Standard Game Scenarios

THE SCENARIOS

1. **MMWAP** includes twelve separate scenarios and a thirteenth that links several scenarios. Each scenario is fully explained in a separate section of these rules. The scenario rules sections are organized as follows:

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2. To begin a scenario, refer to the scenario rules and set out the components listed in Section B.

3. The scenario rules specify the month in which the scenario starts and ends. At the start, the Game-Turn marker is placed in the starting month, and the Game End marker is placed in the ending month on the Turn Record Track. At the end of each turn, the Game-Turn marker is advanced one month. When the Game-Turn marker reaches the final month, after both players complete their segments, the scenario ends and the winner is determined in accordance with the victory conditions specified in Section C of the scenario rules. For multi-year scenarios, a Game Year marker is also provided.

4. In each scenario, Section D contains special rules particular to that scenario. In certain instances, these rules may conflict with the standard game rules. Whenever such a conflict occurs, the scenario rules supersede the standard rules.

5. The initial forces and starting locations are listed in Section E of the scenario rules. Player should take care to use the proper nationality and unit types:

   a. Leaders are usually listed by name. If the rules specify "Leader (0)", any unnamed leader of the appropriate nationality may be used.

   b. The letter "I" refers to infantry strength points. The letters "GI" refer to guard infantry. The letter "L" refers to landwehr. The letter "M" refers to militia. The letter "P" refers to partisan.

   c. The letter "C" refers to cavalry strength points. The letters "GC" refer to guard cavalry. The letters "CC" refer to Cossack cavalry.

   d. The letter "S" refers to naval squadron strength points. The letter "T" refers to naval transports.

   e. The nationality abbreviation of a satellite force is parenthesized. Example: 3I, 2C (B) indicates three Bavarian infantry strength points and two Bavarian cavalry strength points.

   f. Units which are required to deploy at a certain city must be placed in the hex in which the city is located. Units which are specified "within one hex of", may be deployed in or adjacent to the indicated hex, and the forces may be divided in any way desired. If opposing units are deployed in the same city hex, the rules specify which units begin inside the city.

6. Reinforcements are specified in Section F of the scenario rules. At the start of the scenario, reinforcements should be placed in the appropriate box on the Turn Record Track. In a multi-year scenario, before starting the January turn, players should place the new year's reinforcements on the track. Reinforcements are taken from previously unused units.

7. In some scenarios, replacements are also specified in the scenario rules. Replacements may only be taken from units previously eliminated during the scenario (thus players should reserve a space in which to place eliminated units). If the indicated replacements are not available on the specified turn, they are forfeited.

8. The scenarios are generally progressively more difficult to play requiring a greater grasp of the standard rules. For example: The Italian Campaign scenario is quite simple to play while The Campaign in Russia scenario requires considerably more thought as more complex situations will arise. Furthermore, the linked scenarios (Peninsular War and The Final Glory) add additional complexity over the other scenarios. It is recommended players utilize this structure to enhance enjoyment of learning the game system. Finally, the addition of naval rules to the Egypt scenario provides a nice jumping off point, in combination with the linked scenarios, for trying the Grand Campaign Game.

I. THE ITALIAN CAMPAIGN OF 1796–97

Inspired by a Tom Cundiff design in Fire & Movement No. 146.

A. INTRODUCTION

The Coalition against Revolutionary France went in to full swing with the beheading of King Louis XVI on 21 January, 1793 as Britain joined Austria and Prussia to oppose the budding Republic. Spain would join the coalition later that same year. Over the course of the following 22 years 6 more coalitions would be formed to combat France. However, the wars fought during the years of this first coalition would not end until a young general, Napoléon Bonaparte, would resoundingly make his entrance on to the world's stage.

In 1793 the French were fighting with a Revolutionary zeal scarcely dreamt of by the leaders of the small, professional armies opposed to France. One opponent after another was defeated by these Republican forces. By 1796 only Austria and the small state of Piedmont opposed France on the continent. The two sides were squared off with enormous opposing armies in Germany, while the rich lands of Italy had been all but written off by the small, ill-fed and under-equipped French Army located there. General Bonaparte, having gained respect for his abilities through his actions at Toulon and having gained popular recognition through his actions in the streets of Paris to hold off the Royalists, became seen as a political threat to the directors of the Republic. The decision was made to relegate him to the sideshow theater in Italy.

This decision missed its intended mark however. Having been born a Corsican, "Napoleone di Buonaparte" had heavy Italian influences throughout his upbringing. He understood its people and its politics as no one else in his position in the Republican Army could and he quickly made use of these skills. General Bonaparte also had a flair for igniting the passions of soldiers and he had no respect for the slow Prussian methods of war so popular in Europe at the time. What would follow would leave the world a witness to the birth of history's greatest captain.

Note: This scenario includes both an introductory and an advanced version. The introductory scenario is intended as an introduction to the game system and should be played by those first learning it. Certain historical elements have been simplified for this purpose to keep the breadth of rules to a minimum. The advanced scenario is more historically accurate but requires a better understanding of the standard game rules. Rules within the scenario marked for use in the introductory scenario should only be used if the introductory scenario is being played. Those marked for use in the advanced scenario should only be used if the advanced scenario is being played. All other rules, not specifically marked as either introductory or advanced, should be considered in play regardless.

B. GAME EQUIPMENT

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

2. The introductory scenario requires Austrian, and French Army units. The advanced scenario also requires Piedmontese and Prussian Army units.

C. VICTORY CONDITIONS

1. Introductory Scenario

a. France wins automatically if it controls Genoa, Milan, Toulon, Turin and one other of these cities: Mantua, Innsbruck, or Venice.

b. Austria wins by denying France their victory conditions.

c. The scenario begins May 1796 and ends September 1796.

2. Advanced Scenario

a. France wins automatically if it controls Vienna or Prague.

b. Starting December 1796 Austria wins automatically if it controls all of the cities of North Italy

c. France wins automatically if it occupies Genoa, Turin, Milan, Venice, Florence, Leghorn and Innsbruck.

d. Austria wins automatically if it occupies Genoa, Turin, Milan, Florence, Leghorn, and either Toulon or Lyon.

e. Austria wins automatically if it occupies Toulon, Marseille, Lyon and Avignon.

f. If neither Austria nor France win automatically the result is a draw

g. The scenario begins April 1796 and ends January 1797.

D. SPECIAL RULES

1. Introductory Scenario — Sequence of Play

The Alliance Phase is ignored.

2. Political Boundaries

a. Areas on the map board marked as The Holy Roman Empire, Bavaria, and The Kingdom of North Italy are all considered to be a part of Austria for all purposes.

b. Switzerland is a Neutral country. No units from any state can enter it.

3. Supply Sources

a. Introductory scenario — French: The supply source for all French units is any major city in France.

b. Introductory scenario — Austrian: The supply source for any Austrian unit is any major city in Austria. For the purposes of this scenario the following are considered to be a part of Austria: The Kingdom of Italy, Bavaria, and Dalmatia.

c. Advanced scenario — French: The supply source for all French units is any major city which the French player controlled at the start of the scenario. If the non-French player gains control of such a city, it may not function as a French supply source for the remainder of the game.

d. Advanced scenario — anti-French: The supply source for any Austrian, Piedmontese, or Prussian unit is any major city in that unit's home country. Additional supply sources for Austrian units are any major city in The Kingdom of Italy, any major or minor city in The Holy Roman Empire, and any major city in Bavaria.

4. Advanced Scenario — Piedmont

a. During the first Alliance Phase in which the French player controls Turin, Piedmont switches her allegiance from Austria to France. All Piedmontese units are immediately removed from the map board.

5. Advanced Scenario — Prussia (Optional Rule)

a. The Alliance Phase is ignored unless the following condition is met: If Austria moves any forces initially deployed within one hex of Prague France may begin rolling for a Prussian alliance during the next French Alliance Phase.

b. The French player receives one City Point for every major city captured.

c. If a modified die roll of "0" occurs during an Alliance Phase, Prussia remains neutral for the remainder of the game.

d. If a modified die roll of "7" occurs during an Alliance Phase, Prussia declares war on Austria as a de-facto ally of France's. The pro-French player may immediate use the Prussian forces set up during Initial Deployment.

e. If any Austrian unit enters Prussian territory Prussia immediately declares war on Austria as a de-facto ally of France's.

f. Once a "0" or a "7" is rolled the Alliance Phase is deleted for the remainder of the game.

6. Advanced Scenario — Armies of Observation (Optional Setup)

Austria and Prussia had a long history of conflict and mistrust. Consequently both maintained considerable forces along the border between the two states. These forces were there strictly to observe the other and as such were strategically important in the roles they performed. That is not to say these forces could not have come in to play during this time period. Consequently they are included as part of the setup in the Initial Deployment and can become active under certain conditions detailed above. Should the players choose to these forces do not have to be set up and it can be agreed, by mutual consent, the above rule is not in play. No Prussian forces need be set up nor the Austrian forces at or by Prague. However, including these as part of the setup provides a glimpse of the epic struggle happening at this time and will add to the player's historical understanding of the overall situation.

7. Advanced Scenario — Bonaparte's Opening Gambit (Optional Rule)

General Bonaparte burst in to action in early April while his opponents were still spread out in winter quarters. To further reflect the advantage and the speed of movement at this time Bonaparte may move a 2nd time following completion of combat resolution. He may bring along infantry and cavalry totaling not more than 10 strength points. One other leader may accompany him. Following this additional movement combat declaration and resolution may be performed a 2nd time for Bonaparte only. This extra movement and combat is available during the April 1796 turn only. If it is not used at that time it is not available for the remainder of the game.

E. INITIAL DEPLOYMENT

1. Introductory Scenario — French Player (deploys first)

a. At Montenotte (P23): Bonaparte, Massena, Augereau, Leader (0), 11I, 1C • At Hex P22: Leader (0), 2I, 1C.

2. Introductory Scenario — Non-French Player

a. Austrian forces: At Genoa (P24): Leader (0), 4I, 1C • At Turin: Beaulieu, 5I, 1C • At Hex P25: Leader (0), 1I, 1C • At Milan:

Leader (0), 1I, 1C • At Hex P27: 1C

3. Advanced Scenario — French Player (deploys first)

a. At Montenotte (P23): Bonaparte, Massena, Augereau, Leader (0), 11I, 1C • At Hex P22: Leader (0), 2I, 1C.

4. Advanced Scenario — Non-French Player

a. Austrian forces: At (Hex Q24: Beaulieu, 5I, 1C • At Turin: Leader (0), 1I, 1C • At Hex P25: Leader (0), 1I, 1C • At Milan: Leader (0), 1I, 1C • At Hex P27: 1C • Within one hex of Milan: Leader (0) , 2I • Within one hex of Prague: Leader (0), 14I, 2C

b. Piedmontese forces: At Turin: Colli, 5I (Pm)

c. Prussian forces (Optional): Within one hex of Dresden in Saxony: 3 Leader (0), 12I, 4C

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements:

a. May 1796—At Lyon: Kellerman, 3I, 1C • At Toulon: 1I

b. July 1796—Joubert place with Massena • At Lyon: 1I

c. August 1796—At Lyon: 1I

d. September 1796—At Lyon: 2I • At Toulon: 1I

e. November 1796—At Lyon: 2I

f. January 1797—At Lyon: 3I

2. French Replacements:

Every Turn—At Lyon: 1I

3. Austrian Reinforcements:

a. July 1796—At Innsbruck: Wurmser, Davidovich, Quasdanovich, Meszaros,s 4I, 1C • REMOVE: Beaulieu

b. August 1796—At Innsbruck: 1I

c. September 1796—At Munich: 2I

d. November 1796—At Munich: 1I

e. January 1797—At Munich: 3I

4. Austrian Replacements:

Every Turn—At Munich: 1I

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

G. OTHER SCENARIO NOTES

Notes by the Designer John Gant

The new version of the scenario went through several iterations before settling on this. It is designed as the perfect introduction to the game system. Very fast play, with few units and few options to ponder, allow the players to focus on the mechanics of the game system vs. laboriously working to win. A decision should be reached within the first few turns. Play length then allows for several replays in a short span of time.

As this was Napoleon's first true test as a leader Mark and I couldn't think of a better way to introduce the players to the War and Peace system.

Original Notes by the Designer Tom Cundiff

This scenario represents Bonaparte's first command as a General in charge of an entire campaign. You will find he has been downgraded from a 3 to a 2 rating. This is because the original W&P game begins in 1805, a good 10 years following Napoleon's arrival on the battlefield as Europe's preeminent tactician and strategist. His command staff hadn't been formed and most of the cadre of field marshals upon whom he relied from Austerlitz and beyond were mostly low-ranking battalion officers at the time of the First Italian Campaign. Some have even argued that the mystique of Napoleon was due to the indomitable spirit of the man in this earlier period, and not due to his skill as a combat commander. Thus, his command rating has been lowered. You will also find no French Guards in this campaign. They didn't exist at this time, even the vaunted French Guard Cavalry existed only as a nebulous company sized unit with their leader Bessieres ranking only as a Captain and later in this campaign promoted to a major. There has been no attempt to balance this campaign. This is a historical recreation of the event. It concentrates only upon the Italian Campaign of 1796–97, and does not concern itself with the French Army of the Rhine and Austrian Archduke Charles' armies in the region of Strasbourg – Ulm.

