



NAPOLÉON'S CONQUESTS

FELLOWSHIP
OF
SIMULATIONS

Rules of the game

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Summary

“Napoléon’s Conquests” is a game that allows you to relive the era of Napoléon’s conquests. Through the scientific advances of the time, an everchanging diplomatic stage or the military (and amorous) conquests of Napoléon, Europe was the scene of unprecedented geographical and social upheavals.

You play as Napoléon or decide to counter his ambitions by choosing one of the Coalition nations, while pursuing your own objective which may allow you to win the game.

Men of genius are meteors destined to burn to light up their century.

I - Principles of the game

Napoléon (representing France) faces the 4 main Coalition nations of the time (England, Prussia, Austria and Russia) who play in a semi-cooperative manner. A secret objective will determine the victor amongst the Coalition players in case of a collective victory over Napoléon.

There are 5 domains considered in the game: Finance (associated with yellow), Morale (purple), Society (pink), Diplomacy (orange) and Military (red).

In Napoléon’s Conquests, battles alone cannot determine the victor, it will also be necessary to manage the development of one’s nation (through the Society domain) and its determination (through the Morale). Diplomacy and Finance will of course be necessary to prepare the Military operations.

Players will determine their priorities by placing their “government advisors” (“Advisors”) in the six action zones on the board (Initiative, Finance, Morale, Society, Military and Diplomacy).

Placing an advisor on a particular action zone sometimes generates bonuses, but more importantly it allows

the play of an action card producing an effect of the associated domain color.

Players may also attempt Alliances, which provide advantages during military operations.

Finally, players will be able to move their military units if they have purchased enough movement points and conduct combat.

Controlling territories allows a player to receive the money he needs to purchase troops and movement points or to finance Alliances. By convention all non-French nations are called Coalition nations, but only when they have succeeded in making an Alliance can they behave as true Allies.

Victory is determined by geographical objectives but also by the level of Morale and Society reached by each nation.

The game can be played as either a short 3 turn game over the first age (1795-1804), or a longer 6 turn “campaign” game by adding the second age (1805-1812).

2 - Number of players

The ideal number of players is 5, for a duration of about 3 hours.

- With 4 players, one player plays Russia and Prussia.
- With 3 players, one player plays England and Prussia.
- With 2 players, one player plays all the Coalition nations.

A color is assigned to each nation and its initial territories:

- Napoléon (Blue) [assimilated to France].

- Austria (White).
- England (Red).
- Russia (Green).
- Prussia (Black).

N.B.: The colors assigned to the nations are unrelated with the 5 colors of the game domains (Finance/Yellow, Morale/Purple, Society/Pink, Diplomacy/Orange, Military/Red).

3 - Material

3.1 - Military units and advisors

Each Coalition nation has a total of 12 infantry counters (INF), 6 cavalry counters (CAV), 5 cannon counters (CAN), 4 frigate counters (10 for England), 5 Corps counters (AC) and 4 wooden government advisor cylinders of their color.



For France (later called “Napoléon”), 15 infantry counters (“INF”), 10 cavalry counters (“CAV”), 10 cannon counters (“CAN”), 7 corps counters (“AC”), 10 frigate counters (“FRG”), as well as 5 purple infantry counters


and 2 purple cavalry “grogards/Imperial Guard” counters. Napoléon has 6 wooden government advisors.

For each nation, one of the advisors is used to indicate the turn order.

***Important note:** In addition to the units on the map at the start of the game, the INF/CAV/CAN/FRG counters to be placed on the map are divided into two types of counter pools.*

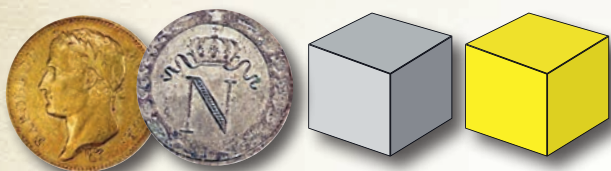
- The Capital Enlistment Reserve** specific to each nation, is a determined number of units for each nation at the beginning of the game. This reserve is depleted as the player enlists units. Whenever the rule mentions enlistment, it is because this reserve must be able to provide these units. All units enlisted from the military action zone of the board or any military card effect that says “Enlist in the Capital” must come from this pool. If the pool is empty, no more unit may be enlisted.
- The National Contingent** is the default pool of military units. This is where the “bonus” units won on the board tracks or by cards with military effects that do not mention Enlistment in the Capital are taken. Units eliminated in combat from any source are returned to this **National Contingent** pool.

3.2 - Resources

The currency of “Conquests of Napoléon” is the Franc Germinal (FG) symbolized by . The game contains 25 grey counters of 1 FG and 20 gold counters of 5 FG. All the FG not held by the nations are considered to be placed in a common reserve (“The Bank”). Each time a nation pays an amount, it is transferred to the Bank and vice versa when a FG is gained.

Movement points (MP) are represented by the 30 yellow cubes (1 MP) or 25 grey cubes (5 MP).

These two types of resources (FG and MP) are not transferable between players, even Allies (exception: England’s special ability).



3.3 - Markers

Each nation has

- 1 marker for the Morale track
- 5 markers for the Alliance Track and to remember successful Alliances
- 1 marker for the Strategic and Tactical Victory track

There are also two markers for the Society Track: one for Napoléon and one for all the Coalition nations that share the same level in this domain.

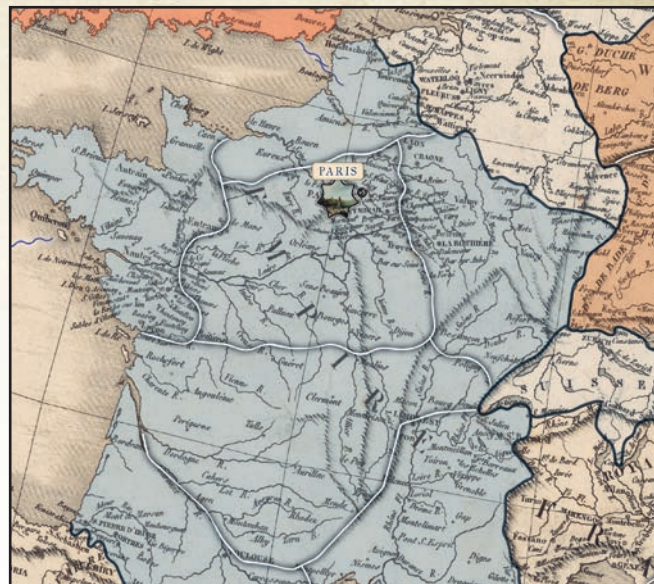


3.4 - Game Board

The map represents the Europe in 1810 divided into different territories that may be controlled by a nation. For islands, only Corsica, Sardinia, Sicily and of course

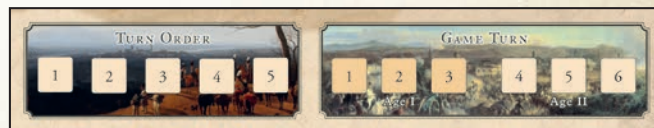
Ireland, Great Britain and Malta constitute one or several territories. Each nation’s initial territories are marked with that nation’s color (e.g. blue for France).

A land territory is delimited by a white or grey border.



Sea areas delimited by a blue border may be controlled by frigates. Their name is specified in § 17.1

Below are the legends to be placed next to the illustrations of the tracks on the game board.



On the left side of the map are the “action zones” where players place their advisors during the placement phase to gain immediate bonuses and play action card effects.

The first two tracks are the turn order track (to determine in which order the players will act during the turn) and the turn track (to indicate in which of the 6 - or 3 - turns of the game you are on).



The third track is the “initiative” action zone where a player can place an advisor to gain bonuses (cards, Morale, FG, MP) and position himself to play in a more favorable player order the next turn.



The following three action zones (Finance/
Yellow, Morale/Purple and Society/Pink)
correspond to three of the five key domains
of the game. They also offer bonuses. They
allow you to play an effect of the color of the
zone, from a card in the hand of the player
who placed an advisor in that zone.

The “Neutral Capitals” track
will produce favorable effects for
players who control these capitals.



The Military action zone allows you to enlist
units from the Capital’s Enlistment Reserve
and to buy movement points (MP), before
being allowed to play a military effect.

The Diplomacy action zone allows you to
obtain bonuses and declare Alliances.



The icons indicate an amount in FG, the an amount in
MP, the “2” a number of action cards to draw, the a
gain of Morale and the silhouettes of), CAV (), CAN
() and FRG ().



On the right side of the board
are the Morale and Society level
tracks. For Morale, each nation
has its own column.



For Society, the Coalition nations have a common
track. The “1795” mark indicates the starting
level of each nation. In addition, bonuses are
indicated on these tracks. These bonuses are given
only once per game. It is advisable to use FG/PM
counters/markers to indicate what has already
been earned.

The last two tracks on the board are located at the bottom. The Alliances table indicates the current state of
the Alliances between the nations. The victory track records the level of military victories acquired, which
provide victory points (see § 13.2.4).



3.5 - Player Boards

Each player has a mini board for his nation (5 in total). The mini board is detailed in chapter 4.1.

3.6 - Action cards

The game contains 237 action cards.

Front of the cards:



A Napoléon symbol () or Coalition symbol () designates the target of the card's effects.


The title and text at the bottom of the card have no effect in the game.

On the right border of the card, there are always three colored tabs that indicate the possibility of playing an effect for ONE among the three domain colors shown (Finance/Yellow, Morale/Purple, Society/Pink, Diplomacy/Orange, Military/Red) subject to the placement of an advisor in the action zone of this domain color (see § 8).

The indicated number inside the colored tabs adds (or subtracts if negative) the indicated amount in the domain of the played color. For example, the above card allows the player to gain 2 FG or advance one level on the Morale track.

- Only one of the three possible effects can be played. The card is discarded once played.
- An advisor of the same player must be placed in the action zone of the chosen domain color.
- An advisor only allows the play of one card with the domain's color in which he was placed.

Finally, there is sometimes a colored box under the illustration of the card which details the effect of this color (if the card does not simply grant points). For example, the card on the left allows for a gain of 2 Infantry (INF) on a given territory (if deployment is possible, see 8.6.4) or 6 MP. Some effects are not free and require the expenditure of FG or MP. The cost is always indicated on the card in this case.

