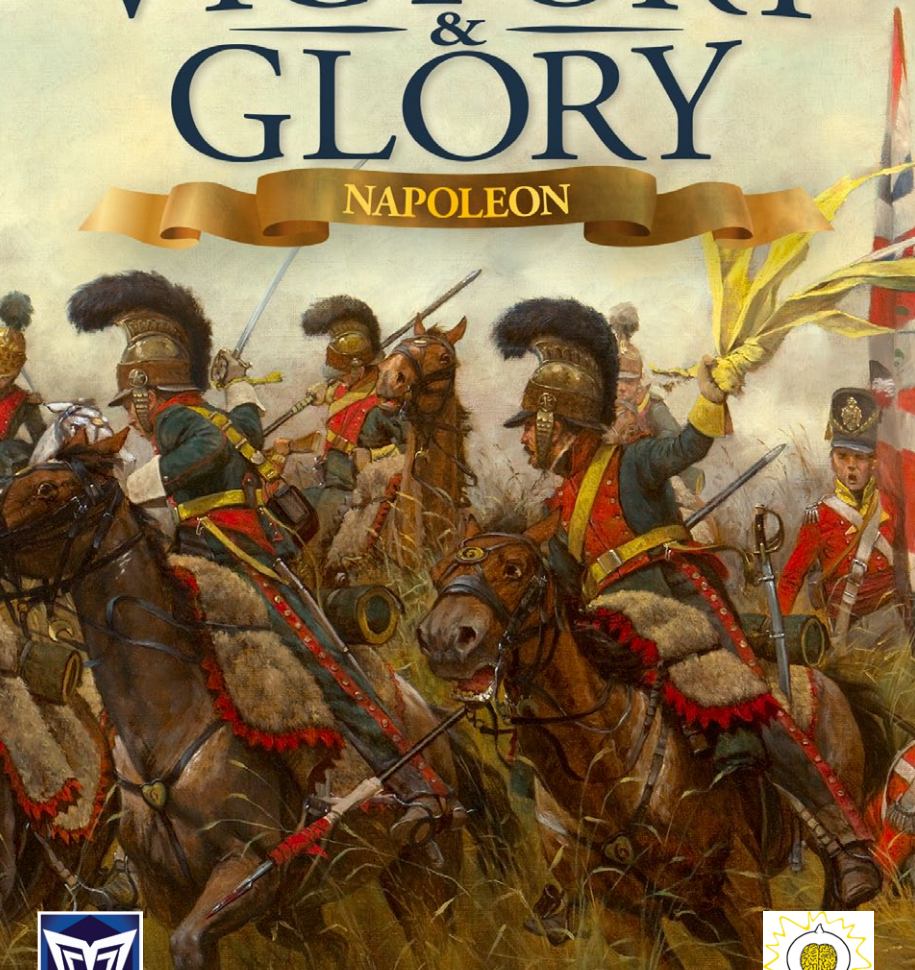


GAME MANUAL

# VICTORY & GLORY

NAPOLEON



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## *Introduction & Overview*

Napoleon: Victory & Glory is a game of grand strategy wherein you take the role of Napoleon Bonaparte in his attempt to dominate Europe and create a French Empire. You will move armies and navies, fight great battles, recruit new troops, and add new regions to your empire. The AI will control Great Britain and any other allied nations and troops that comprise an ever-changing alliance bent on stopping you!

The 1805 campaign is the 'Main' campaign, but there are also 5 additional campaigns that can be played, each with unique starting conditions.

## *Setup*

### *Campaigns*

The 1805 Scenario is the 'default', or main scenario for the game. The event cards and flow of the game were originally set up for this campaign.

Five additional campaigns were also added for additional re-playability. These include 1800, 1806, 1809, 1812, and 1813.

The details for each campaign is presented below (SEE SCENARIOS).

### *Difficulty Level*

There are three difficulty levels in Victory & Glory: Napoleon.

#### *Corporal*

- Allied Generals' Quality Rating -1
- Defeated Major Nations gain 6 units when they return to Neutral

- France gets an Event Card every turn
- France gets extra recruits

### *General*

- France gets 1 Event Card every 2 turns
- Defeated Major Nations gain 12 units when they return to Neutral

### *Emperor*

- Allied Generals' Quality Rating +1
- Defeated Major Nations gain 16 units when they return to Neutral
- France gets 1 Event Card every 2 turns
- The Allies get an Event Card every turn
- France gets fewer recruits

## *Winning The Game*

The game ends if one of the following conditions occurs:

1. France is simultaneously at peace with all Major Powers.
2. Napoleon is eliminated. This can occur if the French army that he is leading loses a battle in which all of their units are eliminated, or if he is a leader casualty during battle (see Leader Casualties under Battle below).
3. The last turn has been played (see Scenario Information below).

When the game ends, a score will be given to the player based on how many regions are in The French Empire, How many major battles they have won, how many Major Nations they have defeated, and special Event Cards they have played. If this

is higher than the score earned by the British player (AI), then the player has won.

GAME SUMMARY			X
	French Empire	Great Britain	
Victory Points:			
Regions Controlled:	18	10	
Major Battles Won:	6	1	
Major Events Achieved:	1	0	
Major Nations Defeated:	2	-	
Major Nations at War With France:	-	1	
Bonus Regions:	0	-	
Consolidation Points:	4	-	
Portuguese Independence:	-	26	
Total Points:	114	76	

## Scoring

A running score will also be kept during the game, and will be available on the Score Menu Screen. This screen will also show the current status of the French Empire. If the game gets to the end of a scenario, then the winner will be determined by the score. The factors that affect the score are:

### France

- Number of Regions added to the French Empire: 5 VP each
- Major Battle Victories: 5 VP each
- Major Nations Defeated: 10 VP each time

- Major Empire Events Played (Confederation of the Rhine, Kingdom of Northern Italy, Grand Duchy of Warsaw, and Kingdom of Spain, Egypt): 20 VP each
- Consolidate The Empire card played: 4 VP each

### *Britain & Allies*

- Major Battle Victories: 20 VP each
- Major Nations Currently at War with France: 30 VP each
- Major Events Played (Germany Rebels, Italy Rebels, Liberate Major Nation): 30 VP each
- Independent Portugal (Free of French occupation): 2 VP/turn
- Death of Napoleon: 100 VP
- France Surrenders: 50 VP

Victory Levels are determined by the difference in Victory Points:

- 0 – 20 Marginal Victory / Marginal Defeat
- 21 – 40 Victory/ Defeat
- 41 – 80 Great Victory/ Terrible Defeat
- 81 – 120 Famous Victory/ Infamous Defeat
- 121+ Epic Victory!/ Epic Defeat!

### *End Game Screen*

When the game ends, you will see an end game screen that will show your final score and victory level, as well as a complete 'History of the Napoleonic Wars' (The one that you just fought). This history displays all major battles with the casualties and the winner, as well as all major events that occurred.







### Dash to the Danube (1805-1815)

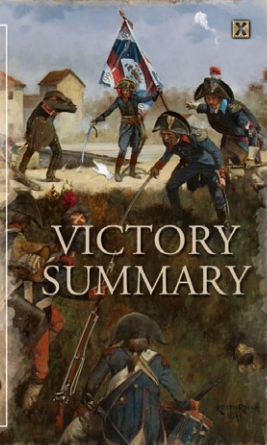
French Score: 125      Allied Score: 28

Final Victory Level: You have achieved a famous victory.

---

#### History of the Napoleonic Wars

Date	Event	Result
Sept/Oct 1806	Battle of Moscow	French Victory
	French Losses: 	
	Allied Losses: 	
Sept/Oct 1806	Battle of Borodino	French Victory
	French Losses: 	
	Allied Losses: 	
Sept/Oct 1806	Europe is at Peace	



## VICTORY SUMMARY

## Turn Overview

On your turn you may select armies or navies (up to the limit that have been activated (3 – 6) for that turn). Once selected, they may be moved. When moved into an enemy occupied region, a battle will be fought. Event Cards may also be played during your turn that will allow you to recruit new troops, add new regions to the French Empire, or gain other special benefits. You may also select the Diplomatic Screen to see who is at war with you, who is in danger of going to war with you (low Diplomatic Rating), and to spend some of your Political Points to improve relations with one of the Major Powers. To end your turn, press the Date Button. Every two turns you will be able to select one of two possible event cards to add to your hand of available cards (as long as your capital is not enemy occupied).

## *Ai Turn*

After you complete your turn, the AI will move, fight battles, and play its Event Cards.

## *Quick Guide on How To...*

### *Select an Army or a Navy*

Simply left-click on the army. You'll be able to see all of the units (Infantry, Cavalry, and Artillery) and generals in that army in the box at the bottom of the screen...or ships in that navy.



### *Move an Army to a New Region*

With the army selected, left click on a region that is adjacent to the region that the army is currently in. If the army is greyed-out, it cannot move because some or all of the units in that army have already moved or do not have a general with them. Armies may usually only move one region per turn. However,

there are cards that can allow armies to move more than one region in a turn (Forced March and Strategic Movement).

*NOTE: You can move armies around within a region without it costing any movement points. This is sometimes helpful when splitting and joining armies so you can see the armies better.*



*Napoleon's army moving from Lorraine to Baden-Württemberg*



*Example of army that is unable to move.*

## *Move a Navy*

This is the same process as moving an army, except that navies can move more than one sea zone in a turn. They must be moved one sea zone at a time, but may repeat this several times until they arrive in the destination that you had in mind, or they run out of movement.

*NOTE: Navies may move onto a land region if the land region has an anchor symbol and is friendly.*



## *Move an Army Amphibiously*

Armies may move from one region with a port to any other region with a port, regardless of how many regions distant their destination is. However, if there is an enemy fleet in ANY of the sea zones that they pass through, they may suffer terrible losses. Click on the army to be moved and on the destination region.



*Army moving from Provence to Naples using naval transport.*

## *Merge Two Armies (or Navies) in the Same Region*

Left-click (select) one army and then left-click the army that you want it to merge with. There is a limit of 20 units in one army (unless you have played the BERTHIER card, then the limit is 25). You may need to split an army into a smaller force to get to the right size to be able to combine.



*The selected army will merge with the 18-unit army to combine for 20.*

## *Split an Army (or Navy) Into Two*

Right click on any of your armies and a 'split army' screen will pop up. Simply select (left click) the unit from the original army on the left and place it in the box on the right by left clicking there. Repeat until the new army has the units in it that you want.



## *Start a Battle*

When you move into a region with an enemy army or navy, a battle will begin. Sometimes enemy armies or navies may successfully retreat before a battle begins. Very small armies may be over-run by much larger armies without a battle.



*Napoleon's army will invade Vienna and precipitate a battle, unless the Austrian army manages to retreat. The 'hand' cursor has changed shape to the 'attack' cursor after the player hovered the mouse for a short interval over hostile territory. The changed shape indicated what will follow upon a left-click in that area.*

## Turns, Dates, Seasons, and Recruiting

Each turn takes 2 months of game time. Therefore, there are 6 turns in each year. Movement and Combat are handled normally in all turns except the Jan/ Feb turn. Any units except Leaders



and Naval Units that move to or from a region that is NOT bordering on the Mediterranean in this turn will be subject to *Winter Attrition* and will have a chance to be eliminated (1 in 7 chance; 1 in 4 in Russia).

*NOTE: Armies during this period generally stayed in winter quarters during the coldest months of winter. Occasionally they would be called on to march and fight during winter, but they could sustain severe losses when attempting to do so. The Eylau Campaign in 1806/1807 and the retreat from Russia in 1812/1813 were examples of this.*

Every year at the beginning of the Mar/ Apr turn, each Major Nation will *Recruit New Cadres* in their Capital. The player will have access to the *Recruit New Cadres* menu for France. This menu will show which units are available for recruiting, and how many units may be selected. The player will select the units from the menu, and these troops will immediately become available in Paris. If a Major Nation's Capital is occupied by the enemy, they may not recruit.

## France Recruit New Cadres

The French player can recruit from 3 – 5 new units every year at the beginning of the March/ April turn from the France recruiting Pool. The pool of French recruits will start out with certain units depending on the scenario (see Scenarios below)

Each new year, the following will be added to the pool:

- 1801 2 Infantry; 1 Lt Artillery; 1 Light Cavalry; 1 Med Cavalry; 1 Hvy Cavalry; 1 Naval Unit
- 1802 2 Infantry; 1 Naval Unit
- 1803 2 Infantry; 1 Naval Unit
- 1804 3 Infantry; 1 Lt Art; 1 Hvy Art; 1 Lt Cav; 1 Hvy Cav; 1 Naval Unit
- 1805 2 Infantry
- 1806 2 Infantry
- 1807 3 Infantry; 1 Lt Art; 1 Hvy Art; 1 Lt Cav; 1 Hvy Cav
- 1808 2 Infantry; 2 Naval Units
- 1809 2 Infantry

### Recruit New Units

You have gathered resources sufficient for four new units.

Select from the available pool of units:



(Click to select which units to raise. Repeat to select more than one of the same type.)

Units that will be raised:



(Click to remove a unit from the selection).

Help

Cancel

Accept

- 1810 3 Infantry; 1 Lt Art; 1 Hvy Art; 1 Lt Cav; 1 Med Cav
- 1811 2 Infantry
- 1812 2 Infantry
- 1813 3 Infantry; 1 Lt Art; 1 Hvy Art; 1 Lt Cav; 1 Med Cav
- 1814 2 Infantry; 1 Heavy Cavalry
- 1815 2 Infantry
- 1816 3 Infantry; 1 Lt Art; 1 Hvy Art; 1 Lt Cav; 1 Med Cav

### *Britain and Major Nation Recruit New Cadres*

The AI player will receive 3 – 5 new units every year at the beginning of the March/ April turn for each major nation. The recruits from each major nation are deployed in their own Capital.

Which troops that they receive is determined randomly for each nation (see below under Unit Types and Ratings)

### *Recruiting Allies*

Certain Event Cards allow you to recruit Allies. The regions included in these areas and the pool of recruits are as follows:

#### *Germany and Italy*

Germany and Italy are Nations that are not united or active in the way that other Major Nations are. However, the regions that make up Germany and Italy are united in a common language, culture, and attitude. Their attitude toward France is tracked on the Diplomatic Track, and troops can be recruited in the regions of these Nations that are also part of the French Empire.

Germany (or more properly non-Prussian and non-Austrian Germany) is comprised of eight regions: Hanover, Mecklenburg, Westphalia, Hesse-Berg, Baden-Wurttemberg, Bavaria, Thuringia, and Saxony.



Italy is comprised of seven regions: Piedmont, Milan, Venice, Tuscany, Papal States, Naples, and Sicily.

The pool of potential recruits for Germany and Italy will slowly grow throughout the game, but is diminished every time units are recruited from it.

### *Poland*

The Grand Duchy of Warsaw (Poland) was a fertile ground for recruiting for France.

*NOTE: In the game, the quality rating of the troops recruited in Germany and Italy is lower than those from France and Poland. Despite some very well trained and motivated regiments coming from these areas, there were many units of lower quality, and a growing feeling of resentment toward Napoleon and the French over taxation, interference with trade with Great Britain, and for being marched off to fight in endless wars.*

### *British Allies*

Britain may recruit allies from the following regions if they have the right cards: Holland, Hanover, Portugal, and Sweden.

