GAME RULES – Version 1.3

File History

1.0	Original release	
1.1	Replaced image captures by plain text. Font changed to Calibri. New sections : Map, Alliance. Minor updates.	
1.2	Spain has 2 unnamed leaders.	
1.3	Optional Local Attrition Rule.	

Standard Rules

Map

Land Units

Supply

Attrition

Land Movement

Overrun

Forced March

Land attacks

Retreat and advance

Join battle

Assault & Siege

Leader casualties

Entrenchment

Alliance

Optional Rules

2 players

Territories

Boundaries between countries are displayed by **red dashes** on the map.

Thick colored lines emphasize major powers home country as in 1805. (They are not dynamic yet).
Major powers are Austria (white), England (red), France (blue), Prussia (grey), Russia (green),
Spain(yellow), Turkey(orange).
Other nations are called minor countries.

Region of interest are delimited by **black dots**.
Tirol and Venetia for instance. These may be attached to other nations in some scenarios.
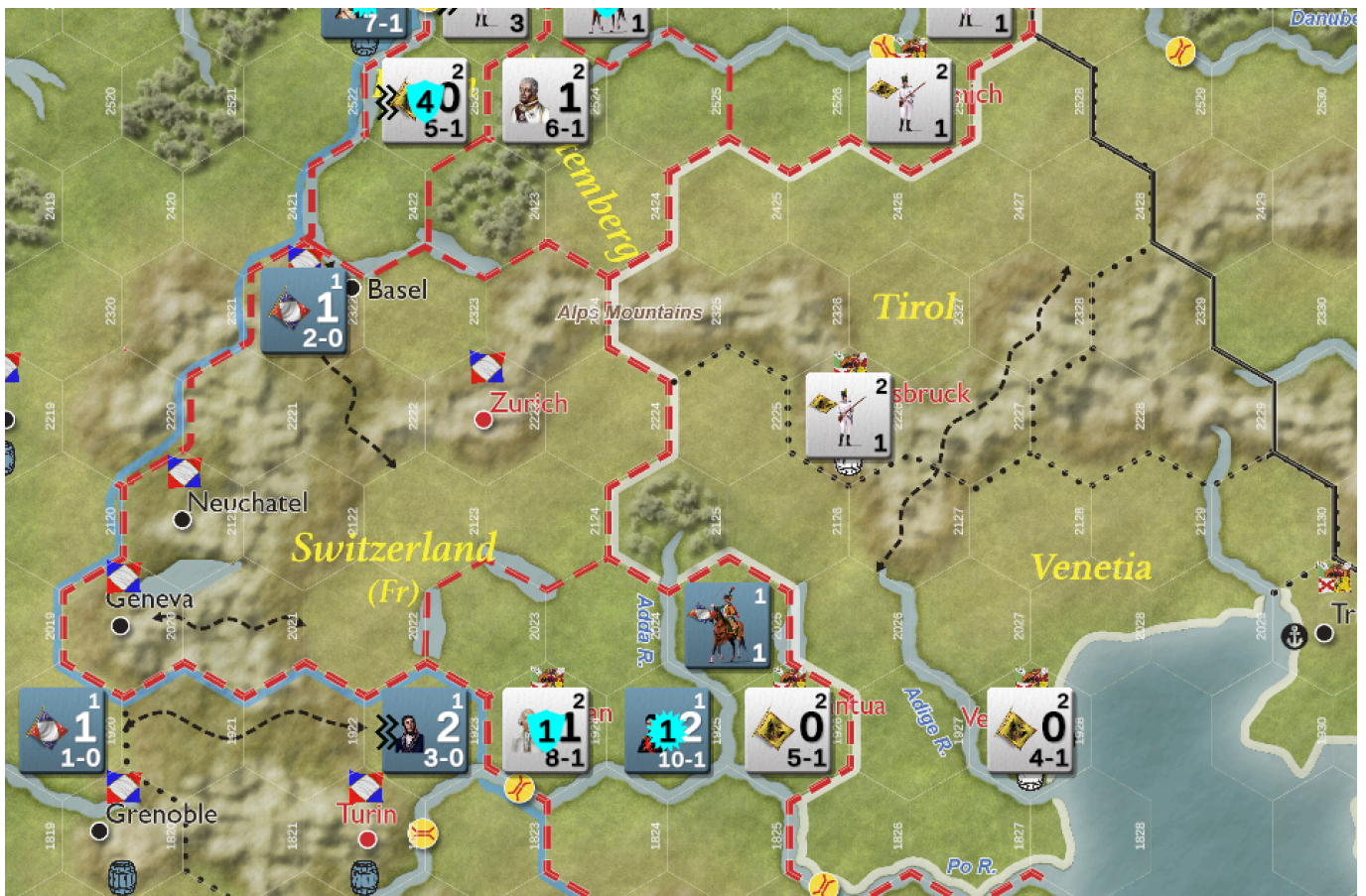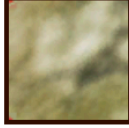
The map is divided in 4 land areas which are used for attrition, forced march, scenario specific rules and
victory conditions.
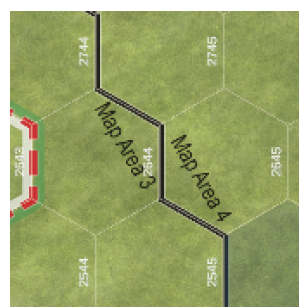
Terrain

MP = Land move cost, DRM = Land battle die-roll modifier in favor of the defender.
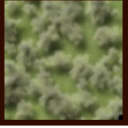
Clear
MP: 1

Desert
MP: 2

Forest
MP: 2, DRM: 1

Sand
MP: 2, DRM: 1

Swamp
MP: 2, DRM: 1 - Swamp and Lake are treated as clear during winter turns

Lake
DRM: 1 - Swamp and Lake are treated as clear during winter turns

Low mountain
MP: 2, DRM: 2

High mountain
MP: 3, DRM: 2

River tail

Minor city
Entering a city hex costs 1 MP, regardless of any other terrain

Major city
Entering a city hex costs 1 MP, regardless of any other terrain

Capital
Entering a city hex costs 1 MP, regardless of any other terrain

Mountain pass
Enter a mountain hex via a pass cost only 1 MP

River
MP: 1, DRM: 2

Bridge
A bridge negates the movement cost of a river

Long-press / right-click to see the map legend

Right-click or long-press on a hex to see the legend.

Control

Only cities may be controlled by a side, other hexes are uncontrolled.

The control of a city changes when:
- At the end of the movement or combat phase, there are enemy stregnth poins in the hex and the city is not under siege.
- The owning nation enters war or become sneutral. Its cities are controlled by the side it is aligned with.

City control is shown on map by a flag on top pf the hex.
Neutral cities do not have any control flag.

The flag filter on the left menu allows you to visualize countries aligned with France (blue), the Coalition (red).