- The “Finance” effects allow a player to earn FG, which are essential for buying troops, movement points (MP) or joining an Alliance.
- The “Morale” effects allow a player to progress on the “Morale” track, offering bonuses and allowing you to benefit from additional Strength Points (SP) during combat.
- The “Society” effects allow a player to progress on the “Society” track, giving a bonus to the active player and fulfilling victory conditions.
- The “Diplomacy” effects are necessary to enter an Alliance.
- The “Military” effects allow you to gain military units or MPs. Units may be granted “for free” (ex: Card 6 “The Pope Resists!”), or may have a cost in FG (ex: Card 23 English Bank Note). **When “Enlistment in the Capital” is mentioned, these units must be able to come from the Capital's Enlistment pool. Some military effects are Military Combat Effect (marked with the symbol ) and may only be played at during Combat.**
- Some specific effects are detailed in Chapter 17.

A player may play a card to activate one of its effects in the following cases only:

- In the advisor resolution phase, by retrieving an advisor placed in that zone and playing an effect associated with that zone's domain color.
- For a nation forming an Alliance, by discarding a card with a Diplomacy effect.

- To play a Military Combat effect card during a combat resolution for a player who has left his advisor in a military zone.
- To play a card as a combat result (see § 11.3.2) without any advisor placement constraints or by the neutral capitals' effects.

At any time during the game, the Coalition may agree to organize themselves for the placement of advisors or provoke Alliances (verbally ensure that each has a Diplomacy effect and enough money for Alliances). However, they may not communicate specifically about the precise and quantified effects of their cards.

Back of the action cards and formation of the decks.

There are two Ages in the game: Turns 1 to 3 for Age 1 (1795-1804 in general) and turns 4 to 6 for Age 2 (1805-1812).

For each Age there is a deck of cards for Napoléon and a common deck for all 4 Coalition players.

There are 4 separate card sets in the game: Age 1/ Napoléon, Age 1/ Coalition, Age 2/ Napoléon and Age 2/ Coalition.

The date and the symbol on the back of the action cards divide the action cards between these 4 sets.

The players draw their cards face down from their respective set according to the game turn.

The players' hand remains hidden from the opponents during the game unless indicated on a specific action card or due to an Alliance (see §9).

Color indication on the back of the action cards: Each action card has a color stripe in one of the 5 domain colors of the game on its right. This color provides an indication to the player who will draw the card, but also to the opponents who see the back of the cards during the game. This color indicates that the effect of the associated domain is available on the card.



The first card will go into the Age 1 Napoléon deck, the second into the Napoléon's Age 2 deck. The third card has the Coalition symbol and will go into the Coalition's Age 1 deck, the fourth into the Coalition's Age 2 deck. The first card necessarily has a military effect, the second a Morale effect, the third a Diplomacy effect and the fourth a Society effect.

4 - Initial set up

4.1 - Player Boards

Each player has a specific smaller game board for his/her nation.

- 1 Place the 3 (5 for Napoléon) advisors in their location, (the names have no impact on the game). Note: each nation has one more advisor which is used to indicate the turn order.
- 2 Take the initial troops to be deployed on the map at the beginning of the game in 1795. For example, for the Prussian, 3 infantry (INF), 1 cavalry (CAV), 1 cannon (CAN). Then gather the troops from the **Capital's Enlistment Reserve** according to each board: for example, for the Prussian, 5 infantry (INF), 3 cavalry (CAV), 3 cannon (CAN), 2 frigates (FRG). The other troops constitute the **National Contingent** and are kept in a reserve outside the board.
- 3 Take the initial 1795 war chest: for example, 4 FG coins for Prussia.

- 4 Take the initial 1795 movement points: 4 MP for Prussia.
- 5 Check the geographical constraints for the placement of the initial troops on your national territory: none for Prussia. The player's board also serves as a reminder of important rules and the cost of certain actions or unit purchases, which will be detailed later.



- 6 Shuffle a 16-card "Action" card pool from the Age 1 Coalition deck with 5 cards with a red stripe on the back, 3 with purple, 2 with yellow, 3 with pink, and

1 Government advisors

2 Nation's special power

3 Initial war chest

4 Initial Movement Points

5 Units at start in 1795

Cost of units

Capital Enlistment reserve

Cost of travel (See 10)

Calculation of Strength Points (SP) for combat (see 11.2)

FRIEDRICH WILHELM III
The king of Prussia suffered the most of the vanquished by Napoleon. Prussia lost most of its territories, including Poland, which it did not regain in 1815. His wife, Louise, very beautiful, pushed him to resist Napoleon. The humiliation suffered was remembered and his sons would take revenge in 1870...

ADVISORS
HARDENBERG SEIN HAUGWITZ

NATION CAPACITY: GAIN SAME SOCIETY BONUS AS ONE OTHER COALITION NATION

TREASURY
1795: 4 FG
+1 FG per territory
+2 FG per neutral capital
+5 FG per conquered capital

MOVEMENT
1795: 4 MP
1 FG = 1 MP Max save: 10 MP
Overrun: +5 MP per unit

ENLISTMENT
1795: 5 INF 3 CAV 3 CAN 2 FRG in Prussia

COMBAT STRENGTH POINTS (SP)
Land: 1 INF = 1 SP, 1 CAV = 1 SP, 1 CAN = 2 SP, 1 FRG = 1 SP, 1 BATT = 5 SP, 1 SHIP = 2 SP
Sea: 1 SHIP = 2 SP, 1 BATT = 2 SP
+1 FG = 1 SP, +3 FG = 2 SP, +6 FG = 3 SP, 1 FG = +2 SP

3 with orange. Each Coalition player then randomly receives 4 "Action" cards from this pool. The rest of the cards constitute the Coalition's deck. Napoléon receives 8 "Action" cards at random. He must have at least one card of each type, otherwise he is dealt a new hand until the conditions are met. The rest of the cards make up Napoléon's deck.

7 Each Coalition player receives a secret objective card (see § 13.1).

4.2 - Game board

8 Place the Morale markers for each nation on the Morale Track and the Society markers for Napoléon and the Coalition nations on the positions marked 1795 for each.

9 Determine the order of the first turn at random by rolling a die for each player, with the highest placed first (re-roll the die in case of tie): Place one advisor from each nation accordingly on the turn order track.

10 Place the initial troops for 1795 on their national territory, in the order of the turn, taking into account the constraints detailed on the player boards.

Napoléon receives 2 FRG placed in the Mediterranean adjacent to France, 4 INF, 2 CAV and 2 CAN that he places in France.

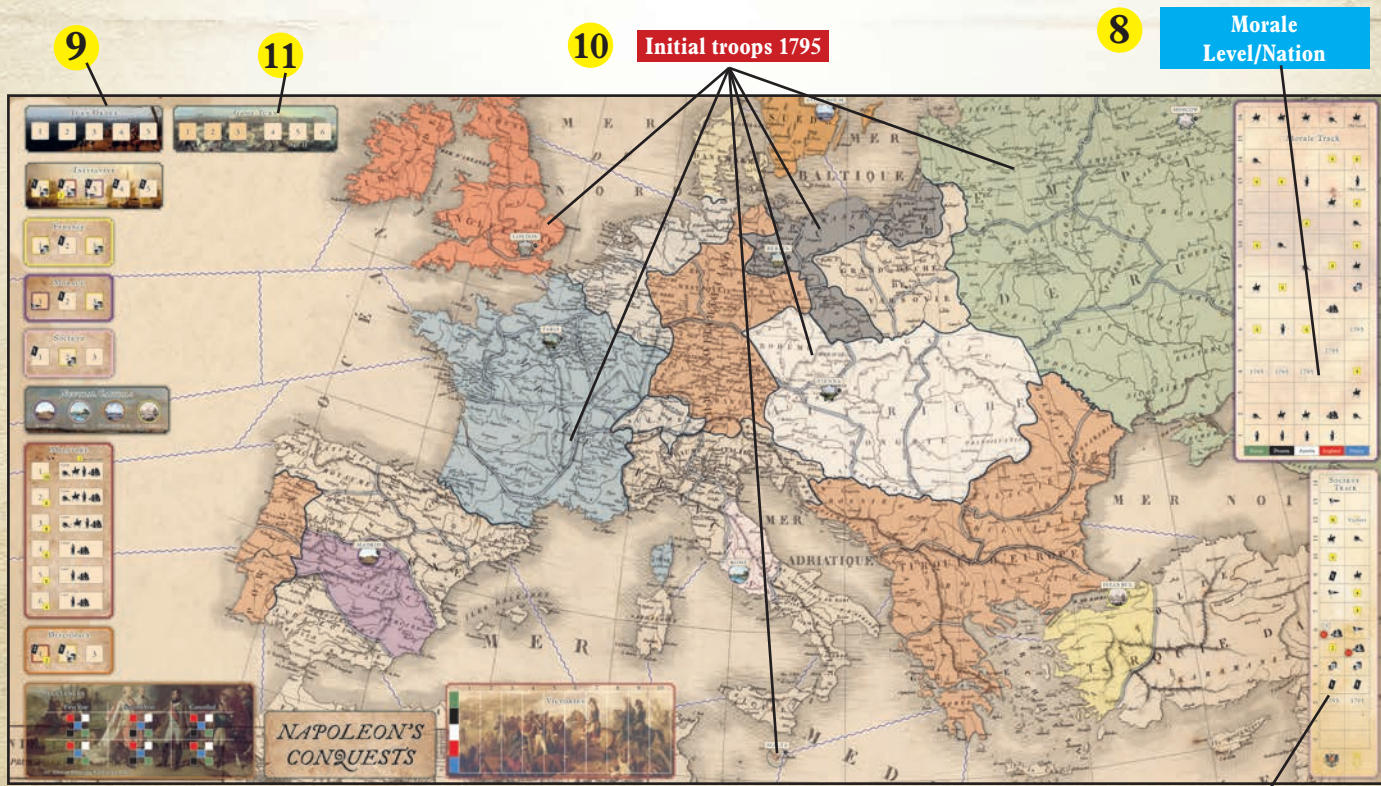
England receives 1 FRG in the Irish Sea, 2 INF in England, 1 INF in Malta and 1 FRG adjacent to Malta.

Prussia receives 3 INF, 1 CAV, 1 CAN which it places in any territory within its country.

Austria receives 4 INF, 1 CAV, 1 CAN which it places in any territory within its country.

Russia receives 2 INF, 1 CAV, 1 CAN which it places in any territory within its country.

11 Set the turn marker to 1



8 Society levels Coalised/ Napoléon



5 - Game sequence

On the first turn, the order of the players is determined randomly (see § 4.2).