Conclusion

The First Italian Campaign solidified Bonaparte as not only a field commander of great expertise, but he also became a political force that was able to remove the ineffectual Councils and Directories that had been France's fate since 1789. Italy made him the rising star in France and it was inevitable that, although there were other men of perhaps greater political savvy (Bernadotte, Suchet, and St. Cyr) they had not the desire to seize power. But, Italy had only wetted Bonaparte's appetite and had set the stage for 20 years of warfare across the fields of Europe and indeed the world.

II. THE ARMY OF THE ORIENT: BONAPARTE IN EGYPT 1798–1799

A. INTRODUCTION

Following his successful Italian campaign, ending in 1797, General Bonaparte was suddenly in the spotlight in Paris and had gained notoriety throughout Europe. How would he follow up to this success? Inspired by Alexander the Great Bonaparte designed to strike at the English in India, by way of Cairo. Partially out of a desire to send the vibrant young Corsican away from Paris and partially out of a need for more successes on France's various fronts, the Directory agreed to his ambitious idea for a campaign to conquer Egypt with hopes of cutting the English trade route to India.

General Bonaparte wasted no time gathering the best and the brightest including a core of veteran soldiers from The Army of Italy. He gathered 40,000 soldiers and an armada of 335 ships

varying in size and shape from tiny ships to the enormous battleship 'Sans-Culotte' newly titled 'L'Orient'. With this force he would conquer Egypt, sidestep the Ottoman Empire, and finally drive the English out of India.

Very early on, however, events would not go according to plan. Nelson's forces achieved a stunning victory over the larger French Fleet anchored off of Aboukir Bay. The French Foreign Minister, Charles-Maurice de Talleyrand-Périgord, refused to make the promised journey to Constantinople to assuage the Turks who then declared war on France. Eventually even the dreaded bubonic plague, the disease that had ravaged Europe centuries earlier, would assault his ambitions. Embattled on all sides, General Bonaparte would prove his resilience and leadership time and again, but would eventually return to Paris, leaving his Army of the Orient behind.

B. GAME EQUIPMENT

1. The scenario is played on the Egypt area of the map board. The remaining map board areas may be used if the optional naval rules are in play.

2. The scenario requires French, Mameluke and Turkish units. Optional naval rules require British and Russian units.

C. VICTORY CONDITIONS

1. The French player wins a Decisive Victory if the current City Points is 9–11 at the end of the scenario, a Marginal Victory if the current City Points is 6–8, a Tie of the current City points is 5.

2. The Non-French player wins a Decisive Victory if the current City Points is 0–2 and a Marginal Victory if the current City Points is 3–4 at the end of the scenario.

3. The scenario begins in July 1798 and ends in October 1799.

D. SPECIAL RULES

1. Alliance Phase

a. There is no Alliance Phase prior to the August 1798 game turn. During the August anti-French Alliance Phase a siege marker is placed in Syria and incremented to '2'. A die is rolled. If the result is equal to or less than the value on the siege marker Turkey becomes anti-French. Each subsequent Alliance Phase the siege marker is incremented by one and the die then rolled again. If Turkey is still neutral during the anti-French player's November Alliance Phase the status is immediately changed to anti-French, the siege marker removed from play, and the Alliance Phase is deleted for the remainder of the game.

b. At the start of the scenario Spain is pro-French, Austria, Prussia and Turkey are neutral, and both England and Russia are anti-French.

c. Pro-French forces may not enter Syria as long as Turkey is neutral.

d. Turkish forces may not be moved as long as Turkey is neutral.

e. A single City Point is awarded for each of the following cities controlled by pro-French forces: Alexandria, Aswan, Damietta, El Arish, Gaza, Jaffa, and Jerusalem. Two City Points are awarded for each of the following cities controlled by pro-French forces: Acre, and Cairo.

2. Supply Sources

a. French forces are supplied from the city of Cairo so long as one of two possible conditions is true: (1) Cairo is unbesieged, controlled by France, and Bonaparte is within 1 hex of Cairo, or (2) Cairo is unbesieged, controlled by France, and Aswan is controlled by France. Any unit in a hex with the Nile River on a hex side is supplied as long as Cairo is unbesieged and controlled by France. If, at the start of any French Attrition Phase, the hex containing Cairo has fewer than 6 strength points of French forces roll one die. A result of 3 or less and the Nile River cannot be used as a supply source for that turn, including the current Attrition Phase (this die roll must be made prior to Attrition determination for French forces).

b. Mameluke forces are supplied from Cairo, Aswan, El Arish, or any city in Syria, so long as the city is not occupied or besieged by French forces. A city in Syria can only be a supply source if Turkey is allied with the anti-French. Any unit in a hex containing the Nile River is supplied so long as Aswan is not occupied or besieged by pro-French forces. Mameluke forces are supplied from the Bawiti Oasis if both Cairo and Aswan are controlled by France.

c. Turkish forces in Syria are supplied from any hex on the last hex row on the Northern border of Syria.

d. The supply source for Turkish units in Egypt is, in addition to any supply line through Syria, any port city if there is at least one un-besieged Turkish strength point inside the city being used as a supply source.

e. French forces are considered in supply for the duration of turn 1, regardless of the situation.

3. The Mamelukes

For Attrition purposes Mameluke Cavalry strength points that are not in the same hex as a Leader have their die roll modified by +2. Mameluke Cavalry in the same hex as a Mameluke leader are placed under that leader's counter and may not move to an adjacent hex or any other hex without that leader moving along with the unit(s).

Note: The leader counter does not have the same limitation and may move as per the standard rules.

4. Sieges

Any Assault on a fortress has the die roll modified by -1 if the Defender is the Smaller Force and by +1 if the Defender is the Larger Force.

5. Overrun

The overrun rule in the standard rules is not in effect for this scenario. Disregard rule L.

6. Combat Resolution

The Combat Resolution rules for odds of 4:1 or greater, or 1:4 or less, are not in effect.

7. French Casualties

a. French strength points lost to Attrition are sent to France's Force Pool. All other losses are removed from play without being sent to the Force Pool.

b. French forces that suffer a Combat Loss of 1 or more strength points do not automatically lose the strength point(s). Roll 1 die. The leadership value of any leader involved in the combat may be added to the die roll. If the modified value is 5 or greater 1 strength point is reduced from the losses sustained by the French force. If the original loss was 1sp the French suffer no losses. Otherwise treat the Combat Result normally.

8. Morale

Any French units in combat with either Bonaparte or Desaix have their normal morale of 2. Otherwise their morale is 1.

9. The Turkish Amphibious Invasion

a. During the non-French player's June 1799 Reinforcement Phase, he receives the following Turkish forces: Mustapha, 6I. These may be placed in any coastal hex no further than 3 hexes from Alexandria so long as no French forces are present.

b. During his Combat Phase, the non-French player may use these Turkish units to initiate an attack against any adjacent port city even if the attacked hex is unoccupied. If the hex is unoccupied, the Turkish units may immediately advance and take control of the city. If the hex is occupied by French units, the normal Combat rules are used to resolve the combat. If the opposing force withdraws, the Turkish units may advance into the hex.

c. If the non-French player captures any port city in Egypt, the city may be used as a Turkish supply source (see rule 2, above).

d. If the non-French player gains a Turkish supply source from one of the port cities in Egypt the next Reinforcement Phase he receives the following Turkish forces at that city: 6I.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

At Alexandria: Bonaparte, Desaix, Lannes, Kleber, Murat 14I, 1C

2. Non-French Player

a. Mameluke Forces: At Damietta: 1C • One hex East of Cairo: Ibrahim Bey, 3C • At Cairo: Murad Bey, 4C

b. Turkish Forces: At Gaza: Leader (0), 2I • At Jaffa: 1I • At Acre: 2I • At Jerusalem: Djezzar, 3I.

F. REINFORCEMENTS AND REPLACEMENTS

1. French Replacements:

Every other month starting in October 1798—At Cairo: 1I

Replacement months are: October and December 1798, February, April, June, August and October 1799

2. Mameluke Replacements:

Every month so long as Aswan is not controlled by pro-French forces—At Aswan: 1C

3. Mameluke Reinforcements:

October 1798—At Aswan: Hassan Bey, 4C

4. Turkish Reinforcements:

April 1799—At any hex on the North edge of Syria that does not contain 1 or more strength points of French forces: Abdallah, 14I.

May 1799—If at least one of the following cities is not controlled by the French an additional 7I may be placed at any one of the uncontrolled cities: El Arish, Gaza, Jaffa, Jerusalem or Acre.

September 1799—At Acre: Leader (0), 10I

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

G. OPTIONAL RULES AND OTHER SCENARIO NOTES

1. Notes by the Designer John W. Gant

This scenario is the greatest deviation possible from the original game's purpose, while still remaining within the list of Napoleon's campaigns. The scale of the Egyptian Campaign was smaller in most every way from that of his other campaigns. The use of naval forces, one exception, was different in every way from previous campaigns. It was one of only three campaigns he would lead when not Emperor of France. Finally, it was the only time Napoleon would face the forces of Turkey in battle. These unique characteristics made the design of this scenario challenging, but fun.

The scale of the game has mostly been halved from that of the original War and Peace scenarios. Instead of strength points representing 5,000 men they represent roughly 2,500 men. Instead of a Fleet Unit representing 6 ships of the line it represents roughly 3 ships. Other special rules help the scale of this game to more accurately reflect the campaign while still remaining within the bounds of the original game's design.

While historical accuracy is very important, I want this scenario to be fun and challenging as well. Some liberties were taken to further that end, and some abstractions were required to tighten the timeline in question. The invasion of the Island of Malta has been removed completely, with the game starting at approximately the time Napoleon's forces were landing in Egypt.

Also the Arabic irregular forces, that displayed little or no interest in combat, have been excluded in their entirety. Thus the force under Ibrahim Bey that is listed at 100,000 in David Chandler's The Campaigns of Napoleon is limited to the small Mameluke force under his direct command.

The overall lack of artillery in this theatre of operations made fortresses more effective than in many of the European campaigns. Consequently, a full siege was more likely to happen in the Egyptian campaign. This increases the chances of the siege of Acre occurring during the scenario.

Finally, occurrences such as the blockade of Naples and the attack on Corfu are abstracted out of this scenario and represented only in the most peripheral of ways such as the removal of Nelson.

This new scenario should provide a fun and exciting challenge for fans of both War and Peace and of the Egyptian Campaign.

2. Optional Rule for the Bubonic Plague.

Any force in a River Nile hex, including a city hex, is susceptible to the plague. On an Attrition die roll of 6 another die roll is performed for each River Nile hex containing a phasing force. This is considered to be a second Attrition die roll. Both Attrition results are then applied to forces in that hex.

Note: *These losses are moved to their respective Force Pools and, if French, are available as Replacements.*

3. Optional Naval Units.

Bonaparte's campaign to Egypt was unique for him in that it involved substantial naval forces successfully delivering his ground forces. Nelson had many close calls with the French fleet and could have disrupted Bonaparte's plans with just a little bit of luck. This optional rule incorporates naval units in to the scenario. It is recommended players use this as practice for the naval rules to be used in the Grand Campaign Game.

a. The rules section of the Grand Campaign Game titled "Naval Units" is in play for this optional rule.

b. Naval Transports in this scenario have a capacity double that listed in the GCG: 4 strength points of infantry, or 2 strength points of cavalry, or 2 infantry with 1 cavalry, and any quantity of leaders.

c. French Initial Setup: At Toulon: 4T, 5S. All French ground units also setup in Toulon instead of in Alexandria.

d. Mameluke Initial Setup: Add the following force: At Alexandria: 1C.

e. English Initial Setup: "At Sea" in West Mediterranean: Nelson, 4S.

f. English Reinforcements:
  • October 1798—Nelson and 1S are removed from play.
  • January 1799—"At Sea" in West Mediterranean: 1S
  • October 1799—"At Sea" in West Mediterranean: 1S

g. Turkish Reinforcements:
  • June 1799—"At Sea" in Mediterranean: Mustapha, 6I, 3T, 2S

h. Russian Reinforcements:
  • July 1799—"At Sea" in East Mediterranean: 1S

i. If Bonaparte is in any city inside of France on the last turn of the scenario a single City Point is awarded to the pro-French player.

j. A single city point is awarded to the pro-French player for control of Valletta on Malta.

k. The victory conditions are replaced with the following:
  • The French player wins a Decisive Victory if the current City Points is 10–13 at the end of the scenario, a Marginal Victory if the current City Points is 7–9, a Tie of the current City points is 5–6.
  • The Non-French player wins a Decisive Victory if the current City Points is 0–2 and a Marginal Victory if the current City Points is 3–4 at the end of the scenario.

l. The forces of Egypt are considered neutral and not in play until pro-French forces move in to any land hex in Egypt.

m. Forces under Bonaparte may amend the naval rule GCG F.3.b. A force of up to 12 strength points, of any combination of Cavalry and Infantry, may move normally the same player segment as a naval transport landing if accompanied by Bonaparte. Any additional leaders may also move with Bonaparte, though no additional strength points may be stacked with those leaders.

n. The scenario begins in June 1798.