Land Units

Nation | Morale

Unit type | Strength Points
Each SP stands for 5,000 men

Leader | Leadership
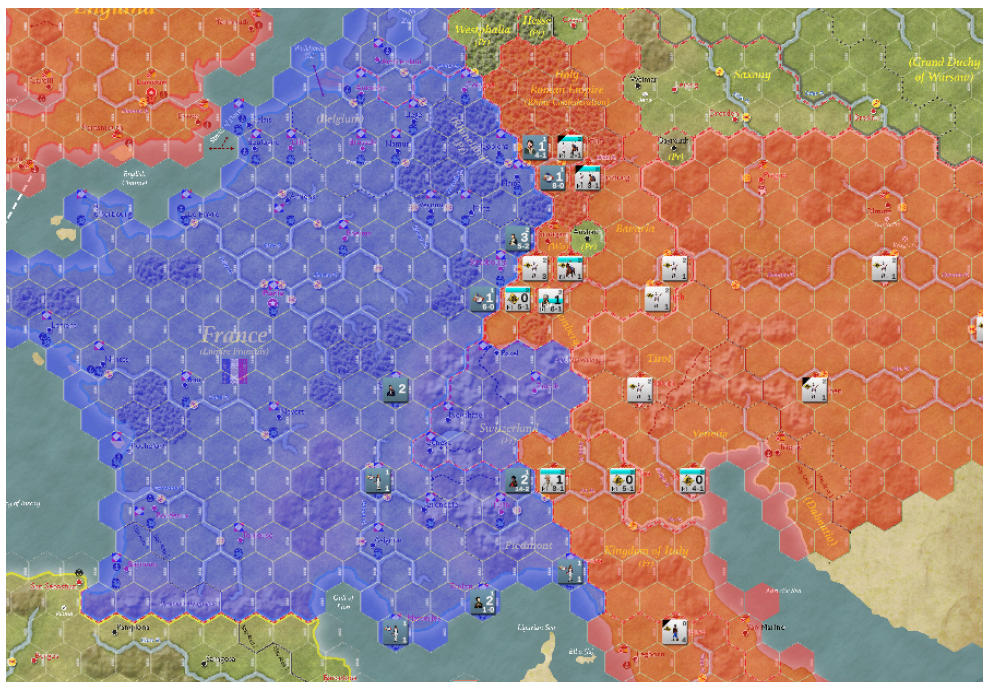
Unit type
I   Infantry
GI Guard infantry
L   Landwehr
M   Militia
P   Partisan
K   King German Legion (Identical to a I unit).
C   Cavalry
GC Guard cavalry
CC Cossack cavalry
CT Cavalry in training

In the game, right-click or long-press on a counter to get all information.

Special Units

Partisans and Militias may never leave their home country.

Partisans may only move to an empty adjacent hex. They may retreat before any battle round if attacked in a non-clear hex or without cavalry. They cannot stack with any unit, even another partisan.

At the start of a round of combat, Cossacks may withdraw unless the opposing force contains a larger number of cavalry SP.

Cavalry in traiing cannot move.
It converts to a regular cavalry once the remaining production points has been spent.

Land Forces

The morale of a force equals the morale of the largest group of SP sharing the same morale. In case of tie, take the lowest morale

Number of Infantry - Cavalry SP

A land force stands for a stack of Strength Points (SP) on the same side, located in the same hex, which move or fight together.

Supply

Supply is determined by unit color. Sources and depots only provide supply for SP of the same color.

Supply sources are represented by a barrel on map and are determined by the scenario.

Strength points are supplied if one can trace a supply line of three or less movement points from a supply source into the hex the SP occupy.

A depot is a strength point which itself is in supply.

Supply can be extended up to 3 MP from a depot. There is no limit to the number of depots that may be strung together to form a line of supply.

A supply line is cut by the presence of an unbesieged enemy strength point.

A supply line cannot be traced through a neutral country.

During the battle segment, supply is checked only at the begining of each round of combat.

Out of supply.
This force suffers more from attrition. It cannot advance after battle. Ouf supply SP are halved when attacking.

This force was out of supply at start of the movement step. It can't overrun an enemy force.

Attrition

At the beginning of each side's turn, there is a potential attrition applied to each and every map hex currently occupied by three or more of the side's strength points.

A global die-roll is applied along with a few local modifiers applied separately to each force. The Attrition table gives the of loss according to the force size and the modified die-roll.

Attrition Table

Strength Points

	3 - 5	6 - 10	11 - 15	16 - 20	21+
1	0	0	0	1	1
2	0	0	1	1	2*
3	0	1	1	2*	3*
4	0	1	2*	2*	3*
5	0	2*	2*	3*	4*
6	1	2*	3*	3*	5*

\# = Number of Strength Points eliminated

* = At least one Strength Point eliminated must be Cavalry

Modifiers :

- -1 French and French satellite units
- -1 units in Home Country
- +1 unsupplied
- +1 winter
- +1 on map areas 1 and 4
- +1 siege value

Attrition at Sea

When the global attrition die-roll is a natural 6, a die is rolled for each fleet at sea which then suffers attrition on 5 or 6.

1	2	3	4	5	6+
1	1	2	2	3	4

The table gives the number of damaged naval units.

Play this rule if you don't want a unique and global die-roll for all your forces.

They will be a die-roll for each color and for each map area.

When a force has several colors, the die-roll taken into account matches the most repsented color with the force.

Activate the module coprresponding to the rule before starting a new game.

Land Movement

Movement Allowance

An infantry unit may not move without leader..
Infantry may move up to 3 MP (Movement Points) if accompanied by a leader which occupied the same hex at the start of the Movement Phase.

A cavalry unit may move up to 4 MP and does not require a leader.

Leaders may move up to 10 MP (12 with a leadership of 3).
Leaders may move up to 10 strength points (12 with a leadership of 3).
Several leaders may move together but the maximum number of SP stays capped at 10/12 SP.

The remaining movement allowance of a force is displayed on the counter at the bottom left.

Only units with a blue stripe across the top or in the middle may move.

Move a force by selecting it, then drag and drop to one of the hexes highlighted in green.

Detaching leaders from infantry allows you to move them farther. You may also detach cavalry from infantry so that they may move independently.

Select a force then use the detach button.

You may cancel the last move or all the moves which have been carried out so far.
To do so, select a friendly force and use the undo button.

Limitations

- The cost in MP to enter a hex is not always 1, it depends on the terrain.
Right-click or long-press on a hex to see the legend.
- No unit may enter the territory of a neutral nation, unless explicitly allowed by the scenario.
- Movement is performed by a force of units of the same color.
- No unit may enter a hex that is occupied by an enemy strength point.
(Exception: overrun, which is discussed in a dedicated tutorial/rule).