A game turn consists of the following 9 phases:

1. Collection of revenues (except on the first turn of the game).
2. Positioning of advisors in the new player order (randomized in the first turn).
3. Advisor Resolution:
 - 1 Initiative
 - 2 Finance
 - 3 Society
4. Alliances implementation.
 - 4 Morale
 - 5 Neutral Capitals effects
 - 6 Military
 - 7 Diplomacy/Alliances formation
 - Possible exchange (or disclosure) of a card between new Allies during the 1st turn of the successful Alliance.
5. Movement phase for all nations.
6. Combat phase for all nations.
7. Each Coalition nation draws 2 action cards; Napoleon draws 4 action cards.
8. Victory conditions check.
9. Change of Age at the end of the 3rd turn see § 14.

6 - Revenue Collection Phase

Revenue collection starts on the second turn of the game.

Each player receives 1 FG per territory (or sea area) controlled with a minimum of 3 FG.

A nation controls a territory/sea area if it is the only one to possess at least one unit in the territory/sea area.

A territory/sea area occupied by several nations - even Allies - does not belong to any of them and does not yield anything.

Controlling certain territories generates more than 1 FG:

Each neutral capital controlled generates 2 FG (Rome, Stockholm, Madrid and Constantinople).

A Coalition nation capital controlled by Napoléon provides him 5 FG.

Paris conquered by the Coalition yields 5FG to the Coalition nation that controls it (if only 1 nation is in Paris).

***N.B.:** The capital of each player's home nation is only worth 1 FG to him and, as always, requires a unit to be present.*

7 - Advisor Positioning Phase

In turn order, each player must place one of his advisors on an available free space in the Initiative, Finance, Morale, Society, Military and Diplomacy action zones until each player has placed all three of his advisors. Napoléon then places his remaining 2 advisors on available spaces.

Each player places their advisor **anywhere in an empty space of an action zone** and receives the associated bonus if any.

A bonus is a gain of cards/PM/FG/Morale level that is acquired when resolving advisors without the need to play a card. These bonuses are gained during the next phase (advisor resolution phase).

Only one advisor per nation may be placed in a given zone of action. The only exception is Napoléon, who may place 2 in the military zone. Moreover, **an advisor in a zone allows only one card to be played with the associated color effect.** The only exception is Napoléon with two cards with military effects if two French advisors are in a military zone.

Beyond the bonuses to be earned, the positioning of advisors is critical to being able to play cards. You must have positioned an advisor in an action zone in order to be able to apply an action card effect for the domain concerned during the 3rd phase (advisor resolution). *For example, if there are no Prussian advisors in the Finance zone, the Prussian player will not be able to benefit from any Finance/Yellow effect with the cards that he has in his hand.*

8 - Advisor Resolution Phase

Advisors are resolved from left to right, in the order of the action zones, starting with “Initiative”.

When you resolve an advisor, you first get an immediate bonus which may be money (☙), movement (☐), 1 Morale point (♣) or action cards (2).

An action card may be played for its relevant effect only if an advisor was placed in the same action zone.

The played action card is discarded.

Instead of playing an action card, a player may always purchase a card from his deck if he wishes. The cost of a card is 1 FG. The option is also available when a Military Combat Effect is not used.

Example 1: Prussia has placed an advisor on position 1 of the Morale action zone. He gains 1 Morale point as a bonus. He does not have an action card with a Morale effect or he prefers to draw a card for later. He instead buys the top action card of the “Coalition” pile for 1 FG and adds it to his hand.

Example 2: Napoléon did not use his Military Combat Effect after all. He may therefore buy the top card of his pile for 1 FG.

8.1 - Initiative

The position on the “Initiative” action zone indicates the order of play for the next turn. Each player receives his bonus.

He player leaves his advisor in place to memorize his spot for the next turn. He can retrieve his advisor at the end of the turn.

The order of the next turn is not changed until after the battles are resolved. The players who have positioned themselves in the Initiative zone take the positions in the same order on the next turn, shifting the other players to the last places.

When first to play (including the first turn), the Russian player receives an INF unit from the national contingent in Moscow at the beginning of the resolution phase of the Military Action Zone.

Example:



Caption: The above example is for turn 2. The order of the turn is Russia/England/Austria/Prussia and Napoléon.

Austria has positioned itself in position 3 to take the immediate bonus of 1 Morale point and a card to draw. Prussia is positioned in position 2. Prussia draws 1 action card and gains 2 FG and 2 MP. Prussia will be first on the next turn if no other player takes position 1.



At the end of turn 2, if no one else has placed an advisor in that zone, the first to play in turn 3 will be the Prussian, followed by the Austrian (order of the initiative track this turn), followed by the Russian, the English and the French (order of other nations on the current turn order track).

8.2 - Finance

From left to right, each player gets the immediate bonus from the action zone and **may** play **one** action card per advisor earning the number of FG indicated in the “Finance” effect. He discards the card and gets his advisor back.



The Coalition player gets 2 FG

Napoléon gets 2 FG



8.3 - Morale

From left to right, each player receives the bonus of the action zone and can discard an action card by applying its “Morale” effect, which allows him to progress on the “Morale” track and will, if applicable, acquire the bonus (unit or movement points) of the “Morale” track for free (see example).

Bonuses from the Morale Track are acquired only once per game.

The units thus won must be placed in a “controlled” territory without being able to be embarked directly onto a frigate.

Each player then gets his advisor back.



Napoléon advances 2 on the Morale track and goes from 7 to 9. If he has not already earned them, he gets the immediate bonuses of 1 CAV which he must place in a controlled territory and 4 FG.

		Morale Track			
15				4	8
14	4	4	1	6	Old Guard
13					
12					
11			4		
10	4			4	
9				4	
8		4			
7	4				
6					1795

8.4 - Society

Each player in turn, gets the immediate bonus of the action zone and can play an action card by applying the “Society” effects. Each player then gets his advisor back.

The Coalition nations progress **together** on the same track. The possible bonus of the Society track is acquired by the player who has just played a society effect. However, see Prussia special national power (see 16).



Russia plays the Society effect of the Surrender of Kythera. The Coalition nations advance 1 on the Society track from 7 to 8.

Russia gains the immediate bonus of 1 Morale point if this bonus has not already been earned on this square, (as well as Prussia thanks to its special national power).

The immediate bonuses of the “Society” track are earned only once per game.

The units thus won must be placed in a “controlled” territory without being able to be embarked directly onto a frigate.

He gets his advisor back.



Note that Society level 6 must be reached for the Coalition nations (and level 5 for Napoléon) before the 4th turn. Otherwise, the Coalition nations collectively (to be decided among them, or Prussian player’s decision) lose one corps plus one frigate (the penalty for Napoléon is to lose one frigate).

8.5 - Neutral Capitals

Some capitals of neutral countries may provide specific advantages. They are marked on the map with the color of the domain offering an advantage.

Neutral capitals have a 2 SP garrison when **no troops occupy them**.

During the income collection phase (see § 6), these capitals provide 2 FG for the nation that controls them.

A maximum of ONE unit can be deployed in a neutral capital when **enlisting** troops from the military action zone or from a card with **enlisted** units.

In addition, each turn following its capture and without the need to have an advisor in the action zones, the following effects of controlled neutral capitals are resolved immediately after the Society action zone:

- Madrid allows the play an additional “Morale” effect.
- Rome allows the play an additional “Society” effect.
- Istanbul allows for an additional “Finance” effect.
- Stockholm can trigger an additional Alliance if other conditions are met (see chapter 9 Alliance).

Example: On Turn 2, Napoléon has taken Madrid and still controls it during the Advisor Resolution Phase of Turn 3. In this case, when resolving the effects of neutral capitals, Napoléon is allowed to play a card to gain a Morale effect (purple). He then discards this card.

Note: If due to Stockholm’s effect, an Alliance is declared at this time, Napoléon must decide to cancel it immediately (he must have an advisor in the diplomatic action zone to do so), otherwise he will not be able to do so during the action resolution of the “Diplomacy” zone afterwards. The same rule applies to the Coalition (if a Coalition player has an advisor in the diplomatic action zone) and if Napoléon has seized Sweden and uses the Stockholm’s Diplomacy effect.

8.6 - Military Action Zone


8.6.1 - General

Napoléon is the only one allowed to place 2 advisors in a military action zone per turn. If Napoléon places two advisors in a military zone, he will get an additional bonus of 2 free MPs when resolving that zone.

The positioning of an advisor in the Military zone allows 2 actions:

An action to enlist or purchase limited movement points depending on the advisor's position.

A military effect by playing an action card.

Military Combat Effect: Some military effects are applied to combat. These effects are revealed only during the combat phase. They are identified with the icon . These are called **Military Combat Effect**.

Important:

Units enlisted through the Military Action zone are taken from **the Capital's Enlistment** pool, as well as those enlisted through the Military "you can enlist" effect on certain Action cards (Card 23 English Bank Note). All other troops gained by a player are taken from the **National contingent**.

8.6.2 - Enlistment and Movement points

Depending on the placement of the advisor in the military action zone, more or fewer units can be enlisted, and a decreasing number of Movement Points can be used.

The type of units available is associated with each position in the military action zone.

Only one frigate, cannon or cavalry may be enlisted at a time regardless of position.

In position 3, only 1 CAV or 1 CAN may be enlisted.

For each unit enlisted, **the player has 2 less movement points available to buy than the maximum indicated for his position.**

The player pays the cost of the units he enlists to the Bank.

The player also pays the Bank for available Movement Points (MP) symbolized by yellow or gray cubes. 1 FG for 2 MP.

Enlisted units are deployed immediately to the nation's capital (to London or Malta for the English) or to a controlled Neutral Capital (maximum 1 unit in a Neutral Capital).

If a player's capital is controlled by another Nation, the **troops enlisted by that player** are positioned in a single free/empty or friendly controlled territory of his Nation. The territory chosen may change each turn.

If no territory of the Nation is available (free or controlled by the Nation), there is no enlistment possible.

If there are no more units available in the capital's enlistment pool, the player can only buy movement points.

8.6.3 - Cost of enlistment and movement points

	INF	CAV	CAN	FRG	2 MP
Cost	2 FG	3 FG	3 FG	4 FG	1 FG

8.6.4 - Military effects

Once units are enlisted and any MPs are purchased, the player can play a “Military” effect from one of his action cards.