4. Optional Rules for removing Nelson.

Starting in the August 1798 anti-French Reinforcement / Replacement phase roll 2 dice. With a result of 8 or greater Nelson and 1S (English) are removed from play. This Optional Rule replaces the standard scenario rule for removing Nelson.

5. Optional Rule for Hidden Naval Movement.

If the optional naval rules are used it is recommended the hidden naval movement rule be used (in the GCG optional rules section). ***Note:*** *The French get 3 Fleet units they can use however they choose, dummy fleet(s), etc.*

III. MARENGO—THE ITALIAN CAMPAIGN OF 1800

Derived from General Volume 26 Issue 6

A. INTRODUCTION

In late 1799, the new French Republic was in poor shape. At war with Great Britain and Austria, the French faced hostile armies in Italy, Holland and on the Rhine, as well as political upheaval inside France itself. In early November, Napoleon and a coalition of generals and ministers launched the Brumaire coup; through a series of blunders, confrontations and Machiavellian political ploys, Napoleon became First Consul. Determined to retrieve France's military situation, the general turned-consul immediately began preparations for a two-pronged assault on Austria.

The ensuing campaign was a wild, back-and-forth struggle. Napoleon, betrayed by one of his own generals and caught off guard by a simultaneous Austrian offensive, rebounded brilliantly. Defeating the Austrians at Marengo on 14 June 1800, he followed up his success by advancing deep into Austrian Italy. By early 1801, Austria was willing to sign a separate peace, thus leaving British Prime Minister William Pitt's Second Coalition in a shambles.

B. GAME EQUIPMENT

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

2. The scenario requires Austrian, French and some British units.

C. VICTORY CONDITIONS

1. The French player wins by fulfilling any one of the following victory conditions:

   a. Occupy Mantua, Milan, Venice and any three cities in Austria or Bavaria, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory.

   b. Force Austria to become neutral through the Alliance Table die rolls (not possible before November 1800), in which case the game ends in an immediate French victory.

   c. Occupy Vienna or Budapest, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory.

2. The Non-French player wins by preventing the French player from winning by the end of January 1801 game turn or by occupying any five French cities (or Paris), in supply, at the end of any non-French player turn.

3. The scenario begins in April 1800 and ends in January 1801.

D. SPECIAL RULES

1. Alliance Phase

There is no Alliance Phase prior to the November 1800 game turn. Starting with the November turn, the French player (only) may roll to make Austria neutral. Both players receive victory points toward that die roll for battles won by their forces.

2. Supply Sources

   a. French forces are supplied from any city in France that is not occupied or besieged by anti-French forces.

   b. Austrian forces are supplied from any city in Bavaria, Austria or Italy that is not occupied or besieged by French forces.

   c. English forces may be supplied from coastal hexes or port cities occupied by English forces.

3. British Forces

   a. The British forces begin the game "at sea". They may use sea movement to land at any coastal hex or city that is currently occupied by a non-French unit. British units in port hexes may move from that port to any other port occupied by friendly forces instead of moving by land. British units on coastal hexes may move out to sea or to friendly port hexes.

   b. British units (only) may move by sea but may not combine land and sea movement in the same turn. They may fight adjacent French units.

   c. The British player receives special reinforcements dependent upon the status of Florence and Genoa. The British player receives one infantry strength point of reinforcements "at sea" on each turn that both Genoa and Florence are free of French units.

4. Reduced French Quality

All French forces that are stacked with Napoleon have their normal morale of "2". Any other French units have a morale of "1". French forces may still force-march and take attrition as normal French units.

5. Austrian Morale

All regular Austrian units are considered to possess a morale of "2".

6. Bavaria

Bavaria is considered to be part of Austria for movement and supply purposes.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

At Mainz: Moreau 8I, 2C • At Coblenz: Leader (0), 4I • At Strasbourg: Leader (0), 5I, lC • At Geneva: Lannes, 4I. • At Dijon: Kellerman, Leader (0), 6I, 1C • At hex P23: Soult, 3I • At Genoa: Massena, 6I, 1C • At Turin: Leader (0), 2I • At Paris: Napoleon • At Toulon, Marseille and Lyon: 1I each.

2. Non-French Player

   a. English Forces: "At Sea" in Mediterranean: Leader (0), 2I.

   b. Austrian Forces: At Milan: Melas, 8I, 1C • At Mantua.: Leader (0), 5I, 1C • At Venice: Leader (0), 4I, 1C • At Baden: 3I • At Stuttgart: Kray, 6I, 1C • At hex Y23: Leader (0), 5I, 1C • At Ulm: 1C • At Wurzburg: 3I, 1C • At Frankfurt: 2I, lC • At Innsbruck, Munich, Ratisbon and Leoben: 1I each • At Florence: 4L • At Frankfurt: 1L.

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements:

   a. May 1800—At Dijon: 2I

   b. September 1800—At Paris: 1C

   c. Each turn, beginning in May 1800—At Lyon, Strasbourg or Paris: 2I or 1C

2. Austrian Reinforcements:

   Each turn—At Vienna or Budapest: 2I or 1C

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

4. There are no replacements in this scenario.

G. OPTIONAL RULES

1. **Charles** In the latter stages of the campaign of 1796, Charles was given command of the Austrian forces facing Napoleon and performed quite credibly. In 1800, however, the Archduke did not possess separate command and, indeed, was not given one during the entire campaign. As a play balance aid, allow the Austrian player the following reinforcement, in addition to those regularly scheduled: October 1800—At Vienna: Charles, 4I, 1C.

2. **Moreau** The French general Moreau was one of Napoleon's most bitter rivals in the early days of the Consulate. In the 1800 campaign, Moreau was in command of' France's largest army, the Army of the Rhine. According to Napoleon's plan, Moreau was to advance against and pin the Austrian army in Bavaria and to detach General Lecourbe's corps of upwards of 25000 skilled veterans. However, Moreau defiantly ignored Napoleon's orders; although he did sluggishly advance against the Austrians under General Kray, he sent Napoleon only 14000 "scrappings" composed of odd and untried units to reinforce the Army of Italy. To reflect Moreau's attitude and his popularity among his troops, enact the following special rules:

   a. If Moreau is in a stack of French units within six hexes of Strasbourg, he is automatically the commander of all forces in that stack and his leadership value is utilized in combat.

   b. The French player must always stack at least five strength points with Moreau. On any turn in which Moreau has fewer than five strength points, no French units within six hexes of Strasbourg may move farther away from that city (in terms of movement points) until enough units have been moved into the hex with Moreau to bring his command up to five strength points.

   c. If Strasbourg is currently occupied by non-French forces or if Moreau is killed or temporarily removed from play by wounds, the restrictions are not applied.

A Short Note on Play

It is important for the French player to realize the strategic value of Switzerland. From this central position a French force can threaten the rear of Austrian armies in Bavaria and Italy. By using the three passes to best advantage and with average luck on forced-march die rolls, the French can launch a major attack against either front and gain a local advantage in numbers.

Genoa must be held at any cost, both to prevent English reinforcements and to keep the Austrians bottled up in northern Italy. Massena can usually hold the city long enough to allow the French to build a relief force nearby to recapture Genoa should the Austrians storm and capture it. Although English troops do not necessarily spell doom for Napoleon, they are extremely difficult to guard against because of their naval movement, ease of supply and constant reinforcement rate.

The French should attempt to hold the Austrians on the Rhine and concentrate on the Italian cities. France's main goal is to force Austria out of the war, preferably by use of the Alliance Phase method. To this end, the French should take Mantua as soon as possible, and run up a string of victory points.

Austrian strategy is rather straightforward: contain the French. One should try to utilize the rivers on the Franco-Bavarian border to force the French into an unwise attack situation, and thereafter try to block the Swiss mountain passes. No serious advance from the headwaters of the Danube should be contemplated unless the French have been badly defeated.

In Italy, the Austrian should quickly isolate Massena. If strong enough, assault Genoa, but usually the city must be taken by siege. Once Genoa has fallen, let the English strengthen its defenses while Austrian troops form as large a field army as practical. The primary factor is speed; if the Austrians do not move quickly in the early stages of the game, the French Reserve Army will issue from the Alps and fall upon the Austrian rear. And Northern Italy will fall.

IV. THE SUN OF AUSTERLITZ—1805

A. INTRODUCTION

In the late summer of 1805, Napoleon assembled nearly 200,000 men on the Channel coast for a planned invasion of England. Together, with Austria, Russia, and several minor powers, England had formed the Third Coalition, an alliance seeking to depose Napoleon and dismember the French Empire. By early autumn, Austrian troops had swarmed into Bavaria and northern 1taly while a Russian army began marching west to join her allies. England supported the war effort with economic aid and minor coastal invasions in Italy and Germany.

Napoleon reacted with unexpected speed, transferring the bulk of his forces south to meet the Austrian advance. In September, the "Grande Armee" surged across the Rhine. Within a month, the Austrian army in Bavaria surrendered the fortress of UIm, and the allied forces were retreating out of Italy. By mid-November, Napoleon held Vienna, the Austrian capitol. Prussia, although favoring the coalition, remained a cautious neutral. In early December, the Russians and the remnants of the Austrian army attacked Napoleon at Austerlitz, northeast of Vienna, and were severely beaten. After this disaster, the Russians retreated and Austria sued for peace. Although the coalition foundered, England won the most important battle of 1805. On October 21, Admiral Nelson destroyed the French Fleet at Trafalgar off the southwest coast of Spain. For the remainder of his life, Napoleon's continental Empire would be curtailed by England's indisputable control of the sea.

B. GAME EQUIPMENT

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

2. The scenario requires Austrian, Russian, French and French satellite units. There is a possibility that Prussian units may also be needed.

C. VICTORY CONDITIONS

1. The French player wins the game if there is at least one un-besieged French strength point in Vienna at the end of the scenario.

2. If the French player does not achieve his victory condition, the non-French player wins the game.

3. The scenario begins in August 1805 and ends in December 1805.

D. SPECIAL RULES

1. Alliance Phase

a. The French player receives one City Point for controlling Vienna.

b. The non-French player receives one City Point if a French unit enters any territory controlled by Prussia (including Ansbach, Bayreuth, Saxony, and Westphalia). Once only.

c. If a modified die roll of "0" occurs during an Alliance Phase, Prussia remains neutral for the remainder of the game.

d. If a modified die roll of "7" occurs during an Alliance Phase, Prussia declares war against France and the non-French player may immediately deploy and may use the following Prussian forces: At Magdeburg: Brunswick, Ruchel, 10I, 1C • At Dresden: Leader (0), 4I, 1C • At Weimar: Hohenlohe, 6I, 1C • At Berlin, Posen, and Thorn: 1I each.

e. If a modified die roll of "0" or "7" occurs, the Alliance Phase is deleted for the remainder of the game.

f. Austrian and Russian units may not enter Prussian territory unless Prussia declares war against France.

2. Supply Sources

a. The supply source for all French and French satellite units is Milan or any major city in France.

b. The supply source for all non-French units is any major city in the unit's home country.

E. INITIAL DEPLOYMENT

1. French Player (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 • At Amsterdam: 3I • At Hanover, 1I.

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

2. Non-French Player

a. Austrian forces: In Bavaria, within one hex of Ulm: 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.

b. Russian forces: At Brest-Litovsk: Buxhowden, Constantine, 5I, 2GI, 1C, 1GC • At Lublin: Bagration, Kutuzov, 7I, 1C • At Grodno: Bennigsen, 3I, 1C.

F. REINFORCEMENTS AND REPLACEMENTS

1. The French player receives no reinforcements or replacements.

2. The non-French player receives Austrian reinforcements and replacements:

a. Reinforcements: At Budapest: 1I each turn.

b. Replacements: At Vienna: 1I each turn.

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

G. OPTIONAL RULES

1. Alternate Start Month. To make this scenario more difficult for the French player, the start turn can be moved to September.

2. Alternate Start Month. To make this scenario more difficult for the anti-French player, the end turn can be moved to January 1806.

V. NAPOLEON'S APOGEE: 1806–1807

A. INTRODUCTION

After the victorious 1805 Campaign, Napoleon established a number of German satellite states the most important of which was known as the Rhine Confederation. In the autumn of 1806, Prussia, which resented the growing French influence in Germany, declared war against France. The Prussian army, officered by elderly men who had served a half century earlier during the campaigns of Frederick the Great, had become an outdated 18th Century formation. In less than six weeks, the "Grande Armee" crushed the Prussians, defeating them at Jena and Auerstadt, after which the French strategic pursuit captured virtually every Prussian fortress west of the Vistula. By the end of the year, the Prussian army had been reduced to a single refugee corps. During the winter of 1806–1807, however, the allied Russian armies began crossing into East Prussia to oppose the French onslaught. Along the Baltic coast, small Prussian and Swedish garrisoned fortresses threatened Napoleon's communications.

In early February 1807, the French and Russians fought a bitter winter battle at Eylau (near Konigsberg) which ended in a draw. In the same vicinity, four months later, Napoleon decisively defeated the Russian army at the Battle of Friedland. The Russian Tsar, Alexander, quickly sued for peace. The French Empire now stretched from the Pyrenees to the Russian border.

