Wellington's War
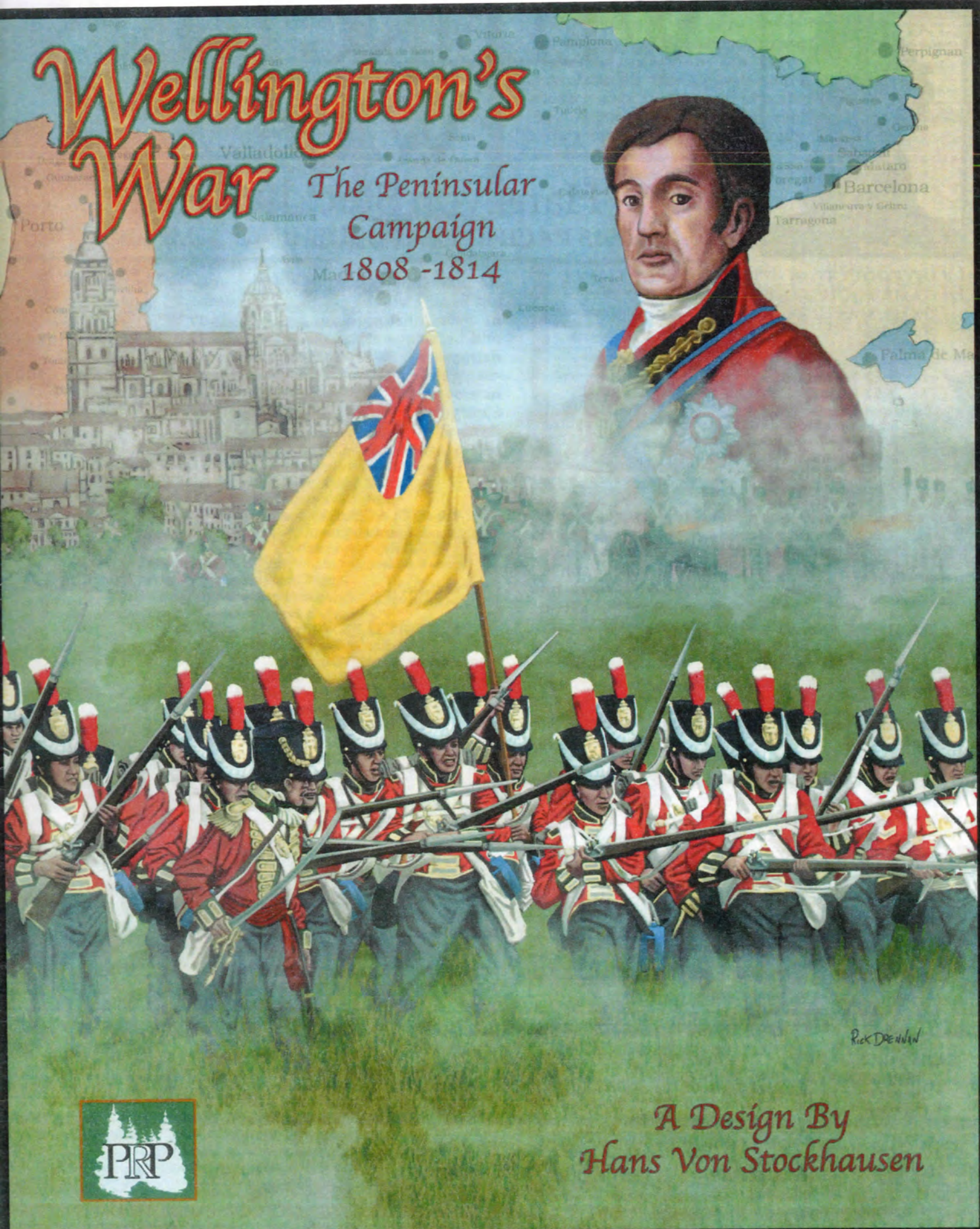
The Peninsular Campaign 1808 -1814

A Design By
Hans Von Stockhausen

PRP
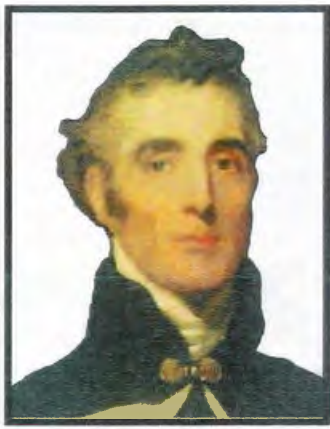
WELLINGTON'S WAR

Hans von Stockhausen

1.0 INTRODUCTION

In 1808, Napoleon Bonaparte, with the assistance of Spain, invaded Portugal in order to enforce his Continental Decrees against Britain. Later that year, dissatisfied with his unreliable ally and taking advantage of political squabbles among the Spanish nobility, Napoleon treacherously seized the royal family, occupied the kingdom of his one-time ally, and put his brother, Joseph, on the Spanish throne.

Almost immediately, revolts broke out across Spain as local *Juntas* began raising armies. French forces poured into Spain to quell them, but Napoleon's Marshals soon discovered that in Spain:

large armies starve and small ones get beaten

Meanwhile Britain had decided to intervene with a force commanded by a promising general, Sir Arthur Wellesley, the future Duke of Wellington. The struggle in the Peninsula was about to become *Wellington's War*.

WELLINGTON'S WAR is a Napoleonic strategy game depicting the Peninsular War of 1808-1814, fought in Spain, Portugal, and southern France. One player commands the forces of the British, Portuguese, and Spanish allies while the other player commands the French Imperial forces. The object of the game is to gain victory points by controlling Areas on the map and achieving other political and military objectives.

The game emphasizes maneuver and combat, keying in on the command control, logistical, and political problems faced by the historical participants in a challenging but playable fashion. There are two scenarios: a campaign game of twelve turns depicting the entire war and a short game of five turns covering the final years of the war.

If you have never played a wargame before, these rules may seem long and complicated, but it should become clear that they cover simple concepts that you will readily grasp after reading them over a few times. It is important that players

read all of the rules before attempting to play the game.

Each section of the rules is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, thus: 2.2. When that section has subsections, they are identified like this: 2.24. When the rules refer to another, related paragraph, the number identifying that rule is included parenthetically, like this: (2.2). This will help players find that rule for comparison or reference.

2.0 GAME EQUIPMENT
Included in each game of *WELLINGTON'S WAR* are this rules booklet, a 36" x 48" map, 108 wooden blocks (53 red, 55 blue), a sheet of printed labels for the blocks, a set of ninety-six 5/8-inch die-cut markers, a deck of 30 Event Cards, a deck of 30 Commands Cards, one Player Aid Card, and five 6-sided dice.