There are 3 types of military effects:

- > **A bonus of free units (taken from the National Contingent)** often constrained by a geographical zone, is only possible if
 - the territory is not controlled by another nation (unless Allied) AND
 - an adjacent territory or sea area is controlled by the recipient player (or one of his Allies).
- > **Additional enlistment** without constraint of the advisor’s position in the military action zone and in addition to the limitations of 8.6.2, but often at a higher cost.
- > **A Military Combat Effect** (⊗) often gives the player an extra Strength Point during the combat phase.

For the first two, as for the other action zones, he resolves his effect and recovers his advisor.

For a Military Combat Effect, he leaves his advisor in the military zone and waits for the resolution of the combat to play him (see § 11.1).

Note: Bluffing and leaving an advisor in the military zone even if you don’t have or don’t play a military combat effect afterwards is allowed.

Example:



Example:

The Russian player with 8 FG, in position 1 may enlist up to 4 units (with a maximum of 1 CAN, 1 CAV and 1 FRG) and/or 10 MPs maximum. He decides to enlist 1 CAV + 1 CAN for 6 FG. He could have bought 2 more INF units, but he prefers to buy movement points. He has only 6 MPs left to buy out of the initial 10 (- 4 MPs maximum for the 2 units bought, 8.6.2). He can therefore buy 4 MPs for the 2 FGs he has left. He has no military effect on his cards.

*Napoléon in position 2 has also enlisted 1 CAN and 1 CAV (these units are taken from the **Capital Enlistment** pool), and he places them in Paris, he could also have placed one –at most– in Rome which he also controls as well as 4MP which he pays 8 FG in total. He uses his “bonus” Military effect from card 105 by placing 2 INF units taken from the National Contingent because he has a unit adjacent to Holland. He gets his advisor back.*

The English player carries out his actions, then the Prussian player in position 4 who is not interested in the frigate or the infantry because his bonus effect allows him to enlist with his card “89” CAN and CAV which he needs. He therefore buys 6 MPs for 3 FG, then by playing his card and applying his military effect of enlistment, 1 CAV + 1 CAN + 1 INF for 11 FG taken from his Capital Enlistment Reserve.

The Austrian player makes his choices, then the phase passes back to Napoléon for his second advisor. He prefers to buy as many MPs as possible and pays 2 FG for 4 MPs. He also gains (without paying for them and beyond the available ceiling) 2 additional MPs because he placed two advisors in the military zone this turn. Finally, Napoléon decides not to play a card with a military effect because he prefers to keep this advisor in place to potentially perform a Military Combat effect during the combat phase of the turn.



8.7 - Diplomacy/ Alliances formation Phase

If an advisor is in the Diplomacy action zone, he can initiate or cancel an Alliance (see 9) with other nations.

9 - Alliances

9.1 - Diplomacy points

All diplomatic card effects are worth 1 Diplomacy point towards the formation of an Alliance. Effects with a value 2 allow **Austria and Napoléon only to** activate (or cancel) an Alliance with a value of 2 points (e.g.: Diplomacy cards of value 2 in the hand of the Prussian/English/Russian only count as 1 point).

During the combat phase: Diplomacy points allow all players to acquire 2 MP per point of diplomatic effect when resolving strategic or tactical victories if the winner plays a card with a Diplomacy effect. *Remember, you do not need to have placed an advisor in the Diplomacy zone to play this card at this stage of the game.*

9.2 - Characteristics of the Alliances

Initiating an Alliance is only possible if an advisor is in the Diplomacy action zone (except for the bonus given by Stockholm, see § 8.5).

An Alliance (between Coalition nations) or a Forced Alliance (between France and another nation) is valid for 2 turns only (current and next turn).

An Alliance allows:

- For 2 or more Allied nations to enter an Allied occupied territory (the territory is no longer considered controlled in order to receive FG or a bonus unit).
- Combine Allied troop strength present in a territory in case of combat and take advantage of the highest Morale of the Allied participants in the battle.

The resolution is done **in the order of the positions of the advisors** in the “Diplomacy” zone.

Note: Thus, position 3 on the diplomacy action zone avoids an immediate cancellation of a new Alliance since there is no one who can play a diplomatic action afterwards this turn.

- The formation of multinational army corps for the movement and combat phases.
- Combat effects are applicable to all Allied troops.
- To exchange and/or see ONE action card per Ally, at the creation of a successful Alliance.

Each Ally spends his own movement points.

The commitments made are not binding, but the Coalition members have a common main objective.

9.3 - Declare an Alliance for the Coalition

There are 4 conditions required to initiate an Alliance between the Coalition nations:

- **The nation initiating the Alliance must** have an advisor in the “Diplomacy” action zone (or use Stockholm).
- The cost of the Alliance is 3 FG per participating nation (the initiator plus the targeted nation(s) paid to the Bank). This cost can be shared between all players who wish to do so. Without agreement between the potential Allies, the Alliance fails.
- In addition, the nations participating in the Alliance must each be able to play a card with a “Diplomacy” effect by discarding an action card. If a targeted nation has no card available or refuses to play it, it will not be part of the Alliance (unless Austria with its special national power plays a card for it, see below).

Power of Austria: Whether initiating, targeted by the Alliance or outside the Alliance, Austria does not have to pay for itself to participate in an Alliance.

Also, Austria is allowed to play a card with a Diplomacy effect in place of a potential Ally, paying the Diplomacy effect requirement for that nation entering the Alliance (or 2 if it plays a card with a value of 2).

- The initiating nation's troops must be in a territory (or sea area) adjacent to at least one unit of its future Allies.

A nation in a "Forced Alliance" (see 9.4) may initiate or be targeted by a new Alliance, but it must play (or be supported by Austria) 3 points of diplomacy (instead of one). The Forced Alliance is then cancelled.

The members of the Coalition are declared "Allies".

No combat is possible between Allied nations.

A nation may not deny passage to one of its Allies or entry into one of its zones even if this causes it to lose control of the zone.

9.4 - Forcing an Alliance (Alliance between Napoléon and another Nation)

It is an action available for Napoléon only, which consists of forcing ONE Coalition nation that is not already member of an Alliance, to ally with him.

- Napoléon must have a military unit adjacent to a territory of his future ally.
- Napoléon must have an advisor in the "Diplomacy" action zone.
- Napoléon must play 3 points of "Diplomacy" effects by discarding the 2 or 3 associated action cards.
- Napoléon must pay the price of the Alliance of 5 FG to the bank.
- Napoléon may never ally with England.

Napoléon can then maneuver the "Allied" troops by spending his own movement points in his own move-

ment phase. The forced Ally may also move his troops again on his own turn and with his own movement points. The nation in a "Forced Alliance", continues to play normally otherwise. It can even participate in the financing of possible Alliances.

There can be only one Forced Alliance in effect at any one time. A new Forced Alliance cancels any other existing Forced Alliance.

***Important restriction:** A Forced Alliance may not be used by France to initiate a combat with its forced Ally where, before any movement by the defender, the attacker is sure to lose the combat ($A < D$) regardless of the die roll.*

9.5 - Canceling a Forced Alliance or an Alliance

An advisor must be in the "Diplomacy" action zone.

- Napoléon must discard 1 Diplomacy/Nation effect and spend 2 FG per nation to cancel an Alliance between several nations.
- The Coalition must collectively discard 2 Diplomacy effect points and pay 4 FG to the bank to cancel a Forced Alliance.

Napoléon may cancel all Alliances between the Coalition nations.

The Coalition nations may only cancel a Forced Alliance (between Napoléon and another nation), but not Alliances between other non-French nations.

This action can take place during the Diplomacy/Alliance formation phase of the same turn or during the next turn.

If an Alliance is not cancelled immediately (during the current advisor resolution phase or Stockholm effect), it is called a **successful Alliance** for its initiator. This is a condition of victory in some secret objectives and a source of victory points in the 6th turn. This is recorded in the Alliance track of the board with the Alliances markers.

The same Alliance may not be prevented twice in a row on two consecutive turns.

Example: Napoléon is in position 2 in the Diplomacy action zone, with one unit adjacent to a Prussian unit. He initiates a Forced Alliance with Prussia which does not belong to any Alliance.


Napoléon receives the immediate bonus of 1 FG and a card. He pays 5FG to the bank and discards cards 16 (2 points) and 51 (1 point).

Russia has an advisor in position 3 in the Diplomacy action zone. Russia decides to cancel the current Forced Alliance.

Prussia discards an action card (#10) with an effect of 2 Diplomacy which counts for 1 point only, and Austria also discards an action card (#36) with an effect of 1 Diplomacy. Russia and England each pay 2 FG to the bank. In total there are 2 points of Diplomacy effect and 4 FG in total to cancel the Forced Alliance.

The Forced Alliance is not successful since it is cancelled before the end of the resolution of the Diplomacy action zone.

10. Troop Movement Phase

Movement points (MP) are represented by wooden cubes .

The yellow wooden blocks represent 1 MP and the gray ones 5 MP.

Each player, in the order of the current turn, executes all of his movement. All moves take place before the resolution of the combat.

Each unit may be moved one or more territories by spending Movement Points (MP). A maximum of 10 Movement Points can be stored for the next turn. MP may also be used for retreating units during the combat phase of the same turn.

10-1 - Ground Movement

Cost of movement:

INF: 1 MP per territory

CAV: 0.5 MP per territory

CAN: 2 MP per territory

9.6 - Alliance markers

The Alliance track is updated with the help of the Alliance markers, which show the Alliances in progress or those that have been cancelled. The nation that initiated the Alliance will be recorded for the final victory point count (see 13.2.4).

9.7 - End of an Alliance

If an Alliance is cancelled or ended while units are in the same territory, they must be separated at the end of the Diplomacy phase. The initiator of the Alliance chooses the adjacent territory(ies) where the units must perform a retreat but the units do not spend movement points to do so (see § 11.4). All rules for retreat are applied (see 11.4).

Note: Alliances are built or ended during the Advisor resolution phase. Successful Alliances consequences (exchange of cards, separation of units for ended Alliances) take place in the Alliance implementation phase.

1 CAV + 1 CAN spend 2 MP to move together from 1 territory.

1 Corps AC: (1 CAV + 1 CAN + 1 INF):
2 MP per territory

Entering a territory where another nation is located normally stops the movement of ground units except in the case of an Alliance or Overrun movement (see 10.2). This will automatically trigger a combat in the following combat phase (see § 11). The player who first entered a territory containing non-Allied units triggering combat will be called the Attacker.

