a result of being invaded by pro or anti-French forces.*

d. **Alliance Phase:** The active player must announce if he is remaining neutral or joining either the pro or anti-French faction. If an active player joins either faction, the marker representing his state is immediately repositioned on the Alliance Display. When a player joins either faction, his state immediately forfeits its neutrality. ***Note:*** *No player may join the pro-French faction without the consent of the French player.*

2. Pro-French Player(s) Segment

Note: *During this segment, each player who controls a pro-French major state is considered an active player.*

a. **Naval Phase:** Proceed as in l a, above.

b. **Attrition Phase:** The French player follows the standard Attrition rules-the die roll he executes is used to determine the effect of attrition in each hex occupied by active (pro-French) units.

c. **Alliance Phase:** The French player rolls the die to alter the political status of one major state (see GCG section G).

d. **Production Phase:** Proceed as in 1b, above.

e. **Ground Movement Phase:** Proceed as in 1c, above. Each active player may move his own units or may allow another active player to move his units. The movement of all active players' forces occurs simultaneously during this phase.

f. **Combat Phase:** The active player initiates and resolves all combat in accordance with the standard Combat rules. Each active player may allow another active player to control his units for combat purposes. An active player may only initiate combat against a force controlled by an inactive player.

3. Anti-French Player(s) Segment

Note: *During this segment, each player who controls an anti-French major state is considered an active player. This segment proceeds exactly like the preceding segment except that the English player rolls the die during the Attrition and Alliance Phases.*

4. End

At the end of the anti-French Player(s) Segment, the Turn marker is advanced and a new turn is immediately initiated.

F. NAVAL UNITS


Naval Strength

Fleet Unit

1. Naval Unit Types

a. There are two types of naval units: squadrons (S) and transports (T). A stack of one or more naval units is referred to as a Fleet.

b. Each squadron unit represents a naval combat unit which possesses a Naval Combat strength of one or two points (as shown on the counter), and a morale value of one (except English squadrons which possess a morale value of two). Squadron units may never transport army units *(Exception: leaders may be transported by squadrons)*.

c. Each transport unit represents a non-combat naval unit with one strength point which possesses the ability to transport production, supply, and army units across all-sea hexsides and from one sea zone to another (see GCG F.3, below).

d. In this game, all major states except Austria and Prussia possess naval units. The minor states which possess naval units include Denmark, Portugal, and Sweden (only).

e. During this game, the only states which may build new naval units are England and France. Other states may replace previously eliminated naval units but may not build new units (see GCG section J).

f. Naval units can suffer attrition while "at sea". If the Attrition die roll is an unmodified 6 and the rolling player has any naval units "at sea" attrition may occur. Roll one die for each sea zone containing naval units of the rolling player. A result of 5 or greater results in Naval Damage to the player's squadrons in the sea zone (see Naval Damage, below). The owning player immediately consults the Naval Attrition Table, cross-referencing with the total number of strength points in the force that is "at sea". The player must immediately mark as damaged a quantity of units as indicated on the Table.
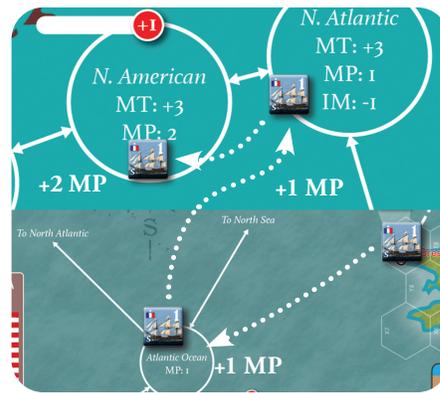
2. Naval Movement

a. All naval units possess a Movement Allowance of four movement points.

b. Naval units may be moved individually or as part of a stack of naval units of the same nationality. Naval units of different nationalities may only move together as one Fleet if they have formed a "Combined Fleet". Naval units in the same alliance that start the naval movement phase in the same sea zone or coastal hex may form a Combined Fleet. Simply stack all units together and move as one stack. Units not in the same stack may not be moved together. ***Note:*** *Units in a combined fleet may be "dropped off" or divided in to smaller Fleets during movement without restriction.*

c. Naval units from Russia or Sweden may not form a "Combined Fleet" with any other major or minor power (including for purposes of combat). Sweden can become a satellite of Russia and may then form a Combined Fleet

with Russian naval units.

d. Naval units may only enter sea zones. Sea zones are divided between coastal hexes and non-coastal areas. Any hex which is partially covered by the blue sea color is considered a coastal hex *(Exception: London and Bordeaux are also considered coastal hexes)*. If such a hex contains a city, the hex is also considered a port hex, is marked with a naval anchor symbol and is considered a port city. Any area on the map board that is completely covered by the blue sea color or is within a white circle is considered to be a non-coastal portion of a sea zone. A naval unit which is in a sea zone, but is not in a coastal hex in that sea zone is considered "at sea".

e. There are sixteen sea zones delineated by white circles on the map board. Solid white boundary lines connect these zones. Four of the sixteen sea zones are also on the map board delineated by dashed white boundary lines and the blue sea color. These are the Atlantic Ocean, the Mediterranean Sea, the North Sea and the Baltic Sea that are the European Sea zones. The remaining twelve are the Global Sea zones. The boundaries between the four European Sea zones are printed in such a way that certain ports lay directly on the boundary. Such ports are considered to be located in both bordering sea zones. Thus, Gibraltar is considered to be in both the Atlantic and Mediterranean Sea zones. Brest and Plymouth border both the Atlantic and North Sea zones. Copenhagen is considered in both the Baltic and North Sea zones. All other ports are clearly inside only one sea zone.

f. During the Naval Phase, the active player may move the naval units he controls into any coastal hex or sea zone within the limit of the naval unit's Movement Allowance. ***Note:*** *Naval units may be moved independently—no leader is required to accompany a moving naval unit.*

g. Wherever sea zones are connected by a solid white line, a moving naval unit may make a change of location between sea zones. A naval unit must expend the movement point cost listed in the sea zone as "MP" to enter the sea zone (exception, movement between sea zones via coastal hexes is allowed and does not require the MP point cost). One movement point is required to enter a port city coastal hex. A naval unit must expend two movement points to enter a non-port coastal hex. If insufficient naval movement points remain to perform the movement the move may not be made. A naval unit may move from a coastal hex to an adjacent coastal hex regardless of the sea zone at the movement cost of the coastal hex. If this movement results in a change of location between sea zones all relevant rules apply. ***Note:*** *No movement cost is expended to move a naval unit between a sea zone delineated by a white circle and a sea zone delineated by dashed white boundary lines so long as the zones are named identically. They are considered to be the same sea zone.*
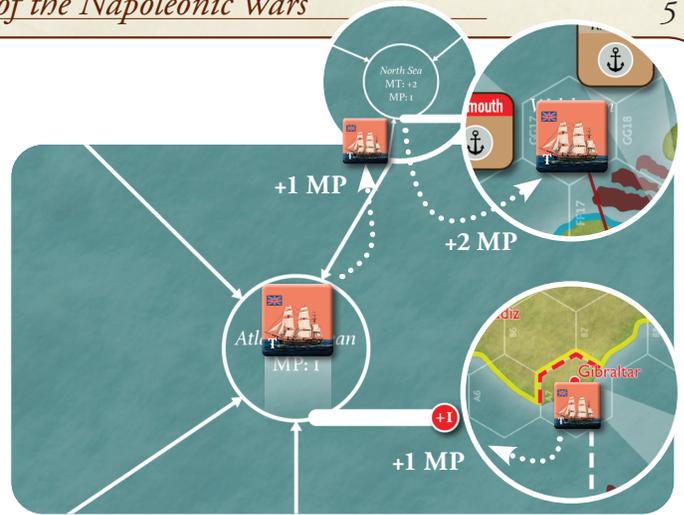
Example #1: At the start of the Naval Phase, the English player is active and wishes to move an English transport from Gibraltar-hex A7(1) to Walcherin Island-hex GG17(2). The transport, which is deployed in Gibraltar at the start of the phase must expend one movement point to enter the Atlantic sea zone. It must spend a second movement point to move from the Atlantic into the North Sea zone. Finally, it must spend two movement points (the remainder of its Movement Allowance) to enter the hex containing Walcherin Island because it is not a port hex.

French Naval unit starts its movement in Brest port

Example #2: At the start of the Naval Phase, the French player is active and wishes to move a Naval unit from the port of Brest to the North America sea zone. The unit would leave Brest and enter the Atlantic naval zone at the cost of one MP. It would then be transferred directly to the Atlantic sea zone on the Global Naval Movement display, and could move to the North Atlantic zone at the cost of one MP, then to the North American zone at the cost of two more MPs.

h. At the end of his Naval Phase, the active player's naval units may occupy any coastal hex, or may remain "at sea" in any sea zone. Units which remain at sea may be positioned anywhere in the non-coastal area of the sea zone they occupy. For convenience, each player's naval units may be deployed as a separate stack within each sea zone.

i. The fortress of Gibraltar is an English possession located in hex A7(l) on the southern coast of Spain. Gibraltar is a special port which cannot be assaulted or besieged as long as it is occupied by at least one army and one naval squadron strength point.

j. Both London and Bordeaux are inland port cities. These should be treated exactly as other port cities. The coastal hexes in which these cities reside may be accessed directly from their corresponding sea zones: neither hex FF13 nor hex S12 must be traversed to move between the port city and the sea zone containing the port city. Hexes FF13 and S12 are treated exactly as other coastal hexes.

3. Naval Transport

a. During his Naval Phase, the active player may transport army units, supplies and English production points via naval movement. A major state's naval transports may only be used to transport army units of the same major state or satellite state thereof. A naval transport of a satellite state may only transport army units of its own or from the major state it is a satellite of. Only English naval units may transport production points. Whenever a unit is being transported by a naval unit, it is placed directly under that naval unit.

b. A naval unit may embark or disembark cargo or army units in any coastal hex (including a friendly controlled port city) it occupies during the Naval Phase. A leader must be present in the hex of embarkation for infantry to embark but is not required to disembark the infantry. There is no movement point cost (neither naval nor ground movement) to embark or disembark cargo or units, however, if an army unit is transported by naval movement it may not move in the Ground Movement Phase (overland) during the same player segment. ***Note:** Army units transported by naval movement are automatically considered supplied for the remainder of the player-segment.*

c. A squadron may only transport leaders. A maximum of ten leaders may be transported

d. A transport unit may transport a maximum of five production or supply points, two infantry strength points, or one cavalry strength point. Two production or supply points may be transported along with one infantry strength point. The transport unit may also transport a maximum of ten leaders regardless of what else is being transported. The numerical markers may be used to represent production or supply points (face-up for supply, face-down for production). In order to transport supply points, a naval unit must begin the Naval Phase inside a port which the active player controls. In order to transport production points, an English naval unit must begin the Naval Phase inside an English production city.

e. Cargo and army units must be disembarked at the end of the Naval Phase. A naval unit may not remain "at sea" with any cargo aboard.

f. The hex in which supply points are disembarked becomes a limited supply source for the remainder of the current player segment. The disembarked supply points may be used to supply an equal number of army strength points which can trace a supply line of three or less movement points from the disembarkation hex to the hex the strength points occupy. Regardless of whether or not the disembarked supply points are used, the numerical marker is removed from the map board at the end of the current Player Segment.

***Note:** Only army strength points of the same color as the naval transport which disembarked the supply points may use the disembarkation hex as a supply source. If even one strength point in a force is unsupplied due to a scarcity of supply points, the entire force is considered unsupplied.*

g. Production points may be disembarked in any coastal hex in a major or minor state. The player who controls that state may use the production points to purchase replacements during the next Production Phase (see GCG section J). All other rules around production also must be applied.

h. If a naval unit is sunk during the Naval Phase, its cargo is automatically eliminated. If a naval unit is captured, its cargo is eliminated and all army units on board become prisoners of war (see GCG section G).