The sheet of labels for the blocks has an adhesive back. Before beginning play, they should be separated and applied to the blocks. Those with red, green or yellow backgrounds belong on the red blocks; the ones with blue backgrounds belong on the blue blocks. If any part is missing or damaged, contact:

Customer Service
Pacific Rim Publishing Company
9120 Double Diamond Parkway, P-317
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3.0 GAME MAP
The game map depicts the Iberian Peninsula and the immediately surrounding land and water. A hexagonal (hex) grid has been superimposed on the map to regularize the movement and position of the playing pieces. Each hex contains natural and/or man-made terrain features that may affect the movement of units.

3.1 Areas
The map is divided into twenty geographical Areas based on historical provinces. The ability of a player to control individual Areas is important to the play of the game. Each Area has an information box near its name on the map. The number in the top rectangle is the Area's Forage Value. The number in the bottom left (red) square is the Area's Anglo-Allied Victory Point Value. The number in the bottom right (blue) square is the Area's French Victory Point Value.

Forage Value ➔ **2**

Anglo-Allied Victory Point Value ➔ **4** **6** ⬅ French Victory Point Value

3.2 Hexes
Hexes represent the various types of terrain and are separated by hexsides that affect movement. See Terrain Effects Chart of the Map.

3.21 Clear: light brown hexes; cost 1 Movement Point to enter.

3.22 Mountain: dark brown hexes; cost 2 Movement Points to enter; affect attrition.

Note: *Mountain hexes may have a border of Clear terrain, however the dominant terrain in a hex is obvious and takes precedence.*

3.23 Coast: hexes containing part sea and part land. They are fully-playable as if they were full land hexes of the terrain they contain.

3.3 Hexsides
The map contains 9 types of hexsides that affect movement, determine Transit Limits (8.2) between hexes, and/or bear on block placement. The Movement Points expended by a moving block are determined by the terrain in the hex being entered. Except for River Hexsides, there is no cost to cross a hexside.

3.31 Clear Hexside: between two Clear hexes; Transit Limit is 5 Combat blocks per Command Segment.

3.32 Mixed Hexside: between a Clear hex and a Mountain hex; Transit Limit is 4 Combat blocks per Command Segment.

3.33 Mountain Hexside: between two Mountain hexes; Transit Limit is 3 Combat blocks per Command Segment.

3.34 Cordillera Hexside: impassable for movement and line of supply purposes.

3.35 River Hexside: can be a Clear, Mixed, or Mountain hexside; costs 1 additional Movement Point to cross, and reduces the Transit Limit of that hexside by 1.

3.36 Port Hexside: marked with a Port symbol (3.42), between a Coast hex and a Sea Box. They may be crossed only by blocks using Sea Movement (8.4). The Transit Limit is determined by available Sealift Capacity (8.41).

3.37 Estuary Hexside: impassable for movement and line of supply purposes.

3.38 Area Border Hexside: Affects block placement and movement.

3.39 National Border Hexside: Affects block placement, and movement.

3.4 Towns, Ports, and Fortresses
A hex may contain a man-made feature that will have an effect on the play of the game (16.0).

3.41 Towns: are shown by a circle. Colored Town circles denote Key Towns that affect a player's ability to control an Area. The color of a Key Town indicates the default control of the Town when it is not occupied by enemy blocks:

Blue: French	Red: British
Green: Portuguese	Yellow: Spanish
White: not a Key Town	

3.42 Ports: are indicated by an anchor symbol on a hexside. A Town or Fortress in a hex with a Port symbol is a Port. Ports enable Sea Movement across a hexside to and from a Sea Box.

Note: *The Britain Box contains a Port symbol to enable Sea Movement to and from Britain.*

3.43 Fortresses: are indicated by a Fortress symbol. Fortresses are Key Towns and affect combat. The number in a Fortress is its Fortress Rating. This is both the ability of a Fortress to resist Siege Operations and the number of friendly Combat blocks that may be inside the Fortress (11.0).

Fortress Erratum: the Fortress in Hex 2015 is correctly named on the Fortress Control Marker as "Peñiscola", the map shows "Peñsicola" and is in error.

3.5 Home Boxes
Home Boxes are holding areas for blocks that are in play, but not deployed into the Peninsular Theater. Blocks in a nation's Home Box do not count against that nation's Force Level (14.2).

3.51 France Box: a block in the France Box enters the map at Bayonne (Hex 1213), at Perpignon (Hex 1418), or in any hex on the north map edge, by a Formation Move (8.1) that expends all of its Movement Points (i.e., it may move no further in that Operation Step).

3.52 Britain Box: a Port adjacent to both the Bay of Biscay Sea Box and the Atlantic Ocean Sea Box. The Britain Box is accessible only to British units by Sea Movement (8.4).

3.6 Sea Boxes. There are 5 Sea Boxes corresponding to the respective Sea Areas: Atlantic Ocean, Bay of Biscay, Gulf of Cadiz, Balearic Sea, and Mediterranean Sea. Each Sea Box adjoins one or more Port hexes. Sea Boxes allow Sea Movement between adjacent Sea Boxes and adjoining Ports.

Note: the Gibraltar Port hex is adjacent to both the Mediterranean and the Gulf of Cadiz Sea Boxes.

Sea Box Erratum: The Gulf of Cadiz Sea Box on the map shows the Portuguese Port of Setubal (Hex 2301) as being accessible from the Gulf of Cadiz Sea Box. This is an error, Setubal can be accessed only from the Atlantic Ocean Sea Box.

3.7 Force Pools. There are 3 Force Pools: French, Spanish, and British Portuguese. These are where players place their blocks that are available to be drawn as Reinforcements (9.0). Blocks in Force Pools are placed face-down and shuffled to randomize their draw. Blocks in Force Pools are not in play and do not count against Force Levels (14.2).

3.8 Charts and Tracks. The map contains: a Terrain Effects Chart that identifies physical and political features, and gives Movement Point costs; a Turn Record Track that shows the turn being played; Victory Point Tracks for each side; Commitment Level Tracks for each side; Force Level Tracks for each side; and the British Sealift Capacity Track.

3.9 Game Scale
Although stylized, hexes represent approximately 30 miles across. Game turns are six months, except Turn 1 that is seven months.

4.0 BLOCKS
The wooden blocks represent the Anglo-Allied (53 red) and French (55 blue) forces. There are 3 types of blocks: Leader, Combat, and Auxiliary.