After entering a territory containing units with which he does not have an Alliance, a player may, if conditions are met, decide to continue his movement, this is an Overrun Movement (see § 10.2).

You must participate in an Alliance with a nation (i.e., be considered “Allies”) to move through or stop in a territory containing units of this nation without combat.

A player's unit is not allowed to enter a territory occupied by two non-allied nations (which have initiated a combat situation that will be resolved in the coming combat phase) if that player's nation is not Allied with one of the two opponents.

So whatever is the overall situation on the board, if a nation not yet allied with another nation enters the latter's zone, there will be a combat and/or Overrun Movement.

Units beginning their movement in a territory where non allied nations are present can partially avoid combat with a Combat Refusal Maneuver (see § 10.2).

Example: The Russian player wants to send 1 AC to European Turkey. His CAV moves to Wallachia for 0.5 MP, together with the CAN initially in Wallachia; they then move to Bulgaria for 2 more MP, after which, together with the INF located in Bulgaria they all move to European Turkey for 2 more MP for a total of 4.5 MP. (Unused half MP are lost at the end of movements).



10-2 - Overrun Movement, Combat Refusal Movement

Overrun Movement:

If, during the ground movement phase, the active player **enters** enemy-controlled territory, he may continue his movement under the following conditions:

- He must leave at least 2 units in the territory for an overrun combat.
- He must spend MP equal to 3 times the number of enemy units present in that territory. (*Example: 2 enemy units present in the territory would equate to a 6 MP movement penalty*)
- He must spend the necessary movement points to continue his movement.

Sea Area: there is no overrun movement in a Sea Area.



Example: Napoléon moves his 4 ACs to Saxony for 8 MPs to carry out an overrun and then leaves 1 AC for the overrun combat (at least 2 units, here 3 units for one AC). He attacks Berlin with the remaining 3 ACs for 6 MPs (3 ACs in a territory to move from Saxony to Berlin) + the 3 MPs penalty (1 unit in Saxony is 3 MPs penalty), so a 9MP total.



Combat Refusal Movement:

If, during the movement phase, the active player **wants to leave a territory** containing units with which he does not have an Alliance, the same conditions apply:

- Leave at least 2 units in the initial territory.
- Be able to pay MPs to exit the territory, which is the normal cost of exiting units plus 3 times the number of enemy units in the territory.

In all cases, an AC counts as three units.

10-3 - Sea movement

Cost of movement:

FRG: 2 MP per sea area (with or without troops).

Embarkation/disembarkation of troops: 1 per unit, regardless of unit type.

Presence of enemies (non-allied nations): +1 MP per non-allied FRG in the sea territory entered.

Exception: English frigates move at 1 MP per empty sea area if they have no troops on board. The +1 MP penalty per non-Allied FRG still applies.

A frigate may enter or transit an occupied area without triggering combat.

Important:

A FRG may not embark and disembark troops in the same turn.

At the end of a player's Sea movement, if several Nations are in the same sea area, the player who has just made the movement may decide to conduct a naval combat against one nation or all of the Nations of the same Alliance. This combat may not be avoided (except for a Military effect via a card).

Units that become engaged in Sea Combat may not move until the next movement phase. A unit not engaged in combat is free to leave the area during its movement phase.

A unit that is engaged in combat and has not yet moved may disembark its troops but may not leave the area.

Example:





The French have only one INF in Rome. The English, playing before Napoléon, decide to land there by spending 5 MP (2 for transit + 1 for the other nation presence + 2 landings) by simply transiting the sea-zone.

Napoléon reacts on his turn; he spends 3 MP to bring his second FRG against the English FRG that landed the two INF units and triggers a Sea battle.

10-4 - Movement in case of Forced Alliance

In the case of a Forced Alliance, the players take turns moving their troops. The “victim” of the Forced Alliance spends his own movement points as he sees fit.

II - Combat phase

On land: At the end of all movement, as soon as troops of different nations which are not Allied are present in the same territory, a combat is provoked by the player who first moved into an occupied territory; that player is declared the Attacker.

For sea battles, a ship entering an area occupied by one or more nations may engage in combat against one of the non-Allied nations or all the Allied nations. It may not engage in more than one combat in the same area.

Land and sea battles are resolved in the order of the game turn, in the order chosen by the active player in

Napoléon may also move his Ally’s troops with his own movement points during the French turn (and possibly move the same unit twice if it is possible). If the French player and his “forced” Ally lose a battle, Napoléon chooses which troops are eliminated and where to retreat (while complying with the rules).

case of several battles for which he is considered the attacker.

Also, at the beginning of combat, a “retreat before combat” military effect may be used to retreat before combat and thus avoid combat.

Embarked troops do not participate in sea battles. If the frigate carrying them is eliminated, so are the troops if they cannot retreat (with movement points) by landing on an adjacent unoccupied or Allied occupied territory.



II.1 - Military Combat Effects

Players who have kept an advisor in a military zone may activate a Military Combat effect from an action card in their hand.

The Military Combat effects are only applicable to a single combat. In the case of an Alliance, the effect is applicable to all "Allies" present in the combat.

The Attacker reveals his effect first if he elects to play one.

A player may decide not to use his Military Combat effect:

- In order to save it for another combat,
- or to not use it at all (as a bluff or if it's not useful). In this case, the card is kept. As there will be one advisor left in the action zone, this player may buy the top card of his deck for 1 FG.

II.2 - Calculation of Strength Points (SP)

The resolution of each **combat** is done by counting the forces present, as also explained on the player boards, Attacker (A) against Defender (D), in the following way:

For ground combat:

Basic SP: Each INF or CAV unit is worth 1 SP; Each CAN is worth 2 SP.

Units grouped in Corps, an AC with 1 CAV + 1 CAN + 1 INF, provides 1 additional SP (1 AC = 5 SP).

Allies can form an AC with units from different nations.

Naval Support: A FRG (even if engaged in Sea combat) may support a ground combat in an adjacent territory for 1 SP but will not suffer any effects from that combat.

Military Combat Effect: Additional SP bonuses due to combat effects are taken into account for each player involved in the combat. The attacker must declare his intention to play a card first; he may not do so again if he declines and the option to do so passes to the defender.

Terrain Effect: If the territory is its nation's capital, the defender receives 5 additional SP. Malta adds 3 SP to the defending English units.

Morale Effect: The Morale difference on the "Morale" track provides an advantage (the three cases below are not cumulative and only the most favorable modifier is applied):

- A side with a strictly higher Morale gains 1 SP.
- 2 SP are gained for a difference of 3 Morale points.
- 3 SP are gained for a difference of 6 or more Morale points.

Example: Napoléon has a Morale of 12; the British have a Morale of 9; the Austrians have a Morale of 10 and the Russians a Morale of 3.

Napoléon gains 2 SP against the British, 1 SP against the Austrians and 3 SP against the Russians.

Note: In case of combat against Allies, the most favorable Morale of each side among the units participating in the battle is considered.

Random Factor: Finally, a random minus/bonus SP is obtained by a die roll result (see below) is that applied to the **SP total of the Attacker only; roll one die.**

1: (minus) - 1 SP; 2 or 3: 0 SP, no effect;
4 or 5: +1 SP; 6: +2 SP

Note: The die that modifies the attacker's SP is rolled only after all players have declared Military Combat effects for that combat.

Once all these elements have been taken into account, the total SP(A): strength points of the attacker, and the total SP(D): strength points of the defender are computed.

For combat at sea:

The same procedure is performed with the following modifications:

Each FRG is worth 2 SP for sea combat.

Random Factor: a random minus/bonus of SP is added to the **SP total of the Attacker only; roll one die.**

1 or 2: - 1 SP; 3 or 4: 0 SP; 5 or 6: +1 SP

11.3 - Resolving Combat

11.3.1 - General

When a unit is lost in combat or by card effect, it is put in the National Contingent pool.

In some cases, the winner may play an action card. He may only play a Society, Finance or Diplomacy effect (the Diplomacy effect provides him 2 MPs per Diplomacy point).

To determine the outcome of the combat, check which of the following conditions applies, starting with case a) below. As soon as a condition is fulfilled, the first applicable case is applied in the order of a) to f)

In some of the combat results listed below, a victorious side “recruits” a unit from the opposing side: replace the chosen unit with one of the same type and color as the victor. The conversion is permanent. There is no recruitment for sea battles, the units are destroyed.

11.3.2 - Combat Results

The Combat Results are listed in the game aid “Combat Table”.

a) If $SP(A)/SP(D) > 2$: Strategic victory (example: $SP(A) = 9$ and $SP(D) = 4$)

A chooses a “recruited” unit from among the defender’s troops which immediately joins his side (change the color of the unit to the one of the victor’s).

A may play an additional Society/Finance effect or gain 2 or 4 MPs by playing a Diplomatic effect (of 1 or 2 value).

A gains 1 Morale point.

D loses half of its units (including the recruited unit, fraction rounded up, chosen by D).

D loses 1 point of Morale.

D must retreat with his remaining units by spending the necessary movement points. If D runs out of MPs or does not wish to spend any, he loses the remaining units.

b) If $SP(A) - SP(D) \geq 2$: Tactical victory (example: $SP(A) = 8$ and $SP(D) = 4$)

A gains 1 Morale point

A may play an additional Society/Finance effect or gain 2 or 4 MPs by playing a Diplomatic effect (of 1 or 2 value).

D loses one third of its units, including one unit chosen by A (fraction rounded down).

D loses 1 point of Morale.

D must retreat with his remaining units, spending the necessary movement points OR

Loss of an additional unit chosen by D and retreat without spending MPs.

c) If $SP(A) - SP(D) = 1$: Minor victory

A gains 1 Morale point

A takes 2 FG from D. If D can’t pay, the Bank pays it.

D loses 1 point of Morale.

D must retreat his remaining units, spending the necessary movement points OR

Loss of an additional unit chosen by D and retreat without spending MPs.

d) If $SP(D) / SP(A) \geq 2$: Trap

D chooses a “recruited” unit from among the attacker’s troops which immediately joins his side (change the color of the unit to the one of the defender’s).

D gains 1 Morale point.

D may play an additional Society/Finance effect or gain 2 or 4 MPs by playing a Diplomatic effect.

A loses half of its units including the recruited unit (fraction rounded up, chosen by A).

A loses 1 point of Morale.