B. GAME EQUIPMENT

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

2. The scenario requires Prussian, Russian, French and French satellite units. There is a possibility that Austrian units may also be needed.

C. VICTORY CONDITIONS

1. The non-French player wins the game if there is at least one unbesieged non-French strength point in any major city in Prussia, Saxony or Hanover at the end of the scenario.

2. If the non-French player does not achieve his victory conditions, the French player wins the game.

3. The scenario begins in October 1806 and ends in July 1807.

D. SPECIAL RULES

1. Alliance Phase

a. The French player receives one City Point for controlling Berlin.

b. If a modified die roll of "0" occurs during an Alliance Phase, Austria remains neutral for the remainder of the game.

c. If a modified die roll of "7" occurs during an Alliance Phase, Austria declares war against France and the non-French player immediately deploys and may use the following Austrian forces: At Vienna: Charles, 7I, 3C • At Prague: Ferdinand, 7I, 3C • At Budapest: John, 7I, 3C.

d. If a modified die roll of "0" or "7" occurs, the Alliance Phase is deleted for the remainder of the game.

e. No unit may enter Austrian territory unless Austria declares war. If Austria declares war, both players' units may enter Austria. ***Note:*** In this scenario, and all subsequent scenarios except the Campaign Game, Austria does not control any territory on map board area 2. Also, North Italy controls Venice, and Bavaria controls Innsbruck.

2. Supply Sources

a. The supply source for all French and French satellite units is Milan, Munich, or any major city in France or Holland.

b. The supply source for all non-French units is any major city in the unit's home country.

c. Non-French units are automatically in supply in any city on the Baltic coast.

3. Russian Naval Movement

a. During each non-winter turn in 1807, the non-French player may transport a maximum of two Russian strength points (with or without a leader) from any Baltic city he controls to any other Baltic city he controls, even if either city is besieged. The Baltic cities are Lubeck, Stralsund, Stettin, Danzig, Konigsberg, and Memel.

b. Russian naval movement is executed at the end of the non-French player's Movement Phase. The transported units may not move normally during the Movement Phase.

c. If units are transported to a besieged city, they may not be placed inside the city unless the siege is broken.

4. Saxony and Poland

a. During the first Alliance Phase in which the French player controls Dresden, Saxony switches her allegiance from Prussia to France. All (gray) Saxon units are immediately removed from the map board. During his next Reinforcement Phase, the French player receives one (blue) strength point of Saxon infantry at Dresden.

b. During each French Reinforcement Phase, if the French player controls Warsaw, he receives one strength point of Polish infantry at Warsaw.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Mainz: Napoleon, 2I, 2GI • At Stuttgart: Davout, 5I, 1C •At Wurzburg: Lannes, Murat, 3I, 4C • At Ratisbon: Soult, 5I, 1C • At Ulm: Ney, 4I • At Ansbach: Bernadotte, 4I, 1C • At Florence: Massena, 2I, 1C • At Milan: Eugene, 3I • At Trieste: Marmont • At Frankfurt: Leader (0), 4I • At Boulogne: Leader (0), 5I.

b. French satellite forces: At Amsterdam: Leader (0), 3I, 1C (H) • At Milan: 4I, 1C (I) • At Florence: 5I (N) • At Munich: 2I, 1C (B) • At Ulm: 1I (B) • At Trieste: 2I (Da) • At Wurzburg: 2I (Wu) • At Baden, Cologne, and Frankfurt: 1I (R) each.

2. Non-French player

a. Prussian forces: At Leipzig: Brunswick, 10I, 3C • One hex south of Leipzig: Hohenlohe, 4I, 1C • At Weimar: Ruchel, 4I, 1C • At Berlin: Leader (0), 4I, 1C • At Posen: Leader (0), 4I, 1C • At Breslau, Stettin, Danzig, Thorn, Warsaw, and Konigsberg: 1I each.

b. Prussian satellite forces: One hex south of Leipzig: Leader (0), 2I, 1C (S) • At Brunswick: 1I (Br) • At Cassel: 1I (He).

c. Russian satellite forces: At Stralsund: 2I (Sw) • At Lubeck: 1I (Sw).

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements:

a. In October 1806, At Mainz: Leader (0), 2I.

b. Each turn beginning in November 1806, At Mainz: 2I or 1C.

2. French Satellite Reinforcements:

a. October 1806—At Munich: 1I (B) • At Cologne: 1I (R).

b. November 1806—At Frankfurt: 1I (R).

c. December 1806—At Frankfurt: 1I (R).

d. January 1807—At Cologne: 1I (H).

e. February 1807—At Milan: 3I(I) • At Florence: 3I (N).

3. Prussian Reinforcements: At Berlin: 1I each Turn.

4. Russian Reinforcements:

a. November 1806—At Grodno: Bennigsen, 10I, 1C, 1CC.

b. December 1806—At Kovno: Buxhowden, 10I, 1C, 1CC.

c. January 1807—At Brest-Litovsk: Leader (0), 4I, 1C.

d. February 1807—At Kovno: Bagration, 2I, 2GI, lGC.

e. Each turn beginning in March 1807, At Memel: 1I.

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

6. There are no replacements in this scenario.

VI. WAGRAM—1809

A. INTRODUCTION

After Austerlitz, the Austrian possessions in Italy became French satellite kingdoms, the Tyrol passed to Bavarian rule and the thousand year old Holy Roman Empire was dismembered by France.

Within three years, however, the bulk of Napoleon's army had been sent to Spain and Austria began planning a war of revenge. England agreed to send men and money to the continent and Prussia seemed ready to renew the struggle against France. Throughout Germany, there was a growing resistance movement which might be sparked into open rebellion. Although nominally Napoleon's ally, the Russian Tsar might realign if the anti-French forces appeared likely to triumph.

Initially surprised by the offensive Austria began in March 1809, Napoleon reacted swiftly. Assuming command, the French Emperor halted the Austrian advance in Bavaria in the early battles at Eggmuhl and Ratisbon in April. Pursuing Charles, Napoleon once again entered Vienna in May, but was nearly defeated by the Austrian counterattack in the Battle of Aspern-Essling (May 21–22). The French strategic situation was complicated by a British amphibious expedition in Holland and a rash of uprisings in northern Germany which threatened the French lines of communication. In July, Napoleon re-crossed the Danube and finally defeated the Austrians in the two day Battle of Wagram (July 5–6) the largest battle to date. The defeated Austrian army retreated towards Prague, but on July 10, Charles requested an armistice. In the north, the British withdrew, leaving the French still firmly in control of Germany after Napoleon's brother, Jerome Bonaparte, rapidly suppressed the unsupported German rebellion. With Austria and Germany again subdued, Napoleon returned his attention to Spain, and to the equally important and no less difficult task of maintaining peace on the rest of the continent.

B. GAME EQUIPMENT

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

2. The scenario requires Austrian, English, French and French satellite units. There is a possibility that Prussian and Russian units will also be needed.

C. VICTORY CONDITIONS

1. The French player wins if he controls Vienna, Prague, and Cassel, at the end of the game and none of these cities are besieged at that time.

2. If the French player does not achieve his victory conditions, the non-French player wins the game.

3. The scenario begins in March 1809 and ends in October 1809.

D. SPECIAL RULES

1. Alliance Phase

a. The French player receives one City Point for each major city in Austria which he controls.

b. The non-French player receives one City Point for each major city he controls in any French satellite state. The French satellite states include all of the minor powers on map board areas 2 and 3. The Grand Duchy of Warsaw, Napoleon's Polish satellite state, is represented by the city of Warsaw. Venice is a major city in the French satellite Kingdom of North Italy and is not part of Austria for Alliance or Supply purposes; it is part of the French satellite state for Alliance and Supply purposes.

c. If a modified die roll of "0" occurs during an Alliance Phase, Russia declares war against Austria and the French player may immediately deploy and use the following Russian forces: At Pinsk: Leader(0), 5I, 1C.

Note: *If Russia has already declared war against either France or Austria, the die roll has no effect on Russia.*

d. If a second modified die roll of "0" occurs, the Alliance Phase is deleted for the remainder of the game.

e. If a modified die roll of "7" occurs during an Alliance Phase, Russia declares war against France and the non-French player receives the Russian forces listed in c, above. If Russia has already declared war, the die roll has no effect on Russia (see f, below). ***Note:*** The Russian forces scheduled to arrive in Pinsk may be deployed in any hex within 3 hexes of Pinsk.

f. If a modified die roll of "7" occurs during an Alliance Phase, the non-French player may immediately deploy and use the following rebellious Prussian satellite forces: At Prague: Brunswick, 1I (Br) • At Brunswick: Leader (0), 1I (Br) • At Cassel: Leader (0), 1I (He).

g. If a second modified die roll of "7" occurs during an Alliance Phase, Prussia declares war against France and the non-French player may immediately deploy and use the following Prussian forces: At Berlin: Blucher, Kleist, Yorck, 6I, 2L, 1C—(in addition, see h, below).

h. If a second modified die roll of "7" occurs, a portion of the French satellite forces immediately desert. The French player must immediately eliminate one strength point from each of the following satellite forces: Bavaria, Rhine, Saxony, and Wurtemburg. ***Note:*** If there are no strength points of these nationalities currently on the map, the French player ignores the required loss.

2. Supply Sources

a. The supply source for all French and French satellite units is any major city which the French player controlled at the start of the scenario. If the non-French player gains control of such a city, it may not function as a French supply source for the remainder of the game.

b. The supply source for any Austrian, Prussian or Russian unit is any major city in that unit's home country.

c. Prussian satellite units are automatically in supply.

d. The supply source for English units is Walcheren Island—hex HH4(2). In addition, English units may use either Antwerp

or Amsterdam as a supply source if there is at least one un-besieged English strength point inside the city being used as a supply source.

3. The English Amphibious Invasion

a. During the non-French player's July Reinforcement Phase, he receives the following English forces: At Walcheren Island—hex GG17(2): Leader (0), 8I.

b. During the non-French player's August and September Reinforcement Phases, he receives the following English forces: At London: 1I each Turn.

c. During his Movement Phase, the non-French player may move English units from London to Walcheren Island (or vice-versa) with or without an accompanying leader.

d. During his Combat Phase, the non-French player may use English units on Walcheren Island to initiate an attack against either Antwerp or Amsterdam, even if the attacked hex is unoccupied. If the hex is unoccupied, the English units may immediately advance and take control of the city. If the hex is occupied by French units, the normal Combat rules are used to resolve the combat. If the opposing force withdraws, the English units may advance into the hex.

e. If the non-French player captures either Antwerp or Amsterdam, the city may be used as an English supply source (see 2d, above). If either city becomes an English supply source, the non-French player may move English units directly to that city from London during his Movement Phase, however, such units may not move normally during the same Movement Phase.

f. Non-English units may never move onto Walcheren Island or attack English units which occupy Walcheren Island.

4. Special Movement Restrictions

a. During the first turn of the scenario, the French player may only move his leaders. No French or French satellite strength points may be moved on the first turn.

b. No units may enter Berlin unless Prussia declares war. Units of either player may enter any other hex in Prussian territory anytime during the scenario.

c. A unit must expend two additional movement points to cross a river which the active player currently controls. This rule is ignored beginning in July 1809.

E. INITIAL DEPLOYMENT

l. French Player (deploys first)

a. French forces: At Paris: Napoleon • At Dresden: Bernadotte • At Florence: Murat • At Venice: Eugene • At Warsaw: Poniatowski • In Bavaria, within two hexes of Ratisbon: Davout, 4I, 6C • In Bavaria, within two hexes of Ulm: Leader (0), 4I • Three hexes south of Trieste: Marmont, 2I • At Ulm: Massena, 8I • At Strasbourg: 2I, 2GI, 1GC • At Mainz: 1I, 1C • At Antwerp, Bremen, Danzig, Hamburg, Hanover, Stettin, Stralsund, and Thorn: 1I each.

b. French satellite forces: At Cassel: Jerome Bonaparte, 3I (W) • At Amsterdam: Leader (0), 4I, lC, (H) • At Munich: Leader (0), 5I, lC (B) • At Venice: 3I, lC (I) • At Florence: 4I (N) • At Dresden: 2I, lC (S) • At Warsaw: 2I, 1C (Po) • At Frankfurt:

2I (R, Pt) • At Stuttgart: 2I (Wu) • At Baden: 1I (R) • At Lubeck: 1I (D) • Three hexes south of Trieste: 1I (Da).

2. Non-French Player

a. Austrian forces: Within four hexes of Vienna: Charles, Hiller, Louis, 25I, 4C • Within two hexes of Leoben: John, Leader (0), 8I, 6L, 2C • Within two hexes of Prague: Two leaders (0), 9I, lC • At Lublin: Ferdinand, 7I, 1C • At Vienna: Leader (0), 2I • At Budapest: 3I • At Innsbruck: 3L • At Leoben and Olmutz: 1L each.

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements

a. Each turn, At Strasbourg: 1I.

b. April 1809—At Strasbourg: Lannes, Bessieres and Victor • At Milan: Leader (0), 2I.

c. May 1809—At Mainz: 3I, 1C.

d. July 1809—At Paris: 8I • At Mainz: 3I.