Any unit may be detached in any hex the moving force enters.
Note, however, that a land unit may not be picked up en-route.

Overrun

An overrun is a way to eliminate a small group of enemy strength points during the movement phase. This is not a land combat.

- A force may attempt to overrun a smaller force during its move.

- To overrun, you need a minimum ratio of 4:1 (5:1 in mountain or in an entrenched hex), and enough movement allowance to enter the hex.

- Overrunning costs 1 additional MP, unless the ratio is at least 6:1.

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

- An out of supply force cannot overrun.

- SP located in city hexes cannot be overrun.

Overrunnable hexes are highlighted in blue.

Result

Overrun SP are immediately eliminated.

Any leader is immediately redeployed to the nearest hex occupied by a SP of the same color as that leader.

A force which executes an overrun may continue moving, may execute additional overruns, and may initiate combat during the active player's ensuing Combat Phase.

Forced March

Forces may get 3 extra MP through forced marching.
The succes depends on a die-roll, and the distance to march.

Beyond normal move hexes (in green), hexes which may be reached by forced marching are highlighted in yellow (+1), orange (+2) and red (+3).

Select a unique path from a green hex to the destination by double clicking/tap.
Units must follow this path during forced marching, being successful or not.

Result of forced marching:

- A die is rolled on the Forced March Table, using the column corresponding to the extra MP needed.
- Your units get that many extra MP which they must use on the previously chosen path.

After an attempted forced march, SP may not move anymore.
The bottom blue stripe at the force level reminds this state

Forced March Table

Desired extra MP

	1	2	3
1	1	2	3
2	1	2	3
3	1	2	2*
4	1	1*	1*
5	1	0	0
6	0	0	0

\# = Number of extra Movement Points allowed

* = One Strength Point must be eliminated

Modifiers :
- -2 French Guards
- -1 French units
- +1 unsupplied
- +1 winter
- +1 the force is on map areas 1 and 4

The use of French modifiers is totally optional and may cause the force to be separated into several groups.

Land Attacks

You may initiate combat against a hex occupied by any enemy SP, providing that hex is adjacent to a hex which is occupied by at least one of your SP.

Units without leader may attack.

A hex may only be attacked once.
You may initiate only one combat from a single hex.

Each battle is identified by blue badges visible on both sides' force counters.
They each have its own number.
Attackers are identified by a star while defenders bears a shield symbol.

The 2 hexes comprising a land battle are important: they define the terrain and the combat outcome.

A battle lasts several rounds until one of the following:
- One of the 2 blue hexes becomes vacant - either by retreat or destruction.
- No side has elected to attack after the first round.

One round of combat is resolved (mandatory) for all active battles before starting a new round.

Land Combat

The force with the most SP is called the Larger Force, and the other one the Smaller Force.

Each round of battle, 2 dice are rolled by the larger force.

Mofifiers :

- The hex terrain favors the defender (River crossing, forest, swamp, mountain, lake).
  A right-click/long-press on a hex gives you the terrain effects.

- Each side modifies the die-roll in its favor by its morale value.

- Each side modifies the die-roll in its favor by the leadership value of its best leader.
  The leader must be in the force containing the most SP and must be of the same color of the majority of SP committed to the battle.

- Cumulated die-roll modifier may not exceed +/- 4.

These modifiers are detailled on the battle screen using the info button.

The displayed ratio pertains to the Larger Force.
The ratio is rounded down and is always comprised between 1:1 and 4:1.

The land combat table gives losses according to the ratio and the modified die-roll.

	2	3	4	5	6	7	8	9	10	11	12
1:1	D3/L	D2/L	D1/L	L/-	L/L	L/L	L/L	-/L	L/D1	L/D2	L/D3
3:2	D2/L	D1/L	L/-	L/L	L/L	L/L	-/L	L/D1	L/D2	L/D3	L/D3
2:1	D1/L	L/-	L/L	L/L	L/L	-/L	L/D1	L/D2	L/D3	L/D3	L/D3
4:1	1/D3	1/D3	1/D3	1/D3	1/D3	1/D3	1/D3	1/D3	1/D3	1/D3	1/D3

Results listed as Larger Force / Smaller Force.

-	1 SP loss if the smaller force lost more than 1 SP, No loss otherwise.
L	Loss. Check loss table below.
D1, D2, D3	Reduce morale by 1, 2, 3. Check loss table. below
	This will reduce combat effectiveness and may cause the force to withdraw.

Number of SP in the smaller force

Morale loss	1-3	4-5	6-10	11-15	16-20	21+
L	1	1	1	2	2	3
D1	1	2	2	3	4	6
D2/D3	1	2	3	5	6	9

\# = Number of SP to lose. One of them must be cavalry if more than 1 SP is lost.

The program makes a logical pre-selection which the owning player may change afterwards.

Counter-Attack

You must attack during the first round.

After first round, if the attacker declined to attack, the defender has the optional opportunity to counter-attack.

- The defender becomes the attacker.

- Attack and Defend hexes are also inverted.

Retreat & Advance

Retreat

 At the end of any round of combat, a force committed to a field battle must withdraw if its morale is zero

 In addition, after applying casualties, other forces committed to a field battle may voluntary elect to withdraw.

The withdrawing force must retreat one hex.
The hex should not be farther from a friendly supply source than the original hex (in movement points).

A force may retreat into an enemy occupied hex if no other retreat path is open.
However, it may not end its retreat in a hex occupied by an enemy unit. The force must continue its retreat until it enters a hex free of enemy units.
Such a retreating force automatically loses one SP for each enemy occupied hex entered during its retreat.

 If the retreating force has less cavalry than the opposing force, it must lose 1 SP.

 It is allowed to split a withdrawing force, and thus retreat into several hexes.

 Withdrawn forces bear an orange battle marker

If one of the 2 forces originally forming the battle (blue marker) withdraws, the battle will be over at the end of the battle round.

Advance after combat

An in-supply force may advance after combat in any hex vacated by an enemy force.
Splitting is allowed.

The decision to advance must be taken immediately after the enemy withdrawal.

Join Battle

A force may only attempt once to join a battle per combat round.

First use case

During the voluntary withdrawal segment, an undemoralized force, already involved in a battle, may attempt to join another battle provided it is adjacent to one of the fighting forces.

First of all, the force must withdraw from current battle, then try to join the other battle.

Second use case

An undemoralized force, not yet committed to any battle, may attempt to join an existing battle after all voluntary retreat have been carried out.
It must be adjacent to one of the fighting forces.

A die-roll of 5, modified by the best leadership value within the force, is needed to join the battle.

Outcome

If the attempt is successful, the force is now committed to the battle, changing the odds.
A green badge is used to mark the difference with the 2 forces which have started the battle (in blue).

If a force engaged in a battle has been demoralized, and be joined by a force with at least the same number of SP, then it recovers its full morale.