A must make a retreat with his remaining units by spending the necessary movement points. If A lacks MPs or does not wish to spend any, he loses the remaining units.

e) If $SP(D) - SP(A) \geq 2$: Heroic Defense

D gains 1 Morale point

D may play an additional Society/Finance effect by playing a card or gain 2 or 4 MP by playing a Diplomatic effect.

A loses one third of its units, including one unit chosen by D (fraction rounded down).

A loses 1 point of Morale.

A must retreat his remaining units, spending the necessary movement points OR

Loss of an additional unit chosen by D and retreat without spending MPs.

f) If $SP(D) - SP(A) \geq 0$: Uncertain combat

A must conduct a retreat without spending any movement points.

D gains 1 point of Morale.

II.3.3 - Victory points

Each Strategic or Tactical victory, Trap or Heroic Defense earns 3 Victory Points for the victor. Strategic/Tactical victories for the Attacker or Defender Trap/Heroic victories for the Defender count towards the last turn victory conditions. Update the victory track for the victorious nation(s) for the computation of Victory points at the end of the game.

Examples:

D with 1 corps and 2 infantry (5+2 SPs) and 1 MP.

Strategic Victory (A has a total of at least 15SP): A chooses the CAN that switches to A's colors, D loses 3 units (2 INF +1 recruited CAN). He may only retreat with his remaining CAV and loses another 1 INF.

Tactical Victory: (A has a total of at least 9SP): D loses the CAN chosen by A, he sacrifices 1 INF to be able to retreat 1 CAV and 2 INF units without spending MP.

II.4 - Retreat

The retreating player must retreat to an empty, controlled, or Allied adjacent territory which is closest to his capital. Troops may be split between various eligible adjacent territories.

Retreats requires the expenditure of movement points or sometimes as an option the sacrifice of a unit.

A retreat can be made by embarking onto a frigate and paying the necessary MP.

Case of an encirclement: no free, controlled, or Allied adjacent territory available

Encirclement is when the retreat movement will have to pass over one or more ineligible territories before finding an empty, controlled or Allied eligible territory.

In case of encirclement, the retreating player decides where to retreat according to the following rules:

- The player decides to retreat with MPs or to lose a unit for each territory he enters
- He must go to the nearest eligible territory
- In addition, he loses as many units as the number of non-Allied units present in the non-eligible territory that the retreat crossed.

II.5 - Allied players in Combat

In the case of an **Alliance**, the SPs of the Allied Nations are combined.

A combat effect applies to all Allied troops present in the combat.

Corps can be formed by different Allied Nations.

Combat results: In case of disagreement on the decisions, the initiator of the Alliance decides:

- a. Which of the Allies gains or loses Morale.
- b. The units to be lost or recruited.
- c. Which of the Allies plays one action card.
- d. MP in case of retreat are paid separately by each nation (including in a Forced Alliance for which it is Napoléon who decides).

The Morale that applies is the highest among **the Allies participating in the battle.**

If a “**Division**” military combat effect is played, Napoléon takes the initiative and may force one of the opposing Allied nations in the territory to conduct combat alone in both defense and attack situations (see § 17.2 Division).

11.6 - Pursuit Combat and Advance after Combat

In the event of a tactical or strategic victory, a **pursuit combat** OR an **advance after combat** may be initiated by the **Attacker** if he has at least one cavalry (CAV) remaining.

- a. A **pursuit combat** consists of pursuing defeated troops to their retreat territory if the latter is not defended (i.e., a territory that is not a capital of the Coalition or Paris or to a territory already controlled by other units not Allied with the pursuer).

Only CAV may participate in a pursuit battle. This movement is done without spending any movement points.

The pursuit battle is resolved immediately but each pursuing CAV unit counts as 2 SPs and the combat will apply the new Morale level difference. Normal SP calculation is applied to the defender.

There may only be one pursuit battle even if the defender retreats to several territories.

Previous Military combat effects, if any, no longer apply.

Pursuit combat results: Only the loss of units and retreats are applied (no card effects, no additional Morale change and no new pursuit or advance after combat).

- b. In the event of a Tactical or Strategic victory, a **pursuit combat** OR an **advance after combat** may be initiated by **the Attacker** if he has at least one cavalry remaining (CAV).

An **advance after combat** consists of occupying a territory, unoccupied, controlled or Allied to the Attacker, adjacent to where the battle took place, by moving all or part of the Attacker’s units without spending movement points.

11.7 - Capture of a neutral capital (Rome, Madrid, Constantinople, Stockholm)

Each neutral capital has an intrinsic garrison defending the city that totals 2 SP.

When the city is captured and subsequently controlled, the garrison no longer exists, and the rules of normal combat apply without the additional 2SP of defenses for the city.

If the occupant nation’s units leave the city, the garrison is again active, and control of the capital is lost and reverts back to neutral.

A combat won against a garrison only provides 1 point of Morale and no other effect.

The capture of a neutral capital is a special form of combat that does not provide any other benefits or card effects to the attacker, other than the gain of the territory and one Morale point. There can also be no advance after combat. The combat is considered won as soon as the attacker obtains an advantage of at least 1 SP over the garrison. The garrison is then dissolved.

If the Attacker has a SP total equal to or less than that of the garrison, the combat effects are applied to the attacker and the garrison remains in place and the capital remains neutral.

The winner takes the city and its advantage, **which is applicable from the next turn**, after the resolution of the Society zone.

Special case:

If the capture of a neutral capital is the subject of a battle between a Coalition nation and Napoléon in the same turn:

- The first to enter the territory is the Attacker (A).
- The second to enter is considered the defender(D) of the city who has come to the aid of the garrison and has 2 additional SP.
- The winner of the battle takes the city and its advantages.

- The battle is no longer a battle against a single garrison and the full battle resolution applies.
- The garrison cannot be used to satisfy a loss.

11.8 - Major Capitals in Combat and the Capture of Major Capitals

The capital of a nation provides 5 additional strength points in defense to units of its home country.

If a major Capital is captured, the same conditions as normal ground combat results apply, plus:

- + 1 Society point for the Attacker;
- - 1 Society point for the Defender;
- 5 FG paid by the Bank at the beginning of each turn;
- Up to 2 MP paid by the nation that lost its capital at the beginning of each turn if MP are available.

The invader no longer has the 5 SP defense for the capital.

In the case of Napoléon taking the capital of a Coalition nation: a Forced Alliance is initiated immediately at no cost to Napoléon (it will only last till the next turn).

The Forced Alliance takes precedence over the current Alliances. The nation immediately withdraws

from the Alliance and immediately participates alongside Napoléon in the unresolved battles.

In the particular case of an Allied nation that becomes a forced ally of Napoléon as a result of the capture of its capital, if troops of that nation are in the same non-combat territory as a former ally, those troops become the attacker in a new battle that is resolved immediately.

11.9. Malta

Malta provides a bonus of 3 SP when at least one English unit defends in that territory.

11.10. Combat between Coalition nations

A combat between Coalition nations remains possible, if they are not part of an Alliance (see chapter on Alliances), notably to satisfy or prevent the achievement of a secret objective.

Thus a Coalition nation entering a territory controlled by another non-allied nation triggers a combat.

12 - Draw Action Cards Phase

After the combat phase, each Coalition player draws 2 action cards from the Coalition deck of the current Age.

Napoléon draws 4 action cards from the French deck of the current Age.

At the end of the Phase, the turn order is changed according to the results of the initiative track.

In the exceptional case that the deck is exhausted, the discarded cards are reshuffled.

Note that there is no hand size limit in the game.

13 - Victory Conditions Analysis Phase

At the end of the Combat phase, players will check if the conditions of victory are satisfied.

Several checks are made:

- If a player has no remaining territory under control or has a Morale of 0, he is eliminated.
- If Napoléon is eliminated by the previous condition, it is the end of the game with an automatic victory going

to the Coalition nations still in play (see secret objective then below).

- An automatic victory condition is checked according to the victory condition tables and the scenario played. If it is the case, the game ends with an automatic victory awarded to the designated side. This automatic victory can be either “strategic” or “tactical”.

- At the end of the last turn of the game (Turn 3 for the short game, turn 6 for the campaign), if there is no automatic victory, the victory points of each player are calculated to determine who wins a tactical victory.

13.1 - Secret objective

Each Coalition player has a secret objective drawn at random (secret objective cards) during the set-up.

Meeting this objective allows a player to be declared the winner among the Coalition if an automatic victory of the Coalition is achieved.

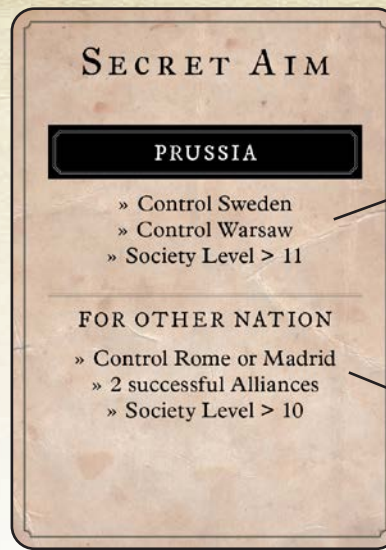
The Secret objective also provides additional victory points for the tactical victory determination at the end of the 6th turn (3rd turn for a short game).

In case of an automatic victory of the Coalition, each player reveals his secret objective. Only the player(s) who have fulfilled their secret objective are declared winners. If no secret objective has been achieved, all of the Coalition players are winners together.

The secret objective cards are common to all Coalition nations.

When, at the beginning of the game, a Coalition player draws a card at random, he will be required to accomplish the objective listed on the top of the card if the nation indicated on the card corresponds to his own; otherwise, his objective for that game will be the secondary objective.

Note: In the case of a short game, use cards from the deck that have a secret "short game" objective. Use the others for the campaign game.