4. Naval Interception

a. Whenever the active player moves a naval unit into a sea zone, the inactive player may attempt to intercept the moving unit(s) with any un-blockaded squadron(s) he controls which is located in that same sea zone. Also, whenever the active player moves a naval unit from a coastal hex to a non-coastal area within the same sea zone the inactive player may attempt to intercept. Both Naval Interception and Naval Pursuit (see GCG section F.5, below) use the Naval Pursuit Table.

b. At the instant the active player's unit(s) perform a movement that is eligible for an interception attempt the inactive player must announce that he wishes to intercept the moving squadrons. The active player must temporarily cease his unit's movement until the inactive player finishes resolving all interception attempts he wishes to make against the moving unit(s).

c. The inactive player may roll the die separately for each squadron attempting to intercept the moving unit(s), may roll the die once for the entire Fleet, or any combination desired so long as it is announced before the die roll(s). If an intercepting squadron is already "at sea", in the same sea zone as the moving unit, the interception die roll is increased by one. The resulting die roll is also adjusted by the Interception Modifier (IM) printed in the sea zone, and by Nelson if relevant (see GCG section F.10., below), and the result is located on the Naval Pursuit Table. If the indicated result is an "I", the inactive player's squadron intercepts the moving unit(s) and may attack the moving unit(s) before the active player may continue his movement. The inactive player may resolve as many interception attempts as he desires, and may then attack the moving unit(s) with all squadrons which succeed in intercepting the active player's force.

d. A squadron inside a blockaded port may never attempt interception.

e. Once a squadron successfully intercepts an opposing naval force, it may not attempt to intercept a different force for the remainder of the Naval Phase.

f. Stationary interception is possible. If at the start of the active player's Naval Movement Phase both the active and the inactive player have Fleets over the "+1" circle on the map for that sea zone the player may attempt an interception on

those units and '+1' is added to the Naval Pursuit Table die roll for this type of interception.

g. At the start of the active player's Naval Movement Phase, following any '+1' interception attempts and before Naval Movement, the active player may move any Fleets (either the active or the inactive player's squadrons or transports) in any sea zone over the "+1" circle on the map in the same sea zone. This is not considered Naval Movement. Fleets may not be placed over the "+1" circle as a part of normal Naval Movement.

h. If a naval unit wishes to leave a sea zone, no interception may be attempted by enemy units in the same sea zone. However, if it enters a new sea zone containing other enemy naval units, those units may attempt to intercept the moving unit(s) during the active player's Movement Phase, taking into account the new sea zone's IM.

i. Interception can only occur with or against one Fleet, including Combined Fleets. If more than one Fleet of different nationalities are in the same sea zone (are not combined) and a stationary interception is attempted the phasing player must announce which Fleet the interception attempt is being made against. If combat results from the interception attempt only the intercepted Fleet may be used to resolve the combat.

5. Naval Pursuit

a. Both Naval Interception (see GCG section F.4, above) and Naval Pursuit use the Naval Pursuit Table.

b. After each round of Naval Combat, the victorious player is permitted to try to pursue the opposing player's force. In this situation, the pursuing player rolls the die once for his entire force and consults the Naval Pursuit Table. If the result is an "I", the pursuing force intercepts the opposing force and may immediately initiate another round of combat. This procedure may be repeated after each round of combat is resolved (see GCG section F.7, below). Nelson's bonus may apply to this die roll (see GCG section F.8., below).

6. Naval Blockade

a. During the Naval Phase, the active player may blockade any port in which his squadrons equal or exceed the squadrons controlled by the inactive player.

b. When a port is blockaded, all of the inactive player's naval units are placed under a Fortress marker and the active player's squadrons are placed directly on top of this marker. If, at any subsequent time, the blockading squadrons become outnumbered, the blockade is negated and the marker is immediately removed. **Note:** *If a port is also besieged, the army units which are inside the city are placed under the same Fortress marker. If, however, there is an enemy army strength point inside the city at the end of any Combat Phase, all blockaded naval units in that city are considered captured.*

c. A naval unit which is inside a blockaded port may only leave that hex by "running the blockade" during the owning Player's Naval Phase. In order to attempt to escape out of a blockaded port, the active player must announce which naval units are attempting to leave the hex. Naval units may attempt to escape individually, as one combined Fleet, or any combination desired so long as it is announced before the die roll(s). For each Fleet (single unit or stack) attempting to escape, the active player rolls the die and locates the result on the Naval Blockade Table. If the result is an "E", the unit(s) may leave the hex without any interference. If the result is an "F", the unit(s) may remain in port or may immediately attack the blockading force according to the Naval Combat rules. After resolving the combat, the active player's unit(s) must return to port unless the blockade is negated (see GCG section F.6.b., above). If the result is "F*", the blockading force may immediately initiate one round of naval combat. After resolving the combat, the active player's units must return to port unless the blockade is negated. If the Fleet successfully leaves the blockaded hex normal Naval Movement is allowed.

d. A naval unit may not attempt to leave a blockaded port more than once during a single Naval Phase.

e. A naval unit may enter a blockaded port hex but may not move into a blockaded port *(Exception: see GCG section F.6.f., below)*.

f. If a port city is blockaded, only the player who controls the port (see Fortresses and Sieges, SG section S) may move his naval units into that port, provided the moving units have sufficient movement points to perform the move (naval units outside of the blockade may freely join the blockaded force in the port).

g. If one or more squadrons is currently blockading a port and attempts interception the unit(s) may not be used to continue the blockade. Following the die roll, the intercepting squadron(s) is immediately moved to "at sea" regardless of the result and the blockade recalculated. If the blockading force is no longer sufficient to continue the blockade it is negated and the marker is immediately removed (see GCG section F.6.b., above). Combat resulting from a successful interception in such a case is resolved with the intercepting squadron(s) considered to be at sea. The interception die roll does not get the at sea modifier.

h. Any squadrons of the inactive player that had been blockading a port may not be used to intercept any naval units of the active player that started the Player Segment under the Fortress marker in the same hex. The units are in the same sea zone.

i. If one or more squadrons is blockading a port, and the active player wants to run the blockade with the isolated Fleet and wants to bring a Fleet that he is moving at sea into the hex to attack the blockaders, he must do so one squadron at a time. They may not combine to attack the blockading Fleet unless the blockading player so wishes. The blockading Fleet may choose which of the two enemy Fleets it wishes to engage first. If victorious, it may then fight the other Fleet. If defeated, it may then retreat as normal. If the blockading player allows both enemy Fleets (the one at sea and the one in port) to join and fights them together, the battle is considered to be fought "at sea" in the sea zone, and

the defeated player may choose his port of retreat as per the combat rules. He need not retreat to the port his blockaded Fleet escaped from if he has another choice.

j. If one or more squadrons is blockading a port, and the active player want to bring a Fleet that he is moving at sea into the hex to attack the blockaders he is not limited to doing so one squadron at a time so long as he does not also want to run the blockade with the isolated Fleet.

7. Naval Combat

a. During the Naval Phase, there are four situations in which Naval combat may occur: (1) when the active player's naval units enter a coastal hex which is occupied by naval units controlled by the inactive player, the active player may initiate combat against the units in that hex; (2) when the active player's naval movement is interrupted by intercepting naval units controlled by the inactive player, the intercepting units may initiate combat against the moving unit(s); (3) when the active and the inactive player have naval units in the same sea zone and stationary interception is successful combat may occur against the inactive player's units; (4) when the active player's naval units attempt to leave a blockaded port, combat may be initiated in accordance with the result obtained from the Blockade Table. ***Note:*** *Unless attempting to leave, naval units inside a port may never be attacked.*

b. Naval combat is resolved very much like land (army) combat. Each player totals the number of squadron strength points in his force. For each battle, the combat odds ratio is determined by dividing the total strength of the larger force by the total strength of the smaller force. If the result of this division is two or greater, the odds ratio is "2 to 1". If the result is less than two but is equal or greater than one and one-half, the odds ratio is "3 to 2". If the result is less than one and one-half, the odds ratio is "1 to 1". Unlike land combat there is no benefit to having an odds ratio greater than "2 to 1". Each odds ratio is printed on a separate horizontal line on the Naval Combat Results Table. The player who controls the larger force rolls the die and modifies the result for leadership and morale (see GCG section F.6.f., below). The modified die roll is located opposite the determined Combat Ratio on the Naval Combat Table. The result taken from the Naval Combat Table is interpreted as follows: L = Larger Force, S = Smaller Force, R = indicated force must retreat (see below), K = indicated force loses one squadron (sunk), C = indicated force loses one squadron (captured, see Naval Prizes, below), D = indicated force suffers damage, or 0 = indicated force is unaffected.

c. The owning player immediately consults the Naval Damage Table, cross-referencing the combat result obtained from the Naval Results Table with the total number of strength points in the smaller force (even if the player is determining the larger force's loss). The player must then immediately remove a number of strength points sunk or captured equal to the number indicated on the Combat Result Table. The player must also immediately mark as damaged a quantity of

units as indicated on the Naval Damage Table by following the restrictions specified below:

d. At least fifty percent of the strength points sunk, captured, and/or damaged must possess the same morale value as the morale value used by the force during the current round of combat. ***Note:*** *If the force is composed of equal numbers of strength points of two or more different morale values, the morale value of the force is automatically the lowest morale value present in the force.*
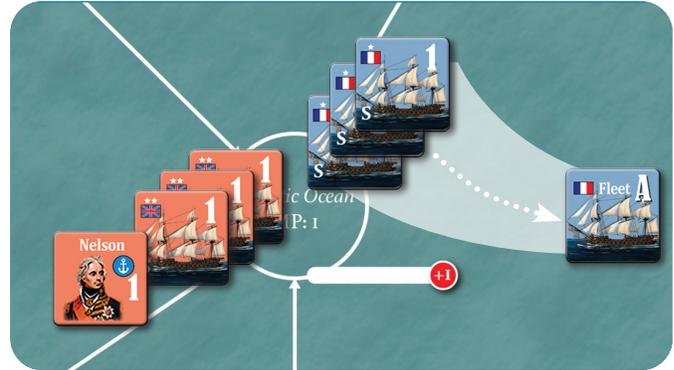
Example: *Three English squadrons attack three French squadrons. Nelson is present. The odds are 1:1 and the die roll is a '2'. The result is LD SR. The English squadrons are the larger force and check the Damage row of the Naval Damage Table. One English squadron must be marked as damaged. The French squadrons must retreat and one squadron must be marked as damaged.*

e. Naval units forced to retreat must be moved as one Fleet. A naval retreat when the combat is in a European Sea zone is as follows: the unit(s) must move to the nearest unblocked friendly controlled port city. A naval retreat when the combat is in a Global Sea zone is as follows: the unit(s) must move to an adjacent sea zone. The sea zone with the lowest MP value must be chosen. If multiple sea zones have the lowest MP value the retreating player chooses.

f. If Nelson was involved in the combat, at least fifty percent of the strength points sunk, captured, and/or damaged must be English.

g. If the morale for the force is '0' as an average value the entire force must retreat.

h. After the first round of combat, the player whose force is unaffected by the combat result or suffered Damage only (the victorious player) may initiate a second round of combat by rolling to pursue the opposing force on the Naval Pursuit Table (see Naval Pursuit, GCG section F.5., above). If successful, the combat immediately proceeds for a second round. This procedure may be repeated after each round, at the option of the "victorious" player resulting from each round of combat.

i. If a losing force is not pursued, or loses two consecutive rounds of combat, the force must immediately retreat to the nearest friendly, un-blockaded port in the same sea zone. If no un-blockaded friendly port is available, all units in that force are treated like unescorted transports. ***Note:*** *Only the Atlantic Ocean, the Mediterranean Sea, the North Sea and the Baltic Sea zones have port cities.*

j. Transports may not participate in Naval combat. If an

unescorted transport is attacked, the player who controls the transport rolls the die and locates the result on the Naval Transport Table. The result is interpreted as follows: C = transport (and cargo) captured, S = transport sunk, E = transport escapes to nearest, un-blockaded friendly port in the same sea zone, or an adjacent sea zone (inactive player's choice if one is available).

k. The die roll used to resolve Naval combat is modified for morale and leadership as follows: Morale: The die roll is increased by one if the larger force is English. The die roll is decreased by one if the smaller force is English. Leadership: The die roll is increased or decreased by an additional one if the English force is accompanied by the English naval leader, Nelson.

8. Naval Damage

a. Damaged squadrons may be repaired while at a friendly controlled port city *(Exception: English squadrons may repair while "at sea" or while on blockade duty)*. Repair costs one production point per squadron. Naval Production Points may be used. Two or more units can be repaired simultaneously. This activity does not interfere with prize repair or regular naval construction.

b. At the end of the player's Production Phase use a separate piece of paper to mark unit(s) the player wishes to repair.

c. At the start of the player's Production Phase, any unit(s) under repair may be repaired at the cost specified above and the 'Repair' notation removed.

d. If moved, engaged in combat, or if the unit is used to attempt an interception the 'Repair' notation is immediately removed.

e. While damaged the morale level of the unit is reduced one level for combat purposes; the ability to intercept or pursue is unaffected.

f. If a damaged squadron is forced to take more damage it is sunk.

9. Naval Prizes

a. Captured Naval Units are handled at the discretion of the capturing player in the following manner. The capturing player must immediately destroy the prize and return it to the owning player's force pool or keep the prize in play by leaving it on the map board. As long as the capturing player retains physical possession of the prize he may, at his option, tow it to a friendly port, repair it, and incorporate it into his own active forces.

b. A friendly port is a home port belonging to the capturing player's nation or a port conquered by his national forces. A prize is towed by placing it under a combat naval unit and moving the two together at normal naval movement rates. Transports may not tow prizes. Prizes may not remain at sea for three consecutive player segments (even when under tow). Also they may not enter coastal hexes except at ports. Place a siege marker above the unit and increment at the end of the player segment. If forced to remain at sea for more than two consecutive player segments or enter a non-port coastal

hex, the prize is automatically eliminated. The towing unit is unaffected. A combat unit may tow only one prize at a time. Prizes may be picked up and dropped off at sea and in port.

c. Once in a friendly port, a prize may be repaired.

d. To move a prize before repairs are effected requires towing. Each captured combat naval unit requires a payment of three production points and takes three full months (not including the turn of arrival) to repair. Place a siege marker above the unit and increment at the end of the player segment. Transports cost one production point and take one month to repair. A prize may be paid for on the "installment plan". Only one prize may be repaired at a time. Thus, if two combat units and a transport were captured in the same turn, it would take seven production points and seven turns in friendly ports to repair them all.

e. The repair of prizes in no way conflicts with the construction and rebuilding of naval units. Once a prize is fully repaired, it becomes in every way equivalent to the owning player's other naval forces. The number of prizes a player may so incorporate is not limited in any manner except the countermix.

f. Prizes may be recaptured at sea. No capture is possible in port.

g. Even if recaptured by the original owner, such must still be repaired in order to be incorporated into his active forces. Replace the siege marker and set it to one.

h. Squadrons towing a prize have their morale reduced one level for combat purposes. Towing squadrons may jettison their prize just prior to combat to avoid this penalty, but the attacking player then enjoys the option of either continuing the attack or breaking off to retrieve the prize. If the forces do engage in combat, the victor obtains possession of all the towed prizes-which take no part in the battle-as well as any others he may have captured in the course of the combat.

i. Prizes may not be bought, sold, traded or bartered among the players.