The joining force must be adjacent to an enemy SP committed to the battle.
Otherwise, it is moved to an adjacent fulfilling this condition.

In case of failure, the withdrawal is cancelled and the force remains engaged in previous battle.

Assault & Siege

At the beginning of each round, in a city hex, the defender has the option to seek shelter into fortifications.

The attacker has then 3 choices:
- assault the city
- besiege it
- or do not attack

Assault

Up to 6 SP may be placed in a city (4 in a minor city).
One must fight a field battle against units in excess before the city could be assaulted or besieged.
SP inside city are doubled for the ratio computation.

Units inside city with base moral of zero are considered to have a morale of 1.

The terrain is ignored during a city assault.

If the defenders' morale reaches zero, they immediately surrender.

Siege

As soon as defenders hide into a city, the attacking side may advance any land unit into the city hex to lay siege.

To sustain a siege, the attacker must have at least the same number of supplied SP as the defending side. If the attacker cannot sustain a siege, its units must retreat from the hex.

The siege starts with a value of 1.
This value increases by 1 at the end of each month with a maximum of 5.
The siege value is displayed as a die on the force counter.

If a die-roll is greater than the siege value, the city holds on.

Otherwise the city surrenders, all defenders are eliminated and the besieger gains control of the hex.

Besieged units cannot move.
Their attrition die-roll is increased by the siege value.

Besieged units may attempt a sortie by initiating a field battle.
If they don't manage to defeat the besieging force, then must retreat inside the city and the siege resumes.

Besiegers may still assault the city during any future combat phase.

Leader Casualties

At the end of the Combat phase, 2 dice are rolled for each named leader who fought a battle.

On a 12, the leader has been hit and another die is rolled.

On a 6, the leader is killed.

On 1 to 5, the leader is injured for that many months.

In both cases, he is replaced by an unnamed leader of the same nation if any is available.

The unnamed leader is taken from the list below.
Already deployed-on-map and surrendered leaders are unavailable.

1	0	0	1	0	0	0	0	0
x5	x4	x1	x2	x9	x4	x3	x2	x3

Unnamed leaders never suffer combat casualties.

Entrenchment

If at least 3 SP do not move, they entrench their hex.
Forces get chevrons on their counter symbolizing their entrenched status.

A major city or capitol cannot be entrenched.
Entrenchment provides a defensive die-roll modifier of 1.
An entrenchment stays in place as long as 1 friendly SP remains in the hex.

Alliances

Context

Alliances are in use only in some scenarios. Check the scenario rules.

Use the Alliance button on the left menu to reach the Alliance screen which summarizes all the scenario rules of that topic.

During the Alliance Step, the side that has a chance to trigger something rolls one die and use the result to determine if he gains or loses the use of other major and/or minor states units whose allegiance is subject to change according to the scenario rules.

A colored die on this button reflect that chance.

The French may trigger an alliance with a die-roll inferior or equal to this value.

The Coalition may trigger an alliance with a die-roll greater or equal to this value.

Die-roll

The French side triggers an alliance on a modified die-roll of 0 or less.
The Coalition on 7 or more.

There are modifiers applied to the die-roll.
They are explained in details in the Modifiers panel of the Alliance screen.

- +1 for each Coalition city pt (for the control of key cities given by the scenario).
- -1 for each French city pt.
- +1 for each Coalition victory pt.
- -1 for each French victory pt.
- ? scenario specific.
- The cumulated die-roll modifier may not exceed +/- 4.

Victory points

A player is awarded one victory point for each hex one or more of his units enter after battle which was occupied by five or more enemy strength points at the start of the Combat Phase.

The non-French player receives victory points (usually 2) if any of his units enter a hex which was occupied by Napoleon and 5 or more SP at the start of the battle.

Effects

Effects are specific to each scenario.
Check them with buttons 0 and 7 on the Alliance screen.

Optional Rules

Rear Maneuver

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

 Any Pro-French force, which lays in one of the 3-rear hexes of the defending force, may attempt to make a move on the rear.

Only a single attempt is allowed per turn.
The force should not yet have been committed to any battle and must have a leader. I

It must be adjacent to the defending force and not adjacent to the attacking force.

On the example, forces A and B may attempt the maneuver, whereas force C may not.

 In order to maneuver in the rear and make a pincer attack, you need to obtain at least a 5 modified by the leadership value of the force (-3 against Wellington).

Success :
- This force immediately moves into the attacking force's hex, making a bigger stack.
- The side gets a die-roll modifier of 1 in its favor during the first round only.

In case if failure, it may still try to join that battle at the end of the round.

Cavalry Charge

Each side, with at least one cavalry strength point, may declare a cavalry charge at the beginning of each round of combat.

- The side gets a die-roll modifier of 1 in its favor during this round.
- First loss should be applied to the charging cavalry.

French Imperial Guard

The French may decide to commit the Guard at the beginning of each round of combat.

- This choice cannot be made if a cavalry charge has been launched.
- The French force is automatically considered to possess a morale value of three during the current round.
- If the French force is demoralized, its morale value is automatically reduced to zero.
- The first loss should be applied to the Guard.

2 Players

Cross-platform multi-player

Play against anyone over internet on PC/Mac/iOS/Android.

- Turn-by-turn asynchronous 2-player game. You don't need to both connected at the same time.
- Take your time to play against a challenging human opponent.
- The game state is automatically saved in the cloud.
- Login and notifications by email.
- Less cheat opportunity.

You are limited to 10 online games. Finish and delete one before starting a new one.

Join an online game

Go to saved games.

Choose 2P games waiting for opponent.

Sign up by email.

Join an existing game if any. Otherwise, you may create a new one.

Create an online game

Go to New Game and select a scenario.

Select the multiplayer mode.
- By default you will play against the first player joining your game.
- You may also search a player by nickname.
- Or rematch a previous opponent.

Pick options, modules, and choose your side. Modules are activated only if the opponent plays them as well.

Notifications "Your Turn to Play"

After your turn, if you are still in the game :

- The program checks at regular interval if your opponent has played his/her turn. In this case, a pop-up invites you to reload the game state.

- On computer, press F5 to perform an immediate check.
- If you haven't taken your turn before 1/2h , then you will receive an email.

 Use the NEXT GAME button from the left menu to directly play your turn on any other ongoing game.

 Once per week, you may send a gentle reminder to your opponent from the game save tile.

Naval Rules

Naval Units

Naval Movement

Naval Transport

Interception

Naval Combat

Damage & Repair

Blockade

Overseas supply

Naval Units

Each naval unit represents 6 ships

S   Squadron
T   Transport

In the game, right-click or long-press on a counter to get all information.

Nelson

Nelson is the only leader who affects Naval Operations.