Objectif principal

Objectif secondaire



13.2 - Victory conditions

13.2.1 - Automatic victory conditions for the short (3 turns) game

Winners	Automatic Strategic victory	Automatic Tactical victory
Victory of the Coalition	Napoléon is eliminated	
	Several Coalition members are in Paris Society Level > 7 Morale Level of each Nation > 6	They control 3 of the 4 neutral capitals Society Level > 7 Morale Level of each Nation > 6
Victory of a single Coalition player	The Coalition player controls Paris Society Level > 6 Morale Level > 5	The Coalition won. He has fulfilled his secret objective.
	He controls 3 neutral capitals	
Napoléon's victory	He controls 1 Coalition capital and Paris It controls Madrid or Rome Society level > 7 Morale level > 9	Napoléon controls all France (except Corsica) Society level > 6 Morale level > 9
	He controls Paris and London Society level > 7	He controls Paris and 3 neutral capitals Society level > 7 Morale level > 9

13.2.2 - Automatic victory conditions for the campaign (6 turns) game

Winners	Automatic Strategic victory	Automatic Tactical victory
Victory of the Coalition	Napoléon is eliminated	
	4 Coalition nations are in Paris Society level > 8 Morale level of each Coalition member > 7	They control the 4 neutral capitals Society level > 10 Morale level of each Coalition member > 8
	3 Coalition nations are in Paris. Society level > 9 Morale level of the 3 Coalition members > 8	
Victory of a single Coalition player	2 Coalition nation are in Paris. Society level > 10 Morale level of the 2 Coalition members > 9	
	He controls Paris alone for 2 turns (+1 hold) Society level > 8 Morale level > 7	The Coalition won. He has fulfilled his secret objective.
Napoléon's victory	The Coalition player controls the 4 neutral capitals	
	He controls Paris, Moscow He controls Berlin or Vienna Society level > 7	Napoléon controls all of France (except Corsica) Society Level > 11 Morale Level > 12
	He controls Paris, Berlin and Vienna He controls Rome and Madrid Society level > 7	He controls Paris and the 4 neutral capitals Society level > 7 Morale level > 9
	He controls Paris, England (3 territories except Ireland) Society level > 7	

For all of these automatic victory conditions, in the case of simultaneous fulfillment, the individual victory condition of a single Coalition member always prevails, followed by that of the Coalition members together (remember in this case that the secret objectives can then determine a single winner).

13.2.3 - Victory on points (end of game tactical victory)

If no automatic victory condition is reached until the last turn, the following count is performed for each nation individually:

- 10 VP for a secret objective fulfilled.
- 10 VP for each Coalition capital or if Paris is controlled.
- 5 VP for each Neutral capital controlled.

- 1VP per territory controlled.
- 3 VP per successful Alliance for the initiator.

Society: for Napoléon only, the difference between Napoléon's Society level and that of the Coalition (positive or negative), 3 VP per level differential.

- 1 VP per Morale level.
- 3 VP for each tactical or strategic combat won; During the game use the victories track to count the level of each nation. In case of Alliance (including forced), each ally gains 3 VP.
- 1 VP per corps (not mixed) constituted on a territory.
- 1 VP per frigate.
- 1 VP per 5 FG.

Reminder: A territory is controlled only if ONE nation occupies it.

14 - Change of Age

In the campaign game, at the end of turn 3, the game moves to Age II, 1805-1812.

Each Coalition player may keep up to two cards from Age I in his hand if they are of different types.

Napoléon may keep one card of each type.

At the beginning of turn 4, the Allies receive, as in turn 1, four cards from Age II, Napoléon receives eight cards.





15 - Unit summary

Infantry INF	Spends 1 MP to move one territory. Participates in a ground combat with 1 SP.
Canon CAN	Spends 2 MP to move one territory. If moved with cavalry, 1 CAV + 1 CAN spend 2 MP only to move one territory. Participates in a ground combat with 2 SP.
Cavalry CAV	Spends 1 MP to move 2 territories. Participates in a ground combat with 1 SP.
Frigate FRG	Spends 2 MP to move one sea area. May carry up to 3 units (that do not participate in any combat). May support a ground combat with 1 SP. Participates in a sea combat with 2 SP. May enter an occupied area without triggering a combat. A sea battle does not prevent a landing or retreat into an adjacent territory.
Grognards (Imperial Guard)	Napoléon may, thanks to the military effect of some cards, get his famous Grognards (Imperial Guard). During the first era, only infantry may be converted, the cavalry of the Imperial Guard may be acquired by reaching to the bonus of a level 16 Morale for Napoléon. A Grognard/Imperial Guard replaces a unit that is converted and gives it 1 more SP.
Army Corps AC	An AC is made up of a CAV, a CAN and an INF that may include Grognards. It counts as 3 units. It allows the AC to obtain an additional SP and moves faster with only 2 MP per territory. The army corps formed in a territory at the end of the game, earn victory points.

16 - Characteristics of the Nations

Reminder of the special characteristics of each nation.

Napoléon The movement	<p>If 2 of Napoléon's advisors are in the military action zone, he gains 2 free additional movement points when placing the second advisor.</p> <p>Napoléon may play Diplomacy cards for 2 points.</p> <p>Napoléon may play the Military Division effect.</p>
England Finance and the Navy	<p>England may replace a "Finance" effect by collecting 5 FG from the bank, which it must then distribute to the other Coalition members to finance an Alliance or units.</p> <p>1 MP only for the movement of English frigates, except when transporting ground units.</p> <p>Malta has a 3SP defense bonus.</p>
Russia Mobilization	<p>When he is first to play, the Russian gains an INF from the national contingent in Moscow at the beginning of the resolution phase of the Military Action Zone.</p>
Austria Diplomacy	<p>When participating in an Alliance, Austria does not spend a diplomatic effect. It can come to the aid of one or more nations by spending a diplomatic effect on their behalf, even if it is not part of the Alliance.</p> <p>Austria can play Diplomacy cards for 2 points.</p>
Prussia Society	<p>Prussia also benefits from the Society bonuses acquired by the Coalition advisors on the Society track.</p>

17 - Additional rules

17.1 - Sea areas definition

The Channel includes the two sea areas adjacent to the territory north of Paris (with Boulogne and Calais).

- The Atlantic covers the 10 sea areas excluding the Straits of Gibraltar but including the Channel and the Irish Sea.
- The North Sea has 2 areas.
- The Baltic Sea comprises of 2 areas.
- The Mediterranean includes the Adriatic Sea, Straits of Gibraltar but excludes the Black Sea.
- The Black Sea comprises of 2 sea areas including the Bosphorus.

17.2 - Action cards

17.2.1 - General

The effects of the cards are valid, by default, only for the entire game turn.

On the other hand, the Grogards/ Imperial Guard troop conversion effect is permanent.

Only nations appearing in the text of the effect (not in the historical text) constitute a constraint for the application of effects.

Military Combat effects are only applicable to one combat. The attacker reveals his effect first.

In case of an Alliance the effect is applicable to all "Allies" in the same combat.

The symbol on the card indicates to whom the effects apply.

Note: In general, Napoléon cards have a Napoléon symbol except for cards with a negative effect!

17.2.2 - Negative effect cards

On a Napoléon Action card (Coalition symbol)
Napoléon chooses the nation for which the effect applies
except when it is mentioned on the card.

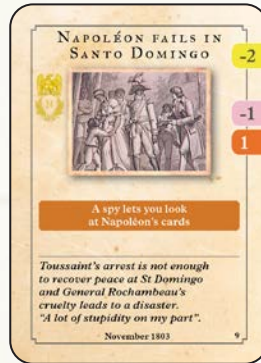
Example:



*The targeted Coalition nation loses 2 points of Morale, or
The Coalition loses 1 Society point
or
Napoléon's Combat effect here
impacts only the Austrians.*

On a Coalition action card (Napoléon symbol)
The effect applies to Napoléon.

*He loses 2 FG or
Napoléon goes down by 1 on the
Society track or
The Coalition player can look at
Napoléon's action cards*



17.2.3 - Diplomatic effects



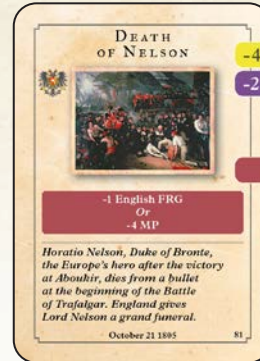
All cards with a "Diplomacy" effect provide at least 1 effect for the formation/cancellation of Alliances. The 2 values are only applicable to France and Austria. These cards count as 1 for the other nations.

Certain Diplomacy cards allow you to see the secret objective of a Coalition player.

Some Diplomacy cards allow you to see Napoléon's action cards. The player who sees these cards cannot give details to the other players except for the domain of action of these cards or the existence of a combat effect without detailing it.

17.2.4 - Military effects

Losing a unit by action card effect: The card's player designates the unit to be lost, respecting the geographical constraints, if any. The target player's Capital City may be designated only if it is the only choice.



Napoléon may lose a Grognard only if no other unit of the chosen type (infantry or cavalry) is present in the chosen zone.

A frigate with troops can only be designated if the Nation has no other free frigates in the chosen area.

Here is an English frigate.

Get a free unit:

A unit's bonus on a given territory, due to an action card, is acquired only if the territory is unoccupied, controlled or Allied AND an adjacent territory or sea area is occupied by one of the Nation's (or its Allies') units.

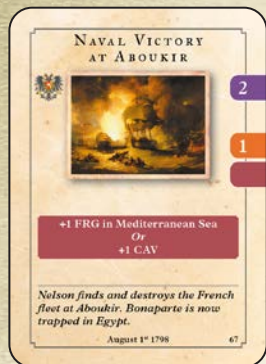
Here the Canon will appear in Italy if French units or an Ally of France (land or sea) are present in or near Italy.



When there are no placement constraints, the units are positioned in controlled or Allied territory or, for frigates, in a sea area adjacent to the nation. This territory or zone must be adjacent to a territory or area occupied by a unit of the nation (or an Ally).

For Austria, which does not have a sea area adjacent to its nation, it must control a territory adjacent to a sea area.

Convert a unit into a Grognard



Napoléon may convert an infantry (or Cavalry) unit into a Grognard (Imperial Guard) in a territory which is not in combat situation (unless it is a combat effect).

Enlisting units:

Once the enlistment cost has been paid, the unit is taken from the **Capital's Enlistment Reserve**. If this reserve is exhausted, no enlistment is possible. Purchased and enlisted troops are placed in the nation's capital except for one which may be placed in a controlled foreign capital (Neutral or Opponent).



You can't "enlist" a frigate through the action cards.

Military combat effects: cards with a

Some cards with combat effects offer a choice between additional SP for combat in a territory or movement points or Grognards. The choice is always made during combat.

These movement points can be used for a retreat, the Grognards may be used to replace the INF at the start of the combat.

Military effect: Division

A maneuver often used by Napoléon to concentrate his forces on a single party at a time.

This maneuver can be used as an Attacker or Defender in a single territory. It allows Napoléon to regain the initiative by becoming the Attacker and engaging in combat with only one of his chosen opponents with his own Morale.



It can only occur if:

- A Military Combat Effect is available for Napoléon (an advisor is in the military zone).
- Presence of a cavalry unit for Napoléon.
- Napoléon's Morale level is higher than the value requested on the action card.