4.1 Block Data
Blocks have numbers and symbols defining movement and combat abilities:
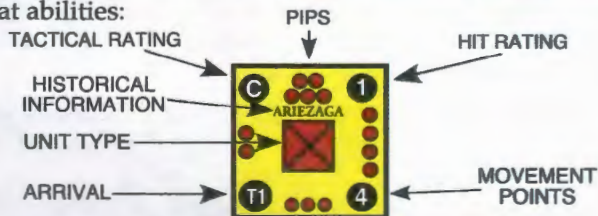
4.11 Strength Steps: a block has a number of steps that is the number of sides on which it has pips: 4, 3, 2, or 1.

Combat and Auxiliary blocks have 6, 5, 4, 3, 2, or 1 pips. The current combat strength of a block is shown by the number of pips on the top edge of the block. That strength determines how many six-sided dice are thrown for a block during combat. A block at strength 4 rolls four six-sided dice; a block at strength 1 rolls one die.

For each hit a block takes in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise.

Blocks that have been reduced in strength, but not eliminated, can regain steps through the play of Draft Cards (9.1).

When a block is reduced below its minimum strength (usually 1), it is removed and either returned to its respective Force Pool or permanently eliminated from play, depending on the circumstances of elimination (10.33).

Note: some Spanish blocks have 5 pips, but still have only 4 steps. The last step has a strength of 2 pips. These represent large, hastily-raised and poorly-trained armies with low cohesion.

Some blocks have pips with black centers. This indicates that those blocks set up per the Campaign Scenario (18.0) at the

strength shown by having the black-centered pip(s) on the top edge of the block.

Some British infantry blocks have green-centered pips. These are for use if Optional Rule 20.2 *Anglo-Portuguese Integration* is in force.

4.12 Tactical Rating: the Tactical Rating is indicated by a letter — *A, B, C,* or *D* — and determines in what sequence a block fights during a Battle Round. *A* rated blocks fight first, then *B* blocks, then *C* blocks, then *D* blocks.

Spanish Guerilla *Partida* blocks and the French Hugo and Army of the Ebro blocks have two Tactical Ratings. The players should use the *A* Tactical Rating when conducting Guerilla Combat and the *B* or *C* Tactical Rating for Field Combat (10.6).

4.13 Hit Rating: the number indicates the maximum roll that will score a hit.

Example: A block rated 1 only scores a hit for each 1 rolled, while a block rated 3 scores a hit for each 1, 2, or 3 rolled.

4.14 Movement Points: the maximum number of Movement Points a block may voluntarily expend in a turn.

Exceptions: 8.12 Napoleon March Bonus; 8.14 Force March.

Note: Retreats (10.4), Pursuit (10.5), and Intercept Action (12.27) do not expend Movement Points even though blocks will move from one hex to another to achieve them.

Players may not transfer Movement Points from one block to another.

4.15 Historical Information: this shows a unit's historical identification, such as its commander's name and divisional designation. This can affect block placement, Recall (14.3), and other aspects of play.

4.16 Nationality: nationality affects placement and other aspects of play. The background color of a block's label indicates its nationality:

Red: British	Yellow: Spanish
Green: Portuguese	Blue: French

Note: except as specified in 3.52, 8.41, 8.53, 9.31, 13.4, 14.21, and 15.1, Portuguese blocks function as British blocks.

4.17 Arrival: indicates the block's entry in the Campaign Game (18.0). Letter-number combinations (i.e., T2 or E7) indicate the Turn in which the block enters its respective Force Pool or the Event Card that needs to be played in order for the block to be deployed. Four numbers (i.e., 1509) show the hex in which the block begins the game. Anglo-Allied blocks with **A, B, BB, BS,** or **C** and French blocks with the letter **F** are deployed per 18.3. Block placement in the 1812 Scenario is stated in 19.0.

4.2 Block Types
There are 3 block types: Leaders, Combat, and Auxiliary.

4.21 Leader Blocks:

British	French

Leader blocks represent prominent commanders and their headquarters. The flags on a Leader block are the leader's available Command Points that can be expended to perform Leader Actions (12.2) to enhance movement, combat, or supply for friendly blocks. Leader blocks do not count against Force Levels (14.2) nor against Hexside Transit Limits (8.2). Leader blocks do not suffer supply attrition or combat losses, but they are eliminated if unable to retreat (10.33) or if defeated by Fortress Assault (11.2).

4.22 Combat Blocks. Combat blocks represent various formations that fought in the Peninsular War. When in play, they count against Force Level (14.2) and are subject to supply and attrition (13.0).

There are four types of Combat blocks:
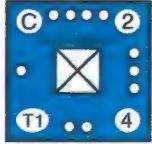
Infantry — May conduct a Siege Operation (11.1); require a Leader Action to conduct Pursuit Fire (10.5).

Expeditionary Forces — Infantry blocks that may conduct Amphibious Assault (10.7).
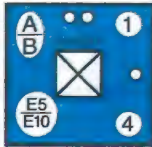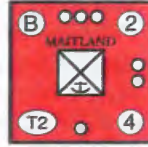
Counter-Guerilla Infantry — Infantry blocks with a separate Tactical Rating for use in combat against Guerilla blocks that are using Guerilla Combat (10.6). When conducting combat against Guerilla blocks, use the *A* Tactical Rating; otherwise use the *B* Tactical Rating.

Cavalry — may not participate in Siege Operations (11.12) or Fortress Assaults (11.2) May not enter Fortresses. May conduct Pursuit Fire without a Leader Action (10.5).
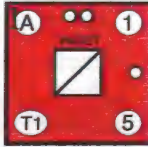
4.23 Auxiliary Blocks. Auxiliary blocks are specialized unit types. They do not count against Force Levels and are not subject to Supply or Attrition.

Guerilla *Partida* — an irregular unit led by a noted leader. Guerilla blocks may conduct Field Combat or Guerilla Combat (10.6). Guerilla blocks conduct Field Combat as Infantry blocks. They may conduct Pursuit Fire in Field Combat without a Leader Action (10.5). Guerilla blocks may not participate in Siege Operations (11.12) or Fortress Assaults (11.2). May not enter Fortresses.

Garrison — a major Fortress garrison under a prominent leader. May only be placed in a Fortress. May not move or retreat.

Fortified Line — the Lines of Torres Vedras. This block has 3 steps, and it requires 2 hits to reduce each step. Odd hits are carried over between Battle Rounds, but are lost when a battle ends. Once placed, it may not be moved. When deployed in Torres Vedras (Hex 2101), it prevents enemy movement into Lisbon (Hex 2201) until it is destroyed. This block recovers lost steps at a rate of 1 step per 2 Replacement Operations. It cannot replace 1/2 a step — i.e., two Replacement Operations must be expended at the same time to replace one lost step. If it is destroyed, the Anglo-Allied player suffers a 2 Victory Point loss and the British Commitment Level is reduced by one. If destroyed, it cannot be replaced.