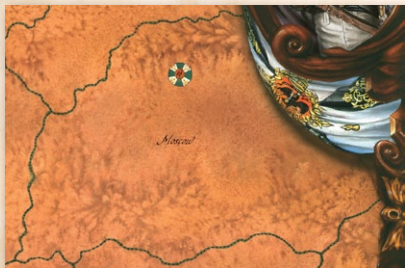
### *Spanish Insurgency*

After the 'Kingdom of Spain' card is played, every recruiting phase a random number (0 – 5) Spanish partisans appear in each region in Spain except for Madrid. They will only disperse and stop propagating under one of these conditions:

1. After Spain is 'Liberated' AND no province of Spain is occupied by hostile forces.
2. If you eliminate 20 units of them.

## Capitals

Each major nation has a capital. When these are captured by an enemy army, the owner has one turn to recapture it. If that does not happen, then that nation is defeated and sues for peace (see Diplomatic Track below).



*NOTE: Russia has two capitals. In order to defeat Russia, both capitals must be occupied simultaneously.*

## London and Paris

Unlike other Major Nations, when Paris is captured, the French do not surrender after your next turn. You have 2 turns to recapture Paris. There are also negative effects that exist while Paris is occupied by enemy troops:

- You may not Recruit New Cadres.
- You will not receive any new Event Cards.
- You may not play Event Cards.

If you fail to recapture Paris after 3 turns, the game will end and you will lose 50 VP.

*NOTE: Napoleon was always fearful that his political enemies would overthrow his government while he was away. When allied troops occupied Paris in 1814, these enemies and a handful of Marshals who were tired of war effectively ended his reign.*

## *British Militia*

When London is captured, a new British army is immediately created in The Midlands region: 2 Regular Infantry, 5 Militia Infantry, 1 Light Cavalry, 1 Light Artillery, 1 Leader (CR:5)



## *Land Units*

A Land Unit is a tile that shows a graphic of what type of unit it is, its Combat Rating (a number from 0 – 6), and a colored triangle in the corner of the unit that shows what nation it comes from.

The higher the Combat Rating, the better the unit will perform in battle.

*NOTE: 0 rated units are militia, 1 rated units are lower quality line units, 2 rated units are well-trained and experienced line units, 3 and 4 rated units are heavy artillery, heavy cavalry, or elite units.*

There are three main types of land units: Infantry, Cavalry, and Artillery. Each main type is broken down into several types of specific units. (see below)

#### French Imperial Guard:



#### Austrian Light Cavalry:



#### Russian Heavy Artillery:



## Unit Upgrades: Skirmishers and Light Artillery

Certain Event Cards allow line infantry to be upgraded with skirmishers, or light artillery to be upgraded to horse artillery. A white dot in the upper left corner (inside the national color) designates that an Infantry unit has *Skirmishers* attached to the unit. Skirmishers give the unit the ability to *Disrupt* a targeted enemy infantry or artillery unit when targeting them, but before the actual attack. A targeted infantry unit that also has skirmishers will not be disrupted by skirmishers. (see Battle below).

A white dot in the upper left corner (inside the national color) designates that a Light Artillery unit is 'Horse Artillery'. Horse Artillery units get two actions in battle. If they have not moved, they can use this power to make two attacks on

the targeted enemy unit. They may also move once and attack once.

Unit Upgrade Marker



French Regular Infantry  
upgraded with Skirmishers

Unit Upgrade Marker



Light Artillery upgraded to  
Horse Artillery

## Unit Experience

Land Units have a chance to gain experience when they defeat enemy units. Each time a unit eliminates an enemy unit during battle there is a chance that they will gain +1 to their Combat Rating. However, a unit may only improve once per battle.

For example, If an Infantry unit with a Combat Rating of '2' eliminated 3 enemy units during a battle, when the battle ends,

the computer checks for an upgrade three times. Each time there would be a 5% chance that the unit would gain 1 Combat Rating point and become a '3'. If one of these is successful, there would be no further checks for this battle.

Chance for improvement by unit type:

- Infantry and Cavalry: 8%
- Artillery 5%

All units have a maximum Combat Rating of 6. Once achieving a Combat Rating of '6', a unit has reached Elite status and may not gain any further experience.

## Leaders

Leaders are represented by a tile that shows a graphic of a General and their *Command Rating*. The Command Rating determines how effective their troops are in battle, how many troops can be on The Battle Line in a minor battle, and how likely disrupted and routed units are to rally. (see Battle)







## Activations

Each turn, a total of 3 – 6 armies or navies may be activated to move (depending on how many activations have been awarded that turn). This is randomly determined by the program. The number that can be moved will be shown in the Command Box at the bottom of the screen.



## *The Dynamic Cursor*

When you select an army or a navy, you can move the cursor around the map. It will dynamically change to give you extra information:

-  Legal Move: The army or navy may move to this region or sea zone.
-  Illegal Move: The army or navy may not move to this destination.
-  Battle: The army or navy may move to this destination, and if they do, a battle is likely to result.
-  Combine: Shows that two armies or navies may combine.

## *Armies and Land Movement*

An Army is made up of a number of Land Units that occupy the same stack in the same region. Armies may only move into an adjacent region from where they started the turn (one space) unless they are using a 'Forced March' card or a 'Strategic Movement' card. Armies may not move without a Leader in their stack.

### *To Move an Army:*

- Left click to grab the Army or Leader and left click again on the destination region to move it. If the destination is valid then the Leader or Army will move, if not then an invalid destination message will appear. A destination may be invalid for several reasons:
  - The region is part of a major nation that has a 'NEUTRAL' diplomatic stance.

- It is not adjacent to the region from which the army is moving.
- It is a sea zone.

Once an army or any part of one) has moved, it cannot move again on that turn and will appear greyed-out to show that it has moved. (Exception: If the player has a Forced March card, he or she may play it and select an army that has already moved, and move it again (unless they have fought a battle as a result of the first move)).

### *Split an Army Into Two:*

- Right click on the Army, which will bring up the *Split Army Box*. Select which Leader(s) and/ or unit(s) you want to split into a new army. When finished, left click on the 'Accept' button in the lower right-hand corner of the box. This will complete the action and place the two new armies back into the region.
- To join two armies that occupy the same region, left click on one, and then left click on the other the same way that you would when selecting a destination.



Militia may not be moved out of their home country, except for the Austrian & Prussian Landwehr.

Armies may contain a maximum of 20 units (with no limit on the number of Leaders). This limit is increased for Napoleon's army if you have played the Berthier card. This limit is increased for the allied players to 25 on the January/ February turn of 1809, and to 30 on the January/ February turn of 1813.

*NOTE: This increase for the allies represents the much larger allied armies that faced Napoleon later in the period.*

There may be more than one army in a region. If an enemy army moves into a region containing more than one army, the player defending the region will have the option to choose which army defends the region, or whether his armies attempt to retreat. If the attacking army is victorious, then any remaining armies defending the region will fight a battle.

### *The Alps*


Movement between Switzerland and Bavaria, and Switzerland and Tyrol is not allowed.

## *Amphibious Movement*

Armies may also be moved from any land region that contains an anchor to any other land region that also contains an anchor. The maximum number of land units that may make an amphibious move in a turn is equal to the total number of Naval Units owned by that Nation. When an amphibious move occurs, a path is traced through all of the sea zones between the two land regions. Each time the path goes through



a sea zone that contains enemy Naval Units, there is a chance that the convoy will be intercepted and losses can occur. The chances are:

 *INTERCEPTION: 20% per enemy Naval Unit in the sea zone. In The English Channel, the chance for interception is 50% per enemy Naval Unit.*

If a convoy is intercepted, there is a chance that there may be Losses. Losses: Each land unit in the convoy will be attacked. The chances of being eliminated are X in 6 (X = number of enemy Naval Units in the sea zone). The chances are doubled in The English Channel.

If an army lands in a region occupied by an enemy army and is defeated in the resulting battle, they retreat back to the region from which they started the amphibious move.

## *Land Battles*


### *Avoiding Battle*

When an army moves into a region that contains an enemy army or unit, the player who owns the defending army or unit has a choice of whether to engage in combat or to attempt to avoid battle and withdraw. If they attempt to avoid and withdraw, there is a chance that they will succeed based on the following formula and random check:

$X = \text{Terrain Rating} + 1/3 * \text{Command Rating of the Leader of the evading army} [+3 \text{ if the units or army are all cavalry}] - 1/3 * \text{Command Rating of the Leader of the attacking army}$

If the random roll (1 – 8) is equal or lower than X, then the army or unit escapes. [NOTE: regardless of what X is, if the result of the random roll is 1, then the evading army escapes]

Armies which consist of leaders only may always retreat before combat. Units attempting to avoid a battle in a region controlled by their side receive a +1 modifier.

 *There is a Terrain Rating for each Region. It doesn't affect movement, but does affect the ability of armies to avoid combat and withdraw successfully.*

1 = Plains

2 = Forest/ Hills

3 = Mountainous

If they succeed, they must move to an adjacent region that is a legitimate destination (not occupied by enemy troops, not the region from which the attacker moved, and not part of a Neutral Major Nation).

If they fail, a battle occurs.



**The Enemy Approaches**

A hostile army has moved into the region of Vienna.

The army is commanded by Kutuzov (♁) and contains 14 infantry units, 4 cavalry units, and 2 artillery units.

You must prepare your defending forces to meet this threat.

	Infantry: 11 Cavalry: 5 Artillery: 4	Commanded by: Napoleons Rating: 12	<input type="checkbox"/> Attempt To Retreat!
<input checked="" type="checkbox"/> Defend Region With This Army			
	Infantry: 2 Cavalry: 1 Artillery: 0	Commanded by: Saults Rating: 8	<input type="checkbox"/> Attempt To Retreat!
<input checked="" type="checkbox"/> Defend Region With This Army			

Help Commit

1809

Units

Map Menu

If they fail and are outnumbered by 6 – 1 or greater, then they are deemed to have been overrun and are eliminated.

## *Simple Land Battles*

*Also known as Minor Battles*


Battle occurs in 3 phases:

1. a) Initial Setup (on the first round)  
b) Reinforcement to the Line of Battle from the Reserve Area (on subsequent rounds)
2. Attacking
3. Choosing to either Continue the Battle or Retreat

### *Setup*

In the Initial Setup Phase, each player selects the units in their army that will start on the Battle Line and which slot they will occupy.

The size of each Battle Line and therefore how many units may occupy it, depends on the Command Rating of the Commanding General:

 <i>Command Rating</i>	<i>Battle Line</i>
1 – 3	6
4 – 6	7
7 – 9	8
10 – 12	9

A player does not have to fill every open slot. In some cases they may choose to leave units in the Reserve Area, especially cavalry that they are saving for pursuit.

## *Commanding General*

Each side in a battle has a Commanding General.

If the defending army does not have a General, then a 'Generic Commander' is created randomly for that battle. Once the battle is over, that Generic Commander disappears and is not retained on the strategic map. The Generic Commander has a random Command Rating (1 – 8).

If there is more than one general in the army, the highest rated general is selected to be the Commanding General. The Commanding General's Command Rating affects many things in battle, including:

- Battle Modifier for each attacking and defending unit
- Initiative to determine which side attacks next
- Rallying units that have been routed or disrupted

## *Initiative and Attacking*

During each round of battle, each unit in the Battle Line will have a chance to attack (provided that it isn't eliminated or routed before it gets a chance). To determine the order of these attacks, an initiative check will occur before each one. The formula for this check will be:

Attacking Player Initiative =  $\text{RND}(1-100) + \text{Leader's Command Rating} * 5$  vs. Defending Player Initiative =  $\text{RND}(1-100) + \text{Leader's Command Rating} * 5$ . Whichever is higher wins initiative for that attack (ties go to the defender).

When a player wins the initiative, he will then be able to choose which of his units will attack by left clicking on it. Once selected, the attacking unit may then be assigned a target

enemy unit by left clicking on the target. Any enemy unit on the battle line may be selected regardless of where they are relative to the attacker.

The result of the attack will then be shown (see below), and that unit's attack will be complete. After a unit completes their attack, they are 'grayed out' to indicate that they may not attack again.



The light artillery and heavy cavalry units are marked to show that they have attacked this round. The artillery unit was disrupted by a previous enemy attack.

*NOTE: Being grayed out (tired) also gives that unit a small negative modifier in combat for the rest of that turn. The order in which you select your units to attack may give the enemy a better opportunity to attack you. Be aware of this.*

Initiative is then checked again for the next attack. This process is repeated until all units of both armies in the Battle Line have attacked.

### *Fight Next Round or Retreat*



After all units in the Battle Line have attacked, both sides will have the option to retreat or to continue the battle. This selection will be made by clicking on either the 'Retreat' or the 'Fight Next Round' button to the right of the Battle Line. Retreat is not an option until after the second full round of battle is complete.

If 'Fight Next Round' is chosen, then a new round of attacks will occur. If 'Retreat' is selected, then the winner of the battle will have a chance to Pursue. After Pursuit, the battle ends and a Battle Summary Screen appears, showing the losses that occurred during the battle.



### *Reinforcement From the Reserve*

After all attacks are complete and both sides have chosen to continue the battle, you will have a chance to select Reinforcements to fill each of the empty spots in his Battle Line that were vacated by units that were Eliminated or Routed. To do this, left click on the unit that you want to deploy from the Reserve Area and then on the spot in the Battle Line that you want to fill. The attacker fills first followed by the defender. You may also move units already on the Battle Line in the same way as long as they are not disrupted.

## *Rallying Routed Units*

In addition to reinforcing from the Reserve, during the Reinforcement Phase, either side may choose to attempt to Rally up to two units in the Rout Area. To do this, double-click on a unit in the Rout Area. That unit will either be rallied, and moved to the Reserve, or the attempt will fail and the unit will stay in the Rout area. In either case, the Commanding General's Command Rating will go down by 2 points for the next round of battle for each attempt. It will go back to normal when the turn is over.

The chance for success is 5% per Command Rating + 10% per Combat Rating of the unit being rallied.

## *Rallying Disrupted Units*

At the end of every round of battle, after the 'Fight Next Round' button is pushed, all units that are still on the Battle Line and are Disrupted have a chance to lose their disrupted status. This happens automatically and is based on the Commanding General's Command Rating.

The chance for success is 5% per Command Rating. Cavalry receives a 20% bonus.

## *Attacks*

When a unit attacks an enemy unit, there is a chance that the attacker will score a Hit. The chance is determined by a check on the Hit Chart (see below). Once a unit is Hit, a check is made on the Effect Chart to see what happens to the unit that was hit.

There may be effects for the attacking unit as well. It is automatically tired ('grayed out') to show that it has already attacked. It may also be disordered after the attack based on the following:

- 25% chance for Infantry and Cavalry when attacking
- 80% chance when cavalry attacks infantry in square
- Artillery is never disordered when attacking

**HIT CHART: A Hit is scored on a modified 70 or less  
RND(1 – 100) Base 70% chance**

Modifiers (cumulative):

- **Target Tired:** -10
- **Target Disrupted:** -20
- **Combat Rating Diff:** Attacking unit's Combat Rating \* 10 is subtracted. The target unit's Combat Rating \* 10 is added.
- **Command Rating Diff:** Attacker's Leader Command Rating \* 2 minus Target's Leader Command Rating \* 2 is subtracted. (NOTE: This differential may not be less than 0)
- **Support:** Target has unit(s) adjacent to it on the Battle Line: +10 per adjacent unit of the same type; +15 per adjacent unit of a different type than the target.
- **Skirmishers:** Infantry with skirmishers attacking artillery or infantry without skirmishers: -10 (and automatic disruption of the target prior to the attack)
- **Foot attacking Horse:** Infantry attacking Cavalry: +40
- **Horse attacking Foot:** Cavalry attacking Infantry not in Square: -50, -75 if the target is also disrupted.
- **Horse attacking Cannon:** Cavalry attacking Artillery: -10
- **Firing on Square:** Infantry or Artillery attacking Infantry in Square: -50
- **Horse attacking Square:** Cavalry attacking Infantry in Square: +50 (attacking cavalry has an 80% chance to be disrupted after attack)



- **Firing from Square:** Attacker is Infantry in Square: +30
- **Disorganized Attack:** Attacker is disrupted: +30

*(NOTE: a raw result of 1 - 10 before modifiers is always a hit)*

### **EFFECT CHART: RND(1 - 100)**

Modifiers (cumulative) added to the effect roll.