- +1 to interception die-roll.
- +1 to combat die-roll in his favor.
- +1 to pursuit die-roll.
- Nelson may only move along with another naval unit.
- Nelson may not move across land terrain and has no effect on land battles.
- At the end of each Naval Combat Phase, injury to Nelson on a die-roll of 11 or 12.

Movement Allowance

Each naval unit has a movement allowance of 4 points.

- Entering a sea area cost 1 pt.
- Moving to a port cost 1 pt.
- A non-port costal hex cost 2 pts.

A fleet may pick up naval units en route. New units have no effects on the fleet movement allowance.

Naval Movement

In order to perform a naval move:

- Select a fleet which may move (blue bar), then Sail.
- Select a sea area.
- Choose to navigate to this area or to one of the hexes bordering this area.
- Close the window when over.

Transport are not allowed to move into a coastal hex occupied by enemy naval squadrons as they don't fight.

The naval move ends when:

- The movement allowance has been expended.
- After a naval defeat.
- When another naval force starts to move.
- After detaching naval units en-route. These latter cannot move anymore this turn.

Naval Transport

Load

Loading land unit on ships is performed via the Load button at the fleet level.
Land units and naval units must share the same coastal hex.

- A naval unit may only transport land units of the same color.
- Squadrons may only carry leaders
- Each Transport may carry up to 10 cargo points.

Visualizing Cargo

Naval units with cargo are marked with a black circle.

The circle is completely filled when the maximum cargo capacity has been reached.

On the map, you may inspect the cargo of a naval unit by a right-click / long-press on the naval unit.

Unload

Transports with cargo must finish their move in a coastal hex.

- Transports unload in any coastal hex, free of enemy SP or leader.
- This is done automatically at the end of the naval phase.
- Land units which have been transported by sea may not move anymore this turn.

When a naval unit sinks, all its cargo gets immediately destroyed.

Intercepting a naval move

Each time a fleet enters a sea area, it may be intercepted.
Leaving a sea area for a costal hex cannot be intercepted.

Any enemy fleet in this sea or on any coastal hex of this sea may attempt to intercept if it has the appropriate orders (see next page).

A fleet may intercept once a player turn.

In order to intercept, you need to obtain 5 or more with one die.

If the attempt is successful, then a naval battle occurs between the 2 fleets.
In case of failure, the fleet may continue moving.

Whatever the result of an interception, the naval move cannot be undone.

Interception Settings

On your turn, give orders to your fleets so that they may attempt to intercept enemy naval moves in the best conditions.

A fleet may be ordered to always, or never, or intercept within a given strength ratio interval.
Globally decide the maximum interception attempts per moving enemy fleet.

Only the fleets that satisfy their interception criteria are selected.

Ties are decided by priority.

Attempts are repeated until a battle occurs or the maximum number of attempts is reached.

Stationary Interception

Before the Naval Movement phase, the active player may attempt to intercept any enemy fleet which is in the same sea area as one of his/her fleet.

1 is added to the interception die-roll.

Naval Combat

Triggering

A naval battle occurs in the following situations:

- Successful stationary interception.
- A naval move is successfully intercepted.
- A fleet failed to run the blockade.
- A fleet enters a coastal hex containing an enemy naval unit.
  Fleet in port cannot be attacked.

Resolution

Naval battles are resolved in a similar way as land battles, with some differences:

- Only Squadrons are committed to the battle.
- The Squadrons ratio is rounded down, and is always comprised between 1:1 and 2:1.
- There is only one round, possibly 2 with a naval pursuit.

One die is rolled on the Naval Combat Table with these modifiers:

- Morale (The side with the higher value applies the difference in its favor)
- Nelson (1 in favor of the Anti-French side)

Naval Combat Table

Displayed ratio pertains to the Larger force.
The ratio is rounded down and always between 1:1 and 2:1.

	-1	0	1	2	3	4	5	6	7	8
1:1	2K/0	C/0	K/0	R/D	R/D	D/R	D/R	0/K	0/C	0/2K
3:2	2C/0	K/0	R/0	R/D	D/R	0/R	0/K	0/K	0/C	0/2C
2:1	K/0	R/0	R/D	D/R	0/R	0/K	0/K	0/C	0/C	0/2C

Results listed as Larger Force / Smaller Force.

- D   Damaged
- R   Damaged and the force must retreat
- K   1 Naval unit Sunk
- C   1 Naval unit Captured. (Same as sunk for the time being)

Then check on next table to determine the number of damaged naval units.

	1	2	3	4	5	6+
D/R/C	1	1	1	1	2	2
2C	0	0	1	2	2	2
K	0	1	2	2	3	3
2K	0	0	1	1	2	2

Retreat

The winning side is the one which obtains a 0 or D result.

A fleet must withdraw if:
- Its morale equals zero.
- It has lost the battle and there is no pursuit.
- It lost the battle, there is a pursuit and it has lost again.

The fleet must retreat to the nearest port (in movement points).

Pursuit

The winning side may opt for a naval pursuit.

 In order to pursue the enemy fleet, you need to obtain a 5 or more with one die.

If successful, another round of combat occurs.
Otherwise, the losing fleet withdraws.

Damage & Repair

A damaged naval unit:

- Has its morale reduced by 1.
- Keeps its movement, fighting or transport ability.
- Is sunk on a second damage.

Blockade

As long as there is at least one enemy squadron outside a port, this port is under blockade.
A black triangle indicates that state.

Effects:

- Entry and exit are prohibited for the blockaded port, unless by attempting to run the blockade.
- Naval forces under blockade may not intercept.
- Naval forces enforcing the blockade may not intercept either.

Run the Blockade

In order to leave port, you need to obtain a 6 with one die.

- +1 in winter
- +1 this fleet has at least twice as many squadrons as the other side
- -1 the opposing fleet has at least twice as many squadrons as this fleet

If successful, the fleet may now freely move.

Otherwise, it must fight the blockading fleet.
The ensuing battle has a single round.
If the running fleet is victorious, it may continue its move if it has a morale greater than zero

Overseas Supply

Supply points unloaded on a coastal hex act a limited supply source for the remaining of the player's turn.

- 1 supply point may supply 1 SP of the same color.
- The supply path may not exceed 3 MP from the coast.
- A force drawing supply from an overseas supply source does not act a supply depot for other forces.

Grand Campaign Game

Nations

Diplomacy

Production

Conquest

France

Foreign Wars

Prisoners

Nations

Minor state creation

The following nations starts the game as unformed.
They are automatically created during their side's Alliance step when conditions are met.

Hannover aligns with the Coalition when Hanover is controlled by the anti-French side.

The Rhine Confederation aligns with France when Frankfurt is French-controlled, and either Austria or Prussia has been conquered.
It gathers Baden and The Holy Roman Empire's territories.

Westphalia aligns with France when both Brunswick and Cassel are French-controlled.
It replaces Hesse and Brunswick.

These minor states revert to their original structure if conquered.