Naval Squadron — Sir Home Popham's raiding fleet of warships and marines. The block may only enter Port hexes, the Britain Box, and Sea Boxes. It may conduct Amphibious Assault (10.7), Siege (11.12), and Fortress Assault (11.2) in a Port hex. May not enter Fortresses. It does not count against Sealift Capacity. The Naval Squadron is a limited source of supply for Siege Actions (13.3). An Anglo-Allied-controlled Port occupied by the Naval Squadron block may be used as a Line of Supply Base by the British. The Naval Squadron recovers losses at a rate of one step per Replacement Operation.

5.0 INFORMATIONAL MARKERS
The game uses markers to show Area control on the map and denote other information. Use of markers is explained in appropriate rules sections. Typical markers are:

Anglo-Allied Area Control

Contested Area

French Area Control

Fortress Besieged by Anglo-Allies

Anglo-Allied Fortress Control

Fortress Besieged by French

French Fortress Control

Entry Hexside
(French Blocks)

Battle Round

Battle Marker
(Anglo-Allies are Attacker)
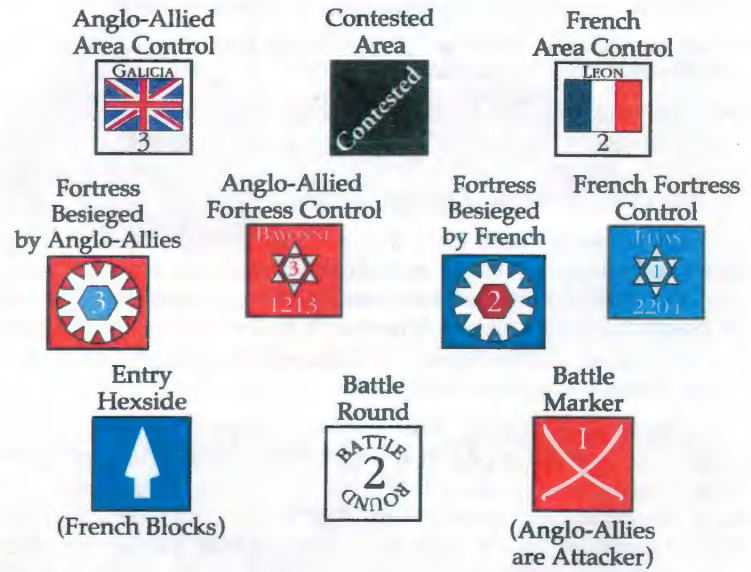
5.1 Marker Errata
5.11 French Fortress Control / Besieged Markers [blue background fronts] should have red backgounds and blue hexes on the reverse sides (i.e., the Gibraltar Fortress Control / Besieged Marker has the correct colors).

5.12 The Gibraltar Fortress Control / Besieged Marker should have a "5" in the blue hex on its reverse side.

5.13 The Bayonne Fortress Control / Besieged Marker should have a "3" in the red hex on its reverse side.

5.14 The blue Battle Marker "IV" reads "VI" on the red side.

5.15 The Blue Fortress Control Marker for Hex 1716 says "Taragona" — the map correctly identifies the Fortress in Hex 1716 as "Tarragona".

5.16 The Blue Fortress Control Marker for Hex 1816 says "Tortona" — the map correctly identifies the Fortress in Hex 1816 as "Tortosa".

5.17 The Astorga Fortress Control Marker for Hex 1506 should have a strength of "1" not a "2".

6.0 CARDS
The game has two separate card decks: Command Cards and Event Cards.

6.1 Command Cards
The Command Card Deck consists of thirty cards of three types: *Variable Event, Operations,* and *Drafts or Operation*. The number of each card type in the deck is shown below its illustration. Command Cards are shuffled and dealt to each player at the start of the Card Phase of each game turn.

6.11 Variable Event Card

When played, the playing player draws the top card from the Event Card Deck and implements it at once (7.311).

3 in Deck

6.12 Operations Card: when played, allows a player to perform the noted number of Operations in an Operations Step.

| 4 in Deck | 6 in Deck | 6 in Deck | 4 in Deck |

6.13 Drafts or Operation Card

When played as a Drafts Card, allows a player to perform the indicated number of Replacement Operations. This is the only way to restore steps to blocks that have lost steps in combat or to add steps to blocks that have entered the game at less than full strength (4.11). A player may chose to use

| 4 in Deck | 3 in Deck |

the card instead as a 1 Operation Point Card. This choice must be made clear to his opponent by the statement: *"I am playing this as a Drafts Card", "I am playing this as an Operation Card,"* or wording to that effect, and playing the card with the chosen value uppermost. Cards show one played as 3 Drafts, the other as 1 Operation Point.

6.2 Event Cards

The Event Card Deck consists of 30 Event Cards depicting the historical events and the fortunes of fate that affected the course of the war. Some take place only once, others may occur multiple times. They are numbered *Event 1* through *Event 30* and are referred to in the rules as *"E1", "E2"*, etc. The Event Card Deck is shuffled: at the end of each Mandatory Event Phase (7.2), and at the end of the Variable Event Phase (7.311) if a new card has been added to the deck by the play of an Event Card.

6.21 Event Card Layout: Event Cards contain the following information:

Event Card Number: abbreviated as "E#", is used for reference in the rules. When two Event Cards are played at the same time, either in a Mandatory Event Phase or in a Command Segment, the lower numbered event is implemented first.

Example: Event E2 would be implemented before Event E4

Event Name: Names the card and describes the historical event reflected by the card's actions.

Prerequisite: Indicates what Turn a card is added to the Event Deck or the prerequisite Event Card that must be played before that Event Card is added to the deck.

New cards added as a result of a Turn are added to the deck at the end of the indicated Turn's Mandatory Event Phase.

A card called to be added by an Event Card drawn in a Mandatory Event Phase is added at the end of that Mandatory Event Phase and the Event Deck is then shuffled.

A card added by an Event Card drawn during a Variable Event Step is added at the end of that step and the Event Deck is then shuffled.

Example: A T1 indicator means the card is added to the Event Deck at the end of the Mandatory Event Phase of Turn 1. An indicator of E18 means that the card is added to the deck when Event Card E18 is played.

Cards Line: Indicates if the card is discarded and removed from play when played and what Event Cards are added to the deck as a result of this event. Event Cards that are not removed from play when played are reshuffled into the deck along with any new cards added by the event.
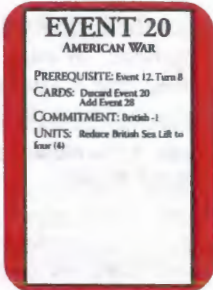
Sample Event Card

Event Cards that cannot be played are placed on the bottom of the Event Deck.

Commitment Level Line: Shows any change to the indicated nationality's Commitment Level Track.