The target's Combat Rating \* 10 is added.

Unsquarred and disrupted infantry attacked by cavalry: -10

Infantry and Artillery attacking infantry in square: -15

### *Final Attack Result*

A raw effect roll of 1-10 always destroys the target. Otherwise the modified effect roll is used as follows.

#### **Base Results**

1-40 Target Destroyed

41-80 Loss of 1 level (Steady à Disrupted à Routed)

81-100 No Effect

#### **Artillery is more likely to disrupt the target**

1-40 Target Destroyed

41-90 Loss of 1 level (Steady à Disrupted à Routed)

91-100 No Effect

#### **If Infantry is attacking infantry in square the effects are more deadly.**

1-60 Target Destroyed

61-80 Loss of 1 level (Steady à Disrupted à Routed)

81-100 No Effect

**If artillery is attacking infantry in square the effects are even more deadly.**

1-60 Target Destroyed

61-75 Target immediately routed

76-90 Loss of 1 level (Steady à Disrupted à Routed)

91-100 No Effect

### *Infantry Squaring*

When cavalry attacks infantry, the infantry unit will attempt to 'Square' (unless it is already in square). It is successful if it rolls a modified 35 or higher RND(1 - 100) .

#### *Modifiers:*

- + The Target infantry's Combat Rating \* 10
- +10 if the unit's commander has a rating of less than 4.
- +15 if the unit's commander has a rating of less than 9.
- +20 if the unit's commander has a rating of 10 or higher.
- Target is tired: -10
- Target is disrupted: -50

When an Infantry unit forms square a SQUARE symbol shows up over the unit's quality rating. The infantry unit will automatically leave square immediately after the cavalry unit attack ends...unless the enemy has cavalry units in its Battle

Line. If the enemy has this 'cavalry threat', then squared infantry will stay in square formation until that is no longer the case.



Square Marker  
(around combat rating)

French-allied German Infantry in Square

## *Passing*

A player may have a unit not attack that round by selecting the unit and then hitting the 'space' bar. They may want to do this especially for infantry units in square and cavalry units that have only infantry units as targets.

## *Losing a Land Battle and Retreat*

If an army either chooses to retreat, or has no units remaining on the Battle Line, then that side loses the battle. When an army loses a battle, Pursuit may occur (see Pursuit). After this, if there are surviving units in the retreating army, it will be placed back onto the Strategic Map.

If they were the attacking army (the one that caused the battle by moving into the region where the battle took place), then the defeated army is placed in the region from which they came.

If, on the other hand, the defeated army was defending the region in which the battle took place, then they must be placed in a new region. This new region must be adjacent to the region in which the battle took place.

The retreating may not be placed in the region from which the attacker came. It also may not be placed in a region that is occupied by enemy units. It also may not be placed in a region that is part of a Neutral Major Nation.

Of the remaining possible regions, it should be placed in the one that is as close as possible to the following conditions (in this order): 1) away from the direction from which the attack came, 2) closer to the closest friendly capital. If there are no adjacent regions that are 'legal' according to the rules, then the army is destroyed and all of the Generals with it are eliminated.

## *Orderly Retreats and Pursuit*

When a retreat from battle is selected, the Pursuit Screen appears. The side that chose to retreat loses the battle, but is executing an orderly retreat. This means that all of their unrouted and undisrupted Cavalry will be available to cover the retreat.

The victorious player's undisrupted and unrouted cavalry will be pursuing the retreating army. The victorious player can choose to either initiate the pursuit or call it off and let the enemy escape unmolested. This decision will be based on the relative size of the two cavalry forces and how many losses they believe they will inflict and sustain in the pursuit.

If the pursuit is launched, each Cavalry unit from both armies in the Battle Line rolls to see if it gets a 'Hit'.

The base roll is RND(1-100) with the following modifiers based on superiority in numbers of pursuing cavalry:

No opposing cavalry:	+25
3 to 1 or better:	+20
2.5 to 1 or better:	+15
2.0 to 1 or better:	+10
1.5 to 1 or better:	+5

Light cavalry scores a hit on a modified roll of 70 or higher.

Other cavalry scores a hit on a modified roll of 85 or higher.

Eliminations happen in the following order:

- Cavalry involved in the pursuit are always the first to be lost;
- If all of the pursuing or covering cavalry are lost, then other retreating units may be lost. There is a weighted chance in the following order: Guard & Heavy Artillery;

Militia Infantry; Light Artillery; Regular Infantry; Elite Infantry; Partisan Infantry & Heavy Cavalry; Militia Cavalry; Medium Cavalry; Cossacks & Light Cavalry.

## *Disorderly Retreats and Pursuit*

When a battle ends because all of the units from one side's Battle Line have been either eliminated or routed (resulting in an empty battle line), then that army is routed and retreats in disorder automatically.

When this occurs, the losing army's cavalry does not cover the retreat. When this happens the pursuing cavalry receives 150% of the hits that were calculated. In addition, the same calculation is repeated and the higher total is the final one used.

*NOTE: Allowing your line to be broken resulting in a disorderly retreat can be disastrous and can lead to extraordinary losses during pursuit. Do not allow this to occur if you can help it.*



## *Leader Casualties*

Generals may become casualties during a battle. Each turn there is a 1% chance that any given general will be a casualty and therefore eliminated.

This may also occur during a retreat. During retreat there is a 2% chance that each general will be eliminated during a retreat for each unit that his army lost during the battle + 5% for each unit lost during the pursuit. If the army was NOT routed the total chance for leader casualties during pursuit is cut in half, however.

If the last General for a major nation is eliminated, a random replacement is assigned and placed with the army in his place.

Napoleon is immune to Leader Casualties as long as the army that he is with has at least one Imperial Guard unit in the Reserve. As soon as the last Imperial Guard unit is committed to the battle line, Napoleon is subject to the possibility of becoming a casualty. If this occurs, the game will end and the French player's score will receive a large penalty.

## *Detailed Land Battles*

*Also known as Major Battles*

Detailed Land Battles are the default option as long as both armies have at least 8 units. The simple battle board and rules are used for Minor battles.

*NOTE: You may select the option to always use the simple battle board and rules in the SETUP MENU.*

The Battle Board for detailed battles is more complex. Instead of just two Battle Lines, the battle board contains two battle

lines, each divided into three areas: left, center, and right, as well as three areas between the battle lines (no man's land). The 'Reserve Area' is also now a part of the battle board and is located behind each battle line. A 'Lane' is comprised of the same flank area (or center area) for both armies and the area between them.



Most of the rules that apply to simple battles also apply to detailed battles. The following rules apply:

### *Setup*

Each area on the battle board may hold up to 4 units. The Reserve may hold up to 35. During Setup, you may place up to 4 units in each of the three areas along your battle line (total of 12).

### *Initiative*

One army must deploy their forces on the Battle board first. Which one is determined by the following random check (The side with the lower 'roll' must set up first):

(Light Cavalry units x2) + Med Cav units + Heavy Cav units  
+ Leadership Rating + RND 1 - 10

### *Breaking The Enemy's Battle Line*

An army is defeated and forced to retreat when any 'Lane' has no units remaining in it from one army. If this occurs, the defeated enemy army does not get to use its cavalry to screen its retreat, and the pursuing cavalry get an extra attack.

### *Length Of Battles*

Battles last 3-5 turns (random) before either army may retreat from battle. A notice will pop up to notify you when retreat is possible.

### *Maneuver*

Units may move from any battle area to any adjacent battle area (including the reserve area) as long as they do not move from an area that has enemy units adjacent to it to ANOTHER area that has enemy units adjacent to it.

Disrupted units may not move until they rally.

### *Attacking*

- Units may only attack enemy units in their Lane. They may not attack left or right, but only ahead.
- Artillery may fire 2 areas away (ahead only), but suffer a penalty when doing so. They may also fire 'over' friendly units in an area in front of them, but this is an additional penalty.
- Infantry and cavalry units may only attack enemy units that are in the area directly ahead of them.
- No units may attack from the Reserve area.



- Cavalry units may move two areas or move one area and still attack, infantry and artillery may only move one area and may not also attack if they have moved that turn. Horse artillery units may also move two areas or move one area and attack. If the horse artillery unit doesn't move at all then it attacks twice as it does in minor battles.

## *Square*

Infantry in square may not leave square if there is an enemy cavalry unit in the area directly in front of them (even disrupted).

## *Battle Modifiers*

**Command Rating Diff:** (DIFFERENT FROM SIMPLE)  
Attacker's Leader Command Rating \* 3 minus Target's Leader Command Rating \* 3 is subtracted from the attack role. (NOTE: This differential may not be less than 0)

**Support:** (DIFFERENT FROM SIMPLE) A defending unit gains 10% for each unit that shares the battle area with it. (Maximum of 20%)

**Combined Arms (NEW):** An attacker gains 10% for each unique unit type in the same battle area (cavalry, infantry, artillery) that is different from itself. (Maximum of 20%). Defending units also receive a combined arms bonus if they qualify for it. However, when artillery is bombarding a target at range two, neither side receives the combined arms bonus. The defenders in this instance still receive their support bonus.

*EXAMPLE: An artillery unit is attacking and shares its area with 1 artillery and 2 cavalry. It would get  $\epsilon 10$  for having a cavalry in the battle area, but not an additional  $\epsilon 10$  for the other cavalry or the artillery.*

## Naval Units

Naval Units show a silhouette of a ship and its Quality Rating. They are used to dominate sea zones, fight enemy Naval Units, and Intercept convoys of land units attempting amphibious movement. British Naval Units have a QR=4, French, Dutch,

and Danish Naval Units have a QR=3, and Spanish and Ottoman Naval Units have a QR=2.



## Naval Movement

Groups of Naval Units may be moved together as a Fleet. Moving and splitting Fleets is done exactly the same way as with Armies, except that a Fleet does not need a Leader to move. Naval Units can move in Sea Zones or into Ports (Land Regions that contain an anchor symbol). While in Port, they may not be attacked. However, if an enemy army conquers the region with a port containing Naval Units, those Naval Units are immediately forced into an adjacent sea zone, and may be subject to interception. Naval Units may move up to 3 sea zones in a given turn. However, if they move into a sea zone containing an enemy Fleet, they may be intercepted and forced into a naval battle. In this case, their movement is done for the turn.

## Interception and Naval Battles



*Interception: 20% per enemy Naval Unit in the sea zone. In The English Channel, the chance for interception is 50% per enemy Naval Unit.*

There are several phases in each round of a Naval Battle:

- 1a. Initial Setup (on turn one)
- 1b. Movement to the Line of Battle from the Reserve Area (on subsequent turns).
2. Firing
3. Fight Next Round or Retreat

Naval Battles are similar to simple land battles in that each side lines up opposite each other in two Battle Lines. The French may have a maximum of 6 Naval Units in their Battle Line at any given time, and the British may have up to 7. Any remaining Naval Units beyond this limit are placed in The Reserve and may be moved into the Battle Line at the beginning of the next round of battle if a spot opens up.



During each round of battle each Naval Unit may fire. An Initiative Check is made to determine which side may fire with one of their Naval Units (60% British/ 40% French). The

winner selects a unit (left click) and then a target (left click). This process is repeated until each unit has fired.

When a unit fires, there is a chance that it will **Hit**:

Base Chance X in 6 (X = The Firing Unit's Combat Rating)(a '6' result is always a hit)

-1 if the Unit Firing has **Heavy Damage**

-2 If the Unit Firing is **Disabled**

Once a unit is Hit, then there is a determination on what, if any, damage occurs. Random roll on the Damage Table. X + Combat Rating of the Ship that was hit where X is the random roll 1 - 12.

OUTCOME	IMPACT ON THE NAVAL UNIT
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1 - 5	Ship Sinks; if the ship was disabled there is 50/50 chance that it was captured rather than sunk. (NOTE: the ship is automatically sunk if the unmodified roll is a '1', and there is no chance of capture in this instance).
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6 - 11	Ship Takes Damage (damage is progressive: No damage à Heavy Damage à Disabled à Ship Sinks/ Captured) When a ship that is Disabled is hit, there is a 50%/50% chance that it sinks or is captured. Captured Ships are moved to the Captured Area of the player who captures them.
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12 +	Light Damage - No Effect
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After at least two rounds of battle, either player may retreat and end the battle if they choose. The player that loses the battle or retreats also loses any ships that they captured, and

also any ships that were disabled as these cannot escape. These ships will be added to any ships captured by the enemy.

If the player who moved into the sea zone retreats, they must return to the sea zone or land region from which they entered. If the Player who already occupied the sea zone retreats, any surviving Naval Units are placed in the closest friendly port if within 3 movement of the battle. If no such port exists, then they are moved to an adjacent sea zone other than the one from which their enemy came.

At the end of the Naval Battle, any damaged ships are automatically repaired, but any captured ships are returned to a nearby friendly port for two turns to be repaired and furnished with permanent crews.

## The Diplomatic Menu

### DIPLOMACY 28

<p><b>POLITICAL INFLUENCE</b>    France: 4 political points. Great Britain: 0 political points.</p> <p style="text-align: center;"><b>MAJOR POWERS</b></p> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p><b>Austria</b> <span style="font-size: 2em;">{</span> <span style="font-size: 2em;">}</span></p> <p style="padding-left: 20px;">☺ Friendly neutral (6 turns remain)</p> <p style="padding-left: 20px;">6 Diplomatic Rating</p> <p style="text-align: right; padding-right: 10px;"><span style="border: 1px solid black; padding: 2px;">Apply Influence</span></p> </div> <div style="width: 45%;"> <p><b>Prussia</b> <span style="font-size: 2em;">{</span> <span style="font-size: 2em;">}</span></p> <p style="padding-left: 20px;">☹ Neutral power</p> <p style="padding-left: 20px;">3 Diplomatic Rating</p> <p style="text-align: right; padding-right: 10px;"><span style="border: 1px solid black; padding: 2px;">Apply Influence</span></p> </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div style="width: 45%;"> <p><b>Russia</b> <span style="font-size: 2em;">{</span> <span style="font-size: 2em;">}</span></p> <p style="padding-left: 20px;">☹ At war with France</p> <p style="padding-left: 20px;">1 Diplomatic Rating</p> <p style="text-align: right; padding-right: 10px;"><span style="border: 1px solid black; padding: 2px;">Apply Influence</span></p> </div> <div style="width: 45%;"> <p><b>Spain</b> <span style="font-size: 2em;">{</span> <span style="font-size: 2em;">}</span></p> <p style="padding-left: 20px;">☺ Friendly neutral (3 turns remain)</p> <p style="padding-left: 20px;">8 Diplomatic Rating</p> <p style="text-align: right; padding-right: 10px;"><span style="border: 1px solid black; padding: 2px;">Apply Influence</span></p> </div> </div>	<p style="text-align: center;"><b>REGIONS</b></p> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> <div style="width: 45%;"> <p><b>Germany</b> <span style="font-size: 2em;">{</span> <span style="font-size: 2em;">}</span></p> <p style="padding-left: 20px;">☹ Neutral region</p> <p style="padding-left: 20px;">4 Diplomatic Rating</p> <p style="text-align: right; padding-right: 10px;"><span style="border: 1px solid black; padding: 2px;">Apply Influence</span></p> </div> <div style="width: 45%;"> <p><b>Italy</b> <span style="font-size: 2em;">{</span> <span style="font-size: 2em;">}</span></p> <p style="padding-left: 20px;">☹ Neutral region</p> <p style="padding-left: 20px;">7 Diplomatic Rating</p> <p style="text-align: right; padding-right: 10px;"><span style="border: 1px solid black; padding: 2px;">Apply Influence</span></p> </div> </div> <hr/> <p style="text-align: center;"><b>OTHER MAJOR POWERS</b></p> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p><b>Ottoman Empire</b> <span style="font-size: 2em;">{</span> <span style="font-size: 2em;">}</span></p> <p style="padding-left: 20px;">☹ Neutral power</p> <p style="padding-left: 20px;">NA Diplomatic Rating</p> </div> <div style="width: 45%;"> <p><b>Great Britain</b> <span style="font-size: 2em;">{</span> <span style="font-size: 2em;">}</span></p> <p style="padding-left: 20px;">☹ Permanently at war with France</p> <p style="padding-left: 20px;">NA Diplomatic Rating</p> </div> </div> <p style="font-size: 0.8em; margin-top: 10px;">Political points CANNOT be used with Ottoman Empire or Great Britain</p>
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The Diplomatic Menu shows the diplomatic relationship (Diplomatic Rating) with France and each Major Nation.