2. French Satellite Reinforcements

a. April 1809—At Milan: 3I (I).

b. June 1809—At Warsaw or Thorn: 1I (Po).

3. Austrian Reinforcements

a. April and May 1809—At each major city in Austria: 1L.

b. June, July, and August 1809—At each major city in Austria: 2L.

c. September and October 1809—At each major city in Austria: 1L.

4. English Reinforcements

a. July 1809—At Walcheren Island—hex GG17(2): Leader (0), 8I.

b. August and September 1809—At London: 1I each turn.

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

6. There are no replacements in this scenario.

Borodino

VII. THE CAMPAIGN IN RUSSIA—1812

A. INTRODUCTION

After Austria's defeat in 1809, Napoleon again dominated most of Europe. The Russian Tsar remained his ally. Austria became another French ally through Napoleon's marriage to a Hapsburg princess. French troops continued to occupy Prussia and the rest of Germany was apportioned among loyal princes and former French generals. For the next two years, only England and Spain remained at war with France.

Gradually, however, Napoleon's Continental system, which forbade trade with England, undermined the Russian economy, and the Tsar was increasingly pressured to sever the strangling pact he had signed after the Battle of Friedland. By 1812, the relations between France and Russia had greatly deteriorated and both powers had begun preparing for war.

In June, Napoleon invaded Russia with an army of more than a half million men. Initially outnumbered, the Russians steadily retreated throughout the summer as attrition rapidly eroded the Grande Armee. After the bloody but indecisive Battle of Borodino (September 5–7), Napoleon entered Moscow with barely 100,000 remaining troops. For the next two months, the French occupied the Russian capitol while Napoleon waited in vain for the Tsar's capitulation.

Unable to sustain his army at Moscow, in November, Napoleon began retreating in order to shorten the French supply line. But the combined effect of the severe Russian winter and the harassing hordes of enemy Cossacks transformed the retreat into a cruel nightmare from which only a handful of the Emperor's troops escaped. By the end of the year, Prussia had defected, Austria had concluded a separate peace agreement with Russia, and the mood of the German rebellion was spreading rapidly as the Russians neared the Vistula. The tide had turned against Napoleon's Empire.

B. GAME EQUIPMENT

1. The scenario is played on map board areas 3 and 4.

2. The scenario requires Austrian, Prussian, Russian, French and French satellite units.

C. VICTORY CONDITIONS

1. The French player wins if he controls Warsaw, Smolensk, and either Moscow or St. Petersburg, and none of these cities are besieged, at the end of the game.

2. The non-French player wins if there are no un-besieged French strength points in any city on map board area 4, at the end of the game.

3. If neither player achieves his victory condition, the game is considered a draw.

4. The scenario begins in May 1812 and ends in December 1812.

D. SPECIAL RULES

1. Alliance Phase

a. The French player receives one City Point for each major city on map board area 4 which he controls.

b. The non-French player receives one City Point for each major city on map board areas 3 or 4 which he controls.

c. If a modified die roll of "0" occurs during an Alliance Phase, the French player may immediately deploy the following Austrian reinforcements: At Lublin: 1I.

d. If a modified die roll of "7" occurs during an Alliance Phase, all Austrian and Prussian forces desert and are immediately eliminated from the map (see e, below).

e. If a modified die roll of "7" occurs during an Alliance Phase, Napoleon must immediately return to Paris (to suppress an attempted coup d'etat) and is removed from play for the remainder of the game.

f. The Alliance Phase is deleted until the start of the November 1812 turn.

2. Supply Sources

a. The supply source for all French and French satellite units is any major city which the French player controlled at the start of the scenario. If the non-French player gains control of such a city, it may not function as a French supply source for the remainder of the game.

b. The supply source for Austrian, Prussian, and Russian units is any city in the unit's home country. If the opposing player gains control of a city, it may not be used as a supply source for the remainder of the game.

c. Austrian and Prussian units (only) may never voluntarily enter a hex in which they would become unsupplied.

3. Cossacks

a. Cossack units possess a basic morale value of zero.

b. 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. Russian Patriotism

The basic morale value of all regular Russian infantry and cavalry on map board area 4 is increased to three.

5. Davout's Leadership

In this scenario (only), the French leader Davout may move accompanied by up to fifteen strength points.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Dresden: Napoleon, Leader(0) • At Danzig: Davout, 12I, lC • At Posen: Bessieres, 6GI, 1GC • At Thorn: Ney, 5I, lC • Within two hexes of Thorn: Eugene, 3I, lC • Within one hex of Thorn: Murat, 4C • Within one hex of Danzig: Leader (0), 6I • In Prussia, within one hex of Warsaw: Poniatowski, Leader (0) • At Stettin: Victor, 2I • At Konigsberg: Leader (0).

b. French satellite forces: In Prussia, within one hex of Warsaw: Jerome, Leader (0), 6I (Po), 3I (S), 3I (W), 2C (Po), lC (S), 1C (W) • Within two hexes of Thorn: Leader (0), 5I (B), 4I (I), 1I (Pt), lC (B), lC (I), lC (Po) • At Danzig: 2I (R), 1I (Sz) • At Dresden: 2I (I), 1I (N), 2I (R) • At Hanover: 1I (W) • At Konigsberg: 1I (Po), 1I (W) • At Lubeck: 2I (D) • At Posen: 2I (Po), 1I (R) • At Stettin: 1I (Po), 3I (R) • At Thorn: 1I (Da), 3I (Wu).

c. French allied forces: At Konigsberg: Yorck, 4I, 1C (Prussian) • At Lublin: Schwarzenberg, 5I, 2C (Austrian).

2. Non-French Player

a. Russian forces (deploy in Russia): Within one hex of Vilna: Barclay, Constantine, 3I, 3GI, 1GC • Within one hex of Brest-Litovsk: Bagration, 8I, 2C, 2CC • Within one hex of Grodno: Docturov, 4I, 1C, 2CC • Within one hex of Pinsk: Tormazov, 7I, 2C • Within one hex of Kovno: Wittgenstein, 4I • At Vilna: Bennigsen, 3I • At Kovno: Leader (0), 3I, lC • At Moscow: 2I • At Riga: 2I • At Kharkov, Kiev, Minsk, and Vitebsk: 1I each.

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements

   a. Each turn—At Dresden: 1I.

   b. October 1812—At Danzig: 2C

   c. The French player may replace one strength point of satellite infantry each turn. Polish replacements appear at Warsaw. All other satellite nationalities are replaced at Dresden.

   d. French reinforcements and replacements are forfeited if the non-French player controls the specified city on the scheduled turn of arrival.

2. *Russian Reinforcements*

   a. Each turn—At Moscow: 2I • At Kiev: 1I.

   b. August 1812—At Kiev: Leader (0), 5I, 2C.

   c. September 1812—At Moscow: Kutusov • At St. Petersburg: Leader (0), 5I.

   d. October 1812—At Moscow: 2CC • At Kiev: lCC.

   e. The non-French player may replace one strength point of Cossack cavalry each turn at Moscow.

   f. If the French player controls a city on a turn when Russian reinforcements are scheduled to appear at that city, the reinforcements arrive at the nearest city which the non-French player controls.

VIII. STRUGGLE OF NATIONS—1813

A. INTRODUCTION

After the disastrous 1812 Campaign, the remnants of the Grand Armee fought a skillful delaying action against the Russians but were eventually forced to abandon most of Prussia, including Berlin. In March 1813, Prussia mobilized and declared war on France. Austria, although preparing for war, could not afford to risk another defeat and remained neutral throughout the spring and early summer.

In France, Napoleon improvised a new conscript army of almost a half million troops. Although inferior at marching and foraging, the newly formed Army of the Main soon proved itself an effective fighting force despite a serious shortage of cavalry resulting from the losses suffered in Russia. In May 1813, Napoleon assumed the offensive and quickly netted a pair of victories at Lutzen (near Leipzig) and Bautzen (between Dresden and Breslau). By early summer, however, the combatants had been wasted by disease, attrition, and battle casualties. In June, the opposing forces agreed to an armistice during which both sides hoped to reorganize and rebuild their forces.

In August, the armistice came to an ominous end when Austria finally declared war against France. With almost 400,000 men in central Germany, Napoleon was now virtually surrounded by enemy armies—Austrians to the south, Russians to the east, Prussians and Swedish troops to the north. Soon, his German satellite forces began to waver and desert.

Despite his worsening situation, the first battle of the new campaign resulted in a French victory at Dresden (August 26–27), after which Napoleon's enemies adopted a new, effective strategy. For the next month, the Allies shunned battle against the Emperor and concentrated against the smaller forces led by the French marshals.

By October, Napoleon had fallen back to Leipzig and been surrounded by four separate opposing armies. The Battle of Leipzig (October 16–18) became the largest battle of the Napoleonic Wars—more than 500,000 troops struggled over one bloody field, and by the third day Napoleon had been decisively defeated. The French reeled back towards France and the remaining German satellite forces defected en masse. By the end of the year, the French Empire had been reduced to France itself – the allies would soon be threatening Paris.

B. GAME EQUIPMENT

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

2. The scenario requires Prussian, Russian, French and French satellite units. Austrian units may also be needed.

C. VICTORY CONDITIONS

1. The French player wins if he controls any un-besieged major city on map board area 3 at the end of the game.

2. If the French player does not achieve his victory condition, the non-French player wins the game.

3. The scenario begins in April 1813 and ends in December 1813.

D. SPECIAL RULES

1. *Alliance Phase*

   a. The French player receives one City Point for controlling Berlin.

   b. The non-French player receives one City Point for each of the following cities he controls: Berlin, Breslau, Dresden, Hamburg, Leipzig, Magdeburg, or any city on map board area 2.

   c. The Alliance Phase die roll is automatically increased by one in June 1813. In July, the die roll is increased by two. In August, and in each succeeding month, the die roll is increased by three until Austria declares war.

   d. If a modified die roll of "0" occurs during an Alliance Phase, the initially neutral French satellite states become active French allies—the French player may immediately turn these units face-up and begin using them like normal French satellite units. These initially neutral states include Bavaria, Naples, Saxony and Switzerland.

   e. If a modified die roll of "7" occurs during an Alliance Phase, the initially neutral states, Austria and Sweden, declare war against France—the non-French player may immediately turn these units face-up and begin using them as normal non-French units.

   f. If a second modified die roll of "7" occurs during an Alliance Phase, all Bavarian, Naples, Rhine, Saxon, Swiss, and Wurtemburg French satellite units are immediately removed from the map board. The Bavarian units are immediately replaced with an equal number of Austrian landwehr strength points. The Saxon, Rhine, and Wurtemburg units are immediately replaced with an equal number of Prussian

landwehr strength points. The Swiss and Naples units are not replaced by enemy landwehr. All landwehr strength points are initially deployed in the same hex as the units they replaced. However, if there are any remaining French (or loyal French satellite) units in the same hex the landwehr is immediately moved into any adjacent hex which is free of French units. The newly deployed Austrian and Prussian landwehr are treated as normal non-French forces for the remainder of the game. ***Note:*** When Bavarian units are replaced by Austrian landwehr, the non-French player may deploy an unnamed Austrian leader in the same hex.

g. If a second modified die roll of "7" occurs, the Alliance Phase is deleted for the remainder of the game.

h. The following French satellite states remain loyal to the French player throughout the scenario and are not affected by the Alliance Phase rules: Denmark, Italy, Poland and Westphalia.

2. Neutrals

a. The following states are considered neutral at the start of the scenario: Austria, Bavaria, Naples, Saxony, Sweden, and Switzerland.

b. The units of a neutral state are initially deployed face-down on the map board and may not be moved until the state joins the war at which time the units of that state are immediately turned face-up. All neutral states except Saxony join the war according to the special Alliance Phase rules. As soon as the French player controls Dresden and Leipzig, all Saxon units are turned face-up and may be used as normal French satellite units.

c. The units of a neutral state may not be overrun or attacked and do not suffer attrition.

d. During the Movement Phase, the units of the active player may move into any neutral state except Austria. The units of the active player may never enter a hex occupied by neutral units or trace a supply line through a hex occupied by neutral units.

e. No foreign unit may enter Austrian territory until Austria declares war (exception: see f, below). If Austria declares war, both French and Non-French players' units may enter Austria. ***Note:*** In this scenario, Austria does not include any territory on map board area 2.

f. The Polish satellite units which are initially deployed in Austria may move through Austria but may never enter a city hex in Austria while Austria is neutral. While in Austria, the Polish units are automatically unsupplied. If the Polish units leave Austria they may not return while Austria remains neutral.

3. Supply Sources

a. The supply source for all French and French satellite units is Hanover, Milan, or any major city in France.

b. The supply source for all non-French units is any major city in the unit's home country.

c. Neutral units are always considered supplied and are never subject to attrition.