10. Nelson

a. Nelson has no effect on land (army) combat.

b. The die roll is increased by one if Nelson is aboard any naval unit which is attempting to intercept or pursue an enemy force. Nelson adds his combat and pursuit value to the whole stack of naval units (the Fleet) he is with. If squadrons he is with attempt interception individually, each may receive the bonus.

c. If more than one English squadron is "at sea" in the same sea zone are all considered to be "with" Nelson if he is also present. Nelson is killed if all naval units with him are sunk. Nelson is captured if all naval units with him are captured.

d. At the end of each Naval Combat Phase Nelson is handled like any other named leader and is subject to injury except the dice roll must be less than 11 for him to be unharmed (see Leader Casualties, SG section R).

e. For purposes of naval combat the die roll is increased by

one if the larger force is accompanied by the English naval leader, Nelson. The die roll is decreased by one if the smaller force is accompanied by the English naval leader, Nelson.

f. Nelson is the only leader which affects Naval combat.

g. Nelson may not move across land terrain.

h. Nelson may not be moved independent of other naval units during the Naval Movement phase. He must accompany other naval units. He may only accompany naval units in the same hex as him at the start of the English player's Player Segment. His movement allowance is limited by that of the naval units he is accompanying.

11. Naval Sequence of Play

The active player moves each naval unit or stack of naval units separately. When he finishes moving that unit he may move another. A moving unit may "pick up" another unit during its move, but the "picked up" unit(s) must move at the rate of the original moving unit(s), and therefore must cease moving when the original unit has used all its movement points. A detachment may be "dropped off" but may not move farther on its own or with another unit during that player turn.

a. If one or more naval units of the active player moves into a sea zone and is intercepted, that combat shall be completed before any other combat or movement. If the active player's force is victorious, it may continue moving or follow the defeated unit(s) back to port and blockade it if it has sufficient naval units to do so. The victorious naval unit(s) may also remain where it was intercepted, if the controlling player so wishes.

12. Naval Units at Port

If any naval units are at port in a city that becomes controlled by unfriendly forces, and if the port is not blockaded, the units are immediately moved to "at sea" in the adjacent sea zone. If the port is blockaded the naval units must immediately attempt to run the blockade. All "Fail" results are modified to provide the option for the blockading force to attack. During any resulting combat all retreat results are ignored. Should the blockading force refuse to attack, the running of the blockade is successful.

G. THE ALLIANCE PHASE

Some major states have special rules regarding the Alliance Phase. Those rules supersede the following rules as defined within each state's section. See Austria, Prussia, and Russia, below, for these rules. Players may negotiate any desired agreement by consent of involved parties.

1. The Alliance Display

a. The Alliance Display printed on the Player-Aid Card is used to record the city points accumulated by the pro and anti-French factions and to indicate the current political status of the six major states and the four minor state groups; The Western Minor States (Holland and Portugal), The Italian Minor States (North Italy, Naples, Dalmatia, and Switzerland), The German Minor States (Bavaria, Brunswick, Hanover, Hesse, Rhine Confederation, Saxony, Westphalia, and Wurtemburg), and The Baltic Minor States (Denmark, Poland, and Sweden).

b. At the start of the game the ten Alliance Display markers are placed in the appropriate boxes on the display: The France and Spain markers are placed in the pro-French Powers Box. The England, Austria, and Russia markers are placed in the anti-French Powers Box. The Prussia marker, and the four minor state group markers are placed in the Neutral Box. During the game, whenever the political status of a major state or a minor state group changes, the appropriate marker is repositioned on the Alliance Display.

2. Alliance Rules Exclusively for Two Players

a. Rule 3 is ignored if two players are playing.

b. During the Alliance Phase in the pro-French Player(s) Segment, the French player may choose any one eligible major state (excluding England) and attempt to change the political status of that state by rolling the die. If the modified result is zero (or less), the political status of the specified state is immediately altered. If the state is currently neutral, it becomes pro-French. If the state is currently anti-French, it becomes neutral.

c. During the Alliance Phase in the anti-French Player(s) Segment the English player may choose any one eligible major state (excluding France) and roll the die. If the modified result is seven (or more), the specified state immediately changes its political status. If the state is currently neutral, it becomes anti-French. If the state is currently pro-French, it becomes neutral. ***Note:*** *During the Alliance Phase, if a major state becomes neutral (due to a die roll), all of the units of that state which are not inside the borders of that state must return to their home country by the most direct route during the following Neutral Player(s) Movement Phase(s). Once inside their home country, the units may not leave as long as the state remains neutral. The English player executes the units' movement.*

3. Alliance Rules Exclusively for Three or More Players

a. Rule 2 is ignored if more than two players are playing.

b. During the Alliance Phase in the Neutral Player(s) Segment, each active player must announce if his state is joining either the pro or anti-French faction, or remaining neutral.

c. During the Alliance Phase in the pro-French Player(s) Segment, each active player must announce if his state is remaining pro-French or adopting neutrality. After this, the French player may choose any one eligible major state (excluding England) which is not directly controlled by an individual player, and attempt to change the political status of that state by rolling the die. If the modified result is zero (or less), the political status of the specified state is immediately altered. If the state is currently neutral, it becomes pro-French. If the state is currently anti-French, it becomes neutral.

d. A majority of pro-French players may elect to force a pro-French state to adopt neutrality. Pro-French forces may then initiate combat against that state during the next pro-French turn.

e. During the Alliance Phase in the anti-French Player(s) Segment, each active player must announce if his state is remaining anti-French or adopting neutrality (England may not adopt neutrality). After this, the English player may choose any one eligible major state (excluding France) which is not directly controlled by an individual player and roll the die. If the modified result is seven (or more), the specified state immediately changes its political status. If the state is currently neutral, it becomes anti-French. If the state is currently pro-French, it becomes neutral. ***Note:*** *During the Alliance Phase, if a major state which is not represented by a player becomes neutral (due to a die roll), all of the units of that state which are not inside the borders of that state must return to their home country by the most direct route during the following Neutral Player(s) Movement Phase(s).* Once inside their home country, the units may not leave as long as the state remains neutral. The movement of the neutral units should be executed by another neutral player if possible. If there is no neutral player, the English player executes the units' movement.

f. A majority of anti-French players may elect to force an anti-French state to adopt neutrality. Anti-French forces may then initiate combat against that state during the next anti-French turn.

4. Alliance Die Roll

a. The political status of minor states may not be altered by the die roll executed during the Alliance Phase (exception, see Denmark and Sweden, below). During the game, whenever a pro-French force controls the production city of a minor state, that state may automatically become pro-French. Whenever an anti-French force controls the production city of a minor state, that state may automatically become anti-French. If all of the production cities of a minor state group are controlled by pro-French forces, the group can be declared a pro-French power. If all of the production cities of a minor state group are controlled by anti-French forces, the group can be declared an anti-French power. If the production city of a minor state is not controlled by pro or anti-French forces, the minor state is neutral and the group it is part of is automatically considered neutral as well. If a minor neutral state is attacked by a pro-French force the state automatically becomes anti-French. If a minor neutral state is attacked by an anti-French force the state automatically becomes pro-French. The French or British players decide if they or another member of their coalition will control the units of a minor state that has joined their alliance due to enemy invasion.

b. The die roll executed during the Alliance Phase is cumulatively modified (a maximum of plus or minus four) as follows:

> (-1) for each pro-French City Point, and for each pro-French major state and minor state group.
>
> (+1) for each anti-French City Point, and for each anti-French major state and minor group.

c. During the game, the pro-French faction receives one City Point for each production city in an anti-French major state, which is currently controlled by pro-French forces. This City Point is forfeited when the pro-French faction loses control of the production city.

d. During the game, the anti-French faction receives one City Point for each production city in a pro-French major state and each major city in France which is currently controlled by anti-French forces. This City Point is forfeited when the anti-French faction loses control of the production city. This City Point is also forfeited when the unfriendly major state becomes neutral or joins the player's alliance, unless the city has been designated a supply source (see How States Are Conquered, GCG section I.2.c). This supply source City Point may be lost if the faction loses control of it, just like any other City Point.

e. During this game, the anti-French faction receives two Victory Points if Napoleon is forced to withdraw as per Standard Rule H4. The pro-French faction never receives Victory Points for any reason. All Victory Points are forfeited whenever any major state is conquered.

f. During the Alliance Phase, when the English player rolls to change the political status of a major state, the die roll is increased by one for each Production point England lent that state during the immediately preceding Naval Phase. ***Note:*** *This increase is in addition to all other die roll modifications.*

g. If a state is dropped from an alliance, it may not move in that alliance's Movement Phase and must instead move in the next Neutral Phase. If attacked, it joins the alliance opposed to whoever attacked and may then move in that alliance's Movement Phase, even if it has already moved as a neutral that turn.

5. Declaration of War

a. During the active player's Alliance Phase the player may choose any major state(s) not controlled by an individual player and declare war on that state. The political status of the chosen state(s) is immediately altered. The state's alliance is moved to join the faction opposed to the state making the declaration of war.

Example: *France declares war on Prussia. Prussia is moved to the anti-French coalition.*

b. The Ground Movement Phase of the active player's current turn may be used to invade the new opponent.

c. The active player may not initiate combat against the forces of any major state not currently a member of the opposing faction.

6. Exchange of Prisoners

a. During the game, whenever an army unit surrenders, or is captured, it is immediately removed from the map board and placed in the "Prisoners" box of the state which forced its surrender.

b. At the start of each January turn, all imprisoned units must be exchanged on an equal strength point basis, as completely as possible. After all equal exchanges are completed, additional agreements to exchange remaining units for political cooperation, or any type of diplomatic concession which does not violate the basic game rules, are permitted by mutual agreement of the players directly involved. All exchanged units must return to the Force

Pool of their home state. Prisoners may not be traded to the counter mix. After all equal and additional exchange agreements are completed, any remaining prisoners remain in the "Prisoners" box another year.

c. When a state is conquered, or becomes voluntarily neutral, all of its imprisoned units are immediately returned to the Force Pool of their home state.

7. Foreign Wars

Note: During the Napoleonic Wars, England became involved in a war against the United States, and Russia was intermittently at war with Turkey. Russia went to war with Sweden shortly after the Treaty of Tilsit resulting in the Finnish War of 1808–09. Finally, the Irish Rebellion of 1798 left Ireland a question mark for Britain even as The United Kingdom formed in 1801 that included the island state. The following rules reflect the influence these wars had on the military situation in Europe. The Finnish War and a possible new Irish Rebellion are detailed below in the sections on Sweden and Ireland.

a. Each January, during his Alliance Phase, the French player rolls the die two separate times.

b. If the first die roll is a "1" England is "At War" with the United States. During his next Production Phase, the English player must remove the following forces from the map board and place them in the "At War" section of the English Force Pool Display; 4I, 2F, 2T.

c. If the second die roll is a "1" Russia is "At War" with Turkey. During his next Production Phase, the player who controls Russia must remove the following forces from the map board and place them in the "At War" section of the Russian Force Pool Display: 10I, 4C (or Cossack cavalry), and any Russian leader with a Leadership value of two. *Note: While at war with Turkey, Kiev is not considered a Russian production city except for purposes of determining the conquest of Russia. The loss of Kiev as a production city is merely a penalty for the Russia player for being at war with Turkey. In order to conquer Russia all production cities, including Kiev, must be taken.*

d. Each turn, while at war, the English player and the Russia player may roll the dice during his Alliance Phase in order to end their respective wars (the English player may not roll for the Russian war and vice versa). Two dice are rolled, separately, for each war. If the dice roll is "12," the war ends and the units in the "At War" box return to the map board during the owning player's next Production Phase, at any production city in the home country of the returning units. The Russian player may designate one production point per turn to modify that dice roll for the war with Turkey. If the point is designated for use the following will occur: (1) if the dice roll is "11" or greater the war ends and the units in the "At War" box return to the map board during the Russian player's next Production Phase, at any production city in Russia, and (2) during the Production phase of the Russian player one production point is negated.

e. Units required for a foreign war may not be removed from the map while besieged. If the required force is not available on the map, the player must remove the specified units from his Force Pool. If the requirement cannot be met from either the map board or the Force Pool, the player may not deploy additional

replacements on the map until the required units are placed in the appropriate "At War" Box.

f. There may only be one war between England and the United States during the game. If the English player ends the war against America, he need not roll for any future conflict.

g. There is no limit to the number of wars which may occur between Russia and Turkey.