Units Line: Lists which blocks enter play, are added to a Force Pool, or are recalled. This line also gives other instructions that affect movement, supply, sealift, and other game functions.

Note: Event Cards 15 and 16 alternate; after Event Card 15 is played either Event Card 15 OR Event Card 16 will be in the Event Deck at all times.
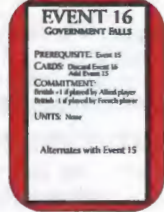
6.22 Event Card Errata

6.221 Event 6, Cards Line "Discard Event 6   s" — the 's' means nothing; ignore it.

6.222 Event 29 and Event 30 use the words "current CL's force allowance" — in both cases, this should be "current CL's Force Level".

7.0 SEQUENCE OF PLAY

Wellington's War is played in a series of turns. Each turn represents a half-year campaign season, either Spring/Summer or Fall/Winter. Each turn consists of a Force Pool Addition Phase, a Mandatory Event Phase, a Card Phase, and an Attrition Phase. Winter turns and Turn 12 also have a Victory Point Check Phase.

Exception: Turn 1 consists of 7 Command Segments as it represents 7 months of real time. (See also Optional Rule 20.9 Increased Operations).

7.1 Force Pool Addition Phase

Blocks that become available in this turn are placed face-down in their respective Force Pools. For the Campaign Game (18.0), this is the turn indicated as the Arrival on the block and at 18.5. For the 1812 Scenario (19.0), these are the French blocks noted in 19.51.

7.2 Mandatory Event Phase

Each player draws one Event Card from the Event Card Deck and places it on the map face-up. The lower-numbered Event Card is implemented first. Add any new Event Cards per the Cards Line (6.21) of the Event Card being implemented and add any other new Event Cards scheduled by their prerequisite. then shuffle the Event Deck and proceed to the Card Phase.

Note: Event Card play is the primary means of changing Commitment Levels in the game. Event Cards also affect Force Pools, British Sealift, movement costs, supply attrition, and other aspects of play.

7.3 Card Phase

After the Mandatory Event Phase, both players are dealt a hand of six Command Cards.

Exceptions: 18.13, 19.14, and 20.9 Increased Operations.

7.31 Command Segment: a Command Segment consists of the play of two Command Cards. Each player plays one card face down. The cards are revealed at the same time and the player

with the highest value card becomes Player 1 for that Command Segment. In case of a tie, the Anglo-Allied Player is Player 1 unless the Napoleon Leader block is in play, in which case, the French Player chooses who is Player 1.

Note: *if the Napoleon Leader block is in the France Box or Force Pool, it is not in play.*

Note: *if one player plays a Variable Event Card and the other player plays an Operations or Draft Card, then the player showing the Variable Event Card will be Player 2, but he will draw and implement an Event Card before Player 1 undertakes his desired actions. If both players play Variable Event Cards, both draw a card from the Event Deck. Events are implemented at once with the lower-numbered Event Card going first. The player showing the lowest numbered Event Card will be Player 1 (6.21).*

If both players have revealed Operations and/or Drafts Cards, then Player 1 will undertake those actions he wishes within the limits of the card's value. When Player 1 has completed his desired actions, Player 2 will undertake his actions.

Exception: 12.27 Intercept Action.

Note: *If a player plays a Drafts Card with a higher number than an Operations or Drafts Card played by his opponent, then he will be Player 1. His units will receive their replacements before Player 2's blocks perform any actions.*

7.311 Variable Event Step: if a player plays a Variable Event Card, he draws the top card from the Event Card Deck and implements that Event Card at once. If during this phase, a card is returned to the deck, it is placed at the bottom of the deck. If one or more new Event Cards are added to the deck due to an Event Card being played, the deck is reshuffled at the end of that Variable Event Step.

7.312 Operations Step: this step is conducted when a player plays an Operations Card, or a Drafts or Operation Card where the player wishes to use the Operations Value instead of the Drafts Value.

Operations Cards showing a 1, 2, 3, or 4 allow that number of operations to be performed. For each operation, a player chooses one of the following: Siege, Formation Move, Sea Move, Extended March, or Reinforcement Draw. A block can only perform one of these Operations in an Operation Step.

Operations must be performed in the following sequence:
1. Siege
2. Formation Move
3. Sea Move (Anglo-Allied blocks only)
4. Extended March
5. Reinforcement Draw

Example: *A 3 Operations Card allows 3 Operations. The player could choose to perform a Siege in one hex, then make a Formation Move with blocks in another hex, and finally draw a block from his Force Pool with his third operation.*

Example: *A player with a 2 Operations Card may not expend one operation to land a block using a Sea Move and then expend the other operation to move the same block using an Extended March during the same Operation Step because a block can only perform one Operation in an Operation Step.*

Example: *A player plays a 3 Operations Card. He makes a Formation Move with one group of blocks. He cannot then undertake a Siege as he has passed it in the sequence of the Operations Step.*

7.313 Replacement Step. A Drafts or Operation Card gives a player the choice of playing it as a Drafts Card and receiving the indicated number of replacements or using it as an Operation Card with the Operation value of one point. The player must choose this option before playing the card. Players indicate their choice when the card is played (6.13).

7.314 Battle Step: this is conducted when when opposing blocks are in the same hex at the end of a Command Segment.

Exceptions: 11.0 Fortresses and Sieges, 12.1 Leaders in Combat.

Battles are fought one at a time in any order determined by Player 1 (10.1).

After all battles are resolved, the next Command Segment is played. At the end of the turn's final Command Segment, players proceed to the Attrition Phase.

7.4 Attrition Phase
After the completion of the last Command Segment of the turn, both players determine if any of their blocks suffer attrition and then implement any attrition losses.

7.5 Victory Point Check Phase
At the end of each turn, each player checks to see if he is penalized for exceeding his Force Level and records any Victory Point penalty at once.

At the end of each Fall/Winter Turn and at the conclusion of Turn 12, both players determine Area Control, and if Catalonia has been annexed by the play of Event Card E22, then calculate the number of Victory Points that they have accumulated for that year and update the Victory Point Track (17.2).

Victory Points can also be added or subtracted during a turn (17.2) as a result of Event Cards, for the loss of the Imperial Guard Infantry block (15.5), and for the destruction of the Lines of Torres Vedras (4.23).

8.0 MOVEMENT
8.1 Formation Movement
One or more friendly blocks located in a single hex is referred to as a Formation. As one Operation, a player can move a Formation up to the limit of its blocks' Movement Points.

Exceptions: 8.12 Napoleon March Bonus, 8.14 Force March.

When moved as a Formation, blocks are not required to stay together for the length of the entire move.

Exceptions: 8.12 Napoleon March Bonus, 12.24 Force March Action, 15.4 Spanish in France.