4. Reduced French Quality

a. French and French satellite units do not receive the standard (-1) Attrition and Forced March die roll modification. French guard units retain the standard modification.

b. The basic morale values of French and French satellite units remain unchanged.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: Within two hexes of Mainz: Napoleon, Soult, Bessieres, Marmont, Ney, 13I, 2GI, 1GC • Within one hex of Hanover: Davout, 4I, 2C • At Brunswick: Eugene, Victor, 8I, 1GI, 1C • In Bavaria, within two hexes of Munich: Two Leader (0), 5I • At Cracow: Poniatowski • At Florence: Murat • At Danzig: 6I (entrenched) • At Milan: 2I • At Magdeburg: 1I • At Stettin: 1I (inside fort) • At Thorn: 1I (inside fort).

b. French satellite forces: At Bremen: 3I (D) • At Milan: Leader (0), 4I, 1C (I) • In Bavaria, within two hexes of Munich: 2I (I) • At Cracow: 2I, 1C (Po) • Within two hexes of Mainz: 1I (Po) • At Frankfurt: 1I (R) • At Wurzburg: 1I (R) • At Brunswick: 1I (W) • At Stuttgart: 3I (Wu) • Initially Neutral French satellite forces (deploy face-down): At Munich: Leader (0), 4I, 1C (B) • At Florence: 4I (N) • One hex north of Dresden: 2I (S) (entrenched) • At Geneva: 2I (Sz) • At Basel: 1I (Sz) • At Neuchatel: 1I (Sz).

2. Non-French Player

a. Prussian forces: At Dresden: Blucher, 4I, 2C • Within one hex of Berlin: Bulow, Kleist, Yorck, 6I, 1C • At Lubeck: Leader (0), 2L • Within one hex of Danzig: 3L (entrenched) • At Stettin: 2L (besieging French) • At Berlin: 1L • Prussian satellite forces: At Lubeck: 2I (He).

b. Russian forces: At Breslau: Constantine, Tormazov, 3I, 2GI, 1GC • Within one hex of Berlin: Wittgenstein, 2I, 1C, 1CC • Within one hex of Thorn: Barclay, 3I, 1C • Within one hex of Cracow: Leader (0), 3I, 1C • Within one hex of Danzig: 3I (entrenched) • At Leipzig: Leader (0), 3I, 1C, 1CC • At Brest-Litovsk: Leader (0), 2I • At Lubeck: 2CC • At Posen: 1I • At Warsaw: 1I • At Thorn: 1I (besieging French) • Russian satellite forces (initially neutral, deploy facedown): At Stralsund: Bernadotte, 5I, 1C (Sw).

c. Austrian forces (initially neutral): At Prague: Schwarzenberg, two Leader (0), 10I, 2C • At Leoben: Hiller, Leader (0), 2I, 2L, 1C • In Austria, within one hex of Ratisbon: Leader (0), 5I, 1C.

F. REINFORCEMENTS AND REPLACEMENTS

1. French and French Satellite Reinforcements

a. May 1813—At Mainz: 2I • At Hanover: 2I (W) • At Milan: 1I (I) At Stuttgart: 1I (Wu).

b. June 1813—At Mainz: 8I • At Milan: 3I (I) • At Stuttgart: 1I (Wu).

Note: *The French leader Soult was sent to Spain at this time. If players wish to incorporate this historical fact, Soult is removed from play for the remainder of the scenario. This is an Optional Rule, all players must agree to this rule prior to start of play if it is to be used.*

c. July 1813—At Mainz: 10I, 6GI, 6C.

d. August 1813—At Mainz: Leader (0), 2I, 1C.

e. September 1813—At Mainz: 4I • At Munich: 1I (B) • At Hanover: 1I (W).

f. October 1813—At Mainz: 2I.

g. November 1813—At Mainz: 2I.

2. Prussian Reinforcements

a. Each turn—At Berlin: 1I, 1L.

b. Each turn—At Breslau: 1I, 1L.

3. Russian Reinforcements

a. Each turn—At Brest-Litovsk: 2I.

b. June 1813—At Brest-Litovsk: Bennigsen, Docturov, 8I, 2GI, 2C, 2CC.

4. Austrian Reinforcements

a. Each turn—At Prague: 1I, 1L.

b. Each turn—At Leoben: 1I, 1L.

c. May 1813—At Prague: 1C.

d. June 1813—At Prague: 1C.

5. If the opposing player controls a city where a major power is scheduled to receive reinforcements, these reinforcements may arrive at any major city in their home country which is not controlled by the opposing player.

6. If the non-French player controls a city where French satellite reinforcements are scheduled to arrive, these reinforcements are forfeited.

7. Neutral states automatically receive scheduled reinforcements. Once an initially neutral state enters the war, the arrival of that state's reinforcements is governed by the two preceding rules.

8. There are no replacements in this scenario.

IX. NAPOLEON AT BAY—1814

A. INTRODUCTION

After the Battle of Leipzig in October 1813, most of the French satellite states were invaded, occupied, and forced to realign, further swelling the ranks of Napoleon's enemies. By the end of the year over a half million troops comprising the armies of Spain, England, Austria, Prussia, and Russia stood ready to invade France. Greatly outnumbered by these combined enemies, Napoleon fought a masterful campaign in eastern France in early 1814. But the strategic odds had now become insurmountable and before the end of March, the allies captured Paris.

On April 6, Napoleon abdicated and was exiled to the island of Elba where he was permitted to retain a token force of 1,100 veterans of the Imperial Guard. With this small force, he would return and recapture Paris in the spring of 1815, and within a hundred days he would lead his army in a final, desperate battle against Wellington at Waterloo.

B. GAME EQUIPMENT

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

2. The scenario requires units of all nationalities.

C. VICTORY CONDITIONS

1. The non-French player wins if there is at least one un-besieged, supplied, non-French strength point inside Paris at the end of the game.

2. If the non-French player does not achieve his victory condition, the French player wins the game.

3. The scenario begins in January 1814 and ends in May 1814.

D. SPECIAL RULES

1. Alliance Phase

There is no Alliance Phase during any turn in this scenario.

2. Supply Sources

a. The supply source for all French and French satellite units is any city in France or Italy which is not occupied by an enemy unit.

b. The supply source for Austrian, Prussian, Russian and Swedish units is either Munich or Munster.

c. The supply source for Spanish units is any city in Spain.

d. The supply source for all red (English, Portuguese, and Dutch) units is any city in Spain or Holland, or any port city occupied by a red unit. Any city in a coastal hex is considered a port.

3. English Sea Movement

Each turn, during the Movement Phase, the non-French player may move a maximum of two English strength points and one leader from any port city to any other port city which is not controlled by the French player. Units moved in this manner may not move normally during the same Movement Phase.

4. Dutch Revolt

During the first turn in which the non-French player controls the cities specified below, the player receives the following red units which represent rebellious Dutch reinforcements:

a. At Amsterdam: Leader (0), 1L.

b. At Antwerp: 1L.

c. At Brussels: 1I (H).

5. Partisans

a. During the first turn in which a hex in France is occupied by an enemy unit, the French player receives two strength points of French partisans during his Reinforcement 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 Reinforcement Phase, within the restrictions of a, above.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Paris: Napoleon, Joseph, 6I, 1GI • At Bayonne: Soult, 11I, 2C • At Coblenz: Marmont, Ney, 2GI, 1C • At Strasbourg: Victor, 2I, 1C • At Venice: Eugene • At Rheims: Leader (0), 2I, 1GI • At Liege: Leader (0), 2I, 1C • At Antwerp: Leader (0), 3I • Within one hex of Barcelona: Leader (0), 6I, 1C • At Mainz: 3I • At Amsterdam: 2I • At Namur: 1GC • At Brussels, Cologne, Frankfurt, Geneva, Lyon, Neuchatel, Toulouse, and Wurzburg: 1I each.

b. French satellite forces: At Cologne: Jerome • At Venice: 8I, 1C (I) • At Milan: 1I (I) • At Metz: 1I (Po).

2. Non-French Player

a. Spanish forces: At Barcelona: Cuesta, 5I, 1C • At San Sebastian: Blake, 2I.

b. English forces: At San Sebastian: Wellington, Beresford, Hill, 5I, 1I (K), 1C • At Barcelona: Leader (0), 4I • Within one hex of Amsterdam: Leader (0), 2I • English satellite forces: At San Sebastian: 6I (Pt).

c. Austrian forces: Within one hex of Zurich: Schwarzenberg, Leader (0), 9I, 5L, 2C • At Trieste: Hiller, 7I, 3L, 1C • At Ulm: Leader (0), 4L, 1C • At Baden: Leader (0), 3L • At Florence: 5L • At Innsbruck: 1I, lL • Inside Switzerland, within one hex of Geneva: 2I.

d. Prussian forces: Within one hex of Coblenz (east of the Rhine): Blucher, Yorck, 3I, 1L • Within one hex of Amsterdam: Bulow, 3I, 2L, 1C • At Munster: Kleist, 1I, 1L, 1C • Within two hexes of Munich: Leader (0), 2I • Prussian satellite forces: Within one hex of Frankfurt: Leader (0), 2I (He).

e. Russian forces: Within two hexes of Munich: Barclay, Constantine, Wittgenstein, 3I, 4GI, 1C, 1GC, 2CC • Within one hex of Frankfurt: Leader (0), 4I, 1C, 1CC • At Frankfurt (besieging French): Leader (0) 5I, 1C, 1CC • At Munster: Leader (0), 5I, 2C, 1CC

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements

a. Each turn—At Paris: 3I • At Lyon: 1I.

b. January 1814—At Paris: 1GI, lC.

c. February 1814—At Paris: 3GI, lC.

d. French reinforcements are forfeited if the non-French player controls the specified city on the scheduled turn of arrival.

2. Non-French Reinforcements

a. Each turn—At Barcelona: 1I (Spanish) • At London: 1I (English) • At San Sebastian: 1I (Pt) • At Munich: 1I, 1L (Austrian), 1I (Russian) • At Munster: 1I, 1L (Prussian), 1I (Russian).

b. January 1814: At Munster: Bernadotte, 3I, 1C (Sw) • Leader (0), 1L (Prussian) • 3I (S) • 1I (Br).

c. February 1814—At Trieste: Bellegarde, 2I, 1L, 1C (Austrian) • At London: 2I (English) • At Munster: 1I (Prussian).

d. If the French player controls a city where non-French reinforcements are scheduled to arrive, the reinforcements arrive at the nearest city which is not controlled by the French player.

3. There are no replacements in this scenario.

X. THE WATERLOO CAMPAIGN—1815

A. INTRODUCTION

In March 1815, Napoleon escaped from Elba and returned to France to reclaim his imperial crown. His enemies reacted swiftly, branding him an international outlaw. By early summer, the allied armies of Austria, England, Prussia and Russia had mobilized more than 500,000 troops and were ready to advance on Paris.

In the hundred days since his return, Napoleon had scraped together a quarter million soldiers to defend France. Realizing the strategic situation would steadily worsen if he delayed, in early June Napoleon launched his last offensive. In one of his most brilliant and daring maneuvers, he rapidly concentrated his newly designated Armee du Nord between the Anglo-Dutch and Prussian armies bivouacked in Belgium. On June 16, the French engaged both the Prussians at Ligny, and Wellington's Anglo-Dutch force at Quatres Bras, south of Brussels. Although the Prussians withdrew at nightfall, Wellington's army remained undefeated and retreated in good order to a more defensible position a few miles to the north.

On Sunday, June 18, 1815, Napoleon and Wellington fought the most famous of all battles at Waterloo. Throughout the day, the French exhausted themselves in a series of fruitless assaults against the English ridged position. In the later afternoon, the surprise reappearance of the Prussians made Napoleon's situation desperate. Gambling his last reserve, the French Imperial Guard was committed and was dramatically repulsed by English volleys at sunset along the summit of the ridge. The failure of the Guard shattered French morale. In minutes, Napoleon's army dissolved in a headlong rout.

Six weeks after Waterloo, the allies reached Paris and forced Napoleon's second abdication. His final years were spent in exile at St. Helena, a desolate island off the coast of Africa. In 1821, Napoleon Bonaparte died, leaving a legacy of glory which remains unparalleled to this day.

B. GAME EQUIPMENT

1. The scenario is played on map board area 2.

2. The scenario requires units of all nationalities.

C. VICTORY CONDITIONS

1. The non-French player wins and the game automatically ends if there is at least one un-besieged, supplied, non-French strength point inside Paris at the end of any turn.

2. If the non-French player does not achieve his victory condition, the French player wins the game. ***Note:*** *This is an exceedingly difficult scenario for the French player to win. For competitive purposes, we recommend that the players play this scenario twice with each player taking the French side in one game. The French player who maintains control of Paris for a greater number of turns should be considered the winner of the match.*

3. The scenario begins in June 1815 and ends in December 1815.

D. SPECIAL RULES

1. Alliance Phase

There is no Alliance Phase in any turn in this scenario.

2. Supply Sources

   a. The supply source for all French and French satellite units is any city in France or Italy which is not occupied by an enemy unit.

   b. The supply source for Austrian units is Munich or Milan.

   c. The supply source for all red (English) units is Antwerp or any port city occupied by a red unit.

   d. The supply source for Prussian units is Liege, Mainz or Munster.

   e. The supply source for Russian units is Frankfurt or Wurzburg.

3. English Sea Movement

The special rule governing English Sea Movement in Scenario IX (1814) is utilized in this scenario.