8. Denmark

a. Denmark begins the game as a neutral minor state. Denmark's political status is subject to change through attack as detailed above.

b. During the Alliance Phase in the pro-French Player(s) Segment, if both Austria and Prussia have been conquered at least one time the pro-French player may attempt to change the political status of Denmark by rolling the die as a part of the alliance phase. The alliance die roll modifier(s) is used. If the modified result is zero (or less), the political status of Denmark is immediately altered. If the state is currently neutral, it becomes pro-French. If the state is currently anti-French, it becomes neutral.

9. Sweden

Note: Historically Sweden was forced in to the Continental System by Russia following the Treaty of Tilsit. This resulted in war between Sweden and Russia. The Congress of Erfurt (September-October 1808) occurred during the Finnish War. The war lasted February 1808- September 1809. Following the Treaty of Tilsit the Swedish forces in Swedish Pomerania evacuated and returned home. Marshall Brune completed the occupation of Swedish Pomerania by September 1807.

a. Sweden begins the game as a neutral minor state. Sweden's political status is subject to change through attack as detailed above.

b. During the Alliance Phase in the pro-French Player(s) Segment, if both Austria and Prussia have been conquered at least one time and Russia is either neutral or pro-French the pro-French player may attempt to change the political status of Sweden by rolling the die. If the modified result is zero (or less), the political status of Sweden is immediately altered. If the state is currently neutral and Swedish Pomerania contains Swedish strength points the units must be evacuated as soon as possible (see below). If the state is currently neutral and Swedish Pomerania contains no Swedish strength points Sweden becomes pro-French.

c. If forced to evacuate Swedish Pomerania the Swedish transport must be used during the Neutral Naval Movement segment to enact the withdrawal as soon as possible.

d. If Sweden becomes pro-French the Russian player is "At War" with Sweden. During his next Production Phase, the player who controls Russia must remove the following forces from the map board and place them in the "At War" section of the Russian Force Pool Display: 5I,1C (or Cossack cavalry), and any Russian leader with a Leadership value of two.

e. Each turn, while at war, the Russia player may roll the dice during his Alliance Phase in order to end the war. Two dice are rolled. If the dice roll is "12," the war ends and the units in the "At War" box return to the map board during the owning player's next Production Phase, at any production city in the home country of the returning units. The Russian player may designate one production point per turn to modify that dice roll for the war with Sweden. If the point is designated for use the following will occur: (1) if the dice roll is "11" or greater the war ends and the units in the "At War" box return to the map board during the Russian player's next Production Phase, at any production city in Russia, and (2) during the Production phase of the Russian player one production point is negated.

f. The war also can be terminated by a conquest of Sweden. See How States Are Conquered, below.

g. There may only be one war between Russian and the Sweden during the game. If the Russian player ends the war against Sweden, he need not roll for any future conflict. The Sweden War marker is placed with the 'Active' side up. When war ends flip to the 'Final Peace' side.

10. Ireland

Historically the Irish Rebellion was inspired by both the French Revolution and the new American Democracy and broke out in the spring of 1798. England responded and the revolt was quickly stopped. The French arrived late for the rebellion landing a force 1,100 strong under General Humbert (with future Marshal of France Emmanuel de Grouchy). It shortly was forced to lay down its arms. Following the rebellion the Irish parliament was dissolved and Ireland became a part of the United Kingdom in 1801. The rebellion was but a memory by the time of the First French Empire. However it is possible the rebellion could have been renewed with a little outside assistance.

a. An all-French force can be transported to the Atlantic Sea Zone and may disembark in to Ireland. All Campaign Game naval rules apply to this action.

b. Following disembarkation the French player immediately rolls two dice. The roll is modified by '+1' for each strength point that disembarked. The leadership value of any one leader that disembarked is also added to the value. If the result is 12 or greater a new Irish Rebellion breaks out and England is "At War" with Ireland. During his next Production Phase, the English player must remove the following forces from the map board and place them in the "At War" section of the English Force Pool Display; 4I.

c. Rules 3.d-f, above, apply for the war with Ireland.

d. Following disembarkation place the units on the production track on the '12'.

e. Every month, during the pro-French Alliance Phase, move the units down one on the production track. If England is not at war with Ireland, during the French Alliance Phase the dice must be rolled again. No further modifications are made to the dice roll. If the result is a '12' a new Irish Rebellion breaks out and England must respond as above.

f. Once the units are moved from the '1' value they may be returned to the map board. During the Production Phase of the turn the units are moved from the '1' value they may be moved to any controlled port city in France. If the English war with Ireland has not ended by this point the war ends immediately.

H. HOW MINOR STATES ARE CREATED

Note: *In all instances the countermix limits the availability of forces for play.*

1. Special French Satellites

The minor states of Dalmatia, Poland, Naples, the Rhine Confederation and Westphalia may only be created by the French player, during the French Alliance Phase, as specified below:

a. Dalmatia may be created when pro-French forces occupy Trieste. The French player uses the French satellite units bearing a "Da" designation to represent Dalmatia.

b. Naples may be created when pro-French forces occupy Florence. The French player uses the French satellite units bearing an "N" designation to represent Naples.

c. The Rhine Confederation may be created when pro-French forces occupy Frankfurt but may not be created until either Austria or Prussia has been conquered by pro-French forces at least one time. The French player uses the French satellite units bearing an "R" designation to represent the Rhine Confederation. Rhine Confederation forces may not be built until the Confederation is formed. Forces already present as of the Initial Setup are considered pro-French satellite forces but may not be replaced until the Confederation is formed.

d. Westphalia may be created when pro-French forces occupy Brunswick and Cassel. The French player uses the French satellite units bearing a "W" designation to represent Westphalia.

e. These states may only be created when French (not French satellite) forces occupy the appropriate production cities.

f. The minor states of Dalmatia and Westphalia may only produce French satellite units—no anti-French unit may be produced in these states.

g. These minor states revert to their original structure if conquered by an anti-French state.

2. POLAND (The Polish Question)

Poland died even as the French Revolution matured. Indeed, it can be argued that the Revolution owed its existence to Poland's partitioning, as it distracted Prussia, Russia and Austria from events elsewhere. Poland would not be resurrected as a separate entity until after WWI except for the brief moment granted it by victorious French armies under Napoleon. Most certainly grateful to France, the Poles were not independent (their Duchy rightly ruled by the King of Saxony) and hoped for full rebirth. Despite vague promises to that effect, Napoleon never did allow the formation of a Polish Kingdom for fear of alarming the Russians. Napoleon answered the Polish Question by forming The Grand Duchy of Warsaw instead. However, he might have done otherwise and the following rules provide the French player

with those options for answering the Polish Question.

a. When the city of Warsaw becomes controlled by France and both Austria and Prussia have been conquered by France at least one time (regardless of the current political status of either) one of three Polish state structures must be declared during the French Alliance Phase immediately following fulfillment of the above conditions. The three possible structures are (1) No Poland, (2) Grand Duchy of Warsaw, and (3) The Kingdom of Poland. Each is detailed as follows:

b. No Poland: The lands of Poland, including Warsaw, remain Austrian, Prussian, and Russian as shown on the map. The minor state of Poland is relegated to history. No Polish units may be built. Any units already on the board are removed.

c. The Grand Duchy of Warsaw: The French player uses the French satellite units bearing a "Po" designation to represent Poland. The force pool entry for "Poland" is used.

- Thorn and Warsaw are a part of Poland
- Warsaw becomes a source of supply for France

d. The Kingdom of Poland: Further chunks of Prussia and Russian Lithuania are added to resurrect the Kingdom. The French player uses the French satellite units bearing a "Po" designation to represent Poland. The force pool entry for "Poland" is used.

- Brest-Litovsk, Danzig, Grodno, Kovno, Thorn and Warsaw are part of Poland and Grodno becomes a French supply source.
- Grodno is added as a Polish production city, thus, giving the Poles two production points.
- Add 8I (Po) to the Polish Force pool.
- Konigsberg may immediately begin producing Landwehr.
- Add 6L to the Prussian force pool and 4I to the Russian force pool.
- Russia and Prussia are not eligible to lend expeditionary forces to France and will remain ineligible for the remainder of the game.

e. Poland may only produce French satellite units—no anti-French unit may be produced in these states.

f. If Poland is conquered by anti-French forces it reverts to its original structure and the "No Poland" structure is followed. Neither Poland nor The Kingdom of Poland may be re-established until Russia has been conquered and Poland once again becomes French controlled.

3. Holland

The Batavian Republic became the Kingdom of Holland and was given to Louis Bonaparte, the Emperor's brother, in 1806. It was formally annexed as part of France in 1810. Any month starting in 1810 if both Amsterdam and Brussels are French controlled, during the French Alliance Phase, the French player may declare the annexation of Holland to France. The following reflect the possible structures Holland may be formed in to:

a. At the start of the game, Holland is a French satellite known as the Batavian Republic. The production city of the Batavian Republic is Amsterdam. The French player uses the French satellite units bearing an "H" designation to represent Holland. If both Brussels and Amsterdam are occupied by anti-French forces, Holland is created. The production city of Holland is Brussels. The English player may use English satellite units bearing an "H" designation to represent Holland.

b. Remove all Holland satellite troops from the board and force pool. Place three regular French infantry strength points in the force pool for France.

c. Amsterdam becomes a regular French production city (instead of, but not in addition to, other French major cities).

d. Annexed Holland cannot be conquered by control of Amsterdam alone. Both Amsterdam and Brussels must be anti-French controlled.

e. If Holland is conquered by anti-French forces, the English player may form his Holland satellite force (1M, 2L, 5I and 2C) in the force pool. No French units are removed from play. The French production cities revert to their original state.

f. The French Holland satellite units are never used again once Holland is annexed.

4. Other Minor States

a. For ease of play, whenever Sweden is conquered, the controlling player may use Swedish units to represent Sweden. The controlling player assumes that Swedish units are the same color as his own units for purposes of Movement, Combat, and Supply; the Swedish units retain a morale value of one. If the Swedish units at Stralsund or Lubeck are attacked Sweden joins the coalition that opposes the invader.

b. For ease of play, Danish and Portuguese naval units remain in play regardless of which player controls these states; the units are automatically assumed to be the same color as the units of the controlling state.

c. If an anti-French state conquers Hanover he may create the state and build the Landwehr. If Hanover is formed and a pro-French state conquers it the state reverts to its starting status, unformed.

I. HOW STATES ARE CONQUERED

1. Definition of a Conquest

During the game, whenever all a state's capital cities and production cities are controlled by foreign units, the state is considered conquered *(Exception: see a and b, below)*.

a. France is conquered if there is at least one supplied, un-besieged anti-French strength point inside Paris at the end of any Combat Phase.

b. England, Spain, and Portugal are conquered if there is at least one foreign strength point in every city hex in the country at the end of any Combat Phase.

c. Austria and Prussia have production cities that are Landwehr producing and both start without the capability of producing those units. These cities function only as major cities and are not considered production cities until such time as

Landwehr may be produced. See GCG Production, J.8, below. Konigsberg, however, is also a Prussian capitol city.

2. Conquest of a Major State

When a major state is conquered, the following restrictions are imposed immediately:

a. The state immediately becomes a neutral power and may not join either the pro or anti-French faction until there is no land combat unit left in its Force Pool; nor may either faction roll for that state during the Alliance Phase as long as any land combat units remain in the state's Force Pool. ***Note:*** *This rule means that once a state is conquered, it must remain neutral until all of its available land combat units are deployed on the map board!*

b. All army units of the conquered state which are not inside its borders are immediately removed from the map board and placed in the Force Pool of the conquered state. Naval units must be returned to a port city of the home country as quickly as is reasonable.

c. The faction that conquered the state may automatically take control of any city in the conquered state, at the instant any unit controlled by the conquering faction enters the city hex, unless the hex is occupied by units of the opposing faction. If the hex contains only units controlled by the conquered state, these units are immediately removed from the map and placed in the Force Pool of the conquered state. The city should be recorded as a supply source for the conquering faction. Should control of the city be lost the supply source is immediately lost as well. If re-occupied the city may once again become a supply source. ***Note:*** *Units of the conquering faction must immediately vacate the conquered state's capitol(s) on the first possible Movement Phase.* Thereafter, no foreign unit may enter the conquered state's capitol(s) while the state remains neutral. Infantry in a capitol with no leader present must be "withdrawn" to an adjacent hex during the Ground Movement Phase.

d. Units of both the pro and anti-French factions may freely move through the conquered territory, and may move or trace supply through hexes occupied by units controlled by the conquered state. Neither faction may attack units of the conquered state while the state remains neutral.

e. While the conquered state remains neutral, it is not subject to attrition. The conquered state may receive Production Points from its capital(s), and any other production cities which are not controlled by foreign forces and may use these points to purchase replacements from its Force Pool (see GCG section J).

f. When there are no land combat units left in the Force Pool of a previously conquered major state, it becomes eligible for the normal Alliance Phase rules unless otherwise stated (see Austria, Prussia, and Russia, below, plus Spain). If an individual player controls the state, he may join either faction or may remain neutral as long as he desires. If the state is not controlled by a player, both factions may begin rolling for it during the Alliance Phase.

g. If the capitol of a major state is controlled by the opposing faction during any Alliance Phase, the player who controls the state may "sue for peace." If the faction which controls the capitol accepts this suit, the state is immediately considered conquered, and all of the above restrictions are immediately imposed. If the faction which controls the capitol rejects the peace proposal, the state remains at war until it is conquered as defined in 1, above.

h. If a neutral major state which has been conquered by France is subsequently invaded by any anti-French unit, it immediately becomes a pro-French state. The units of the state are placed under the French player's control while the state remains pro-French, however, they may not leave their home country. As soon as no anti-French units remain inside its borders, the state immediately reverts to its neutral status.