Spain

As long as Spain is pro-French and never conquered, the following movement restrictions apply to French and satellites land units:

- No more than 20 SP in Spain.
- No move in Spain on Madrid's row or southern, except to a hex next to Gibraltar.

Spain is considered to be invaded if it is anti-French and there are at least 20 Pro-French SP in the country.

Spain has some specific rules, see the corresponding rules sections:

- Diplomacy
- Conquest
- Production

Austria

Diplomacy

- Austria is eligible for Alliance die rolls only when it has been conquered twice and its force pool is empty.

- After Austria has been conquered the first time and has emptied her force pool, she declares war on France on the next Allied Alliance step.

When this state becomes pro-French:

- The French player may not move any of the units of that state unless they are part of a pro-French Expeditionary Force or the state has been invaded by anti- French forces.

- Only a pro-French Expeditionary Force may leave their home country.

- If the country has not been invaded by the coalition, Up to 10 SP – not belonging to an expeditionary force – may be moved by the English player.
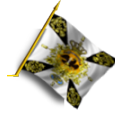
The first time Austria is conquered, Tirol is ceded to Bavaria while Venetia is ceded to Italy.

The first time Trieste is controlled by the Empire, Dalmatia is ceded to Italy.

Such territorial changes are cancelled by conquering the aforementioned minor states.

Diplomacy

- Prussia may align with France only if she has been conquered at least once.

- 3 turns after the first conquest of Austria or May 1806, whichever comes first, Prussia will roll 2 dice in each Prussian Alliance Phase. Add 1 to the die-roll for each turn after the first roll.
  A result of 12 set Prussia as Anti-French.
  Prussia remains ineligible for alliance die-roll until conquered.

- After being conquered for the time, Prussia may be the target of alliance attempts only if its force pool is empty.

Prussia, Hesse, Brunswick and Saxony start the game as allied.
When one of them enters war, the 3 others follows.

When this state becomes pro-French:

- The French player may not move any of the units of that state unless they are part of a pro-French Expeditionary Force or the state has been invaded by anti- French forces.

- Only a pro-French Expeditionary Force may leave their home country.

- If the country has not been invaded by the coalition, Up to 10 SP – not belonging to an expeditionary force – may be moved by the English player.
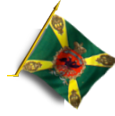
Diplomacy

- Russia is not eligible for Alliance Phase die rolls until both Austria and Prussia are simultaneously in a conquered state.

- Russia may never align with France.

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

Liberation

After Russia has been invaded, if no pro-French unit remains on Russian soil, Austria and Prussia will become neutral if currently pro-French.

Both sides may then freely enter a neutral Prussia.
It declares war on France if at least 4 cities - initially part of Prussia - are under Allied control.
Prussia remains anti-French for the remaining of the game.

Afterwards, Austria will begin to roll 2 dice each Alliance Phase: on a 12, it enters war definitively on the Coalition side.
Add 1 to the die-roll for each turn after the Prussian declaration of war.

Russia is considered to be invaded as soon as they are 25+ Pro-French SP within its border or France controls a Russian major city before 1810.

The basic morale value of all regular Russian infantry and cavalry on map board area 4 is increased to 3.

Poland

Poland died even as the French Revolution matured. Indeed, it can be argued that the Revolution owed its existence to Poland's partitioning, as it distracted Prussia, Russia and Austria from events elsewhere. Poland would not be resurrected as a separate entity until after WWI except for the brief moment granted it by victorious French armies under Napoleon.

Most certainly grateful to France, the Poles were not independent (their Duchy rightly ruled by the King of Saxony) and hoped for full rebirth. Despite vague promises to that effect, Napoleon never did allow the formation of a Polish Kingdom for fear of alarming the Russians.

Napoleon answered the Polish Question by forming The Grand Duchy of Warsaw instead. However, he might have done otherwise and the following rules provide the French player with those options for answering the Polish Question.

France must answer the Polish question by enacting the Treaty of Tilsit once both Prussia and Austria have been conquered at least once.

3 options are possible for the Polish state:

- No Poland
- Grand Duchy of Warsaw
- Kingdom of Poland

No Poland

The lands of Poland, including Warsaw, remain Austrian, Prussian, and Russian as shown on the map.
The minor state of Poland is relegated to history.

Russia is neutral for at least 18 months—no one may attack her and she is not eligible for an Alliance die roll during this span.

Russia cannot accept English production points until January 1811.

Magdeburg is ceded to Westphalia.

Grand Duchy of Warsaw

The minor state of Poland if formed and get the cities of Dantzig, Posen, Thorn, Warsaw and Cracow.
Enemy units are removed from Poland and arrive as reinforcement next turn.

 Russia is neutral for at least 12 months.

 Russia cannot accept English production points until January 1810.

 After Austria has been conquered for the second time, Western Galicia is ceded to Poland.

 Magdeburg is ceded to Westphalia.

Addition to the Force Pool

Kingdom of Poland

 The Kingdom of Poland is formed by the Grand Duchy of Warsaw and Eastern Poland. Grodno is a second Polish production city.

 Russia is neutral for at least 6 months.

 Russia cannot accept English production points until January 1809.

 After Austria has been conquered for the second time, Eastern and Western Galicia are ceded to Poland.
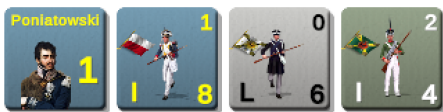
 Prussia may start building Landwehr units (at Konigsberg).

 Austria and Prussia will not send any expeditionary force to France.

Addition to the Force Pool

Holland

After 1809, France may annex Holland if she controls Amsterdam, Antwerp and Brussels.

- Holland is now part of the French home territory.

- Anti-French forces need to control Amsterdam, Antwerp and Brussels to conquer annexed Holland.
  Then Holland is formed again and aligned with England.

- Pro-French Dutch units are removed from map and from the force pool for the remaining of the game.
  The following units are added to the Force Pool:

As long as Holland is in the Coalition:

- Belgium is part of Holland.

- The production city of the Anti-French Holland is Brussels.

- Pro-French forces need to control Amsterdam, Antwerp and Brussels to conquer Holland.
  Then, Belgium is part of France again. Holland reverts to its previous state.

England

Gibraltar is a special port which cannot be assaulted or besieged as long as it is occupied by at least one SP and one naval squadron.

Diplomacy

Country Alignment

The political status of nations may change after the following events:

- After a successful Alliance die-roll, see further.
- A conquered Major Power becomes neutral.
- A conquered minor state aligns with the conquering side.
- A declaration of war against a country aligns it to the opposing side.

They are many specific national rules and exceptions. See Nations section.

Alliance

Once per turn, a player may attempt to make an alliance with a Major Power.

No attempt allowed on France or Britain.

Spain is not eligible for Alliance die rolls until it has been conquered by France at least once.