Blocks can move as a group or they may move individually. Moving blocks must obey Hexside Transit Limits (8.2). Moving blocks expend Movement Points to enter a hex or cross a hexside (3.3). A block must stop movement if it does not have sufficient Movement Points remaining to enter a hex or cross a hexside. Blocks may not transfer Movement Points from one to another (4.14).

Blocks may move only once per Command Segment, except to retreat (10.4), Pursue (10.5), or to conduct an Intercept Action (12.27).

All blocks may pass freely through hexes containing friendly blocks, but must stop when entering a hex occupied by enemy blocks or a hex containing an unscreened enemy-controlled Fortress (8.11).

8.11 Fortress Screening A Formation entering an unbesieged enemy-controlled Fortress hex may continue movement through that hex by leaving behind at least one Combat or Guerilla block to screen the Fortress. If the Fortress is occupied by one or more enemy blocks, the moving Formation must screen the Fortress by leaving in the hex a number of Combat and/or Guerilla blocks equal to the number of enemy blocks in the Fortress.

8.12 Napoleon March Bonus: French blocks that start and complete a Formation Move accompanied by the Napoleon Leader block increase their Movement Points by one. This may be done in addition to a Force March (8.14).

8.13 Rear Guard: attacking blocks prevent an equal number of defending blocks in the same hex from moving. This is called "pinning". The defending player chooses which of his blocks are pinned. Any unpinned defending blocks may move normally, except they cannot exit across any hexside used by the attacking blocks to enter the hex. Markers are used to show by which hexsides opposing forces have entered a hex.

8.14 Force March: any block conducting a Formation Move may Force March to increase its Movement Points by one. After Force March movement is complete, the owning player rolls one die for each Force Marching block:

> 1-3: no effect
> 4-6: block loses 1 step

In either case, the move is considered made, even if the step loss causes the block to be removed from play.

Blocks cannot Force March in Extended March (8.3), Sea Movement (8.4), Retreat (10.4), or Pursuit (10.5).

8.2 Hexside Transit Limits

The maximum number of Combat blocks that each player may move through any hexside in a Command Segment depends on the hexside terrain:

> Clear Hexside: 5 Combat blocks
> Mixed Hexside: 4 Combat blocks
> Mountain Hexside: 3 Combat blocks
> River Hexside: -1 block to above Transit Limits
> Port Hexside (Anglo-Allied Player only):
>> equals available Sealift Capacity

Hexside Transit Limits apply to all of a player's Combat blocks during a Command Segment.

Example: if three Spanish Combat blocks entered a hex across a Clear Hexside, no more than two more Spanish, British or Portuguese Combat blocks could cross the same hexside in that Command Segment.

Hexside Transit Limits apply to a player's Combat blocks that retreat from a battle (10.42).

8.3 Extended March

An Extended March is a planned long-distance strategic redeployment of a block. For one Operation Point, a player may conduct one Extended March with one Combat and/or Leader block. One friendly Leader block may accompany a Combat block conducting an Extended March as part of the same Operation. Leader blocks conducting an Extended March alone do so as an individual Operation.

8.31 Conducting an Extended March: a block making an Extended March conducts movement with triple its normal Movement Points. An Extended March may not be combined with a Force March. A block conducting an Extended March may not start or end its move in or adjacent to an enemy-occupied hex or in an enemy-controlled Fortress hex. It may not move adjacent to or enter enemy-occupied hexes or an enemy-controlled Fortress hex during its Extended March. On completing its move, the block is reduced one step for Extended March attrition. Leader blocks that conduct Extended March do so without any reduction penalty.

8.4 Sea Movement (Anglo-Allied blocks only)

Anglo-Allied blocks — Leader, Combat, and the Naval Squadron — that start a Command Segment in the Britain Box, a friendly-controlled Port hex, or a Sea Box, may conduct a Sea Movement Operation. Sea Movement is made to or from a friendly-controlled Port (the Britain Box is a Port) and an adjacent Sea Box, or between two adjacent Sea Boxes.

Sea Movement conducted into an enemy-controlled, but not necessarily enemy-occupied, Port is allowed by the Naval Squadron block and Expeditionary Force blocks and is an Amphibious Assault (10.7) even if the move does not result in a battle.

8.41 Sealift Restrictions: the number of Combat blocks at sea and thus the number of Combat blocks that may conduct Sea Movement during an Operation Step can not exceed the current British Sealift Capacity expressed as Sealift Points. Each British or Portuguese Combat block using Sea Movement counts as one Sealift Point against the Sealift Capacity. A Spanish Combat block counts as two Sealift Points. The Naval Squadron and Leader blocks do not count against Sealift Capacity. If Combat blocks at sea ever exceed the Sealift Capacity, excess Combat blocks are immediately recalled and returned to their Force Pool. The first block recalled must be British, if possible (14.33), then further blocks are recalled until the Sealift Capacity can support the number of Combat blocks at sea.

8.42 Conducting Sea Movement: to conduct Sea Movement, the Anglo-Allied player rolls one die for each block or group of blocks that will conduct Sea Movement together. The number rolled is the Sea Movement Points for that block or group. One Sea Movement Point is expended for each Sea Box or Port entered. A block entering a Port from a Sea Box must end Sea Movement for that Operation Step.

Example: Three blocks start the Operation Step in Britain. The Anglo-Allied player has enough Sealift Points and decides to use an Operation for Sea Movement. He wishes to move one block to Gibraltar and two blocks to Lisbon. He will roll one die for the block moving to Gibraltar and one die for the blocks moving to Lisbon. He rolls a '1' for the Lisbon Convoy (bad winds or a late start), which only makes it as far as the Atlantic Ocean Box. The Gibraltar Convoy however rolls a '3', which is enough Sea Movement Points to reach Gibraltar via the Atlantic Ocean and Gulf of Cadiz Sea Boxes.

8.5 Movement From and To Home Boxes

8.51 Movement From the France Box: a block in the France Box enters the map at Bayonne (Hex 1213), at Perpignon (Hex 1418), or in any hex on the north map edge, by a Formation Move (8.1) that expends all of its Movement Points.

8.52 Movement To the France Box: a block at Bayonne (Hex 1213), at Perpignon (Hex 1418), or in any hex on the north map edge, may enter the France Box by a Formation Move (8.1) that expends all of its Movement Points (i.e., it may not have otherwise moved in that Operation Step).

8.53 Movement From and To the Britain Box: is made by Sea Movement (8.4) and only British units may enter the Britain Box.