4. Dutch Forces

   a. If the French player controls Brussels during his Reinforcement Phase, all red units bearing an "H" (Holland) nationality abbreviation are permanently removed from play.

   b. Each turn, if the French player controls Brussels, he receives one strength point of blue "H" (Holland) satellite infantry at Brussels during his Reinforcement Phase.

   c. If the non-French player regains control of Brussels, all blue "H" satellite infantry units are removed from play immediately and neither player may receive any additional Dutch reinforcements for the remainder of the game.

5. Partisans

The special rules governing Partisans in Scenario IX (1814) are utilized in this scenario.

6. French Demoralization

During any Combat Phase, if a force containing Napoleon is demoralized, the basic morale value of all French regular infantry and cavalry is permanently reduced to one at the start of the next player's segment.

7. Special First Turn Restrictions

   a. During June 1815, French units may only be moved by forced marching.

   b. During June 1815, the non-French player must keep six strength points inside Brussels until the end of the second round of combat. In addition, the non-French player may not commit additional strength points to any battle initiated by the French player until the end of the second round of combat.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

   a. French forces: Within two hexes of Paris: Napoleon, Soult, Ney, 6I, 3GI, 1GC • At Lille: Leader (0), 4I • At Metz: Leader (0), 3I • At Lyon: Leader (0), 4I, 1C • At Strasbourg: Leader (0), 4I, 1C • At Amiens: 5I • At Rheims: 4C • At Tours: 2I • At Geneva: 2I • At Marseilles: 1I • At Paris: Davout • At Florence: Murat.

   b. French satellite forces: At Florence: 8I, 1C (N) • At Geneva: 1I (Sz) • At Amiens: Jerome.

2. Non-French Player

   a. Austrian forces: At Munich: Schwarzenberg, Ferdinand, 10I, 10L, 4C • At Milan: Bellegarde, 8I, 2L, 2C • At Zurich: Leader (0), 7L, 1C • At Ulm: Leader (0), 7L, 1C • Within one hex of Florence: Leader (0), 4I, 1C • At Baden, Stuttgart and Wurzburg: 1I each.

   b. English forces: At Brussels: Wellington, Uxbridge, 5I, 1I (K), 2L, 2C • At Antwerp: 2I, 1L • English satellite forces: At Brussels: 5I, 1C (H).

   c. Prussian forces: At Namur: Blucher, two Leader (0), 9I, 6L, 2C • At Liege: Bulow: 3I, 2L, 1C • At Coblenz: Kleist, 3I, 2L, 1C • At Brussels: Brunswick • At Mainz: Hohenlohe • Prussian satellite forces: At Brussels: 1I (Br) • At Mainz: 3I (He).

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements

   a. Each turn—At Paris: 4I.

   b. Each turn—At Lyon: 1I.

2. Austrian Reinforcements

   a. Each turn—At Munich: 1I, 1L.

3. English Reinforcements

   a. Each turn—At London: 2I.

4. Prussian Reinforcements

   a. Each turn—At Munster: 1I, 1L.

   b. August 1815—At Munster: Leader (0), 2I, 2L, 1C.

5. Russian Reinforcements

   a. August 1815—At Frankfurt: Barclay, Leader (0), 10I, 2C, 2CC.

   b. August 1815—At Wurzburg: Constantine, Leader (0), 6I, 4GI, 1C, 1GC, 2CC.

6. If the opposing player controls a city where reinforcements are scheduled to arrive, the reinforcements arrive in any hex adjacent to that city.

7. There are no replacements in this scenario.

XI. THE PENINSULAR WAR: 1808–1814

A. INTRODUCTION

Although initially an ally of France, after Nelson's victory at Trafalgar in 1805, relations between Spain and France began to deteriorate. Like Russia, Spain refused to comply with the Continental System and continued a clandestine trade with England. Aware of the bitter power struggle among the Spanish royal family, in early 1808, Napoleon dispatched 100,000 troops to the Iberian Peninsula, ostensibly to occupy Portugal and assist the Spanish king suppress a local revolt. The French army quickly seized Portugal, a staunch ally of England, and prepared the groundwork for a military takeover in Spain.

In May 1808, the Spanish king was dethroned and Joseph Bonaparte, Napoleon's brother, was installed as the new ruler. Both the army and the Spanish populace revolted against the imposition of foreign rule and Napoleon responded with brutal force. Before the end of the year, the Emperor himself arrived to lead the French forces in the Peninsula but in 1809, he was forced to turn over the command to his marshals. For the next six years, a sizable portion of Napoleon's resources were expended in a demoralizing guerrilla war. In support of Spain, England rebuilt the Portuguese army and sent Wellington and most of the British army to contest the French. After a long, grueling campaign, in 1814, Wellington finally expelled the French from the Peninsula and was victoriously advancing into southern France when the news of Napoleon's abdication suddenly brought the war to an end.

B. GAME EQUIPMENT

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

2. The scenario requires Spanish, English, French and French satellite units. ***Note:*** Portuguese forces are represented by red (English) satellite units.

3. The Spanish, English and French sections of the Force Pool should be used to show which units may be taken as replacements. The Production Track on the map board may be used to keep track of the Replacement Points available each turn (see section F).

C. VICTORY CONDITIONS

1. The French player wins and the scenario automatically ends if there is at least one French strength point (besieged or un-besieged) inside each city on map board area 1 at the end of any Combat Phase.

2. The non-French player wins and the scenario automatically ends if there are no French units inside any city on map board area 1, and there is at least one un-besieged, non-French strength point inside both Bayonne and Toulouse, on map board area 2, at the end of any Combat Phase.

3. If, at the end of the scenario, neither player has achieved an automatic victory, the French player wins the game if there is at least one un-besieged French strength point in Bayonne, Toulouse, and in any city on map board area 1.

4. If neither player achieves any of the specified victory conditions, the game is considered a draw.

5. The scenario begins in May 1808 and ends in April 1814, unless prematurely ended by either player achieving an automatic victory.

D. SPECIAL RULES

1. Alliance Phase

There is no Alliance Phase during any turn in this scenario.

2. Supply Sources

a. The supply source for French and French satellite units is Bayonne or Toulouse. ***Note:*** Many French units are unsupplied at the start of the scenario.

b. The supply source for Spanish units is any city in Spain which is not occupied by a French unit.

c. The supply source for English and English satellite units is Gibraltar or any city in Portugal which is not occupied by a French unit. In addition, a maximum of five English (or English satellite) strength points may be automatically supplied in any coastal hex but only one such hex may be automatically supplied during any given turn.

3. Special Movement Restrictions.

a. Militia and partisan strength points may never leave their home country.

b. A maximum of two Spanish infantry strength points and one Spanish leader may leave Spain. Spanish units outside of Spain may only be moved if accompanying an English leader.

c. Each turn, during his Movement Phase, the non-French player may move a maximum of two English (or English satellite) strength points (and any number of English leaders) from any coastal hex to any other coastal hex which is not occupied by a French unit.

Units moved in this manner may not move normally during the same Movement Phase.

d. During any Combat Phase, any English (or English satellite) units which are besieged or committed to a battle in a coastal hex may be withdrawn "by sea". Units which are withdrawn by sea are immediately removed from the map. During his next Reinforcement Phase, the non-French player may redeploy these units in any coastal hex which is not occupied by a French unit. ***Note:*** Withdrawal by sea is subject to the standard rules governing withdrawing units from combat except that besieged units may withdraw by sea without being required to come out of the city.

4. Gibraltar and Lisbon

a. Non-French units inside Gibraltar may be besieged but may not be attacked providing there is at least one strength point of English infantry inside Gibraltar.

b. For victory determination, the French player may ignore Gibraltar (he is not required to capture Gibraltar to win the game). The non-French player must control Gibraltar to win the game.

c. For replacement purposes, Gibraltar is not considered a Spanish city.

d. For movement, combat and supply purposes, the only land hex which is considered adjacent to Lisbon is hex D14(l). The other two hexes adjacent to Lisbon are considered to be separated from Lisbon by sea hexsides.

5. Partisans

There are special rules governing the movement, creation and replacement of partisan units in this scenario (see 3, above, and section F, below). In all other respects, the use of partisans in this scenario is governed by the Partisan rules in Scenario IX.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Madrid: Murat, 5I, 1C • At Burgos: Bessieres, 3I • At Cordoba: Leader (0), 2I • At Lisbon: Leader (0), 4I, 1C • At Toledo: 3I • Within two hexes of Valencia: 2I • At Barcelona and Pamplona: 1I each.

b. French satellite forces: At Madrid: 1I (Po) • At Burgos: 1I (Sz) • At Cordoba: 1I (Sz) • At Barcelona: 1I (I).

2. Non-French Player

a. Spanish forces: At Corunna: Blake, 5I, 1C • At Saragossa: Pallafox, 5I, 1C • At Seville: Castanos, 5I, 1C • At Ciudad Rodrigo: Cuesta, 2I • At Valencia: 3I • At Granada: 2I • Spanish Force Pool: 10M, 6P.

b. English forces: At Gibraltar: 1I • English satellite forces (English Force Pool): 8I, 1C (Pt), 6M, 3P. *Note: All units bearing an "M" represent Portuguese militia. All units bearing a "P" represent Portugues partisans.*

F. REINFORCEMENTS AND REPLACEMENTS

1. *French Reinforcement Schedule. Note: This schedule includes French Replacement Points and French and French satellite reinforcements and withdrawals. Reinforcements and replacements arrive at either Bayonne, Toulouse, or the nearest city in France which is not occupied by an enemy unit. On certain turns, the French player is required to withdraw specific leaders and numbers of strength points. During his Reinforcement Phase, the French player must remove such units from the map board unless the specified units are currently besieged in which case an equal number of un-besieged strength points are immediately removed and the originally specified units are withdrawn as soon as they become un-besieged, or are eliminated by the besieging player. If there are no strength points of a type required to withdraw currently on the map, the strength points are removed from the French Force Pool and an equal number of un-besieged strength points are simultaneously removed from the map board. When leaders are withdrawn, they are placed in the French Force Pool. Strength points which are withdrawn are permanently removed from the game. Except where specified leaders and unit types are named, the choice of which units to withdraw is up to the French player.*

a. **1808:** Replacements: one point each turn beginning in June • Reinforcements: June: Victor, Leader (0), 10I • July: Joseph, Withdraw Murat • October: Napoleon, Lannes, Ney, 14I, 2GI, 2C, 1GC, 2I (I), 1C (I), 1I (Po), 1I (Pt), 1I (R), 1I (Sz) • November: Soult, 4I, 2C.

b. **1809:** Replacements: January–June: one point each turn. July–December: two points each turn • Reinforcements: January: 1I, 1I (Po), 1I (Sp), Withdraw Napoleon • February: Withdraw 1GI, 1GC • March: Leader (0), Withdraw Bessieres, Lannes, 1I (Pt).

c. **1810:** Replacements: two points each turn • Reinforcements: January: Bessieres, Marmont, Massena, 3I • February: 3I • March: 6I • April: 4I • May: 6I • June: 4I.

d. **1811:** Replacements: two points each turn • Reinforcements: January: 1I, 1I (N) • April: 4I • July: 4I.

e. **1812:** Replacements: January–June: two points each turn. July–December: one point each turn • Reinforcements: April: Withdraw Bessieres, Ney, Victor, 3I, 2I (any satellite units) • August: 3I.

f. **1813:** Replacements: Roll one die each turn (1,2,3 = no points — 4,5,6 = one point) • Reinforcements: February: Withdraw Soult, 3I, 1C • July: Soult, 2I • December: Withdraw 3I and all "R" and "Sz" satellite units even if currently besieged (if units are removed from the French Force Pool, do not remove additional strength points from the map board).

g. **1814:** Replacements: Same as in 1813 but die roll is reduced by one • Reinforcements: January: Withdraw 4I and one strength point of satellite cavalry.

2. *English (Allied) Reinforcement Schedule. Note: This schedule includes English Replacement Points and English and Spanish reinforcements. English reinforcements and replacements may arrive in any coastal city hex which is not occupied by a French unit, or in any coastal hex which is not occupied by a French unit if all coastal cities are occupied by French units. Spanish reinforcements may arrive in any coastal hex in Spain which is not occupied by a French unit. English reinforcements (only), may be delayed "at sea" indefinitely at the non-French player's option. Reinforcements which do not arrive at a city may not be moved during the turn of arrival.*

a. **1808:** English Replacements: one point each turn beginning in August • Reinforcements: August: Wellington, 2I • September: Moore, Leader (0), 3I, 1I (K), and the following Spanish reinforcements: La Romana, 2I • November: 2I (English).

b. **1809:** English Replacements: one point each turn • Reinforcements: April: Beresford, Uxbridge, 1I.

c. **1810:** English Replacements: one point each turn • Reinforcements: February: 1I • March: 1I.

d. **1811:** English Replacements: Roll one die each turn (1,2,3 = one point — 4,5,6 = two points) • Reinforcements: None.

e. **1812:** English Replacements: one point each turn • Reinforcements: April: 1I, 1I (K), 1C.

f. **1813–1814:** English Replacements: Roll one die each turn (1,2,3 = no points — 4,5,6 = one point) • Reinforcements: None.

3. Spanish and Portuguese Replacement Points

a. Unlike French and English Replacement Points, Spanish and Portuguese Replacement Points are not derived from the Reinforcement schedule. Instead, during his Reinforcement

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

b. The Spanish and Portuguese City Point markers are used to record the number of Replacement Points each country has available. At the start of the scenario, the non-French player should record twenty Spanish and four Portuguese Replacement 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.