The higher the Rating, the better the relationship. When the Rating gets low enough, the British may, through diplomatic pressure and subsidies, be able to convince Major Nations to declare war on France.

Once the Diplomatic Rating of a Major Nation that is not yet at war with France gets to 2 or lower, Britain will be able to play an 'Offer of Alliance' card in an attempt to get them to declare war. If successful, the AI gains control of their armies. Britain may play the Offer of Alliance card once per turn. The chances for success are:

DIPLOMATIC RATING	PERCENTAGE CHANCE OF DECLARING WAR
2	5%
1	15%
0	25%

### *Italy and Germany*

The Diplomatic Menu also shows the diplomatic relationship between France and Germany, and France and Italy.

*NOTE: Italy and Germany were not Major nations during the Napoleonic era. They were made up of many small regional minor nations, but had a common language and common culture. Prior to Napoleon's rise, they were often dominated by their larger neighbors: Austria, Prussia, France, and even Great Britain in some cases. During the period, France's influence over them grew, and Napoleon reorganized these smaller states into Kingdoms under France's control. This was a major part of*

*what fueled the Napoleonic Wars as the other major nations tried to prevent or undo this situation.*

*At first, many of the people of Germany and Italy welcomed France as a counterweight to Austria or Prussia and as a force for modernization. However, as the wars dragged on, French taxes and demands for recruits began to be resented. Eventually the imposition of the Continental System stifled trade and ruined the economies all over Europe and turned what had been resentment into simmering hatred and eventually open revolt.*

If the Diplomatic Rating for Italy or Germany gets low enough and the British play the Event Card, they will rebel.

If that occurs, then half of that Nation's French Allied units will desert, and some new troops will join Prussia (in the case of Germany revolting) or Austria (in the case of Italy revolting). Also, certain French nation-building event cards in that region will no longer be playable.

### *Political Points*

Political Points are the 'currency' of diplomacy. They may be spent to change a Major Nation's Diplomatic Rating. Only 2 may be spent per turn by each side.

The British gain political points in the following circumstances:

- +3 PP's per year at the beginning of the Jan/ Feb turn.
- +2 PP's when the French player plays a 'Minor Nation Joins the Empire' card.
- +2 PP's when the French player plays the "Austria Dismembered" card.
- +3 PP's when the French player plays the 'Ottoman Empire Declares War on Russia' card.

- +2 PP's when the British player plays the "British Subsidies" card.
- +5 PP's when the British player plays the 'The Continental System Strangles Trade' card.
- +1 PP per turn when there are partisans hostile to France anywhere on the map. Only a point is awarded even if multiple regions contain pro-allied partisans.

The French gain political points in the following circumstances:

- +4 PP's when they defeat a major nation.
- +4 PP's when the 'Concordat' event card is played.
- +1 PP per turn after playing either the 'Irish Revolt' card or the 'Egypt: Gateway to India' card. This effect last until British troops occupy the region again.

*NOTE: Both Ireland and Egypt were key to Great Britain's economic power and prestige. French occupation of either of these regions was a threat to both of these pillars of British power.*

In addition to the spending of Political Points, the Diplomatic Ratings of Major Nations may also be affected by other factors:

- Every Major Battle that France wins, reduces the diplomatic rating of the Major Nations that had troops in that battle by one for every 5 units that they lost (rounding down).
- Every German or Italian unit that is lost in battle has a 50% chance to reduce that Region's Diplomatic Rating by 1.
- Certain Cards, when played, may also directly impact a Nation's Diplomatic Rating.



- When a Major Nation is defeated, it becomes a 'Friendly Neutral' of France. It gains +6 on its Diplomatic Rating, and its army is removed from the map. It is also immune to Britain's 'Offer of Alliance' for 6 turns. After the 6 turns expire, it becomes a 'Neutral' and its armies (all units removed from the map when the war ended and a newly recruited army) are placed in their Capital region.

*NOTE: the newly recruited army's size is based on level of difficulty. The AI receives a greater number of new units when playing at the 'Emperor' level and fewer when the game is played at the 'Corporal' level. If the Major Nation has fewer than 2 active generals on the map (after the nation is restored) then the army will contain a new general as well.*

There are 3 possible Diplomatic 'states' that a Major Nation may be in:

- **Neutral**

It is neither at war nor allied to either side. Neither side may move units into its territory. When a nation becomes 'Neutral', any existing foreign units in its territory are immediately removed and placed in the closest region owned by that side. While Neutral, Political Points may be spent to change their Diplomatic Rating.

- **Friendly Neutral**

When a Nation becomes a Friendly Neutral, its army is removed from the map and French armies may move through its territory as long as it is in this state. While a Friendly Neutral, neither side may spend Political Points to sway their Diplomatic Rating.

- **At War With France**

When a nation goes to war with France, it becomes a part of the British Alliance and its military units are available to the AI. While at war, Political Points may not be spent to change their Diplomatic Rating.

## *The Ottoman Empire*

The Ottoman Empire does not have a Diplomatic Rating and does not go to war like other Major Nations. In the 1800 scenario, it starts at war with France, and becomes neutral if Austria is defeated by France. France can declare war on the Ottoman Empire by landing troops in Egypt (triggers war immediately), or by using a 'France Declares War' event card. France may also play the 'Ottoman Empire Declares War on Russia' card, in which case The Ottoman Empire and her troops are French allies and controlled by the player.

These are the only ways that The Ottoman Empire can go to war. If they are defeated by having their capital captured, they immediately become a friendly neutral of whomever defeated them and remain that way for the remainder of the game.

## *Event Cards*

Event Cards allow you to upgrade your units, recruit new ones, gain advantages in battle, create certain new kingdoms, add minor nations to the French Empire, and trigger several other historical events. The Event Cards help drive the narrative of the history in the game, and allow you to make interesting choices that affect the political and military landscape. Each unique scenario starts with certain pre-set

cards and a few random ones. From that point on, the cards are drawn randomly from a preset deck. This ensures that each time you play the game, it is a somewhat different and adds to re-playability.

You start with a certain mix of event cards at the beginning of the game (see scenarios). You will gain one event card at the end of every two turns (You will select one from a choice of two). You will also gain an event card for each major battle that you win (Wherein they face at least 8 enemy units), and two new cards every time that you defeat a major nation.

Event cards may be played at any time during the active player's turn as long as the prerequisites (if any) are fulfilled and the enemy is not occupying your capital. (NOTE: There are a couple of cards that may only be played just prior to a battle's setup phase that will affect the battle).

### *French Cards*

#### **Recruit Minor Nation Troops (x3)**

Allows the player to recruit two infantry units from those available in any region that is a member of The French Empire.

#### **Recruit Minor Nation Troops in Germany (x5)**

Allows the player to recruit one or two units from those available in any German State that is a member of The French Empire (including: Westphalia, Hesse-Berg, Hanover, Thuringia, Saxony, Baden-Wurttemberg, Mecklenburg, Bavaria). This also moves 'Germany' down the Diplomatic Track 1 space.

#### **Recruit Minor Nation Troops in Italy (x4)**

Allows the player to recruit one or two units from those available in any Italian State that is a member of The French

Empire (including: Piedmont, Milan, Venice, Tuscany, Papal States, Naples). This also moves 'Italy' down the Diplomatic Track 1 space.

### **Recruit Minor Nation Troops in The Grand Duchy of Warsaw (x3)**

Allows the player to recruit one or two units from those available in The Grand Duchy of Warsaw that is a member of The French Empire.

### **Bribe Major Nation (x2)**

The player selects a Major Nation (Prussia, Spain, Austria, or Russia) to bribe and then selects any Minor Nation currently in the French Empire. This Minor Nation immediately changes ownership to the selected Major Nation. The Diplomatic Rating of that Major Nation increases by 4. Regions which were obtained through the 'Austria Dismembered' card may also be used here.

### **Recruit Minor Nation Troops in Occupied Province of a Major Nation (x2)**

Allows the player to recruit two infantry units in Madrid, Tyrol, or Illyria if French troops are already there.

### **Napoleon's Genius (x5) -Battle Only**

Allows the player to perform a special maneuver in a tactical battle. May only be played just prior to the setup phase of a battle in which Napoleon is the French Commanding General. There are four choices:

1. Flank Attack – Two infantry units of the player's choice have a +2 combat rating for this battle

2. Massed Cavalry Charge – Two cavalry units of the player's choice have a +2 rating for this battle. The player's cavalry must outnumber the enemy cavalry by at least 2 – 1
3. Grand Battery – All artillery units in the battle line on turn one get a free attack on the enemy before the battle begins
4. Voltigeurs en Avant! – All Infantry units equipped with Skirmishers get a free attack on the enemy before the battle begins

### **Skirmishers (x6)**

Add skirmishers to two of your Regular Infantry units. Infantry with skirmishers 'disorder' enemy infantry or artillery that do not have skirmishers when they attack them (before the attack actually occurs).

### **Imperial Guard (x5)**

Change one of your French Regular Infantry units into Imperial Guard

### **Heavy Cavalry (x5)**

Change one of your French Light Cavalry units into Heavy Cavalry

### **Horse Artillery (x5)**

Change two of your Light Artillery units into Horse Artillery. Horse Artillery Units fire twice when they attack.

### **Napoleon Returns to Paris (x1)**

The Napoleon Leader tile is instantly moved back to Paris

### **Minor Nation Joins The Empire (x6)**

Choose a Minor Nation that currently has French troops in it to join The Empire. This allows troops to be recruited there. This can be done even if a Minor Nation is currently owned by another Major Nation. Playing this card gives Great Britain 2 Political Points and cause the Diplomatic Rating of the owning Major Nation (if there was one) to go down by 2.

### **Kingdom of Westphalia Created**

French troops must occupy the following regions: Hanover, Westphalia, Mecklenburg. These regions all join The Empire. Gain 2 German Infantry, 1 German Cavalry, and 1 German Artillery (this does not reduce the pool of recruits for Germany). Prussia moves 3 spaces down the Diplomatic Track.

### **Confederation of the Rhine Created**

Once all of Germany is either part of the Empire or is occupied by French troops, and Prussia and Austria are at peace with France, this card may be played. All German regions join the Empire. Gain 2 German Infantry, 1 German Cavalry, and 1 German Artillery (This does not reduce the pool of recruits for Germany). Prussia and Austria move 4 spaces down the Diplomatic Track. (Germany is comprised of the following regions: Hanover, Westphalia, Hesse-Berg, Baden-Wurttemberg, Bavaria, Thuringia, Mecklenburg, and Saxony)

### **Kingdom of Northern Italy Created**

French troops must occupy the following regions: Piedmont, Milan, Venice, Papal States. These regions all join the Empire. Gain 3 Italian Infantry, 1 Italian Cavalry, and 1 Italian Artillery

(This does not reduce the pool of recruits for Italy). Austria moves 4 spaces down the Diplomatic Track.

### **Kingdom of Naples Created**

French troops must occupy Naples. Naples joins The Empire. Gain 2 Italian Infantry (This does not reduce the pool of recruits for Italy).

### **Kingdom of Bavaria Created**

Once Bavaria and Tyrol are occupied by French troops, and Austria is at Peace with France, this card may be played. These regions join the Empire. Gain 2 German Infantry, 1 German Cavalry, and 1 German Artillery (This does not reduce the pool of troops for Germany). Austria moves 4 spaces down the Diplomatic Track.

### **Grand Duchy of Warsaw Created**

French troops must occupy The Grand Duchy of Warsaw, and Austria, Prussia, and Russia are not at war with France, this card may be played. Gain 2 Polish Infantry, 1 Polish Cavalry, and 1 Polish Artillery.

### **Kingdom of Spain Declared**

If French troops occupy Madrid, this card may be played. Once played, Spain will stay in the friendly neutral state and cannot become independent again until 'Liberated'. All regions in Spain become part of The French Empire. French player gains 2 Pro-French Spanish Infantry in Madrid. 'Revolt in Spain' and 'Recruit Spanish Troops in Spain' cards may be played by Great Britain. Required for France to win the game.

### **Napoleon Marries into a Royal Family (x1)**

Moves the selected Major Nation (Spain, Prussia, Russia, or Austria) +5 places on the Diplomatic Track. The other Major Nations (listed above) move -1 on the Track.

### **Prussia Prostrate (x1)**

French troops must occupy Berlin for this card to be played. Once played, Prussia will stay in the Friendly Neutral state and cannot become independent again until 'Liberated'.

### **Berthier: Talented Chief of Staff (x1)**

The army led by Napoleon may contain up to 25 units.

### **Corps d'Armee (x4) Battle only**

Up to 5 additional units from another army in the same or adjacent region may be brought into the current battle before it starts. These units are added to the reserve. They are returned to the original army after the battle.

### **Forced March (x6)**

The active army may move two regions (provided that the first region that it moves to is not enemy owned or occupied by enemy troops).

### **Strategic Movement (x2)**

The active army may move three regions (provided that none of the regions moved into are enemy owned or occupied by enemy troops).

### **Revolutionary Ideals (x2)**

When played for either Germany or Italy (player's choice), that region moves up 4 spaces on the Diplomatic Track.



### **Code Napoleon (x1)**

The code forbade privileges based on birth, allowed freedom of religion, and specified that government jobs should go to the most qualified. When played, the following changes are made on the Diplomatic Track: Spain: -4, Germany: +4

### **The Danish Navy (x1)**

If Denmark is a part of The Empire, this card may be played. Add 2 French Fleets in Denmark. After it is played, this card is removed from play (it may not appear again).