9.0 REPLACEMENTS AND REINFORCEMENTS
9.1 Replacement Steps

Drafts Cards show the number of Replacement Operations a player may make by playing them. Replacement Operations may be used to replace step losses of Combat, Guerilla, Naval Squadron, or Fortified Line blocks as well as restore

a Leader block's expended Command Points. One Replacement Operation can replace one Strength Step or Command Point. Only one step or Command Point may be replaced per block per Operation Step.

Exceptions: 9.13.

Blocks may receive Replacement steps up to their maximum Step Strength (4.11). (See also 20.2 *Anglo-Portuguese Integration*).

9.11 Blocks must have an open Line of Supply to receive Replacement steps (13.3). Blocks in a Sea Box, including the Naval Squadron, and blocks in an enemy-occupied hex may not receive Replacement steps.

9.12 Players may not transfer Strength Steps or Command Points from one block to another.

9.13. Exceptions: The Fortified Line block requires two Replacement Operations to replace one step (4.23). Blocks in the France Box or Britain Box may receive more than one Replacement step per Operation Step.

9.2 Reinforcements
Reinforcements are blocks that enter play from a National Force Pool. There are three Force Pools on the map: French, Spanish, and British Portuguese.

New blocks are added to a Force Pool as a result of Event Card play or as specified by a Scenario (18.5 and 19.5). Force Pool blocks are always kept face down and shuffled before drawing. A player uses a Reinforcement Draw Operation (7.312) to randomly draw one block from his Force Pool, examine it, and deploy it on the map at full strength in accordance with applicable deployment restrictions (9.3, 20.2).

Exception: Spanish Combat blocks drawn by play of Event Card E1 or Event Card E2 are deployed at their lowest step strength. Guerilla blocks are always deployed at full strength.

9.3 Reinforcement and Deployment Restrictions
Reinforcements may not be deployed in excess of a nation's current Force Level (14.2). Blocks may not be deployed in enemy-occupied or enemy-controlled hexes, or battle hexes. All blocks must be deployed according to type and nationality restrictions.

9.31 Anglo-Portuguese Deployment Restrictions: no more than one Anglo-Portuguese block may be drawn per Operation Step.

When drawn, British Leaders, Infantry, and Cavalry blocks are deployed in the Britain Box.

When drawn, a British Expeditionary Force block may be deployed in any Sea Box. If this would exceed Sealift Capacity, it is deployed in the Britain Box.

When drawn, the Naval Squadron block is deployed in the Britain Box or any Sea Box.

When drawn, a Portuguese block deploys at any Key Town or Fortress in Portugal. If all Key Towns and Fortresses are enemy-controlled, it is deployed at any Portuguese town. If all towns in Portugal are enemy-controlled, the reinforcement is lost and the block is returned to its Force Pool.

When drawn, the Fortified Line block is placed at Torres Vedras (Hex 2101) unless Torres Vedras or Lisbon (Hex 2201) is occupied by the French Player when the Fortified Line block is drawn, in which case the Anglo-Allied Player draws another block and then returns the Fortified Line block to the British Portuguese Force Pool. The Fortified Line block must be placed at Torres Vedras (Hex 2101) unless that hex is occupied by the French Player, in which case it is placed at Lisbon (Hex 2201). It may only be placed in Hex 2101 or Hex 2201.

If the French breach the Fortress of Gibraltar and the Gibraltar Garrison block accepts the *Honors of War* (11.12), it surrenders and is returned to the British Portuguese Force Pool. If subsequently drawn as a Reinforcement, it may be deployed to any friendly-controlled Fortress that does not contain a Garrison block. Alternately, it may be placed in the Britain Box and subsequently deployed to a newly-captured Fortress at once upon its capture.

9.32 Spanish Deployment Restrictions: Spanish Combat blocks may be deployed at any Key Town or Fortress in a friendly-controlled Area in Spain. If no friendly-controlled Area exists, they may be placed at a friendly-controlled Key Town or Fortress in a contested Area.

Only one Spanish block may be deployed in any one hex in an Operation Step. The number of reinforcement Combat blocks deployed in an Area in an Operation Step may not exceed that Area's printed Forage Value.

The Spanish Alvarez Garrison block must be deployed into a friendly-controlled Spanish Fortress. If the Alvarez Garrison block cannot be deployed, draw another block and then return the Alvarez Garrison block to the Spanish Force Pool.

9.321 *Dos de Mayo* and *Revolt* Deployment: Spanish Combat blocks drawn as a result of Event Card E1 or Event Card E2 are deployed at their lowest step strength in any friendly-controlled town in an enemy-controlled Area; if no enemy-controlled Areas exist, they may be placed in a friendly-controlled Key Town or Fortress in a contested Area; if there is no enemy-controlled or contested Area in Spain, there is no revolt and no block is drawn. The Alvarez Garrison is not a Combat block and cannot be deployed as a result of the *Dos de Mayo* or *Revolt* Event Cards. If the Alvarez Garrison is drawn as a result of the play of either Event E1 or Event E2, draw another block and then return the Alvarez Garrison block to the Spanish Force Pool.

9.322 Guerilla Deployment. Guerilla *Partida* blocks are deployed to any hex in an enemy-controlled Area in Spain. The placement hex may not be occupied by, or be adjacent to, an enemy block or an enemy-controlled Town or Fortress. If no enemy-controlled Area exists, they may be placed in a friendly-controlled Key Town in a contested Area. If there is no enemy-controlled or contested Area in Spain, the Anglo-Allied Player draws a new block and returns the Guerilla block to the Spanish Force Pool.

Only one Guerilla block may be deployed per Area, and a Guerilla block may not be deployed into an Area that already contains a Guerilla block.

Note: *the only time that there will be more than one Guerilla block in an Area is if one had to retreat from a battle and the only available retreat path was into an Area already occupied by a Guerilla block.*

9.33 French Deployment Restrictions: when drawn, the Napoleon Leader block is placed in the France Box with the Imperial Guard Infantry block (15.5). They may not leave the France Box unless the current French Commitment Level is High or Event Card E4 *The Emperor Strikes Back* is played.

Other French Leader and Combat blocks are deployed in the France Box or any friendly-controlled Town in France, except for the Hugo and Army of the Ebro Counter-Guerilla Infantry blocks that may deploy at any French-controlled Town or Fortress in a French-controlled Area in Spain.

The Joseph Infantry block is deployed per Event Card 3. If it is destroyed and later drawn from the French Force Pool, it must be deployed at Madrid (Hex 1909), if French-controlled. Otherwise, if Madrid is not French-controlled, the Joseph Infantry block may be deployed at Key Town in any French-controlled Area in Spain. If this cannot be done, it is returned to the French Force Pool and the reinforcement is lost.

French Garrison blocks are deployed to any friendly-controlled Fortress hex that does not contain a Garrison block. Alternately, a Garrison block may be placed in the France Box and subsequently deployed to a newly-captured Fortress at once upon its capture.