Note: *See Austria, Prussia, and Russia, GCG section M, below, for more information on these states, and section L for Spain.*

3. Conquest of a Minor State

When a minor state is conquered, the following restrictions are imposed immediately:

a. All units in the Force Pool of the minor state are immediately replaced by an equal number of strength points which represent the forces of the new, conquering state (see GCG section J). The units removed from the Force Pool are placed aside with the counters which are not currently being used in the game.

b. The conquering player immediately rolls one die. If the result is less than four, all units of the minor state which are currently on the map board are removed and placed in the Force Pool of the minor state-these units are then immediately exchanged for an equal number of strength points which represent the new, conquering major state. If the result is four or greater, all units of the minor state are immediately replaced on the map board with an equal number of strength points which represent the new, conquering state-the newly substituted units are placed in the same hex as the units being replaced unless the hex contains other units controlled by the opposing faction. If so, the units may be placed in any vacant hex adjacent to that hex. The units removed from the map are placed aside with the other counters which are not currently being used.

c. The following French satellite units are never removed from the map board even if an anti-French state conquers their home country; Italy, Poland, Portugal and Spain.

d. The French satellite units for Bavaria are not removed from the map board even if an anti-French state conquers Bavaria unless Austria has been conquered by pro-French forces at least one time.

J. PRODUCTION

(Grand Campaign Game Reinforcements)

1. How to Use the Force Pool Display

a. The map board contains a separate rectangular display for each major and minor state represented in the game.

b. The display provided for each major state consists of three major sections: a box labeled "Force Pool," a box labeled "Prisoners," and a box which specifies the state's production cities, the units which compose the state's initial Force Pool, and a schedule specifying the units which are added to the

state's Force Pool during each January turn. **Note:** *England, France, and Russia have additional display sections which are explained elsewhere in the rules for this game.*

c. The display provided for each minor state consists of a single box which functions as that state's Force Pool. This box also specifies the state's production city, initial Force Pool, and scheduled additions to the Force Pool during each January turn.

Note: *The minor state displays are consolidated into the four minor power groups (see GCG section G).*

d. At the start of the game, all forces are deployed on the map as specified in GCG section L. After this, the units specified for each state's initial (1805) Force Pool are deployed in that state's "Force Pool" box. All other units should be placed aside until required to be added to a particular state's Force Pool. **Note:** *If there is no initial Force Pool specified for a given state, no units are deployed in that state's Force Pool until scheduled to be added during a January turn (Exception: see e, below).*

e. During the game, whenever any unit is eliminated, it is immediately placed in the appropriate Force Pool. **Note:** *If a leader is killed, it is permanently removed from play; if a leader is wounded, it is placed on the Turn Record Track; if a unit surrenders or is captured it is placed in the "Prisoners" box of the state which forced its surrender.*

f. During his January Production Phase, the active player adds the units specified for the current year to each state's Force Pool. Units scheduled to be added to the Force Pool of a neutral minor state are placed there during the January Production Phase of the Neutral Player(s) Segment. All additions to the Force Pool are limited by the counter mix provided. If there is no counter available, the addition is ignored.

2. Major State Production

a. During his Production Phase, the active player receives a certain number of Production Points which he may immediately use to purchase strength points from his state's Force Pool. Units purchased from the Force Pool may immediately be deployed on the map board at any production city in that state which is not occupied by an enemy army strength point, however, no more than four strength points may be deployed in the same production city during a single Production Phase.

b. In order to determine the number of Production Points which his state may use, the active player rolls one die at the start of his Production Phase. If the result is five or less, the state receives one Production Point for each of its production cities which is not controlled by an enemy force. If the result is six or greater, the state receives two Production Points for each production city which is not controlled by an enemy force.

Note: If a production city in a major state is controlled by an enemy force, the state receives no production points for that city.

c. Each year during the months of January and July the French player's die roll is increased by three if Napoleon is currently in Paris. Starting the Production Phase following a French

Invasion of Russia the French player's die roll is increased by only one on any month Napoleon is currently in Paris (not three). The Russian player's die roll is increased by one if there are twenty or more pro-French army strength points currently on map board area 4. The English player's Production die roll is decreased by one if France currently controls Portugal.

d. Production Points may only be used to purchase units from the same state's Force Pool. Units are purchased from the Force Pool at the following cost per strength point:

- Naval squadron or transport = 5 Production Points.
- Guard cavalry = 3 Production Points.
- Guard infantry or regular cavalry = 2 Production Points.
- Regular infantry or Cossack cavalry = 1 Production Point.
- Landwehr, Militia or Partisans = ½ Production Point.

e. The Production Points received from a city containing a black infantry (production) symbol may only be used to purchase Landwehr. If no Landwehr units are available in the producing state's force pool these Production Points are lost. The Production Points received from a city containing a red infantry symbol may be used to purchase any type of army unit.

f. During his Production Phase, the active player may freely remove any leader from his state's Force Pool and deploy it on the map board within any city inside of that leader's home country.

g. The French player may use any three major cities in France as production cities, in addition to Paris. A city which is controlled by an enemy force may not function as a French production city. The cities chosen by the French player may differ during the course of the game, if any designated city is captured by an enemy force. However, if fewer than three major cities (other than Paris) are uncaptured the French production total is reduced correspondingly. **Note:** *Brussels is not considered a French production city and Antwerp is only a Naval production city. Toulon is a Naval Production city and may also be designated as one of the three production cities.*

h. Production Points may not be accumulated. At the end of each Production Phase, all unused Production Points are forfeited *(Exception: see 5, below).*

i. The English player controls the production of any neutral or anti-French state which is not represented by a participating player. The French player controls the production of any pro-French state which is not represented by a participating player.

3. Minor State Production

a. A minor state has no production capacity while it is neutral.

b. If the production city of a minor state is controlled by pro-French forces, the French player may consider it a French Production city during his Production Phase. If the production city of a minor state is controlled by anti-French forces, the player who controls the city may consider it his

production city during the Production Phase. *Note, however, that the Production Points received from a minor state may only be used to purchase units from that state's Force Pool.* In addition, during any single Production Phase (pro-French and anti-French Phases), units may only be purchased from one state in each of the four Minor State Groups. Thus, if the French player controls both Milan and Florence, he may purchase either Italian or Naples units, but not both during the same Production Phase. This would also hold true if two different anti-French forces controlled these production cities. Thus, the players who compose the anti-French faction must jointly agree where minor state units will be purchased.

c. Each major state uses special units to represent the forces of a minor state which is under its control. When a minor state is controlled by a major state, the appropriately colored satellite units are used to represent the forces of that minor state.

Example: If France controls Bavaria, the French satellite units bearing a "B" designation are used to represent Bavarian forces. If Austria controls Bavaria, Austrian landwehr are used to represent the Bavarian forces. Finally, if Russia controls Bavaria, Russian Cossacks are used to represent the Bavarian forces.

d. If the anti-French faction controls Brunswick and/or Hanover, the Production Points from these cities may be used to purchase English satellite units bearing a "K" (King's German Legion) from the English Force Pool. If 3, 4, or 5 players are playing, the English player may not build KGL units if the controlling player objects.

e. Bavaria may not be used as a production state until a pro-French strength point gains control of Munich.

4. Spanish and Portuguese Production

a. Spain and Portugal are subject to the regular Campaign Game Production rules as long as there are no foreign army units inside their borders. All non-Spanish units are considered foreign units in Spain. All units except English and English satellite units are considered foreign units in Portugal. While Spain is neutral or pro-French, French units are not considered foreign and may freely enter Spain without being considered an invasion force. If Spain's political status changes to anti-French, French units in Spain are immediately considered a foreign invasion force.

b. If either Spain or Portugal is invaded by a foreign army, the invaded state immediately joins the faction opposed to the invading force, and the invaded state becomes subject to Production rules J.4.d–J.4.o, below, in place of the regular Campaign Game Production rules. In addition, the units specified to be added to the Spanish or Portuguese Force Pool if invaded, are immediately placed in the Force Pool (see Invasions, below).

c. The special Production rules remain in effect in Spain and/or Portugal, as long as there are any foreign army units, controlled by the opposing faction, inside the country's borders.

d. Spanish and Portuguese militia and partisan units may only be purchased from the Force Pool if an opposing foreign army is inside the country's borders.

e. England may lend production points to either Spain or Portugal using Naval Transport, above. Each English production point is equivalent to six "native" production points. England may lend each country a maximum of two English production points per turn.

Note: English production points lent to Spain or Portugal should be kept track of on a sheet of paper, separately from the "native" production points recorded on the Production Track printed on the map board.

f. Spanish Production Points may not be used to purchase infantry or cavalry replacements unless there are no militia or partisan strength points remaining in the Force Pool.

g. Spain receives Spanish Production Points for each city in Spain which is not occupied by a pro-French unit, and Portuguese Production Points for each city in Portugal which is not occupied by a pro-French unit. In each country, the non-French player receives two Production Points for each major city and one Production Point for each minor city which is not occupied by a pro-French unit.

h. The Spanish and Portuguese City Point markers are used to record the number of Production Points each country has available. At the start of the scenario, the non-French player should record twenty Spanish and four Portuguese Production Points on the Production Track printed on the map board. During the course of the scenario, whenever the French player occupies a major city, the appropriate marker is reduced by two points. When the French player occupies a minor city, the appropriate marker is reduced by one point. If the non-French player recaptures such a city, or if the French player simply vacates a city, the appropriate marker is immediately increased by the appropriate number of points.

i. During his Production Phase, the active player receives a certain number of Production Points which he may immediately use to purchase strength points from the Force Pool. Units purchased from the Force Pool may immediately enter the map board as replacements. *Note: These special Production Points may never be accumulated and are forfeited if unused.*

j. Spanish Production Points may only be used to purchase Spanish strength points. Portuguese Production Points may only be used to purchase Portuguese strength points.

k. Replacements are purchased at the following cost per strength point:

  • Militia = 4 Production Points.

  • Partisans = 6 Production Points.

  • Portuguese and Spanish infantry = 6 Production Points.

  • Portuguese and Spanish cavalry = 12 Production Points.

l. Portuguese and Spanish Production Points may not be used to purchase infantry or cavalry replacements unless there are no militia or partisan strength points remaining in the Force Pool.

m. The active player may purchase cavalry replacements by making a "down payment" of half of the normal purchase cost. Note the down payment on a separate sheet of paper.

The cavalry unit must be placed on the map board. It is not subject to attrition and it may not move or participate in combat until the remaining purchase cost is paid during a subsequent turn at which time it will begin operating normally. If a hex containing such a partially purchased unit is attacked and all friendly strength points in the hex either withdraw or are eliminated, the unit is eliminated and the "down payment" is forfeited.

n. Portuguese and Spanish infantry, cavalry and militia may be deployed in any city in their home country which is not occupied by a French unit. Partisans may be deployed in any unoccupied mountain or city hex in their home country.

o. A maximum of two production points may be deployed in any single hex during any Production Phase.

p. If a non-French strength point is inside Madrid during the non-French player's Production Phase, he receives one strength point of Spanish militia (free) from the Spanish Force Pool. *Note: The blue satellite Spanish infantry unit is automatically added to the French Force Pool at the instant a French unit enters Madrid.* The blue satellite Portuguese infantry unit is automatically added to the French Force Pool at the instant a French unit enters Lisbon.

5. Special English Production Rules

a. Unlike all other states, England may accumulate its Production Points and may "lend" these points to any major or minor state by transporting them to any port or coastal hex in the receiving state via naval transport.

b. The maximum number of Production Points which England may accumulate is five. There is a marker provided to record accumulated English points on the Production Track printed on the map board.

c. The maximum number of Production Points which England may "lend" to a state during a single turn may not exceed the maximum number of Production Points the receiving state can generate from its own production cities (count cities with a red infantry symbol only). England may not lend Production Points to a state that is currently pro-French.

d. The maximum number of Production Points which may be used to purchase units from the English Force Pool, during a single Production Phase, is two for land units and five for naval units.

e. The English city of Portsmouth is a special production city. The Production Points generated by Portsmouth may only be used to purchase or replace English (or English satellite) naval units. There is a separate marker provided to allow the English player to accumulate these naval Production Points on the Production Track. Production Points generated by other cities may be used for naval Production.

f. Within the limits of the counters provided, the English player may add one naval unit to the English Force Pool during each January Production Phase. A naval unit may be purchased from the English Force Pool at a cost of five regular and/or naval Production Points. The purchased unit is deployed at Portsmouth.