France may also target Denmark once both Prussia and Austria have been conquered at least once.

France may also target Sweden if both Prussia and Austria have been conquered at least once.
The Allies may roll for Sweden after 1812.

A French attempt is successful on a modified die-roll of 0 or less.

Allies attempts succeed on a 7 or more.

In case of success, the target country becomes aligned if it was neutral, or becomes neutral if it was aligned with the opposite faction.

While there are Swedish SP in Pomerania and Sweden is neutral, a successful French roll do not alter the political status of Sweden. Instead, the Swedish SP in Pomerania are moved back to Stockholm.

Alliance's die-roll modifiers

Add modifiers for the anti-French side (victory, major powers and cities, depending on the scenario). Pro-French points are subtracted.

- A side receives 1 City Point for each production city in an enemy Major State.
- The anti-French faction receives 1 City Point per controlled major city in France.
- 1 point for each aligned Major Power.
- 1 pt for each minor group fully controlled.

Allied die-roll increases by 1 for each production pt sent by England to this country this turn.

The Coalition gets +2 for each advance into a hex that was occupied by Napoleon and at least 5 SP.
 bonus get erased when a Major Power surrenders.

Cumulated die-roll modifier may not exceed +/- 4.

Spain War Entry

The Spanish war entry rule goes into effect when one of these conditions is met:

- Both Austria and Prussia have been conquered once by France (regardless of the current political status of either).

- After July 1807.

The entry level starts at 12.

- -1 for each Spanish Squadron in the force pool.
- -1 for each 10 Pro-French SP in Spain (fractions are randomly rounded).

The entry level varies with the following events:

- +1 for each 10 Pro-French SP leaving Spain.
- -1 for each 10 Pro-French SP entering Spain.
- +1 for each Spanish Squadron built.
- -1 for each Spanish Squadron sunk.
- +2 for each attack against a force containing at least 50% of Spanish SP.
- -2 if the pro-French player has moved any Spanish units during the Ground Movement Phase.
- -1 during each Coalition's Alliance Phase.

When the level reaches 0, Spain declares war on France.
This entry level is not used anymore.
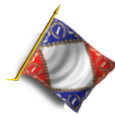
The French player may request an Expeditionary Force to Prussia and Austria :

- If target nation is aligned with France.
- Only once per game per nation.
- If there is at least one controlled capital or production city.

The resulting expeditionary corps :

- Is fully controlled by the French player as long as the country do not align with the Coalition.
- Is immune to attrition in its home country.
- Must not move beyond 7 hexes from a home city.

The size of the expeditionary force depends on a die-roll modified by the alliance modifier.

Units are placed in the capital or a production city if not possible.
They are drawn randomly from map, then from the force pool.

Production

Production cities

There are 3 type of Production Cities.

The production received from a Landwehr city may only be used to purchase Landwehr units.

The production received from a Naval city may only be used to purchase Naval units.

A red Production City may be used to purchase any land or naval units.

Production cities are displayed on map.

French Production Cities are Paris and any 3 major cities in France.

Minor States Production

Minor states are gathered in 4 groups.

WESTERN:
Holland and Portugal.

ITALIAN:
Northern Italy, Naples, Dalmatia and Switzerland.

GERMAN:
Bavaria, Brunswick, Hanover, Hesse, Rhine Confederation, Saxony, Westphalia and Wurtemburg.

BALTIC:
Denmark, Poland and Sweden.

A minor's Production City may only be used to build units from that state.

A side may only use a single Production City per group whatever the number of states which are controlled in this group.
Ex: if France controls both Milan and Florence, she may build either units from Northern Italy or Naples but not both at the same time.
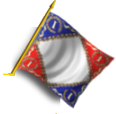
A neutral minor state has no production.
Production Points

At the start of the Production Phase, the active player rolls a die.
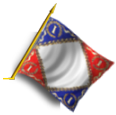
+3 for France in January and July, if Napoleon is in Paris.

+1 for France if Napoleon is in Paris after Russia has been invaded (replaces previous condition).

+1 for Russia if they are 20+ pro-French SP on map area 4.

-1 for England if Lisbon is under French control.

On a 5 or less, the state receives 1 Production Point per for production city which is not controlled by an enemy force.
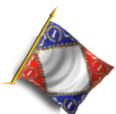
If the result is 6+, the state's production is doubled.

Units Production

Units are built from the Force Pool at the following cost in Production Points.

0	1/2	1/2	1	1	2	2	3	5	5

The maximum number of Production Points which may be used to purchase units from the French Force Pool, during a single Production Phase, is 5 for naval units, and unlimited for land units.

The maximum number of Production Points which may be used to purchase units from the English Force Pool, during a single Production Phase, is 2 for land units and 5 for naval units.

If the anti-French faction controls Brunswick and/or Hanover, the Production Points from these cities may be used to purchase English satellite K-units (King's German Legion) from the English Force Pool.

Produced units are deployed in any national production city matching the unit type.
No more than 4 SP may be deployed in the same production city during a single Production Phase.

Save and Lend

Production Points may only be stored from one turn to another only in the following cases:

England may store up to a 5 points.

Other naval nations may store up to 5 Naval points.

England may lend saved production points to other state on its side.

They must be transported by sea from London to any coastal hex of target country.

The maximum number of production points that could be lent cannot exceed the pts generated by target state's own red Production Cities.

France and England may also use their Naval production points to replace naval units of their satellite states.

As long the country is invaded, Spain and Portugal follow a different production system.

The number of production points awarded is variable:
- 2 pts per national city (1 if minor, 6 if Madrid), controlled or free of enemy SP

 Cavalry in training is a way to pay the cost of regular cavalry in 2 steps.
It converts to a regular cavalry once the remaining production points have been spent.
Cavalry in training cannot move.

Cavalry and infantry units can be built only if all partisans and militias of the same nation have been produced.

Conquest

Conquest of a nation

At the end of any Combat Phase a state is conquered whenever all a state's capital cities and production cities are occupied by enemy SP.

France is only conquered if there is at least one supplied anti-French SP inside Paris.

England, Spain, Portugal and Poland are only conquered if there is at least one enemy SP in every national city hex.

Austria's and Prussia's Landwehr production cities count only once those cities have been activated for production.
(Prague, Innsbruck, Konigsberg)

Conquest effects for a Major Power

All foreign units retreat from the capital, and may not move into it again while the country remains neutral.

All land units of the conquered state which are not inside its borders are immediately removed from the map board and placed in their Force Pool .
Units still at war with the conqueror are removed from the conquered state and arrive as reinforcement next.
Naval units of the conquered state that are not in a home port, are removed from map and arrive as reinforcement for the next turn.

The nation must remain Neutral until there is no land combat unit left in its Force Pool. Then it will be eligible for Alliance.