### **Ottoman Empire Declares war on Russia (x1)**

If Russia is at war with France and Ottoman is not, this card may be played. The French player gains the following Ottoman troops in Moldavia: 5 Ottoman Infantry (CR=1) and 4 Ottoman cavalry (CR = 1) in addition to the Ottoman troops already on the map. Great Britain gains 3 Political Points. These troops disappear when Russia is defeated. (Design NOTE: Treat them like Syracuse in that they can recruit new troops 1 per turn up to a total of 4)

### **Treaty of Tilsit (x1)**

May be played if Russia has lost a major battle within the last 3 turns where they had 7 or more units eliminated. Russia becomes a friendly neutral to France and has their diplomatic rating set to 8. The Grand Duchy of Warsaw becomes French owned if it wasn't already. Any foreign troops in their territory are removed and placed in the closest region owned by that side.

### **The Continental System (x1)**

May be played if Great Britain is the only Major Nation at war with France. France draws 3 Event Cards.

**France Declares War (Always Available) \*\***

May be played on any Major Nation that is currently 'Neutral'. That nation is immediately at war with France.

**The Concordat (x1)**

The French Player gains 1 Event Card and 4 Political Points.

**The U.S. Declares War on Great Britain (x1)**

May be played after 1810. When played, 2 British Naval units and 2 British Regular Infantry units are removed from play (AI selects the units).

**The U.S. Purchases the Louisiana Territory from France (x1)**

The French player may recruit 2 units in France.

**Irish Revolt (x1)**

4 French controlled Irish militia infantry, and 1 French regular infantry are placed in Ireland. If there are British troops there, there is an immediate battle. France gains 1 Political Point until Britain re-occupies Ireland.

**Napoleon Calls up the Next Class Early (x1)**

The French player may recruit French troops in France. This works the same way that the French Recruitment works.

**Access to Baltic Naval Stores (x1)**

May be played if Prussia and Russia are at Peace with France and if there are no enemy troops in Denmark or Sweden. France gains 2 Naval Units.

### **The Milan Decree (x1)**

May be played if Holland is a member of The Empire. France gains 2 Naval Units.

### **Mutiny in the Royal Navy (x1)**

2 British Naval Units are eliminated (AI will choose).

### **A New General Emerges (x3)**

A New French Leader is available from the pool of unused Leaders. (NOTE: if all Leaders from that nation have already been taken out of the pool, then a no-name Leader will appear. He will have a Command Rating of '4' 70% and '5' 20% and '6' 10%). He must be placed with an army that includes at least one French unit anywhere on the map.

### **Imperial Guard Artillery**

The French player gets two '4-strength' artillery units in Paris.

### **Egypt: Gateway to India**

May be played if French troops are in Egypt. France gains 1 Political Point until French troops are removed from Egypt. (Major Event for French Empire = 20 VP's)

### **Storms**

Select one British Fleet. This fleet is hit by storms. Some squadrons are sunk, some are damaged. The damaged squadrons are moved to London for refit and repairs.

### **Good Terrain (x4) Battle Only**

Randomly places 1 – 3 (random) terrain pieces on the side of the battle line of the player of this card.

Terrain gives a Quality Rating Bonus for the correct units that are located on them:

- Woods: +2 Rating for Infantry located there
- Village: +2 Rating for Infantry located there
- Ridge: +2 Rating for artillery located there
- High-Standing Crops: +2 for cavalry located there

*NOTE: only one piece is placed in 'simple' battles.*

### **Consolidate the Empire (Always available)\*\***

Napoleon's genius allowed him to modernize and organize the French Empire when he wasn't distracted by constant warfare. Playing this card requires all of the player's activations for the turn. It will add 4 VP's to the French player's score.

### *British Cards*

#### **A New General Emerges (x4)**

The British player (AI) selects a Major Nation (Britain, Russia, Prussia, Austria, or Spain). A New Leader for that Nation is available from the pool of unused Leaders. (NOTE: if all Leaders from that nation have already been taken out of the pool, then a no-name Leader will appear. He will have a Command Rating of '4' 70% and '5' 20% and '6' 10%). He must be placed with an army that includes at least one unit from that Nation anywhere on the map.

#### **Liberate Major Nation (x2)**

Playable when British/ Allied troops occupy the Capital of a Major Nation (Spain or Prussia) that has been defeated and the victim of a Prussia Prostrate or Kingdom of Spain Declared card. Playing 'Liberate' reverses the effects of that

card and causes that Major Nation to immediately join the anti-French alliance.

### **Liberate Minor Nation (x10)**

When a minor nation that is part of The French Empire is occupied by British/ Allied troops, playing this card removes that nation from The Empire.

### **German Nationalism**

Playable after 1809. Reduces Germany's Diplomatic Rating by 5.

### **Skirmishers (x4)**

Add skirmishers to two Allied infantry units

### **Guard Infantry (x2)**

Change one Allied infantry units into a Guard Infantry

### **Heavy Cavalry (x4)**

Change one Allied cavalry units into Heavy Cavalry

### **Horse Artillery (x5)**

Change two of your Light Artillery units into Horse Artillery. Horse Artillery Units fire twice when they attack.

### **Military Reform (x4)**

May be played after the Spring 1807 turn. Increases Combat Ratings for all Infantry, and Cavalry of this Major Nation by '1' and Generals by '2'. (AI will select one of the following: Russia, Prussia, Austria, Great Britain). May only be used on each Nation once.

### **Germany Rebels**

This card may be played when Germany's Diplomatic Rating is at 0 and Prussia is at war with France. When played, there is a 50% chance that Germany will rebel. If so, then half of all German troops fighting for France are removed from play, and Prussia gains 3 Landwehr Infantry, 2 Infantry, and 2 Cavalry. After this card is played, the player (France) may no longer recruit German troops or play any of the following cards: Confederation of the Rhine Created, Westphalia Created, Kingdom of Bavaria Created, Recruit Minor Nation Troops in Germany.

### **Italy Rebels**

This card may be played when Italy's Diplomatic Rating is at 0 and Austria is at war with France. When played, there is a 50% chance that Italy will rebel. If so, then half of all Italian troops fighting for France are removed from play and Austria gains 2 Infantry. After this card is played, the player (France) may no longer recruit Italian troops or play any of the following cards: Kingdom of Naples Created, Kingdom of Northern Italy Created, Recruit Minor Nation Troops in Italy.

### **Corps d'Armee (x3)**

Up to 5 additional units from another army in the same or adjacent region may be brought into the current battle before it starts. These units are added to the reserve. They are returned to the original army after the battle.

### **Recruit Troops in Spain (x4)**

May be played after the French player has played 'Declare Kingdom of Spain' card. The British Allies can recruit one or two British Allied Spanish units from those available in Spain

if there are already British troops in the region where the recruiting takes place.

### **Recruit Minor Nation Troops in Portugal (x3)**

The British can recruit two infantry units from those available in Portugal if there are already British troops there.

### **Recruit Minor Nation Troops in Belgium or Holland (x2)**

The British can recruit two infantry units from those available in Belgium or Holland if there are already British troops there.

### **Recruit Minor Nation Troops in Hanover (x4)**

The British can recruit two infantry units from those available in Hanover if there are already British troops there.

### **Recruit Minor Nation Troops in Sweden (x2)**

The British can recruit two infantry units from those available in Sweden if there are already British troops there.

### **Raid on Denmark (x1)**

Can be played before only if the French 'Danish Navy' card has not yet been played. When played, this card and the 'Danish Navy' card are both removed from play. Denmark joins the French Empire.

### **Offer of Alliance (x6)**

Once the Diplomatic Rating of a Major Nation that is not yet at war with France gets to 2 or lower, Britain will be able to play an 'Offer of Alliance' card to try to get them to declare war on France. The chance of success is tied to the Diplomatic Rating: 2 = 5%; 1 = 15%; 0 = 25%.

### **The Grand Alliance (x1)**

This card may be played starting in July/August 1813. When this card is played, each of the four primary Major Nation antagonists (Spain, Prussia, Russia, Austria) declare war on France unless their Diplomatic Rating is 10 or higher or they are currently a Friendly Neutral.

### **Attrition in Russia/ Spain (x5)**

AI selects either Russia or Spain. When played, a check is made for each French and French Empire unit in the selected country. There is a 1 in 8 chance that it will be eliminated. Only one 'Attrition' card may be played per turn.

### **The Continental System Strangles Trade (x1)**

May be played if the French have already played 'The Continental System' card. Britain gains 5 Political Points.

### **Russia Mobilizes (x1)**

May be played if Russia is at war with France. Russia gains 4 Infantry, 2 Cavalry, and 2 Artillery in Moscow or St. Petersburg.

### **Cossacks! (x2)**

Russia gains 4 Cossack Cavalry units

### **Prussian Landwehr (x1)**

May be played if Prussia is at war with France after 1808. Prussia gains 6 Landwehr Infantry and 2 Landwehr Cavalry.

### **Partisans (x4)**

4 Partisan units show up in one of the following locations that is in the French Empire: Spain, Hanover, Naples, Tyrol,



Vendee. If there are French troops there, fight an immediate battle. These units may not move. For every turn that partisans exist on the map Britain gains 1 Political Point.

### **Foraging (x3)**

When played, a check is made for each French and French Empire unit in a region that contains more than 15 units. There is a 1 in 10 chance that it will be eliminated, unless it is in Spain or Russia, then there is a 1 in 6 chance.

### **Treason in Paris (x1)**

May be played after the French lose a battle in which 5 or more of their units are destroyed. 3 French units and Napoleon may then be selected by the British player (AI) and are moved immediately to Paris.

### **Crown Prince Bernadotte (x1)**

May be played after 1810 and if Sweden is not part of The French Empire. A Swedish army controlled by the British player (AI) is placed in Sweden: 4 Infantry, 1 Cavalry, 1 Artillery, General Bernadotte (4) (Swedish version). NOTE: this card can be played even if the 'French' Bernadotte has previously been killed in battle and removed from play. The 'Swedish' Bernadotte adopts the name Charles John (Karl Johan) in this process.

### **British Subsidies (x6)**

Gives Britain 2 Political Points.

### **Prussian General Staff (x1)**

This card is playable starting in 1808. Allows the Allied player (AI) to select a Prussian General and add '2' to his rating.

### **Revolt in Spain (x1)**

May be played after the French player has played 'Declare Kingdom of Spain' card. The British player gains Allied Spanish Troops as follows: Andalusia: 3 infantry, 3 militia; Asturias: 3 infantry, 3 militia; Catalonia: 3 infantry, 4 militia. If there are French troops there, fight an immediate battle.

### **Allied Recruitment in Russia (x3)**

May be played if Russia is at war with France. Allows the British player (AI) to recruit up to 3 random Russian units and place them in Moscow or St. Petersburg.

### **Allied Recruitment in Prussia (x3)**

May be played if Prussia is at war with France. Allows the British player (AI) to recruit one or two random Prussian units and place them in Berlin.

### **Allied Recruitment in Austria (x3)**

May be played if Austria is at war with France. Allows the British player (AI) to recruit up to 3 random Austrian units and place them in Vienna.

### **Recruitment in Britain (x5)**

Allows the British player (AI) to recruit one or two random British units in Great Britain and place them in London.

### **Orders in Council (x1)**

Britain gains 2 Naval Units.

### **Forced March (x2)**

The active army may move two regions (provided that the first region that it moves to is not enemy owned or occupied by enemy troops).

### **Bridge is Blown Prematurely (x1) Battle Only**

Play at the beginning of a battle. If the AI player wins the battle, all pursuit rolls are at +2.

### **Wellington**

Wellington shows up in London if he is not already in the game.

### **Lines of Torres Vedras (x2) Battle Only**

May be played at the beginning of a battle in Portugal only. All allied troops in the battle are +1 Rating for this battle.

### **Good Terrain (x4) Battle Only**

Randomly places 1 – 3 (random) terrain pieces on the side of the battle line of the player of this card.

Terrain gives a Quality Rating Bonus for the correct units that are located on them:

- Woods: +2 Rating for Infantry located there
- Village: +2 Rating for Infantry located there
- Ridge: +2 Rating for artillery located there
- High-Standing Crops: +2 for cavalry located there

*NOTE: only one piece is used in 'simple' battles.*

## Scenarios

There are six unique campaigns. When starting the game, you select which one of them you wish to play. The victory conditions are the same, but the starting conditions are different for each scenario.

### 1800 *The Second Coalition*

Napoleon has just returned from Egypt to find that France's enemies have driven their armies to her very borders. He takes control in a coup d'etat and prepares to lead France to victory and glory. Will this be the beginning of a Europe dominated by a French Empire, or will France be defeated, ushering in a century of greatness for the British Empire around the world?

**Start Date:** Mar/Apr, 1800

**End Date:** Nov/ Dec, 1815

**French Recruiting Pool:** 6 Infantry; 2 Light Cav; 1 Med Cavalry; 1 Hvy Cav; 1 Light Art; 1 Hvy Art; 5 Naval Units

**French Event Cards:** Napoleon's Genius, Minor Nation Joins the Empire (x2), Egypt: Gateway to India, Skirmishers, Kingdom of Northern Italy Created, France Declares War (perm), Consolidate the Empire (perm), +3 random cards.

**Allied Event Cards:** Military Reform (x2), The Grand Alliance, British Subsidies, Revolt in Spain, Foraging, Offer of Alliance (perm), + 4 random cards

MAJOR NATION	DIPLOMATIC RATING	RELATIONSHIP WITH FRANCE
Austria	1	War
Prussia	5	Neutral
Russia	4	Neutral

Spain	7	Friendly Neutral (ends in 6 turns) War (Ottoman will become Neutral if Austria is defeated)
Ottoman	NA	
Germany	6	
Italy	6	

### *Starting Dispositions*

#### **France**

Regions that are part of the French Empire: Belgium, Holland,  
Switzerland, Egypt

Brittany: 3 Infantry, 3 Naval Units, General Bernadotte

Vendee: 1 Militia, 1 Naval Unit

Paris: 1 Infantry, 1 Light Art, 3 Militia

Provence: 3 Infantry, 1 Light Cav, 1 Naval Unit, General Massena

Burgundy: 5 Infantry, 1 Light Cav, Napoleon

Lorraine: 5 Infantry, 1 Light Artillery, 1 Light Cavalry, General  
Moreau

Belgium: 1 Infantry

Holland: 2 Infantry, 1 Light Cav, General Augereau

Switzerland: 4 Infantry, 1 Light Art, 1 Light Cav

Egypt: 3 Infantry, 1 Light Art, 1 Light Cav

#### **Britain**

Regions under British control: Gibraltar, Hanover, Portugal

Gulf of Marseilles: 3 Naval Units

Bay of Biscay: 2 Naval Units

English Channel: 4 Naval Units

North Atlantic: 2 Naval Units

North Sea: 1 Naval Units

Gibraltar: 1 Infantry

Ireland: 1 Infantry

Cornwall: 1 Infantry

Portugal: 2 Infantry, 1 Artillery, General St. Clair-Erskine

London: 4 Infantry, 1 Light Cavalry, 1 Heavy Cavalry, 2 Light Artillery, General Abercrombie

### **Austria**

Regions under Austrian control: Venice, Milan

Piedmont: 7 Infantry, 2 Italian Infantry (Austrian control), 2 Light Cavalry, 1 Heavy Cavalry, 2 Light Artillery, 1 Heavy Artillery, General Melas (CR:6)

Milan: 2 Infantry

Tuscany: 1 Infantry

Naples: 1 Infantry

Baden: 6 Infantry, 1 Light Cavalry, 1 Heavy Cavalry, 1 Light Artillery, 1 Heavy Artillery, General Kray (CR:4)

Bavaria: 2 Infantry

Tyrol: 2 Infantry

### **Russia**

St. Petersburg: 4 Naval Units, 5 Infantry, 1 Light Cavalry, 1 Heavy Cavalry, 1 Light Artillery, 1 Heavy Artillery, Alexander

Courland: 4 Infantry, 1 Light Cavalry

Vollhynia: 5 Infantry, 1 Guard Infantry, 2 Light Cavalry, 1 Heavy Cavalry, 1 Light Artillery, 1 Heavy Artillery, General Kutusov

Ukraine: 2 Cossack Cavalry, 2 Infantry

Don Basin: 2 Cossack Cavalry

Moscow: 6 Infantry, 1 Light Cavalry, 1 Light Artillery, 2 Militia Infantry, General Suvorov

Crimea: 2 Naval Units

## **Prussia**

Region under Prussian control: Warsaw, Mecklenburg,  
Westphalia

Berlin: 10 Infantry, 3 Light Cavalry, 2 Light Artillery, 1 Heavy  
Artillery, General Brunswick

Pomerania: 1 Infantry

East Prussia: 1 Infantry

Westphalia: 1 Infantry

Mecklenburg: 1 Infantry

Silesia: 4 Infantry, 1 Light Cavalry, General Hohenloe

Warsaw: 3 Infantry

## **Spain**

Madrid: 6 Infantry, 2 Light Cavalry, 2 Light Artillery, General  
Romana

Andalusia: 2 Infantry

Western Spain: 2 Infantry, 3 Naval Units

Asturias: 4 Infantry, 3 Naval Units

## **Ottoman**

Regions under Ottoman control: All of the Balkans

Moldavia: 4 Infantry

Serbia: 2 Infantry

Greece: 1 Infantry

Constantinople: 8 Infantry, 6 Cavalry, 2 Naval Units, General  
Ali Pasha

Anatolia: 1 Infantry

Syria: 1 Infantry

## 1805 *Dash for the Danube*

Napoleon's shining moment. Turning from his planned invasion of England, Napoleon marched his Grande Armee across France and into Germany to surround an Austrian army at Ulm. He then continued his whirlwind campaign by capturing Vienna and defeating the combined armies of Austria and Russia at Austerlitz.