6. Special French Production Rules

a. Unlike most other states, France may accumulate its Naval Production Points.

b. The maximum number of Production Points which France may accumulate is five. There is a marker provided to record accumulated French points on the Production Track printed on the map board.

c. The maximum number of Production Points which may be used to purchase units from the French Force Pool, during a single Production Phase, is five for naval units. There is no limit for land units.

d. The cities of Antwerp and Toulon are special production cities. The two cities combine for one Naval Production Point. The Production Points generated by them may only be used to purchase, repair, or replace French (or French satellite) naval units. There is a separate marker provided to allow the French player to accumulate these naval Production Points on the Production Track. Production Points generated by other cities may be used for naval Production. *Note: So long as either Antwerp or Toulon is controlled by France the pro-French player receives the one Production Point.*

e. Within the limits of the counters provided, the French player may add one naval unit to the French Force Pool during each January Production Phase. A naval unit may be purchased from the French Force Pool at a cost of five regular and/or naval Production Points. The purchased unit is deployed at either Antwerp or Toulon.

7. Naval Unit Replacement

a. When a naval unit is sunk, it is immediately placed in the Force Pool of the owning state.

b. During his Production Phase, the active player may purchase a naval unit from his state's Force Pool for a cost of five, regular and/or naval Production Points. The purchased unit may be deployed in any port in the state which is not controlled by an enemy force.

c. If he wishes, a player may purchase a naval unit from the Force Pool on "the monthly installment plan". By paying a down payment of one Production Point, he may place the naval unit on the Production Track in the box numbered "5". During each Production Phase, by paying one or more additional points, he may move the unit a corresponding number of boxes, downward on the track. When the unit reaches the "1" box, it may be removed from the track and deployed on the map board.

d. Spanish and Portuguese production points may be used to purchase naval units from the state's Force Pool. The total cost to purchase such a naval unit is thirty "native" production points. This cost may be financed in six installments of five production points each as explained in GCG J.6.c.

8. Landwehr

The mass conscriptions of Austria and Prussia were an attempt to emulate the French practice. Austria's large scale conscription was established with the Patent of June 1808. Prussia, more

entrenched in past glories, was slower to develop this system and Landwehr were not introduced until late in the period.

a. There are two states (Austria and Prussia) which may produce Landwehr units. These units should be added to the appropriate Force Pool in the manner explained below. Once available in the Force Pool, a Landwehr unit may be purchased and deployed on the map board during the Production Phase, like any other unit type. If no Landwehr are available in the Force Pool the Production Points from cities with the black infantry symbol are lost.

b. During each anti-French Production Phase, if Austria is currently an anti-French power, beginning in June 1808, one Austrian Landwehr point is added every month if Austria is currently an anti-French power.

c. During each anti-French Production Phase, if Prussia is currently an anti-French power, beginning immediately after Prussia has become anti-French for the second time, two Prussian landwehr strength points are added and Prussia can begin producing Landwehr from Konigsberg *(Exception, see Poland above).*

K. FRANCE

1. French Partisans

a. During the first turn in which any hex in France is occupied by an enemy unit, the French player receives two strength points of French partisans during his Production Phase. The partisans may be deployed in any forest, mountain, or city hex in France which is not occupied by another (pro-French or anti-French) unit.

b. A partisan unit may never occupy the same hex as any other unit, including another partisan unit.

c. A partisan unit is not subject to attrition, may not be overrun, and has a basic morale value of zero.

d. During the phasing player's Movement Phase, the owning player may move each partisan unit a maximum of one hex. *Note: partisans may not be stacked with or accompany a moving leader.*

e. During the Combat Phase, a partisan unit may initiate combat and may be attacked by an opposing force. A partisan unit, however, is capable of avoiding combat. If a partisan unit is attacked in a non-clear terrain hex, it may immediately withdraw into an adjacent hex thus avoiding combat. If a partisan unit is attacked in a clear terrain hex, it may only withdraw if there are no cavalry strength points in the opposing force. A partisan unit may never withdraw into a hex occupied by another unit.

f. If a partisan unit is eliminated, it may be replaced during the next appropriate Production Phase, within the restrictions of a, above.

g. Partisan strength points may never leave their home country.

2. Napoleon's Abdication and Exile

a. If France is conquered, the following French units are immediately removed from the map board and placed in the box labeled "Napoleon in Exile" on the French Force Pool display: Napoleon, Leader (0), 1GI. Place the EXILE marker on the production track on the '12'. Move it down once at the start of every French Alliance Phase.

b. While Napoleon is in exile, France is considered a conquered state, and a neutral power (subject to the restrictions of GCG section I). In addition, French units may not be moved while Napoleon is in exile.

c. After Napoleon's exile, all non-French units must leave France as rapidly as possible and may not reenter France unless Napoleon has returned from exile. Antwerp and Brussels are immediately considered controlled by England. *Note: After Napoleon's exile, an anti-French state which wishes to attack another anti-French state must become pro-French in order to do so.*

d. During each pro-French Player's segment after Napoleon has been in exile at least three turns, the French player may roll the die to attempt to return Napoleon to France. This die roll is decreased by one for each major and minor state that is pro-French and once more for every three months Napoleon has been in exile. If the modified result is zero, the French player must immediately deploy Napoleon and the other exiled units in any port in France within the Mediterranean Sea zone. If the August 1815 turn ends the game ends regardless of whether or not Napoleon has returned to France.

e. After Napoleon has remained in exile for one year, the marker on the production track has been moved below the '1', the French player must deploy Napoleon and the other exiled units in any port in France within the Mediterranean Sea zone.

f. Upon returning to France, Napoleon's force receives a special Movement Allowance of fifteen Movement Points for the current pro-French Movement Phase. This Movement Allowance must be used immediately, and Napoleon must attempt to reach Paris by the most direct route. If Napoleon's force enters any hex containing an equal or smaller number of French strength points, the units immediately join Napoleon's force and continue moving with it toward Paris. If Napoleon's force enters any hex containing a greater number of French strength points, the French player immediately rolls one die. If the result is four or less, the entire force joins Napoleon and may continue moving with him. If the result is a five, the force immediately retreats three Movement Points, directly towards Paris. If the result is a six, Napoleon is shot and his force immediately stops moving (see g, below).

g. If Napoleon is shot before reaching Paris, the game ends immediately.

h. If Napoleon enters Paris without being shot, France immediately becomes a pro-French power and the game continues until August 1815, or until a player achieves an automatic victory.

3. Bernadotte

a. During the pro-French Production Phase of August 1810, the French leader counter is permanently removed from play and replaced by the Swedish Bernadotte leader counter which is deployed in Stockholm. This rule is ignored if Bernadotte is dead.

4. Pro-French Expeditionary Forces

Although all of the European monarchies generally supported the war against France, minor Austrian, Prussian and Spanish forces were requisitioned by Napoleon and participated as French allies during several campaigns.

a. If any major state that starts the game either neutral or anti-French (Spain is ineligible) becomes pro-French and is eligible for Alliance Phase die rolls, the French player may attempt to form a pro-French Expeditionary Force. During the Alliance Phase in the pro-French Player(s) Segment, the French player may choose any one eligible major state (excluding England) and attempt to requisition an Expeditionary Force. If the modified result is zero (or less) the pro-French Expeditionary Force will be formed.

b. If successful he immediately rolls two dice to determine the number of infantry strength points which may be requisitioned from the allied state. The dice roll is modified exactly as for an Alliance Phase die roll. If the modified dice roll is seven or greater, the French player receives one unnamed leader and one cavalry strength point in addition to four infantry strength points. If the modified dice roll is two or less, the French player receives three cavalry strength points and twelve infantry strength points. If the modified dice roll is between three and six, the French player receives two cavalry strength points and eight infantry strength points. Regardless of the result, in addition, he receives one named leader which should be chosen in a random manner from a cup in which all of the available (currently on the map) named leaders are mixed (Exception, Blucher is not available for requisitioning regardless of his current status). The requisitioned force is treated as a pro-French force for all purposes and may be used in any manner the French player desires.

c. The requisitioned force may leave its home country but must maintain its own supply line. The force is not subject to Attrition so long as it remains in its home country. If this force leaves its home country, it is subject to Attrition during the pro-French Player(s) Segment so long as it remains outside of its home country. Units eliminated from an expeditionary force return to the Force Pool of their home country. The Production capability of the home country may not be used to reinforce the Expeditionary Force.

d. Should the home country of an Expeditionary Force become neutral or anti-French the English player gains control of the force. It must be moved as quickly as is reasonable back to the home country and may not be used to initiate combat. Upon arrival at the home country the force becomes a normal part of that state's forces and all restrictions are removed.

5. French Invasion of England

Considerable preparations were made prior to 1805 for a French invasion of England. The plan was to land near London, take the city, and supply the army from the land of the enemy. While the planned invasion never took place and there is uncertainty how effective the transports were, the threat of invasion was taken very seriously by Great Britain. To reflect this the following rules are in play:

a. If at any time there are no un-blockaded English squadrons in the North Sea Zone and a French transport is located either at Boulogne or "at sea" in the zone French army units may cross the English Channel during the Ground Movement phase with the following restrictions:

b. A maximum of 2 leaders may cross per turn, accompanied by up to the maximum ground forces they may be accompanied by. No cavalry may cross. Each moving leader's force must make an attrition die roll and immediately remove the requisite number of strength points. Only leaders located in the hex containing the city of Boulogne may cross the channel. Only hexes containing the brown shaded coastal zones in England may be the destination hex.

c. The movement cost to cross is assumed to take all of the movement capacity of the army strength points. Once moved to a coastal hex in England the unit(s) is presumed to have no movement allowance remaining for the duration of the turn.

L. ENGLAND, PORTUGAL AND SPAIN

1. Spanish Alliance Chart

Spain starts pro-French and remains a French ally until both Austria and Prussia have been conquered by France (regardless of the current political status of either) or the July 1807 turn has completed (whichever comes first) at which time the Spanish Alliance Chart goes in to effect (Exception see Invasions, below). During the next English Alliance Phase following completion of either of those conditions the following procedure is followed. *Note: Spain is not eligible for Alliance die rolls until it has been conquered by France at least once.*

a. Place a marker on the '12' value on the Spanish Alliance Chart once the Spanish Alliance Chart goes in to effect.

b. The marker is moved down or up (from 12 to 11, from 11 to 12, and so on) under the following conditions:

- Move down once per Spanish naval squadron currently in the Force Pool at the moment the Chart first goes in to effect

- Move down once per Spanish naval squadron added to the Force Pool through elimination in combat

- Move up once per Spanish naval squadron removed from the Force Pool through production

- Move down once for every 10 pro-French (non-

Spanish) strength points in the boundaries of Spain at the moment the Chart first goes in to effect

- Move down once for every 10 pro-French (non-Spanish) strength points that enter Spain
- Move up once for every 10 pro-French (non-Spanish) strength points that exit Spain
- Move up twice if anti-French forces initiate land combat against a hex containing a majority of Spanish strength points (50% or more)
- Move down twice if the pro-French player has moved any Spanish units during the Ground Movement Phase.
- Move down once every month during the English player's Alliance Phase.
- The marker cannot be moved below the '0' or above the '12'. If the condition requires movement below the '0' move the marker to the '0' and cease all other movement. If the condition requires movement above the '12' move the marker to the '12' and continue with any other movement conditions.

c. When the marker is moved to the '0' value Spain immediately declares war on France and joins the English coalition. Spain will remain anti-French through the end of the game unless conquered. The Spanish Alliance Chart is not used again for the remainder of the game.

d. Spain becomes eligible for Alliance die rolls if it has been conquered by France at least once.

2. Partisans and Militia

a. Partisans may be deployed in any unoccupied mountain or city hex in their home country.

b. A partisan unit may never occupy the same hex as any other unit, including another partisan unit.

c. A partisan unit is not subject to attrition, may not be overrun, and has a basic morale value of zero.

d. During the phasing player's Movement Phase, the owning player may move each partisan unit a maximum of one hex. **Note:** *partisans may not be stacked with or accompany a moving leader.*

e. During the Combat Phase, a partisan unit may initiate combat and may be attacked by an opposing force. A partisan unit, however, is capable of avoiding combat. If a partisan unit is attacked in a non-clear terrain hex, it may immediately withdraw into an adjacent hex thus avoiding combat. If a partisan unit is attacked in a clear terrain hex, it may only withdraw if there are no cavalry strength points in the opposing force. A partisan unit may never withdraw into a hex occupied by another unit.

f. If a partisan unit is eliminated, it may be replaced during the next appropriate Production Phase, within the restrictions of a, above.

g. Militia and Partisans may never leave their home country.

3. Egypt and Malta

These are special satellite states. They can never become pro-French and have no production.

M. AUSTRIA, PRUSSIA, AND RUSSIA

Each major state of the time had its own interests in mind as actions were taken, wars declared, and peace negotiated. The following rules provide some structure for Austria, Prussia, and Russia.