Both sides may trace supply and move through the conquered state without stacking with that state's land units.

Militias and Partisans are removed from Force Pool.

Occupy a city of a conquered state.

The side that conquered the state may automatically take control of any non-capital city in the conquered state by moving a SP into it, unless the hex is occupied by enemy land units.

All units of the conquered state which are in the city hex are automatically overrun.

The city becomes a Supply Source for the conquering side.

Conquest effects for a minor nation

The country usually aligns with its conqueror.
The conquering nation is the one with the most SP in the minor's production cities.

Brunswick, Hanover, Hesse, Poland and Westphalia revert instead to their unformed state.
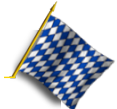
Units

On a die-roll less than 4, the conquered country's units are removed from map.

Land units morale is reduced by 1 if the conquering nation was not the initial controller of the conquered nation.

Swedish, French-controlled Saxons, English-controlled Dutch keep their morale.

Italian and Poles are never removed from map and remains loyal to their initial controller.

Bavarians removed from map and remains loyal to their initial controller if Austrian has not yet been conquered at least once.

Naval units are not removed from map.

Militias and Partisans are removed from Force Pool.

France

French Invasion of England

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

To reflect this the following rules are in play:

 If there are no English squadrons in the North Sea or in a hex bordering this sea, and a French transport is located either at Boulogne or in the North Sea, then French army units may cross the English Channel during the Ground Movement phase.
Ignore naval forces blockaded at port.

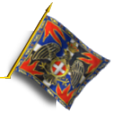A maximum of 20 SP may move from Boulogne to any English costal hex located between Plymouth and Yarmouth.

Crossing units will suffer attrition twice and may not move after landing.

Napoleon's Exile

The first time France is conquered:

 Belgium is ceded to Holland which becomes anti-French.

 Piedmont is formed and joins the Allies.
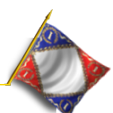
 Rhineland is ceded to Prussia.

 All French land units outside France are moved to the Force Pool.
French naval units are moved from map and arrive as reinforcement next turn.

 Napoleon is removed from map and arrive as reinforcement in 12 months.

Enemy units in France are removed from map to arrive on reinforcement next turn.

 French units may not leave France while neutral.

 Sweden becomes Neutral if it was aligned with the Allies.

 Spanish troops are sent to fight rebellions in their colonies.

Napoleon's Return

 3 months after the exile, a die is rolled during each French Alliance phase:

- -1 for each 3 months of exile.
- -1 for each pro-French minor nation.

On a result of zero or less, Napoleon lands on France and takes back the power at Paris.
France enters wars against the Allies.

If Napoleon does not come back after 12 months, the game ends up in an allied decisive victory.

Otherwise, the game is extended up to 12 months after the Emperor's return.

 2 dice are rolled during each French Alliance phase:

- +1 in 1814, -2 in 1816.
- -1 for each French advance into a hex that was occupied by at least 5 enemy SP (+1 for the Coalition, and +2 more if the hex contained Napoleon as well).
- -1 for each city controlled by France among Amsterdam, Brussels, Antwerp, Liege, Geneva, Zurich, Genoa, Turin, Milan, Mantua, Venice.

On a result of zero or less, the game ends in a draw.

The Allied player wins immediately a Decisive victory when France gets conquered for the second time.

Napoleon

Napoleon is never killed in the Grand Campaign.
He gets injured for 6 months instead.

Foreign Wars

During the Napoleonic Wars, England became involved in a war against the United States, and Russia was intermittently at war with Turkey. Russia went to war with Sweden shortly after the Treaty of Tilsit

resulting in the Finnish War of 1808–09. Finally, the Irish Rebellion of 1798 left Ireland a question mark for Britain even as The United Kingdom formed in 1801 that included the island state.

The following rules reflect the influence these wars had on the military situation in Europe. These conflicts are off-map and thus abstracted by the foreign war concept.
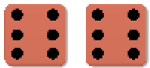
English-USA War

Triggering

- At the end of each January turn, a die-roll of 1 triggers this war.
- This may occur only once a game.

Effects

The following units must be removed first from map, then from force pool, and placed on the Foreign War card.

End

 At the end of each turn, a 12 obtained with 2 dice end this war.

Committed units will arrive next turn as reinforcement at any production city.

Finnish War

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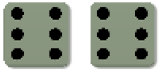
Triggering

- When Sweden becomes aligned with France.
- This may occur only once a game.

Effects

- The following units must be removed first from map, then from force pool, and placed on the Foreign War card.

End

 At the end of each turn, a 12 obtained with 2 dice end this war.

 Russia may invest 1 production point to give a +1 to this die-roll.

 Also ends when Stockholm gets controlled by the Allies.

Committed units will arrive next turn as reinforcement at any production city.

Finland is ceded to Russia.

Russo-Turkish War

Triggering

- At the end of each January turn, a die-roll of 1 triggers this war.
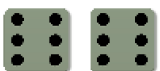- This may happen several times in a game.

Effects

- The following units must be removed first from map, then from force pool, and placed on the Foreign War card.

- Kiev is not considered as a production city for production purpose only.

End

 At the end of each turn, a 12 obtained with 2 dice end this war.

Russia may invest 1 production point to give a +1 to this die-roll.

Committed units will arrive next turn as reinforcement at any production city.

Irish Rebellion

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

Triggering

A fleet transporting French units, located in the Atlantic Ocean with a t least 1 MP left, may disembark these units into Ireland in order to sustain an Irish rebellion.This may occur only once a game.
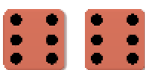
Then, at the end of each turn, 2 dices are rolled, modified by the number of disembarked SP and the best leadership. On a result of 12+, the Rebellion breaks out.

Effects

The following units must be removed first from map, then from force pool, and placed on the Foreign War card.

End

At the end of each turn, a 12 obtained with 2 dice end this war.

Also ends 12 turns after the French landing.

Committed units will arrive next turn as reinforcement at any production city.

French units arrive next turn as reinforcement at any port in France.

Prisoners

Surrendered land units go into jail.

A prisoner exchange occurs every January.

- Performed on a one-to-one basis between pro-French and Anti-French factions.
- Units are chosen at random.
- Liberated units go back to their force pool.

When a nation switches side (conquest), its prisoners of war are liberated.

Warning

Please Read Before Using This Game Or Allowing Your Children To Use It.
Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.
Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.
If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.
•   Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
•   Preferably play the game on a small screen.
•   Avoid playing if you are tired or have not had much sleep.
•   Make sure that the room in which you are playing is well lit.
•   Rest for at least 10 to 15 minutes per hour while playing a video game.

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Support

All questions related to technical issues with the game NAPOLEON's EAGLE can be sent by email to the support of SAS AVALON DIGITAL at the following email address:
support@avalon-digital.com or carrierbattles@yahoo.com