**Start Date:** May/June, 1805

**End Date:** Nov/ Dec, 1815

**French Recruiting Pool:** 6 Infantry, 1 Imp Gd Inf; 2 Lt Cav; 1 Med Cav; 1 Hvy Cav; 1 Lt Art; 1 Hvy Art; 3 Naval Units

**French Event Cards:** Napoleon's Genius, Minor Nation Joins the Empire (x2), Kingdom of Bavaria Created, Forced March, Kingdom of Northern Italy Created, France Declares War (perm), Consolidate the Empire (perm), +3 random cards.

**Allied Event Cards:** Military Reform (x2), The Grand Alliance, British Subsidies, Revolt in Spain, Foraging, Offer of Alliance (perm), + 4 random cards

MAJOR NATION	DIPLOMATIC RATING	RELATIONSHIP WITH FRANCE
Austria	1	War
Prussia	5	Neutral
Russia	1	War
Spain	8	Friendly Neutral (ends in 6 turns)
Germany	6	
Italy	7	

### France

Regions that are part of the French Empire: Belgium, Piedmont, Milan, Holland, Hanover, Switzerland, Bavaria



Milan: 1 Italian Infantry, 4 French Infantry, 1 Light Cavalry,  
1 Medium Cavalry, 1 Light Artillery, 1 Heavy Artillery,  
General Massena

Naples: 1 Italian Infantry, 2 French Infantry, 1 Light Artillery,  
General St. Cyr

Piedmont: 1 French Infantry, 1 Italian Infantry

Bavaria: 2 German Infantry, 1 German Light Cavalry, 1  
German Light Artillery

Westphalia: 2 Infantry, 1 Light Cavalry, General Bernadotte

Hanover: 1 Infantry

Holland: 2 Dutch Infantry, 1 Naval Unit

Belgium: 3 Infantry, 1 Light Artillery, General Marmont

Picardy: 12 Infantry, 2 Imperial Guard Infantry, 2 Light  
Cavalry, 2 Medium Cavalry, 2 Heavy Cavalry, 2 Light  
Artillery, 2 Heavy Artillery, 2 Naval Units, Generals:  
Napoleon, Soult, Davout, Ney, Lannes, Murat

Paris: 8 Militia

Brittany: 3 Infantry, 1 Light Cavalry, 1 Light Artillery, General  
Augereau, 4 Naval Units

Western Spain: 4 French Naval Units, 4 Spanish Naval Units  
(French Control – Blue Background)

### **Britain**

Regions under British control: Gibraltar, Portugal

Sweden: 3 Swedish Infantry (use Dutch Infantry with British  
Allied background)

Mid-Atlantic: 7 Naval Units

Bay of Biscay: 3 Naval Units

English Channel: 6 Naval Units

North Atlantic: 2 Naval Units

North Sea: 2 Naval Units

Gibraltar: 1 Infantry  
Ireland: 1 Infantry  
Cornwall: 1 Infantry  
London: 7 Infantry, 3 Light Cavalry, 1 Heavy Cavalry, 2 Light  
Artillery, General Moore

### **Austria**

Regions under Austrian control: Venice  
Venice: 11 Infantry, 1 Elite Infantry, 2 Light Cavalry, 1 Heavy  
Cavalry, 2 Light Artillery, 1 Heavy Artillery, General Charles  
Tyrol: 4 Infantry, 1 Light Cavalry, General John  
Vienna: 9 Infantry, 2 Light Cavalry, 1 Heavy Cavalry, 1 Light  
Artillery, 1 Heavy Artillery, General Ferdinand

### **Russia**

St. Petersburg: 4 Naval Units, 4 Infantry, 1 Light Cavalry,  
1 Heavy Cavalry, 1 Light Artillery, 1 Heavy Artillery,  
Alexander  
Courland: 4 Infantry, 1 Light Cavalry  
Lithuania: 4 Infantry, 1 Guard Infantry, 2 Light Cavalry, 1  
Light Artillery, General Buxhowden  
Vollhynia: 3 Infantry, 1 Guard Infantry, 1 Light Cavalry, 1  
Heavy Cavalry, 1 Light Artillery, 1 Heavy Artillery, General  
Kutusov  
Ukraine: 2 Cossack Cavalry, 2 Infantry  
Don Basin: 2 Cossack Cavalry  
Moscow: 6 Infantry, 1 Light Cavalry, 1 Light Artillery, 2 Militia  
Infantry, General Benningsen  
Crimea: 2 Naval Units

## **Prussia**

Region under Prussian control: Warsaw

Berlin: 10 Infantry, 3 Light Cavalry, 2 Light Artillery, 1 Heavy Artillery, General Brunswick

Pomerania: 1 Infantry

East Prussia: 1 Infantry

Silesia: 4 Infantry, 1 Light Cavalry, General Hohenloe

Warsaw: 3 Infantry

## **Spain**

Region under Spanish control: Tuscany

Madrid: 6 Infantry, 2 Light Cavalry, 2 Light Artillery, General Romana

Andalusia: 2 Infantry

Western Spain: 1 Infantry

Asturias: 1 Infantry

## **Ottoman**

Regions under Ottoman control: All of the Balkans, Egypt

Moldavia: 4 Infantry

Serbia: 2 Infantry

Greece: 1 Infantry

Constantinople: 8 Infantry, 6 Cavalry, 2 Naval Units, General Ali Pasha

Anatolia: 1 Infantry

Syria: 1 Infantry

Egypt: 3 Infantry, 3 Cavalry, General Mustapha Pasha

## 1806 *Who's Next?*

With Austria subdued, Napoleon picked a fight with Prussia, knowing that a victory would leave him master of Central Europe.

**Start Date:** Jul/ Aug, 1806

**End Date:** Nov/ Dec, 1815

**French Recruiting Pool:** 8 Infantry, 1 Imp Gd Inf; 2 Lt Cav; 1 Hvy Cav; 2 Lt Art; 1 Hvy Art; 4 Naval Units

**French Event Cards:** Napoleon's Genius, Minor Nation Joins the Empire (x2), Prussia Prostrate, Kingdom of Westphalia Created, Treaty of Tilsit, France Declares War (perm), Consolidate the Empire (perm), +3 random cards.

**Allied Event Cards:** 2x Offer of Alliance, Military Reform, The Grand Alliance, British Subsidies, Revolt in Spain, Foraging, Offer of Alliance (perm), + 4 random cards

MAJOR NATION	DIPLOMATIC RATING	RELATIONSHIP WITH FRANCE
Austria	5	Friendly Neutral (ends in 6 turns)
Prussia	1	War
Russia	2	War
Spain	6	Friendly Neutral (ends in 6 turns)
Germany	7	
Italy	7	

### France

Regions that are part of the French Empire: Belgium, Holland, Baden, Bavaria, Hesse, Switzerland, Tyrol, Piedmont, Milan, Venice, Papal States, Illyria

Naples: 2 Infantry, 1 Italian Infantry, 1 Light Cavalry, 1 Light Art, General Massena

Milan: 2 Infantry, 1 Italian Infantry, 1 Light Cavalry, 1 Light Art, General Eugene  
Illyria: 1 Infantry, 1 Italian Infantry, General Marmont  
Picardy: 2 Infantry, 2 Naval Units  
Holland: 2 Infantry, 1 German Infantry  
Paris: 1 Guard Infantry, 1 Infantry  
Baden: 3 Infantry, 1 Medium Cavalry, 1 Light Art, Generals Davout and Ney  
Bavaria: 2 Infantry, 1 German Infantry, 1 German Artillery, 1 German Cavalry  
Hesse: 1 Guard Infantry, 4 Infantry, 1 Heavy Cavalry, 1 Medium Cavalry, 1 Light Cavalry, 2 Heavy Artillery, 2 Light Artillery, Napoleon, Augereau, Lannes  
Brittany: 4 Naval Units  
Provence: 3 Naval Units

### **Prussia**

Regions under Prussian control: GD of Warsaw, Mecklenburg, Saxony, Westphalia, Hanover  
Westphalia: 3 Infantry, 1 Light Cavalry, General Ruchel (4)  
Berlin: 5 Infantry, 1 Light Cavalry, 1 Heavy Cavalry, 1 Light Art, 1 Heavy Art, General Brunswick  
Saxony: 4 Infantry, 1 Light Cavalry, 1 Light Artillery  
Grand Duchy of Warsaw: 3 Infantry, General Lestock  
Silesia: 2 Infantry  
East Prussia: 2 Infantry  
Pomerania: 2 Infantry

### **Russia**

Sicily: 2 Infantry, 1 Light Art  
Adriatic Sea: 2 Naval Units

Moscow: 6 Infantry, 1 Guard Infantry, 1 Light Cavalry, 1 Heavy Cavalry, 1 Heavy Artillery, 1 Light Artillery, General Bennigsen

St. Petersburg: 6 Infantry, 1 Light Cavalry, 2 Light Artillery, 3 Naval Units, General Buxhowden

Ukraine: 3 Infantry, 2 Cossack Cavalry, 1 Light Art

### **Great Britain**

Regions under British control: Gibraltar, Portugal, Sicily, Sweden

Sweden: 2 Swedish Infantry

Mecklenburg: 2 Swedish Infantry

Sicily: 2 Infantry, General Beresford

Portugal: 2 Portuguese Infantry

Gibraltar: 1 Infantry

London: 5 Infantry, 1 Elite Infantry, 1 Heavy Cavalry, 2 Light Cavalry, 2 Light Artillery, General Moore

Ireland: 2 Infantry

Cornwall: 1 Infantry, 3 Militia

Mid-Atlantic: 3 Naval Units

Bay of Biscay: 6 Naval Units

English Channel: 6 Naval Units

North Atlantic: 2 Naval Units

North Sea: 2 Naval Units

Gulf of Marseilles: 4 Naval Units

Tyrrhenian Sea: 2 Naval Units

### **Austria**

Vienna: 8 Infantry, 1 Elite Infantry, 2 Light Cavalry, 1 Heavy Cavalry, 1 Heavy Artillery, 2 Light Artillery, General Charles

Hungary: 3 Infantry, 2 Landwehr Infantry, 1 Light Cavalry, 1 Light Artillery, General John

## Ottoman

Regions under Ottoman control: All of the Balkans, Egypt

Moldavia: 4 Infantry

Serbia: 2 Infantry

Greece: 1 Infantry

Constantinople: 8 Infantry, 6 Cavalry, 2 Naval Units, General Ali Pasha

Anatolia: 1 Infantry

Syria: 1 Infantry

Egypt: 3 Infantry, 3 Cavalry, General Mustapha Pasha

## *1809 The Austrian Phoenix and the Spanish Quagmire*

A rebuilt Austrian army looks for revenge against Napoleon while the French army is bogged down in Spain.

**Start Date:** Mar/ Apr 1809

**End Date:** Nov/ Dec, 1818

**French Recruiting Pool:** 7 Infantry, 1 Imp Gd Inf; 1 Lt Cav; 1 Hvy Cav; 1 Lt Art; 1 Hvy Art; 4 Naval Units

**French Event Cards:** Napoleon's Genius, Minor Nation Joins the Empire (x1), Forced March (x2), France Declares War (perm), Consolidate the Empire (perm), +4 random cards.

**French Cards already played at the beginning of the scenario:** Bavaria, Westphalia, Confederation, Northern Italy, Naples, Grand Duchy of Warsaw, Kingdom of Spain, Prussia Prostrate  
**Allied Event Cards:** Liberate Major Nation, Liberate Minor Nation (x2), Military Reform (x2), Lines of Torres Vedras (x2), Attrition in Spain/ Russia, Continental System, Partisans, Treason in Paris!, Offer of Alliance (perm), +3 random cards.