1. Austria

a. Austria is not eligible for Alliance die rolls until conquered twice.

b. After Austria is conquered for the first time and rebuilds its Force Pool, it will declare war on France in the Neutral Alliance Phase that follows.

c. After being conquered a second time, upon reconstruction of its Force Pool (again) it will be eligible for normal Alliance Phase rules *(Exception: see Russia, below).*

2. Prussia

a. This country may not become pro-French by Alliance die rolls until after it has been conquered by France. A die roll may cause it to become anti-French, in which case another roll could return it to neutrality.

b. Beginning in the third turn after the first conquest of Austria or May 1806, whichever comes first, Prussia will roll two dice in each Prussian Alliance Phase. If necessary, place a Prussian flag on the production track on the '3' and move it down once each English Alliance Phase. If moved below the '1' remove the flag and begin rolling the dice. The first time, a result of 2 will cause it to declare war on France; for the second dice roll, a 3 or less causes war; for the third time, 4 or less causes war; and so on until war is declared. This roll is made even if Prussia is currently anti-French for some other reason. After the occurrence of this special declaration of war, Prussia is not eligible for Alliance die rolls until conquered by France.

c. Upon reconstruction of its Force Pool after being conquered for the first time, Prussia will be subject to Alliance die rolls normally *(Exception: see Russia, below).*

3. Russia

a. This country is not eligible for Alliance Phase die rolls until both Austria and Prussia are simultaneously in a conquered state. Thereafter Russia is eligible for those die rolls *(Exception, see The Treaty of Tilsit, below).* Russia may never become pro-French.

b. Once invaded by France, Russia will remain anti-French through the end of the game unless conquered.

c. After Russia has been invaded, if no pro-French unit remains on Russian soil, Austria and Prussia will become neutral if currently pro-French. Thereafter they are not eligible for Alliance die rolls. Austria is absolutely neutral. Units of both sides must leave or declare war. Prussia is neutral but both sides may enter it freely. Prussian units are ignored by

both sides. Whenever Berlin, Konigsberg and Warsaw are all controlled by the anti-French, Prussia will declare war on France and remain anti-French until the end of the game. The turn after this happens, Austria will begin to roll 2 dice each Alliance Phase: a result of 2 on the first turn (a roll of 3 or less on the second turn, 4 or less on the third turn, and so on) causes it to declare war on France and remain anti-French for the rest of the game.

d. Cossack units possess a basic morale value of zero. At the start of any round of combat, if a committed force contains Cossacks, the Cossack strength points may withdraw unless the opposing force contains a larger number of cavalry strength points.

4. Austria, Prussia, and Russia

a. When any of these major states become pro-French the French player may not move any of the ground or naval units of that state unless the unit(s) is a part of a pro-French Expeditionary Force or the state has been invaded by anti-French forces.

b. When any of these major states become pro-French the English player (or the controlling player) may move any one leader with any combination of up to ten infantry or cavalry strength points per English Ground Movement Phase unless the unit(s) is a part of a pro-French Expeditionary Force.

c. If the state is invaded, the French player may move all of the allied states' units anywhere within their home country. Only a pro-French Expeditionary Force may leave their home country.

5. The Peace of Pressburg.

If Austria is conquered by pro-French forces the French player may enact the Peace of Pressburg. The French player must declare the enactment of the peace. If it is not declared by the end of the following French Alliance Phase it cannot be enacted for the remainder of the game. The following peace treaty may be imposed:

a. Venice is ceded to the Kingdom of Northern Italy.

b. Innsbruck is ceded to either Bavaria or France at the French player's option.

c. An anti-French state may reverse this treaty by conquering the aforementioned minor states.

d. Optional: Neither France nor Austria may either attack the other or declare war on the other for 12 turns.

6. The Treaty of Tilsit

Russia starts anti-French and remains an enemy of France until both Austria and Prussia have been conquered by France at least one time (regardless of the current political status of either) and the Polish Question has been answered. At that time the Treaty of Tilsit may be enacted by the French player. The French player

must declare the enactment of the treaty. If it is not declared by the end of the following French Alliance Phase it cannot be enacted for the remainder of the game. The French decision regarding Poland determines the contents of the treaty. The following reflects the treaty based on the three possible decisions regarding Poland:

a. No Poland

- Russia is neutral for at least 18 months from the treaty's inception — no one may attack her and she is not eligible for an Alliance die roll during this span. Place a Russian flag on the production track at the '18' value. Each month, during the English player's Alliance Phase, move the flag down one value. Remove the flag once the value is below '1'. At that time Russia becomes eligible for the Alliance die rolls normally.

- Russia cannot accept English production points until January 1811.

- The Prussian city of Magdeburg, along with any other French supply source in Prussia, becomes French controlled and a source of supply as per GCG section I.2, above.

b. The Grand Duchy of Warsaw

- Russia is neutral for at least 12 months from the treaty's inception — no one may attack her and she is not eligible for an Alliance die roll during this span. Place a Russian flag on the production track at the '12' value. Each month, during the English player's Alliance Phase, move the flag down one value. Remove the flag once the value is below '1'. At that time Russia becomes eligible for the Alliance die rolls normally.

- Russia cannot accept English production points until January 1810.

- The Prussian city of Magdeburg, along with any other French supply source in Prussia, becomes French controlled and a source of supply as per GCG section I.2, above.

c. The Kingdom of Poland

- Russia is neutral for at least 6 months from the treaty's inception — no one may attack her and she is not eligible for an Alliance die roll during this span. Place a Russian flag on the production track at the '6' value. Each month, during the English player's Alliance Phase, move the flag down one value. Remove the flag once the value is below '1'. At that time Russia becomes eligible for the Alliance die rolls normally.

- Russia cannot accept English production points until January 1809.

- The Prussian city of Magdeburg remains Prussian and does not become a source of supply.

N. INVASIONS

Most instances of invasion occur when one side enters the national territory of a state in the political sphere of influence of the other side. However a French invasion of Spain or Russia is handled in a unique manner as detailed below.

1. French Invasion of Spain

The following rules are in effect at the start of the game:

- The total count of pro-French (non-Spanish) strength points in Spain cannot be greater than 20 at any time (pro-French retreat in to Spain is not allowed if the count would exceed 20).
- The pro-French player may not move any pro-French (non-Spanish) strength points in to Spanish territory in the hex row containing Madrid or territory south of that hex row unless the hex is immediately adjacent to Gibraltar.

a. If the Spanish Alliance Chart marker is moved to the '0' value and the pro-French player subsequently move 5 or more French strength points into Spain, the move is considered to be a French invasion of Spain. A violation of any of the preceding restrictions is also considered to be a French invasion of Spain. France may declare war on Spain following the Alliance rules (see Declaration of War, above). Should the pro-French player do so and subsequently move 20 or more pro-French strength points in to Spain the move is considered to be a French invasion of Spain and the Spanish Alliance Chart is not used for the remainder of the game.

b. If Spain becomes anti-French at any time the preceding restrictions are immediately lifted.

c. If a French invasion of Spain occurs the following take effect immediately:

- Spain declares war on France and joins the anti-French coalition.
- Spain will remain anti-French through the end of the game unless conquered.
- The Spanish Alliance Chart is not used for the remainder of the game.

2. French Invasion of Russia

a. If a major Russian city or capitol city becomes controlled by France prior to January 1810 the move is considered to be a French invasion of Russia.

b. If 25 or more pro-French strength points enter Russia at any time after December 1809 the move is considered to be a French invasion of Russia.

3. Invasion of a Minor State

a. If a minor state is either neutral or a part of the faction opposed to the active player and that player moves any army units in to the territorial boundaries of that minor state the action is considered to be an invasion.

b. If a minor state is a part of the faction aligned with the active player movement in to and out of the territorial boundaries of that minor state is not considered an invasion. However, if the active player initiates combat against the army units of such a minor state the action is considered to be an invasion.

O. CAMPAIGN GAME OPTIONAL RULE(S)

The following optional rules recreate certain important historical events of the Napoleonic Wars. By mutual agreement players may use any or all of these rules when conducting a Campaign Game.

1. Naval Economic Warfare Between England and France

The following sections comprise a method of economic warfare on the high seas between the pro-French navies and those of England.

Commerce Raiding

a. A French or French-allied squadron or Fleet (single unit or stack) beginning its Naval Movement Phase in a sea zone, and remaining for the entire phase within that zone, may engage in "commerce raiding" instead of movement. To successfully raid a sea area, total the value of the Naval units in the sea zone and add it to the sum of the roll of two dice. French squadrons have a value of "1" and non-French allied squadrons have a value of ".5" each.

b. Take the resultant total (rounded up where appropriate) and add to it any MT (Maritime Traffic) modifiers that the appropriate sea zone indicates. (Example: The MT in the North Sea is "+2", indicating a wealth of English Shipping). From this combined total, now subtract the number of English squadrons in the sea zone, and any "AAB" modifiers which the English player has created by his "Action Against Bases" (see below), as well as the constant (and arbitrary) value of "9". The remaining positive number (if any) represents the change in the insurance rates for English shipping. Repeat this procedure for each and every sea zone in which the French player has stationary friendly Naval units, totaling the change in rates. This value is the "Current Lloyd's of London Insurance Rate" (at game start, 5%).

c. Should French commerce raiders operate in the North American zone during a given year, for any "War with America" die roll during the January of the following year, the chance of an American war with England is reduced. Should war be indicated by a die roll of "1", roll again: an even-valued result means the war occurs as usual; odd means the Americans are too fed up with both combatants to declare war on the English. The English-American war roll may be made in subsequent Januaries, until the war is actually fought. Should the French end a game-year without raiding commerce in the North America zone, the subsequent January war roll is conducted as per the standard rules. Should an American War be raging, the MT modifier for the North American zone is reduced to "0'", representing the interruption of normal English bound trade there during wartime.

d. A lack of French success at sea, or a paucity of effort, will encourage English underwriters to reduce their rates. To represent this fact of economic life, each turn - notwithstanding any action of the French player - three (3) is subtracted from the total achieved above, to create a new "Current Lloyd's of London Insurance Rate". The English insurance rate may not be lowered to less than 5% (representing the historic level of French privateering). Should it occur that the French player makes no commerce-raiding rolls at all in his player turn, the amount to be subtracted is doubled to six (6).

Example: The French have just begun commerce raiding with two squadrons in the North Atlantic zone. At the beginning of the units' Movement Phase, the French player rolls the dice for a total of "11". Add in the value of the commerce raiders (two) and the MT modifier of the sea zone (+3), subtract the number of English Naval units (zero) and their AAB modifier (also zero), and the total of "16" is reached. Subtract nine (a constant) for a change in the Lloyd's of London Insurance Rate of "7". Add this change to the old rate (5% in this example) for a new total of 12%. At the beginning of the English turn, this "12" will be modified by the constant -3 (due to French activity, 6 if not), representing the confidence of underwriters in English counter-measures, for a final total of "9". This new rate of 9% is the Insurance Rate to be carried over to the next turn.

e. When the Current Lloyd's of London Insurance Rate reaches 10%, the English must take action. One of three options is available: Send to the Global Sea zones either (1) a total of three squadrons (2) or two English infantry strength points (with a Transport Unit), or (3) he must expend three production units in each subsequent turn. This latter represents creating new units and diverting sources to the high seas commerce war. The expended production points may only be used for an "Action Against Bases" attack in the turn that they are Spent. Unused points are lost.

f. If the Naval units involuntarily sent from the map are destroyed in combat in the off-board display, they must be replaced during the next English Movement Phase. Neither the naval or land units may return from the Global Sea zones so long as the Current Lloyd's of London Insurance Rate remains at 10% or higher, unless first replaced by equivalent units or production spending. Land units on Transports in the sea boxes are absolved from the rule requiring that they land at the end of each turn. We assume that ports are available in the sea boxes as required by transported units.

g. It is possible for the English player to alternate his reaction to the high Insurance Rates. For example, he may first elect to expend three production points, but should he later send three naval (or two land) SP to the sea boxes in a subsequent turn, he can cease expending the production points. He may also trade off Naval units for land units, and vice versa.

h. If the Current Lloyd's of London Insurance Rate reaches 15% (or higher), the English player may not draw more than one point each from his production centers.

i. If the Lloyd's of London Insurance Rate reaches 20%, the English player must expend three production points per turn until the Insurance Rate is less than 20%; if he is already

expending three production points per turn, he must then send three Naval SP, or two land SP (with Transport) to the sea boxes.

j. If the Insurance Rate should reach 30%, he must spend three production points per turn, as well as maintain in the sea boxes at least three Naval SP and two land SP (with Transport).

k. If the insurance rate reaches a catastrophic 40%, no production points may be lent to allies (in the unlikely event that the English player has any to spare), and no English land units may leave England (except to go into the Global Sea zones), and all English units outside England upon the WAR AND PEACE map are forbidden to engage in attacks (they defend normally).