4. How Replacement Points Are Used

a. During the scenario, whenever any unit is eliminated it is immediately placed in the appropriate Force Pool.

b. During his Reinforcement Phase, the active player receives a certain number of Replacement 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:* Replacement Points may never be accumulated. At the end of each Reinforcement Phase, any unused Replacement Points are forfeited.

c. French Replacement Points may be used to purchase French or French satellite strength points. English Replacement Points may be used to purchase English or English satellite strength points. Spanish Replacement Points may be used to purchase Spanish strength points. Portuguese Replacement Points may be used to purchase Portuguese strength points (only).

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

- English, French or French satellite infantry = 1 Replacement Point.
- English and French cavalry or guard = 2 Replacement Points.
- Militia = 4 Replacement Points.
- Partisans = 6 Replacement Points.
- Portuguese and Spanish infantry = 6 Replacement Points.
- Portuguese and Spanish cavalry = 12 Replacement Points.

e. Whenever the French player receives more than one Replacement Point, he must replace at least one satellite strength point if any are available in the French Force Pool.

f. Portuguese and Spanish Replacement 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. 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.

h. French and English replacements are deployed on the map board exactly like reinforcements of the same nationality.

i. 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.

j. A maximum of two replacement strength points may be deployed in any single hex during any Reinforcement Phase.

5. Special Spanish Replacements

If a non-French strength point is inside Madrid during the non-French player's Reinforcement 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. *Note:* This rule is also in effect in Scenario XII and the GCG.

XII. SPAIN: 1811–1814

A. INTRODUCTION

By the end of 1810, the French had driven the Spanish out of central Spain and were besieging the remaining garrisons at Cadiz, Valencia, and the far northern ports. Wellington's army had retreated to an impregnable defense line near Lisbon where it was virtually besieged by Marshal Massena. Although they had nearly achieved victory, the French marshals had also reached the end of their tether: the partisan guerrillas, the long supply lines, the harsh climate and the indefatigable English opposition soon began to erode the French position.

No longer able to feed his army, Massena fell back from Lisbon into Spain. After reorganizing their forces, Soult and Massena initiated a new offensive in May 1811 but the French were defeated first at Fuentes de Onoro (May 5) by Wellington, and two weeks later they lost a second battle at Albuera (May 16) to the Anglo-Spanish army commanded by Beresford.

Armed with a functional siege train, in 1812, Wellington took the offensive and captured the key forts of Ciudad Rodrigo (January 19), and Badajoz (April 19). In July, Wellington defeated Marmont at Salamanca then liberated Madrid in August.

Pushing the French steadily toward the Pyrenees, Wellington's offensive continued in 1813, finally culminating in another major

victory at the Battle of Vittoria (June 21). By early 1814, the French had been driven out of the peninsula and Wellington's army had entered France. The last battle of the Peninsular War was fought near Toulouse in April 1814, a few days after Napoleon's forced abdication.

B. GAME EQUIPMENT

The components required to play this scenario are the same as those used in Scenario XI (The Peninsular War).

C. VICTORY CONDITIONS

The victory conditions are identical to those in Scenario XI. This scenario begins in June 1811 and ends in April 1814.

D. SPECIAL RULES

All special rules from Scenario XI are in effect.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

a. French forces: At Ciudad Rodrigo: Marmont, Ney, 8I, 1C • At Burgos: Bessieres, 5I, lC • At Badajoz: Soult, 4I, lC • At Madrid: Joseph, Leader (0), 4I • At Seville: Victor, 2I • At San Sebastian: Leader (0), 4I • At Barcelona, Baylen, Cordoba, Granada, and Toledo: 2I each • At Pamplona, Saragossa, and Talavera: 1I each • With any French force(s) in Spain: two Leader (0), 2I, 1C • In French Force Pool: 12I, 1GI.

b. French satellite forces: At Barcelona: Leader (0), 1I (I) • At Saragossa: 1I (I) • At Pamplona: 1I (N) • At Seville: 1I (Po) • At Granada: 1I (R) • At Talavera: 1I (R) • At Madrid: 1I (Sp) • With any French satellite force: lC (I) • In French Force Pool: 1I (Po), 1I (Sz), 1I (I), 1C (I).

2. Non-French Player

Note: *Unit types "P" and "M" from Scenario XI are in effect.*

a. Spanish forces: In Portugal, within one hex of Badajoz: Blake, Castanos, 2I • At Corunna: 2I, 1M • At Valencia: 2I, 1M • At Cadiz: 1I, 1M • At Cartagena: 1I, 1M • With any Spanish infantry unit: Pallafox, Cuesta • In any vacant hex in Spain: 6P (one per hex) • In Spanish Force Pool: 14I, 3C, 6M.

b. English forces: In Portugal, within two hexes of Ciudad Rodrigo: Wellington, 4I, 1I (K) • In Portugal, within one hex of Badajoz: Beresford, 2I • At Lisbon: Hill, 1I • At Cadiz: Leader (0), 1I • At Gibraltar: 1I • In English Force Pool: 2I • English satellite forces: In Portugal, within two hexes of Ciudad Rodrigo: 2I, 1C (Pt) • In Portugal, within one hex of Badajoz: 2I (Pt) • Any vacant hex(es) in Portugal: 6M, 3P (no more than 1 partisan strength point per hex) • In English Force Pool: 4I (Pt).

F. REINFORCEMENTS AND REPLACEMENTS

1. All Reinforcement and Replacement rules from Scenario XI are in effect. The Reinforcement schedules from Scenario XI are used beginning with June 1811.

2. At the start of the scenario, the non-French player should record seven Spanish Replacement Points and six Portuguese Replacement Points on the Production Track printed on the map board.

XIII. THE FINAL GLORY

Rules to Link the 1812, 1813 and 1814 Scenarios of WAR AND PEACE

A. INTRODUCTION

Napoleon's marshals were not overly in favor of his grand scheme to conquer Russia in one swift blow. Many of these old warriors argued for a halt at Smolensk, where the army could collect its far flung detachments, repair the failing supply lines and comfortably spend the winter before pushing on to Moscow in early 1813. The emperor, fearful for his throne, 1,500 miles away in Paris and distrustful of his Prussian and Austrian "allies" overruled the marshalate and struck out for the Kremlin, only to meet disaster.

Abandoning his army shortly after it recrossed into Poland, Napoleon set about rebuilding an army to counterattack the growing Allied forces which had forced the remnants of the Grand Armee, now under Eugene, back through Poland, Prussia and to the banks of the Elbe. The disastrous 1813 and 1814 campaigns which followed resulted in the complete collapse of Napoleon's empire.

B. GAME EQUIPMENT

1. The scenario begins with map board areas 3 and 4, with map board areas 2 and 1 added to play at later intervals.

2. Initially, the scenario requires French, French satellite, Russian, Prussian and Austrian units, although British and Spanish units may be added later in the scenario.

C. VICTORY CONDITIONS

1. The players set up and complete the 1812 scenario (Scenario VII). If the French player wins, the game is over. If the Russians win or there is a draw, play continues through the addition of the special rules listed below.

2. At any time in the game, the French player may win if, at the end of a turn, he has fulfilled the 1812 victory conditions, namely, he controls Warsaw, Smolensk and either Moscow or St. Petersburg. If these conditions are met on or after the end of the December, 1812 game turn, the game is over and is declared a French victory.

3. If the French player fails to gain a victory under the 1812 rules, the game continues through December, 1814. If the French control Paris, un-besieged, at the end of the December, 1814 game turn, they win. Otherwise, they lose and the non-French player wins the game.

D. SPECIAL RULES

1. Linking the Scenarios

a. The players set up and complete the 1812 scenario (Scenario VII). If the French have not achieved a victory, the rules for the scenario (including Russian and French reinforcements and replacements) are continued through the February, 1813 game turn.

b. In March, 1813, map board area 2 is brought in to play and all special rules from Scenario VII and Scenario VIII (1813), including allegiance rules are in effect, as modified by the

Reinforcements and Replacements section of this linkage scenario.

c. In January, 1814, mapboard area 1 is brought in to play and all special rules from all three scenarios (VII, VIII and IX) are in effect except where contradictions are listed below, in which case these rules take effect.

2. Alliance Phase

a. All alliance phase rules for the 1812 scenario are in effect until January, 1813, after which the 1813 scenario alliance rules become effective instead of the 1812 rules. The French do receive one city point for each major city inside Russia and for Berlin and Warsaw, if occupied, un-besieged, by pro-French units. These city points are effective from January, 1813 until the end of the game.

b. If, at any time, both Prussia and Austria are at war with France, the alliance phase is deleted for the remainder of the game.

3. Prussia

a. Prussia enters the war against France automatically on the turn in which non-French player forces occupy, un-besieged and in supply, Konigsberg or Berlin. The following Prussian forces are IMMEDIATELY placed in or adjacent to that city: Blucher, Bulow, Kleist, Yorck (unless already in play) Leader (0), 10I, 3C, 8L. Prussia is considered a non-French country and on the next non-French player turn they may be moved normally.

4. Sweden

a. Swedish forces listed in the 1813 Scenario as Russian Satellite Neutral forces arrive at or adjacent to Stralsund in April, 1813 and remain neutral until activated in the Alliance Phase as per the 1813 scenario rules.

5. Supplies

a. Supply sources, after January, 1813, are major cities in the home country of a state and the major city of a minor state which is controlled by that major state.

b. English forces are supplied in any coastal hex and may trace supplies inland from any major port occupied by a red unit.

E. INITIAL DEPLOYMENT

Set up the 1812 (Scenario VII) forces as listed.

F. REINFORCEMENTS AND REPLACEMENTS

1. French Reinforcements

a. Each turn, May, 1812 through February, 1813—At Dresden: 1I

b. October, 1812—At Danzig: 2C

c. April, 1813—At Mainz: 18I, 2GI, 1GC (only if not already in play), Marmont, Soult and Napoleon (unless already in play).

d. May, 1813—At Mainz: 2I

e. June, 1813—At Mainz: 8I

f. July, 1813—At Mainz: 10I, 6GI, 6C

g. August, 1813—At Mainz: Leader (0), 2I, 1C

h. September, 1813—At Mainz: 4I

i. October, November and December, 1813—Each month at Mainz: 2I

j. January, 1814—At Paris: Joseph, 8I • At Bayone: Soult (if not in play) 11I, 2C • Within one hex of Barcelona: 7I, 1C

k. January–August, 1814—Each turn: At Paris: 3I • At Lyon: 1I

2. French Replacements

a. January–August, 1814, each turn—At Paris: 1GI

3. French Satellite Reinforcements:

a. December, 1812—Withdraw: All Saxon, Naples, Swiss and Bavarian satellite units.

b. January, 1813—At Milan: 2I (I) • At Stuttgart: 2I (Wu) • At Frankfurt: 1I (R) • At Cassel: 1I (W) • Initially Neutral French Satellites (deploy face down): At Munich: 4I, 1C (B) • At Florence: 4I (N) • At Dresden: 2I (S) • At Geneva: 4I (Sz)

c. May, 1813—At Hanover: 2I (W) • At Milan: 1I (I) • At Stuttgart: 1I (Wu)

d. June, 1813—At Milan: 3I (I) • At Stuttgart: 1I (Wu)

4. French Satellite Replacements

a. May–December, 1812—The French player may replace one strength point of satellite infantry each turn. Polish replacements appear at Warsaw, all other satellite nationalities appear at Dresden.

b. January, 1813–August, 1814—The French player may replace one strength point of satellite infantry each turn. Units are placed at the production city of their minor state. Units may not be built in production cities which are occupied by non-French player units.

5. Non-French Player Reinforcements

a. Russian player uses forces listed in Scenario VII up through December, 1812.

b. March, 1813: Place all Austrian forces listed in Scenario VIII face down (Initially Neutral). (If Schwarzenberg and any Austrians have remained in play as French allied units they remain loyal to France and remain so until Austria declares war, at which time they become non-French units.) All Swedish units listed in the 1813 Scenario are deployed as listed, as neutral forces.

c. April–December, 1813—Each turn—At Prague: 2I, 2L (Austrian) • At Berlin: 2I, 2L (Prussian)

d. May, 1813—At Prague: 1C (Austrian) • At Berlin: 1C (Prussian)

e. June, 1813—At Prague: 1C (Austrian) • At Berlin: 1C (Prussian)

f. January, 1814–All English, Portuguese, and Spanish forces listed in Scenario VIII. January-August, 1814-Each turn-At Prague: 1I, 1L (Austrian) • At Berlin: 1I, 1L (Prussian) • At London: 2I (English) • At San Sebastian: 1I (Pt), 1I (Spanish)

g. February, 1814—At Prague: Bellegarde (Austrian)

6. Non-French Player Replacements

a. Each turn January, 1813—August, 1814: At Brest-Litovsk: 2I, 1C, 1CC (Russian).

7. All non-French player forces scheduled to arrive at a city which is occupied by French player forces may arrive at the nearest major city in that country's home state. French player forces scheduled to arrive at a city which is occupied by non-French player forces are eliminated instead.

AVALON DIGITAL