MAJOR NATION	DIPLOMATIC RATING	RELATIONSHIP WITH FRANCE
Austria	2	War
Prussia	3	Friendly Neutral (Prostrate)
Russia	6	Neutral
Spain	0	Friendly Neutral (Kingdom of Spain)
Germany	5	
Italy	5	

### France

Regions that are part of the French Empire: Belgium, Holland, Hanover, Hesse, Mecklenburg, Westphalia, Thuringia, Saxony, Switzerland, Bavaria, Tyrol, Piedmont, Milan, Venice, Tuscany, Papal States, Naples, Grand Duchy of Warsaw, Illyria

Asturias: 5 Infantry, 1 Light Cavalry, 1 Medium Cavalry, 1 Light Artillery, Generals Ney and Soult

Western Spain: 3 Infantry, 1 Light Cavalry, 1 Light Artillery, General Victor

Madrid: 1 Spanish (French allied) Infantry, 2 Infantry

Catalonia: 4 Infantry, 1 Medium Cavalry, 1 Light Cavalry, General Lannes

Milan: 2 Italian Infantry, 4 Infantry, 1 Italian Cavalry, 1 Light Cavalry, 1 Light Artillery, 1 Artillery, General Eugene

Naples: 2 Infantry, 2 Italian Infantry, 1 Italian Cavalry, 1 Artillery

Illyria: 1 Infantry, 1 Italian Infantry

Holland: 2 Infantry, 1 German Infantry, 1 Naval Unit

Westphalia: 2 German Infantry, 1 German Cavalry, 1 German Artillery, General Jerome (3)

Saxony: 2 German Infantry, 1 German Cavalry, General Bernadotte



Warsaw: 3 Polish Infantry, 1 Polish Cavalry, 1 Light Artillery,  
General Poniatowski (4)  
Hesse: 7 Infantry, 2 Light Cavalry, 2 Medium Cavalry, 1 Light  
Artillery, 2 Artillery, General Davout  
Bavaria: 3 German Infantry, 1 German Cavalry, 1 German  
Artillery, General Wrede (3)  
Paris: 2 Guard Infantry, 2 Heavy cavalry, 1 Guard Artillery, 5  
Militia, Napoleon Bonaparte  
Picardy: 1 Infantry, 1 Naval Unit  
Brittany: 1 Infantry, 3 Naval Units  
Provence: 2 Naval Units

### **Britain**

Regions under British control: Portugal, Gibraltar, Sicily  
Sicily: 2 Infantry, 1 Light Cavalry, 1 Light Artillery, General  
Beresford  
Portugal: 3 Portuguese Infantry, 4 British Infantry, 2 Light  
Cavalry, 2 Light Artillery, General Wellington  
Navarre: 5 Guerillas, 5 Spanish Infantry, General Cuesta  
Andalusia: 7 Guerillas, 9 Spanish Infantry, General Blake  
Gibraltar: 1 Infantry  
London: 5 Infantry, 1 Elite Infantry, 1 Heavy Cavalry, 1 Light  
Cavalry, 1 Heavy Artillery, 1 Light Artillery  
Cornwall: 1 Infantry  
Ireland: 2 Infantry  
Midlands: 6 Militia  
Mid-Atlantic: 2 Naval Units  
Bay of Biscay: 5 Naval Units  
English Channel: 5 Naval Units  
North Atlantic: 2 Naval Units  
North Sea: 2 Naval Units

Gulf of Marseilles: 2 Naval Units

Tyrrhenian Sea: 2 Naval Units

### **Austria**

Bohemia: 5 Infantry, 1 Landwehr Inf, 1 Light Cavalry, 1 Heavy Artillery, General Bellegarde (CR: 4)

Vienna: 9 Infantry, 2 Elite Infantry, 3 Landwehr Infantry, 2 Light Cavalry, 2 Heavy Cavalry, 2 Light Artillery, 2 Heavy Artillery, General Charles

Hungary: 5 Infantry, 2 Landwehr Inf, 2 Light Cavalry, 1 Light Artillery, 1 Heavy Artillery, General John

Galicja: 4 Infantry, 1 Light Cavalry, 1 Light Artillery, General Ferdinand

### **Russia**

Lithuania: 4 Infantry, 2 Light Cavalry, 1 Light Artillery, General Barclay

Ukraine: 7 Infantry, 2 Cossacks, 2 Light Cavalry, 1 Heavy Cavalry, 2 Heavy Artillery, General Kutusov

St. Petersburg: 4 Infantry, 1 Elite Infantry, 1 Light Cavalry, 1 Heavy Cavalry, 1 Heavy Artillery, 3 Naval Units, Alexander

Moscow: 5 Infantry, 1 Light Cavalry, 1 Heavy Cavalry, 1 Heavy Artillery, General Bagration

Crimea: 2 Naval Units

### **Ottoman**

Moldavia: 7 Infantry, 7 Cavalry, Ali Pasha

Constantinople: 5 Infantry, 5 Cavalry, General Yusuf, 2 Naval Units

Egypt: 3 Infantry

Serbia: 1 Infantry

Greece: 1 Infantry

### **Spain (If Liberated)**

Madrid: 7 Infantry, 3 Cavalry, 2 Artillery

### **Prussia (If Liberated)**

Berlin: 7 Infantry, 4 Landwehr Infantry, 3 Light Cavalry, 2 Heavy Artillery, General Blucher

### *1812 Into Russia*

While the war in Spain drags on seemingly without end, Napoleon decides to invade Russia to enforce the crippling terms of his Continental system.

**Start Date:** May/ June, 1812

**End Date:** Nov/ Dec, 1818

**French Recruiting Pool:** 4 Infantry; 1 Imp Gd Inf; 1 Lt Cav; 1 Lt Art; 1 Hvy Art; 2 Naval Units

**French Event Cards:** Forced March (x1), Berthier, France Declares War (perm), Consolidate the Empire (perm), +4 random cards.

**French Cards already played at the beginning of the scenario:** Bavaria, Westphalia, Confederation, Northern Italy, Naples, Grand Duchy of Warsaw, Kingdom of Spain, Prussia Prostrate. Treaty of Tilsit is out of the deck.

**Allied Event Cards:** Liberate Major Nation, Liberate Minor Nation, Military Reform (x4), Germany Rebels, Lines of Torres Vedras, Attrition in Spain/ Russia (x2), Partisans, Treason in Paris!, Offer of Alliance (perm), +2 random cards

MAJOR NATION	DIPLOMATIC RATING	RELATIONSHIP WITH FRANCE
Austria	7	Friendly Neutral (ends in 6 turns)
Prussia	3	Friendly Neutral (Prostrate)
Russia	1	War
Spain	0	Friendly Neutral (Kingdom of Spain)
Germany	5	
Italy	5	

### France

Regions that are part of the French Empire: Belgium, Holland, Hanover, Hesse, Mecklenburg, Westphalia, Thuringia, Saxony, Switzerland, Bavaria, Tyrol, Piedmont, Milan, Venice, Tuscany, Papal States, Naples, Grand Duchy of Warsaw, Illyria

Asturias: 4 Infantry, 1 Light Cavalry, 1 Light Artillery, General Soul

Madrid: 1 Spanish (French allied) Infantry, 2 German Infantry, 7 Infantry, 2 Light Cavalry, 1 Medium Cavalry, 2 Light Artillery, 1 Heavy Artillery, General Marmont

Catalonia: 4 Infantry, 1 German Inf, 1 Italian Inf, 1 Medium Cavalry, 1 Light Cavalry, 1 Light Artillery, General Suchet

Navarre: 1 Infantry, 1 German Infantry

Milan: 2 Italian Infantry

Naples: 2 Infantry, 2 Italian Infantry, 1 Italian Cavalry, 1 Artillery

Holland: 1 Infantry

Belgium: 1 Infantry

Picardy: 1 Infantry

Brittany: 1 Infantry, 4 Naval Units

Provence: 1 Infantry, 2 Naval Units

Saxony: 2 German Infantry, 1 German Cavalry

Warsaw: 4 Polish Infantry, 2 Polish Cavalry, 1 Light Artillery,  
General Poniatowski (4)

Silesia: 10 Infantry, 2 Imperial Guard Infantry, 3 German  
Infantry, 3 Italian Infantry, 2 Light Cavalry, 2 German  
Cavalry, 2 Medium Cavalry, 3 Heavy Cavalry, 1 Guard  
Artillery, 2 Heavy Artillery, 2 Light Artillery, Napoleon  
Bonaparte, Generals Ney, Davout, Murat, Eugene

East Prussia: 3 Infantry, 2 German Inf, 1 German Cavalry, 1  
German Artillery, General MacDonald

Paris: 5 Militia

### **Britain**

Regions under British control: Portugal, Gibraltar, Sicily

Sicily: 2 Infantry, 1 Light Cavalry, 1 Light Artillery, General  
Beresford

Western Spain: 6 Portuguese Infantry, 4 British Infantry, 1  
Elite Infantry, 2 Light Cavalry, 2 Light Artillery, General  
Wellington

Andalusia: 7 Guerillas, 7 Spanish Infantry, 1 British Infantry, 1  
Spanish Cavalry, General Blake

Gibraltar: 1 Infantry

London: 5 Infantry, 1 Elite Infantry, 1 Heavy Cavalry, 1 Light  
Cavalry, 1 Heavy Artillery, 1 Light Artillery

Cornwall: 1 Infantry

Ireland: 2 Infantry

Midlands: 6 Militia

Mid-Atlantic: 2 Naval Units

Bay of Biscay: 5 Naval Units

English Channel: 5 Naval Units

North Atlantic: 2 Naval Units

North Sea: 2 Naval Units

Gulf of Marseilles: 2 Naval Units

Tyrrhenian Sea: 2 Naval Units

### **Austria**

Vienna: 9 Infantry, 2 Elite Infantry, 3 Landwehr Infantry, 2 Light Cavalry, 2 Heavy Cavalry, 2 Light Artillery, 2 Heavy Artillery, General Charles

Hungary: 5 Infantry, 2 Landwehr Inf, 2 Light Cavalry, 1 Light Artillery, 1 Heavy Artillery, General John

Galicia: 5 Infantry, 1 Light Cavalry, 1 Light Artillery, General Schwarzenberg

### **Russia**

Courland: 11 Infantry, 2 Light Cavalry, 2 Cossacks, 1 Heavy Cavalry, 2 Heavy Artillery, 1 Light Artillery, General Barclay

Lithuania: 5 Infantry, 1 Light Cavalry, 1 Cossack, 2 Heavy Artillery, General Bagration

Volhynia: 5 Infantry, 1 Cossacks, 1 Light Cavalry, 2 Heavy Artillery, General Tormasov

St. Petersburg: 2 Infantry, 1 Elite Infantry, 2 Militia Infantry, 1 Light Cavalry, 1 Heavy Cavalry, 1 Heavy Artillery, 3 Naval Units, General Wittgenstein (4)

Moscow: 2 Infantry, 2 Militia Inf, 1 Light Cavalry, 1 Heavy Cavalry, 1 Heavy Artillery, General Kutusov

Ukraine: 5 Infantry, 1 Light Cavalry, 1 Cossack Cavalry, 1 Light Artillery, General Tchitchagov (3)

Crimea: 2 Naval Units

### **Ottoman**

Moldavia: 4 Infantry, 4 Cavalry, Ali Pasha

Constantinople: 5 Infantry, 5 Cavalry, General Yusuf, 2 Naval Units

Egypt: 3 Infantry  
Serbia: 1 Infantry  
Greece: 1 Infantry

### **Spain (If Liberated)**

Madrid: 7 Infantry, 3 Cavalry, 2 Artillery

### **Prussia (If Liberated)**

Berlin: 7 Infantry, 4 Landwehr Infantry, 3 Light Cavalry, 2  
Heavy Artillery, General Blucher

## *1813 Defending the Empire*

After the horrific retreat out of Russia, through Poland, and into Germany, there wasn't much left of the Grande Armée. Napoleon had rushed back to France to raise a new army. Meanwhile, the Russian Army, led by swarms of cossacks, marched West to avenge the burning of Moscow. They followed the remnants of The Grande Armée, and their appearance gave the Prussians the opportunity to re-arm and join them in a crusade to free themselves and all of Germany.

Things seemed to be coming apart for The French Empire, but it was not too late: A new army of conscripts was marching out of France and into the heart of Germany to recover Napoleon's fortunes. The great man might still be able to work his magic and reverse the setback in Russia, however, the ulcer in Spain continued to sap French strength.

**Start Date:** Jan/ Feb, 1813

**End Date:** Nov/ Dec, 1818

French Recruiting Pool: 10 Infantry; 1 Medium Cavalry; 1 Imp  
Gd Inf; 2 Hvy Art; 2 Naval Units

**French Event Cards:** Forced March (x1), Strategic Move (x2), Recruit Germany, Recruit Italy, Berthier, Napoleon Calls up the Next Class Early, France Declares War (perm), Consolidate the Empire (perm), +2 random cards.

**French Cards already played at the beginning of the scenario:** Bavaria, Westphalia, Confederation, Northern Italy, Naples, Kingdom of Spain, Warsaw. Treaty of Tilsit is out of the deck.

**Allied Event Cards:** Liberate Major Nation (x2), Liberate Minor Nation (x3), Allied Recruitment in Prussia, Prussian Landwehr, Partisans, Crown Prince Bernadotte, Prussian General Staff, Cossacks!, Attrition in Russia/ Spain, Germany Rebels, Military Reform (x4), Russia Mobilizes, Offer of Alliance (perm).

MAJOR NATION	DIPLOMATIC RATING	RELATIONSHIP WITH FRANCE
Austria	5	Neutral
Prussia	0	Friendly Neutral (Prussia Prostrate)
Russia	1	War
Spain	0	Friendly Neutral (Kingdom of Spain)
Germany	3	
Italy	3	

### France

Regions that are part of the French Empire: Belgium, Holland, Hanover, Hesse, Mecklenburg, Westphalia, Thuringia, Saxony, Switzerland, Bavaria, Tyrol, Piedmont, Milan, Venice, Tuscany, Papal States, Naples, Warsaw, Illyria  
Madrid: 1 Spanish (French allied) Infantry, 2 German Infantry, 7 Infantry, 1 Light Cavalry, 1 Medium Cavalry, 2 Light Artillery, 1 Heavy Artillery, General



Catalonia: 4 Infantry, 1 German Inf, 1 Italian Inf, 1 Light Cavalry, 1 Light Artillery, General Suchet  
Navarre: 1 Infantry, 1 German Infantry  
Milan: 4 Italian Infantry  
Naples: 1 Infantry, 2 Italian Infantry, 1 Artillery, General Murat  
Holland: 1 Infantry  
Belgium: 1 Infantry  
Picardy: 1 Infantry  
Brittany: 1 Infantry, 4 Naval Units  
Provence: 1 Infantry, 2 Naval Units  
Paris: 5 Militia, 7 Infantry, 1 Heavy Artillery, Napoleon Bonaparte  
Hesse: 2 German Infantry  
Hanover: 2 Infantry, 1 Heavy Artillery, General Davout  
Berlin: 2 Infantry, 2 German Infantry, 1 Heavy Artillery, General Eugene  
Bavaria: 2 German Infantry, 1 German Artillery, General Ney

### **Britain**

Regions under British control: Portugal, Gibraltar, Sicily, Sweden  
Sweden: 4 Swedish Infantry, Swedish General Bernadotte  
Sicily: 3 Infantry, 1 Light Cavalry, 1 Light Artillery, General Beresford  
Western Spain: 7 Portuguese Infantry, 5 British Infantry, 1 Elite Infantry, 2 Light Cavalry, 2 Light Artillery, General Wellington  
Andalusia: 7 Guerillas, 7 Spanish Infantry, 1 British Infantry, 1 Spanish Cavalry, General Blake  
Gibraltar: 1 Infantry  
London: 4 Infantry, 1 Elite Infantry, 1 Heavy Cavalry, 1 Light Cavalry, 1 Heavy Artillery, 1 Light Artillery

Cornwall: 1 Infantry  
Ireland: 2 Infantry  
Midlands: 6 Militia  
Mid-Atlantic: 2 Naval Units  
Bay of Biscay: 5 Naval Units  
English Channel: 5 Naval Units  
North Atlantic: 2 Naval Units  
North Sea: 2 Naval Units  
Gulf of Marseilles: 2 Naval Units  
Tyrrhenian Sea: 2 Naval Units

### **Austria**

Vienna: 12 Infantry, 2 Elite Infantry, 3 Landwehr Infantry, 2 Light Cavalry, 2 Heavy Cavalry, 2 Light Artillery, 2 Heavy Artillery, General Schwarzenberg  
Hungary: 6 Infantry, 2 Landwehr Inf, 2 Light Cavalry, 1 Light Artillery, 1 Heavy Artillery, General John  
Bohemia: 3 Infantry, 1 Light Cavalry, 1 Light Artillery, General Ferdinand

### **Russia**

Warsaw: 3 Infantry, 1 Light Cavalry, 2 Cossacks, 1 Heavy Artillery, General Barclay  
Silesia: 5 Infantry, 1 Light Cavalry, 2 Cossack, 2 Heavy Artillery, General Kutusov  
East Prussia: 5 Infantry, 2 Cossacks, 1 Light Cavalry, 2 Heavy Artillery, General Wittgenstein  
St. Petersburg: 3 Infantry, 2 Militia Infantry, 1 Light Cavalry, 1 Heavy Cavalry, 1 Heavy Artillery, 3 Naval Units, General Tormasov

Moscow: 3 Infantry, 2 Militia Inf, 1 Light Cavalry, 1 Heavy Cavalry, 1 Heavy Artillery, General Langeron  
Crimea: 2 Naval Units

### **Ottoman**

Moldavia: 4 Infantry, 4 Cavalry, Ali Pasha  
Constantinople: 5 Infantry, 5 Cavalry, General Yusuf, 2 Naval Units  
Egypt: 3 Infantry  
Serbia: 1 Infantry  
Greece: 1 Infantry

### **Spain (If Liberated)**

Madrid: 7 Infantry, 3 Cavalry, 2 Artillery

### **Prussia (If Liberated)**

Berlin: 3 Infantry, 1 Landwehr Infantry, 1 Landwehr Cavalry, 1 Light Artillery, General Bulow  
Silesia: 4 Infantry, 2 Landwehr Infantry, 1 Light Cavalry, 1 Landwehr Cavalry, 1 Light Artillery, 1 Heavy Artillery, General Blucher

## *List of Leaders*

The Leaders are available based on the initial setup of the scenario, or randomly thereafter either when there are no Leaders for a Nation, or as a result of the *A New Leader Emerges* event card. If a nation has run out of Leaders in its pool, a 'no name' leader can be generated. It will have a Command Rating of 3.