Action Against Bases (AAB)

l. The English player during his Combat Phase simply indicates the sea zone where he hopes to suppress enemy ports. He cannot choose the North Atlantic (because the French are assumed to be using Continental ports). Too, any favorable modifiers the English payer achieves from port suppression in the North America and the Caribbean Sea zones are ignored during, an American war, to represent the upsurge of American privateers operating from North American bases.

m. Once the English player has chosen a sea zone to attack for port suppression, he rolls two dice and subtracts ten (-10). To this remainder he adds the number of English Naval squadrons and English infantry units in the same sea zone. He also adds the number of production points spent this turn (if he is making port-suppression attacks, the expended production points may be divided between the attacks but the same production points may not be used in more than one attack). If the result is a positive number, the sea zone acquires an "Action Against Bases" modifier of "+1". As mentioned above, this reduces the effectiveness of French commerce raiding in the affected sea zone.

n. If he has sufficient forces (i.e., units and production points), the English player may divide such and attack the same sea zone more than once in a turn. This allows the English player to acquire more than a single "Action Against Bases" modifier that turn for the same sea zone (if successful in more than one attack). Once acquired, the modifier is cumulative and may never be reduced. There is no limit to the size of this cumulative modifier.

o. If the sea zone under attack is the Mediterranean, the Atlantic, the North Sea or the Baltic, the AAB modifiers do not come into effect unless every enemy port opening to those seas on the WAR AND PEACE map is captured. Because of the paucity of usable French bases in the Cape of Good Hope area, unless Portugal is a French conquest (and thus the French have access to African colonial bases), each successful AAB score for the Cape zone wins the English player twice the usual AAB modifier (that is, "+2" instead of "+l"').

2. Naval Hidden Movement

a. At any point during a Naval Movement phase when a Fleet is formed a Fleet Unit of the corresponding nationality (limited by the countermix) may be placed at the current location of the Fleet, the naval units removed from the mapboard and placed on the corresponding Fleet Unit box of the Leader Board.

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

c. Fleet Units may for all purposes of movement be treated as any Fleet.

d. Fleet Units have no effect on combat or economic warfare.

e. Nelson may be treated exactly as any other naval unit for the purposes of Hidden Movement.

f. If at any time the strength points of naval units on the Leader Board for a given Fleet Unit drops below 1 the owning player must declare such and remove the Fleet Unit from the mapboard.

g. If Hidden Movement is used in conjunction with Naval Economic Warfare the commerce raiding value should be raised from 9 to 10.

3. Napoleon's Flight to Paris

During any Ground Movement Phase following a French Invasion of Russia the French player may declare Napoleon's Flight to Paris. The following rules will then apply:

a. Napoleon's movement allowance is increased to 20 movement points for a period of two turns including the turn of the declaration.

b. Napoleon must move in a direction generally towards Paris.

c. The French player may declare a flight to Paris only once per game.

d. The French player's Production die roll is increased by three the month following his return to Paris (only one month duration). ***Note:*** *This is not in addition to the bonus of one Napoleon normally provides when in Paris.*

4. Weather

The Standard Game Rules for weather are very simple to use and convey a general sense of seasonal changes. For more complexity and greater nuance replace them with the following:

a. Weather conditions can be "Fair", "Wet", "Poor", or "Cold".

b. The map board areas are divided in to "Southern", "Central", and "Northern". Map board area 1 is southern, areas 2 and 3 are central, and area 4 is northern.

c. At the start of each turn, prior to the Neutral Player(s) Segment, the English rolls one die. The weather in the central area is found on the Weather Chart by cross-referencing the die roll. The weather in the northern area is found by adding one to the die roll and cross-referencing the same die roll. The weather in the southern area is found by subtracting one from the die roll and cross-referencing the same die roll.

d. Place the corresponding markers for each of the three areas in the appropriate boxes of the current weather chart on the map board to show the turn's weather conditions in each area.

e. Weather impacts play in the following manner:

- Weather impacts the entire area it is applied to.
- Fair weather has no impact on play.
- Wet weather decreases the movement allowance of all units in the area by one.
- Poor weather increases the Attrition die roll by one for all units in the area and decreases the movement allowance of all units in the area by one.
- Cold weather increases the Attrition die roll by one for all units in the area.
- Weather has no impact on supply (see SG section M, above).

f. The weather roll is skipped on Turn 1. Weather is "Fair" for the first turn.

5. Typhus Epidemic

A recent study, published in the January 1, 2006, issue of The Journal of Infectious Diseases concluded roughly one in three soldiers of Napoleon's Army in Russia, or about 200,000 men, died of a louse-borne disease (Typhus). See "Evidence for Louse-Transmitted Diseases in Soldiers of Napoleon's Grand Army in Vilnius" for more information. For centuries it has also been clear the battles of 1813 were waged as much against attrition as against the human enemies on the battlefield. This optional rule provides for that historical occurrence using the following rules:

a. Starting the July 1810 French Attrition Phase, or following a French Invasion of Russia (whichever occurs first), and continuing each French Attrition Phase thereafter, roll two dice before the normal Attrition die roll. A value of '12' indicates a Typhus outbreak has occurred and the following are immediately applied:

b. Mark the 'Typhus' box on the map with the Typhus marker. This indicates the outbreak is present.

c. The SG Attrition rules are modified as follows:

Remove section G.3.e and add the following two entries:

- (+1) if the hex is on map board area 1.
- (+2) if the hex is on map board area 3 or 4.d. The outbreak continues until either the end of the game or until France has been conquered (whichever occurs first). If France is conquered remove the marker from the 'Typhus' box, restore SG rule G.3.e, and discontinue the two new entries.

Note: *An outbreak of Typhus impacts both pro and anti-French strength points.*

6. Wellington's Defensive Line (Lines of Torres Vedras)

a. Starting July 1809 if Wellington is present in a hex along with at least 5 strength points of infantry, work may begin on the Torres Vedras defensive lines.

b. During the Movement Phase, the active player may entrench this force so long as it remains stationary. Place an Entrenchment marker in the hex the units occupy along with a siege marker set to '3'. Each month during the Movement Phase the siege marker may be decreased by one so long as Wellington and the strength points remain stationary. If the value is reduced to '0', the English player may expend one Production Point, the Entrenchment marker may be removed and the Torres Vedras marker may be placed in that hex.

c. Unlike an Entrenchment marker the Torres Vedras marker is never removed. Once placed, the marker will remain in that hex for the remainder of the game. Only one Torres Vedras marker may be placed per game.

d. Any anti-French force in the hex with the Torres Vedras marker has the following modifier. The dice roll used to resolve a field battle is increased by one if the larger force is attacked in a hex containing the Torres Vedras marker. The dice roll is decreased by one if the smaller force is attacked in a hex containing the Torres Vedras marker. Units which initiate a battle (or a counterattack) never benefit from the presence of the Torres Vedras marker in the hex they occupy.

e. The Torres Vedras marker may not be placed in a hex that contains a major city or a capitol city.

7. Optional Demoralization

During combat it is possible for a force to become demoralized. In the Standard Game rules all Demoralization markers are removed at the end of each Combat Phase. Commonly, however, a defeated force would take some time and would often require considerable effort to rally. This optional rule provides for that using the following rules:

a. Section P.9 is replaced with the following: At the end of each Combat Phase, all Demoralization markers remain in place and each demoralized force retains its demoralized morale value.

b. If the home country of a Demoralized force should become neutral or is conquered, all Demoralization markers are removed from units of that state at the start of the Ground Movement Phase for that player.

c. At the start of the Ground Movement Phase the active player may attempt to rally each demoralized force if at least one friendly leader of the same major state or controlling state is present (leaders of the major state controlling the forces of a satellite are included). Roll two dice for each hex containing demoralized units. Calculate the normal morale for that force, exactly as for combat but excluding

the Demoralization marker, and add that value to the dice roll. Any one leader's leadership value may be added as well, so long as the leader is in the same hex. If the result is 9 or greater the force has improved its morale and the demoralization marker may be reduced by one. A "D3" would become a "D2", a "D2" would become a "D1" and a "D1" would be removed.

d. Army units that made an attempt to rally may still be moved during the Ground Movement Phase.

e. If the Demoralization marker equals or exceeds the force's average morale (the force has an effective morale of '0' or less) the force may not attempt Forced Marching.

f. If an equal or larger force of friendly and un-demoralized strength points moves in to the same hex with a Demoralized force and ceases its movement, the Demoralization marker may be removed so long as the Demoralized force has not moved during that Ground Movement Phase. Subsequent to this neither force may be moved for the remainder of the Ground Movement Phase—they must remain in that hex.

g. Should a Demoralized force be divided in to smaller groups, each smaller force would retain the same Demoralization marker of the larger force.

h. Should a Demoralized force move and end its Ground Movement Phase in the same hex as another Demoralized force the lowest value Demoralization marker must be removed. The entire force is now considered to have the Demoralization level of the remaining marker.

8. Nelson's Daring

Admiral Nelson famously put himself, and his ship, at the center of battle at great personal risk. Eventually his gambles caught up with him but not before the strategic victory at Trafalgar.

a. During any round of naval combat the anti-french player may declare Nelson's Daring.

b. Nelson's modifier is increased from 1 to 2 for this round of combat.

c. Immediately following that round of combat two dice are rolled. A result of 10 or higher results in the death of Nelson and his **immediate and permanent** removal from play.

d. This rule may be applied once per month.

P. INITIAL DEPLOYMENT

1. France (deploys first)

a. French forces: In France, within one hex of Strasbourg: Napoleon, Lannes, Ney, 8I, 2GI, 4C • within one hex of Metz: Davout, Soult, 12I, 1C • At Milan: Massena, 3I, 1C • At Coblenz: Marmont, 3I, 1C • At Cologne: Bernadotte, 3I • At Florence: Leader (0), 4I • At Brest: Leader (0), 4I, 3S • At Amsterdam: 3I, 1S • At Hanover, 1I • At Toulon: 6I, 3S, 1T • At Rochefort: 4I, 2S • At Boulogne: 3I, 1T.

b. French satellite forces: At Wurzburg: Leader (0), 3I, 1C (B) • At Amsterdam: Leader (0), 3I, IC (H) • At Milan: 4I, 1C (I) • At Baden: 1I (R) • At Geneva: 1I (Sz) • At Stuttgart: 2I (Wu).

2. England

a. English forces: At London: Leader (0), 6I, 2C • At Plymouth: 2T • At Gibraltar: 1I, 1S • Blockading Amsterdam: 1S • Blockading Brest: 3S • Blockading Rochefort: 2S • Blockading Corunna: 2S • Blockading Cadiz: 1S • Blockading Cartagena: 1S • Anywhere in the Mediterranean Sea (including coastal hexes): Nelson, 1S.

b. English satellite forces: At Lisbon: Leader (0), 4I, 1C, 1S, 1T (Pt)

3. Russia

a. Russian forces: At Brest-Litovsk: Buxhowden, Constantine, 5I, 2GI, 1C, 1GC • At Lublin: Bagration, Kutuzov, 7I, 1C • At Grodno: Bennigsen, 3I, 1C • At Moscow: Barclay de Tolly, 5I, 1C • At St. Petersburg: Leader (0), 5I, 1C, 1S, 1T • At Kiev: Tormazov, 5I, lCC.

4. Austria

a. Austrian forces: In Bavaria, within one hex of UIm: Ferdinand, Mack, 11I, 3C • Within one hex of Venice: Charles, Hiller, 14I, 4C • At Innsbruck: John, 3I, 1C • At Vienna: Leader (0), 2I • At Prague and Ratisbon: 1I each.

5. Prussia

a. Prussian forces: At Magdeburg: Brunswick, Ruchel, 10I, lC • At Weimar: Hohenlohe, 6I, 1C • At Berlin: Leader (0), 1I • At Dresden, Konigsberg, Posen and Thorn: 1I each.

b. Prussian satellite forces: At Dresden: Leader (0), 3I, 1C (S) • At Brunswick: 1I (Br) • At Cassel: 1I (He).

6. Spain

At Madrid: Castanos, 5I • At Corunna: Blake, 4I, 2S, 1T • At Cadiz: 4I, 1S • At Cartagena: LaRomana, 4I, 1S • Anywhere in Spain: 3C (France determines the placement of these units).

7. Neutral Minor States

a. Denmark (Use French satellite units): At Copenhagen: 3I, 3S, 1T • In Denmark, within two hexes of Lubeck: 2I, lC (France determines the placement of these units).

b. Sweden (Use Russian satellite units): At Stockholm: Leader (0), 6I, 2C, 1S, 1T • At Stralsund: 2I • At Lubeck: 1I.

OPTIONAL INITIAL DEPLOYMENT (Historic Naval Setup)

The following deployments will change or add to the Initial Deployment as follows:

1. France (deploys first)

At Toulon: change to 6I, 1S, 1T • At Cadiz add: 2S.

2. England

At London: change to Nelson, 1S • Blockading Cadiz: change to: 0S • In the Atlantic: add 2S • In the Mediterranean Sea: change to 0S. At Cairo: Leader (0), 4I

6. Spain

At Cadiz: change to 4I, 3S.

Note: This setup increases Spain's squadrons by 2, or 12 ships, and England's by 1, or 6 ships.

Designer's Note: The research for the re-designed GCG found a naval setup quite different from the original GCG design. Both are included in the sequel. This Historic Naval Setup can be used at the discretion of agreeing players.

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