- It costs 2 extra movement points to be paid by Napoléon.

- It costs Napoléon 1 Morale point, which he should get back by winning his combat.

Calculation of Strength Points

The calculation is done under the usual conditions with Napoléon as the Attacker (and 1 point of Morale less) and the target nation designated as the Defender with his own Morale.

This first battle is resolved normally with the following limitations:

- Do not apply retreat results to Napoléon,
- Napoléon can neither pursue nor advance after combat


At the end of this Division combat, the initiative returns to the initial Attacker (who can still be Napoléon if the Division effect was played during an initial French attack).

In both cases, the remaining Allies may then decide to engage Napoléon in combat according to the usual rules or retreat without spending MPs.

Retreat before Combat:

This military effect is triggered during the combat phase. It allows the player to refuse the combat in which he is involved by spending the associated movement points. There is no combat and therefore no advance after combat.

This effect is only applicable to the defender.



Retreat to an adjacent territory:

This military effect is triggered during combat. It allows the player to prevent a combat, where he is involved, by forcing **the Attacker** to retreat without MPs toward his capital if possible. There is no combat and therefore no advance after combat. This effect is not applicable for a combat in a capital.

17.3 - Definitions

Adjacent: A territory is adjacent to another if it has a common border or coastline.

Two Nations are adjacent if there are land or sea units of both present on adjacent territories. This allows the formation of an Alliance or a Forced Alliance.

Adjacent territories are constraints on “geographic” bonuses, retreat or pursuit movements.

Allied: Coalition Nations are declared “Allied” if they have been successfully Allied through Diplomacy. They may no longer combat each other.

Controlling a territory:

A player controls a territory if he is the only one with units in that territory or sea area.

A territory in “Combat” (with different non allied units waiting for combat resolution) is not controlled.

A territory with several Allies’ units in it is not controlled.

Enlist: This is the action, associated with the military action zone, of buying an available unit from the capital’s enlistment pool and the associated MPs.

The type of unit depends on the position of the advisor in the action zone.

It is also a military effect of some action cards that allows the purchase of one unit of each kind (INF, CAV, CAN).

Playing an effect: This means playing and then discarding a card that has the effect in question.

In the advisor resolution phase, by retrieving an advisor placed in that zone and playing an effect from that zone domain’s color.

For a nation targeted by an Alliance, by playing a card with a Diplomacy effect.

Playing a Military Combat effect card during a combat resolution for a player who has left one of his advisor in a military zone.

Playing a card as a combat result (see § 11.3.2) without any advisor placement requirement.

Recruit: An enemy unit, chosen by the victor, shifts sides. The defeated unit joins the national contingent. The winner takes the same type of unit from his National Contingent and places it in the same territory.

Successful Alliance or Forced Alliance:

Initiate an Alliance or a Forced Alliance (advisor in the Diplomacy zone) without it being immediately cancelled in the same turn. Forced Alliances are only available to the French (Napoleon).

18 - Attributions

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Dice: Dice icons: <https://game-icons.net/1x1/skoll/inverted-dice-6.html>

Action Cards

FREEDOM OF WORSHIP

https://fr.wikipedia.org/wiki/Pie_VII#/media/Fichier:Signature_du_Concordat.jpg

TREATY OF ILDEFONSO

[https://fr.wikipedia.org/wiki/Louisiane_\(NewFrance\)#/media/File:LouisianaPurchase-en.png](https://fr.wikipedia.org/wiki/Louisiane_(NewFrance)#/media/File:LouisianaPurchase-en.png)

CREATION OF PREFECTS

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CAMPAIGN OF POLAND

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COMMERCIAL CODE

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FRANCE HAS 130 DEPARTMENTS

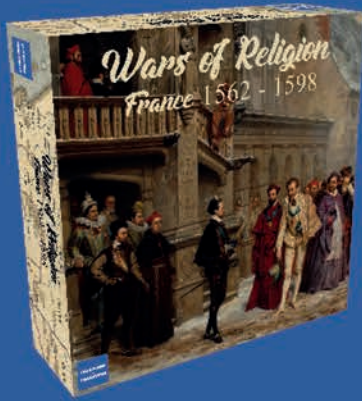
https://commons.wikimedia.org/wiki/File:Map_administrative_divisions_of_the_First_French_Empire_1812-fr.svg

LONDON GEOLOGICAL SOCIETY

[https://commons.wikimedia.org/wiki/File:Part_of_a_menu_card_\(%3F\)_for_the_Geological_Society;_four_toy_Wellcome_V0013874.jpg?uselang=en](https://commons.wikimedia.org/wiki/File:Part_of_a_menu_card_(%3F)_for_the_Geological_Society;_four_toy_Wellcome_V0013874.jpg?uselang=en)



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TURN ORDER

1 2 3 4 5

GAME TURN

1 2 3 4 5 6

ARC I ARC II

INITIATIVE

1 2 3 4 5

FINANCE

1 2 3

MORALE

1 2 3

SOCIETY

1 2 3

NEUTRAL CAPITALS

MADRID ROME STOCKHOLM ISTANBUL

MILITARY

1 10

2 8

3 8

4 6

5 6

6 4

DIPLOMACY

1 2 3

ALLIANCES

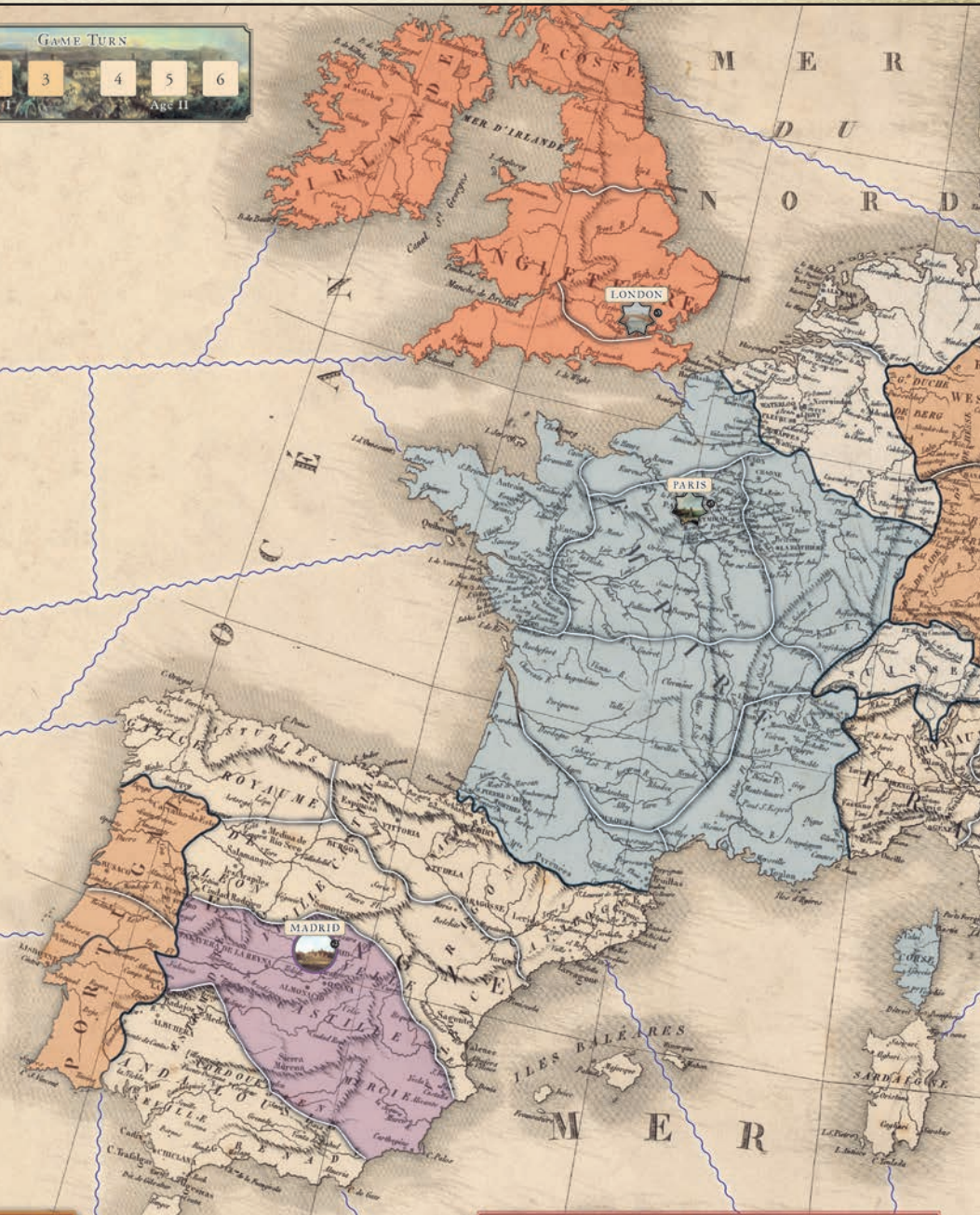
	First Year	Second Year	Cancelled
1	Red	Red	Red
2	Blue	Blue	Blue
3	Green	Green	Green
4	Black	Black	Black
5	White	White	White
6	Black	Black	Black

Give or Show one Card to an Ally

NAPOLEON'S CONQUESTS

VICTORIES

1 2 3 4 5 6 7 8 9 10





Morale Track					
16	🐎	🐎	🐎	🐎	Old Guard
15					
14			4	8	
13	4	4	👤	👤	Old Guard
12				6	
11			4		
10	4	👤		4	
9			4	🐎	
8	🐎	4		👤	
7					
6	4	👤	4		1795
5					1795
4	1795	1795	1795	4	
3					
2	👤	🐎	🐎	👤	
1	👤	👤	👤	👤	
	Russia	Prussia	Austria	England	France

SOCIETY TRACK	
14	👤
13	
12	6 Victory
11	🐎
10	4
9	👤
8	4
7	👤
6	2
5	👤
4	👤
3	
2	
1	
	1795 1795



CREDITS

Design

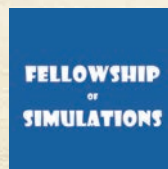
Bruno Lamotte

Graphics

David Eckberg, Shayne Logan, Stéphanie Lairer

Special Thanks

The «yeux dans les yeux» association from Toulon France, Jason Roach, Thomas Martin, Even Le Picot, Philippe Parmentier and Eric Colace.



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