<b>FRANCE</b>	<b>CR</b>	<b>PRUSSIA</b>	<b>CR</b>
Napoleon	12	Blucher	6
Augereau	5	Brunswick	4
Bernadotte	4	Bulow	5
Davout	10	Hohenloe	4
Eugene	5	Kleist	4
Grouchy	5	Lestog	5
Jerome	3	Ruchel	4
Joseph	4	Yorck	5
Lannes	7		
MacDonald	5	<b>RUSSIA</b>	<b>CR</b>
Marmont	5	Czar Alexander	2
Massena	8	Bagration	4
Moreau	5	Barclay de Tolly	5
Mortier	5	Bennigsen	4
Murat	6	Buxhowden	4
Ney	6	Kutusov	4
Poniatowski	4	Langeron	4
St. Cyr	5	Suvorov	7
Soult	7	Tchitchagov	3
Suchet	8	Tormasov	4
Victor	6	Wittgenstein	4
Wrede	3		
		<b>SPAIN</b>	<b>CR</b>
<b>BRITAIN</b>	<b>CR</b>	Blake	3
Ambercromby	5	Castanos	3
Beresford	4	Cuesta	2
Hill	4	La Romana	4
Moore	5		
Picton	4	<b>OTTOMAN EMPIRE</b>	<b>CR</b>
St. Claire-Erskine	4	Ali Pasha	3
Uxbridge	4	Mustapha Pasha	3
Wellington	10	Yusuf	3

AUSTRIA	CR	AUSTRIA	CR
Alvintzy	4	Kray	4
Bellegarde	4	Mack	3
Charles	6	Melas	6
Ferdinand	4	Schwartzenberg	6
John	4		

## *Unit Types and Combat Ratings by Nation*

### FRANCE

Militia Infantry: 0

Regular Infantry: 2

Imperial Guard Infantry: 4

Light Cavalry: 2

Medium Cavalry: 3

Heavy Cavalry: 4

Light Artillery: 1

Heavy Artillery: 3

Naval Unit: 3

### FRENCH GERMAN, SPANISH, TYROL, ILLYRIAN, & ITALIAN ALLIES

Infantry: 1

Light Cavalry: 1

Light Artillery: 1

### FRENCH POLISH ALLIES

Infantry: 2

Light Cavalry: 2

Light Artillery: 1

## OTTOMAN

Infantry: 0

Light Cavalry: 1

## BRITAIN (SECOND NUMBER AFTER JAN. 1808)

[Percentages are chance of that unit being recruited during the annual recruitment]

Militia Infantry: 0

Regular Infantry: 1/ 2 [25%]

Elite Infantry: 2/ 3 [5%]

Light Cavalry: 1/ 2 [10%]

Heavy Cavalry: 3/ 4 [5%]

Light Artillery: 1 [10%]

Heavy Artillery: 3 [5%]

Naval Unit: 4 [40%]

## AUSTRIA

Landwehr Infantry: 0/ 1 [10%]

Regular Infantry: 1/ 2 [40%]

Elite Infantry: 2/ 3 [5%]

Light Cavalry: 2 [20%]

Heavy Cavalry: 3/ 4 [5%]

Light Artillery: 1 [15%]

Heavy Artillery: 3 [5%]

## PRUSSIA

Landwehr Infantry: 0/1 [20%]

Regular Infantry: 1/ 2 [40%]

Light Cavalry: 1/ 2 [10%]

Landwehr Cavalry 0/ 1 [10%]

Heavy Cavalry: 3/ 4 [5%]

Light Artillery: 1 [10%]  
Heavy Artillery: 3 [5%]

## **RUSSIA**

Militia Infantry: 0 [5%]  
Regular Infantry: 1/ 2 [40%]  
Guard Infantry: 2/ 3 [5%]  
Cossack Cavalry: 0 [10%]  
Light Cavalry: 1/ 2 [10%]  
Heavy Cavalry: 3/ 4 [10%]  
Light Artillery: 1 [10%]  
Heavy Artillery: 3 [10%]  
Naval Unit: 2

## **SPAIN**

Infantry: 1 [75%]  
Cavalry: 1 [15%]  
Artillery: 1 [10%]  
Naval Unit: 2

## **BRITISH ALLIES**

Portuguese Infantry: 1  
Swedish Infantry: 1  
Dutch/ Belgian Infantry: 1  
Hanovarian Infantry: 1/ 2  
Spanish Infantry: 0  
Spanish Militia/ Guerillas: 0

## *Battle Tactics (Simple Battles)*

Despite the fact that the battles in Napoleon: Victory & Glory are abstracted, they reward good tactics from the Napoleonic era. The player that better utilizes Napoleonic tactics will win more battles and take fewer losses doing so.

### *Defense*

- Set up a strong defensive line. Units will have more staying power if they are supported on both flanks. There is a bonus for having a unit adjacent, and a double bonus for having units on both sides.
- A combined arms defense is more flexible and will be able to respond better to any attack. There is a bonus for having adjacent units that are of a different type (Cavalry, Infantry, Artillery) than the unit being attacked.

### *Attack*

- Attack on the flank. Flank units have, at most, only one supporting unit.
- Fire artillery first to prepare the way for infantry and cavalry. Artillery units can never become disrupted when attacking, so their attack is no risk and may disrupt an enemy unit so that it is more vulnerable to a follow-up attack. An artillery attack could also rout or even eliminate an enemy unit, possibly disrupting the enemy's defensive line.
- Attack units that are tired and disordered, their defense is weaker and in the case of a cavalry attack on infantry, the infantry unit may not be as able to form square successfully if it is disordered.



- Try to attack enemy units that have a lower combat rating than the attacking unit. Units with superior combat training and power are difficult to defeat.
- Infantry units should attack artillery or other infantry, especially infantry units that are stuck in square formation. Infantry should not usually try to attack enemy cavalry units. The cavalry can usually avoid contact.
- Infantry with skirmishers attached should attack enemy artillery or enemy infantry that do not have skirmishers. In this case, the enemy will be automatically disrupted prior to the attack, which makes the attack more effective.
- Artillery can successfully target any type of unit, but is especially effective against infantry stuck in square. Another good target is enemy cavalry.
- Heavy Cavalry is very useful for overrunning enemy artillery or in charging enemy cavalry, especially counter-charging enemy cavalry that is tired and disrupted from a previous charge. Light Cavalry can also be effective doing these things, but less so, and are best saved in reserve when possible to pursue a retreating enemy army.
- Cavalry can attack enemy infantry, but the infantry have a chance to form square. If that occurs, the cavalry will probably not be able to break the square and will very probably be disordered trying. On the plus side, if a cavalry charge forces an infantry unit to form square and the attacker has more un-disrupted cavalry in their battle line than the enemy, then the infantry unit will not be able to leave the square and will therefore be a much better target for your infantry and artillery attacks.

## *Battle Plan - Minor Battles*

Deciding which units to place on the battle line and where to place them is a key to a good defense, but a good general also considers when and if to commit troops from the reserve. While it is always a good idea to keep the battle line as full as possible, it may also be wise to avoid losing valuable units in battles that can be won without committing them. Heavy Cavalry, Heavy Artillery, and Guard Infantry are valuable and hard to come by. Saving them for later in a battle or for a more difficult battle will ensure that they are available when they are needed. Squandering these valuable resources will ensure that your armies are weak. As mentioned earlier, it is also a good idea to save Light Cavalry for pursuing retreating armies rather than getting them chewed up during battle.

Summary: A good general can be more successful by setting up a strong combined-arms defense, attacking vulnerable flanks, ordering the most advantageous attacks, and husbanding your reserves.

## *Strategy Tips*

Create armies that are the maximum size (20) to give yourself the best chance of winning battles. This may mean shuffling your forces around a bit in the 1800 scenario during the first few turns, but the delay will pay dividends as you should be able to march on Austria and defeat her.

It is also a good idea to follow your main army with a smaller army to feed in reinforcements after battles where you take losses to keep the main army topped off.

Defeating an enemy nation by occupying its capital will give you political points, which are useful to intimidate other major nations who may be thinking about declaring war on you.

Defend your homeland with a force that is at least as strong as any army that can get there in 2 – 3 turns. It can be very tempting to throw everything that you have at Austria, Prussia, Russia, but there are still two nations that can attack you from the rear (Great Britain and Spain). You have to account for that.

Move a few generals back to France to pick up reinforcements in Paris and to defend Paris. At least one of these should be a top-level commander (Quality 8 or higher).

## *Battle Tactics (Detailed Battles)*

When fighting a battle, make sure that you have 4 units in each area on your battle line and that each area contains all three types of units (infantry, cavalry, and artillery) so that you are getting the combined arms bonus.

When attacking in a battle, the order matters. Start with artillery to disrupt and weaken the target. Then attack with cavalry to finish off artillery or enemy cavalry units, or to force enemy infantry into square. Then use your infantry to attack enemy infantry or artillery.

If the enemy across from you is strong, let them come to you on that flank while you attack elsewhere. The defender has an advantage that they can defeat enemy attackers as they move up. The attacker will initially take losses while deploying forward to attack.

### *What is the Best Way to Use Artillery in Battle?*

Artillery is great at standing off and pounding the enemy, but is not as accurate when firing at long range. If you want to really pound the enemy and break their line, you'll need to

move some artillery up with your other troops. Not only does this confer a 'combined arms bonus' on all units in that battle area, it allows the artillery to fire at close range. The AI likes to target your artillery, so you WILL take losses doing this, but it will result in a more potent attack.

### *What is the 'Best Way to Use Cavalry in Battle?*

Cavalry are extremely valuable in Victory & Glory: Napoleon. They are not only useful during a battle, but are devastating in pursuit after a victory. You should try to keep at least a couple light cavalry (they are best in pursuit) fresh and available (perhaps in the reserve) for pursuit or to cover your retreat if that should be necessary.

Cavalry units charging other cavalry who are tired (already attacked) and disrupted (which usually happens when they force an enemy infantry unit into square or fail in a charge), gain a significant bonus. This is meant to reflect the power of cavalry counter-charging other cavalry who are blown and disordered.

This is a case where a heavy cavalry unit could indeed be defeated by a light cavalry unit, and that is by design. It not only models historical tactics, but rewards players for using their units correctly.

It is a good tactic to use cavalry to force enemy infantry into square so that infantry and artillery can then punish them. HOWEVER, this is dangerous if the enemy also has fresh cavalry in the vicinity who could counter-charge. Therefore, the best tactical choice would be to first defeat the enemy cavalry before launching attacks on the infantry. If the enemy has a strong, combined arms force (where they get bonuses for the combined arms AND multiple supporting units), you

should try to break this down before launching an attack on their infantry. I usually use my artillery to disrupt the enemy artillery and then charge them to overrun them. Then (usually the next turn) I do the same to their cavalry. Once the enemy has only infantry in an area, they can be defeated very effectively using a combined arms attack.

And all of this assumes that you have created your own strong, combined arms group adjacent. Launching attacks by unsupported single units will usually result in disaster.

*Why aren't my Imperial Guard units more effective? Shouldn't they be plowing through the enemy ranks?*

They were not supermen. Napoleon held them in reserve and only committed his best troops after the 'battle had ripened', meaning that the enemy had committed all of their reserves and were severely disrupted and exhausted. Then he committed his Guard and his Cavalry Reserve to break them. This meant that his best units were spared heavy casualties. It also meant that their reputation soared. When the enemy saw the bearskins, they knew that it was time to depart.

Using your best units right from the start is very tempting, but will result in them not having much of an advantage and in losses that you will not like. I suggest starting the battle with your line infantry and cavalry, and only committing your 'reserve' after the enemy has been worn down.

You still may take losses, but they will be easier to replace without losing quality.

Then if you are ever really in trouble, you'll still have high quality troops when you need them.

## *What impact do generals have on battle?*

The quality rating of your commanding general actually makes a HUGE difference in many aspects of battle. And Napoleon's '12' makes him the biggest advantage that you have. You should try to always fight with his army if you can.

Here are the aspects that are directly influenced by the quality of the commanding general:

Every attack gets a bonus (or penalty) based on the DIFFERENCE between the two commanding generals.

The ability of a unit to recover from disruption between rounds of battle is based on the quality of the unit and the Quality Rating of the commanding general

The ability to rally a routed unit between rounds is based on quality of the unit and the Command Rating of the commanding general.

The initiative (which side gets to activate the next unit during battle) is entirely based on the two commanding generals' Command Ratings.

Fighting a battle with a general lower than '8' quality is a mistake. The quality of the commanding general in a battle affects many things (every attack and defense, rallying, initiative). This is France's greatest advantage. Don't throw it away.

# *Credits*

## **ELECTRIC GAMES**

Glenn Drover	Game Concept & Design
	Executive Producer
	Art Direction
	Historical Research & Scenario Design
James Warshawsky	Original Game Engine
	Programming
	Additional Game Design
Keith Rocco	Cover Artwork, Card, and Menu Artwork
Paul Niemeyer	Map & Unit Artwork
Jacoby O'Connor	Graphic Design and User Interface Artwork
Bill Meyers	Original Soundtrack and Music Production
Dan Bewick	Sound Effects Production
Paul Deacon	Naval Card Artwork

## **MATRIX GAMES**

### **Chairman**

JD McNeil

### **Development Director**

Iain McNeil

### **Producer**

Tamas Kiss

### **Operations Director**

Erik Rutins

### **Technical Director**

Philip Veale

### **Creative Director**

Richard Evans

**Marketing Director**

Marco A. Minoli

**Public Relations Manager**

Olivier Georges

**Community Manager**

Daniele Meneghini

**Production Design**

Marta Falbo

**Manual Layout**

Myriam Bell

**Production Lead**

Matthew Davis

**Production Team**

Andrew Loveridge, Lucas Young

**Administration**

Dean Walker, Liz Stoltz

**Customer Support Staff**

Paulo Costa, Joseph Miller

**Web Development**

Valery Vidershpan, Andrea Nicola, Fernando Turi