Reinforcement Example: *The Anglo-Allied Player plays a 4 Operation Points Card and decides to make four Reinforcement Draws. The first draw is from the British Portuguese Force Pool. The player draws a British Expeditionary Force block. He wishes to place this block in the Balearic Sea Box; but since he already has six Sea Lift Points at sea, this would exceed his Sealift Capacity. He is thus required to place the block in the Britain Box instead. The remaining three Reinforcement Draws must be from the Spanish Force Pool since the Anglo-Allied Player is allowed only one British Portuguese draw in an Operation Step.*

The second draw is a Spanish Guerilla Partida block that is placed in Navarre, which is a French-controlled Area. The next Spanish draw is an Infantry Combat block that is placed in the Spanish-controlled Fortress hex of Badajoz in Estremadura. The last Anglo-Allied Reinforcement Draw is another Infantry Combat block. The Anglo-Allied Player also wishes to deploy this block in Estremadura, but as Estremadura is an Area with a Forage Value of 1, it can only accept one Spanish Combat block in an Operation Step. The Anglo-Allied Player is required to place the block in another Spanish-controlled Area.

10.0 BATTLES

Battles are fought between opposing blocks that occupy the same hex after both sides have completed a Command Segment.

Exceptions: 11.0 Fortresses and Sieges, 12.1 Leaders in Combat.

The Attacker is the player whose blocks first entered a hex occupied by opposing block(s).

Note that blocks inside a Fortress may not participate in a battle in their hex unless they make a Formation Move to exit the Fortress.

10.1 Battle Sequence

Battles are fought individually after all operations are completed. Player 1 determines the order in which battles are fought before examining any enemy blocks. Use the markers provided to indicate the battle sequence. Each battle must be completed before resolving the next battle. Players reveal blocks in battles by tipping them forward to indicate and maintain current strength.

10.2 Battle Duration

A battle is fought for a maximum of three rounds unless extended by a Leader Action (12.22). The attacker must retreat if there are defending blocks in the hex at the end of the last Battle Round.

Exceptions: 11.0 Fortresses and Sieges, 12.1 Leaders in Combat.

10.21 Battle Rounds. Each block has one combat turn per Battle Round. In its combat turn, a block may either fight or retreat.

Exception: Guerilla blocks using Guerilla Combat fight and retreat in the same Battle Round (10.6).

Combat (10.3) is resolved by the blocks involved in the order of their Tactical Ratings: *A, B, C, D*. In battles, defending *A* rated blocks fight or retreat before attacking *A* blocks, and so on. After all blocks have taken their combat turn, the Battle Round is complete. Players repeat the sequence for subsequent Battle Rounds.

10.22 Battle Reserves: friendly blocks may move into the same battle hex via different hexsides. The first Formation of blocks entering a battle hex through a hexside is the Main Attack. Other attacking blocks entering the same battle hex across the same or other hexsides are considered separate supporting groups and are placed in Reserve.

Blocks moved by the defender to reinforce a battle initiated by the attacker are also supporting groups and placed in Reserve.

Exception: for each Battlefield Coordination Action expended by a friendly Leader block, one separate supporting group may bypass the Reserve and join the Main Attack immediately (12.26).

Groups in placed in Reserve in a battle hex may not fight, retreat, or take hits until they are revealed at the beginning of the second Battle Round. Thereafter, they may fight or retreat like any other block.

Exception: blocks in Reserve must retreat if the battle ends with all friendly engaged blocks being retreated or destroyed. A Reserve group that retreats from a battle may be subject to Pursuit Fire. This would be the case if a battle ended in the first Battle Round.

10.3 Combat Resolution

10.31 Field Combat: to fight, the owning player rolls the number of dice equal to a block's current pips. A hit is scored for each roll equal to or less than the block's Hit Rating. A Leader block may expend a Command Point to re-roll the result for any one block (12.21).

10.32 Hit Allocation: enemy blocks are not individually targeted. Each hit is applied to the enemy block with the highest current pips. The block with the most steps is not necessarily the block with the highest pips. When two or more blocks share the highest number of pips, the owning player chooses which to reduce. Combat between blocks is not simultaneous. Hits are applied immediately.

Exception: during a combat, the French Imperial Guard Infantry block is the last French block to take hits

Note: *this represents the Imperial Guard historically being held in reserve during a battle until its commitment was deemed by Napoleon to be decisive.*

10.33 Permanently Eliminated Blocks: blocks eliminated in combat without a Line of Supply (13.3), while defending against a Fortress Assault (11.2), or due to inability to retreat because of terrain restrictions (10.42) are permanently removed from play. Blocks otherwise eliminated are returned to their respective Force Pool.

Note: *Elimination due to inability to retreat or unsuccessful defense against a Fortress Assault are the only ways a Leader block can be eliminated from the game.*

10.4 Retreats

Each block may choose to retreat in its normal combat turn, or it may be required to retreat at the conclusion of the final Battle Round. Blocks unable to retreat must stay and fight, or, if unable to make a required retreat, are permanently eliminated (10.33).

Retreating blocks must retreat one hex from the battle hex or into a friendly Fortress in that hex (10.41, 10.42). British Leader, Expeditionary Force, and the Naval Squadron blocks may retreat from a Port hex into an adjacent Sea Box within the limits of available Sea Lift Capacity (8.41). The last Combat block(s) to retreat from a hex may be subject to Pursuit Fire (10.5).

Block(s) that sortie from a besieged Fortress may retreat back into that Fortress as a result of combat. Such block(s) are not subject to Pursuit Fire. If a block did not sortie from a Besieged Fortress, it may not use that Fortress as a valid retreat destination.

10.41 Retreat Priorities: blocks retreat one hex observing the following priorities in the indicated order:

1. Must retreat into the hex from which it entered the battle, if possible.

2. Must be able to obey Hexside Transit Limits (8.2) to enter the destination hex.

3. Must retreat towards a friendly Line of Supply Base (13.4).

10.42 Retreat Allowances and Restrictions: blocks may retreat into a friendly-controlled unbesieged Fortress in a battle hex up to the limit of the Fortress Value. If the Fortress is besieged, only blocks that were in (i.e., sortied from) the Fortress before the battle may retreat back into that Fortress. (See 11.0 Note).

Attacking blocks can only retreat via hexsides that they used to enter the battle hex. The defender may not retreat through hexsides that were used by the attacker to enter the hex. If both players used the same hexside to enter the hex, only the last player to use that hexside may retreat via that hexside. Hexside Transit Limits for retreats apply per 8.2.

Blocks may not retreat into another existing battle hex, a hex containing an enemy Combat block, or into a hex with an unbesieged or unscreened enemy-controlled Fortress. Blocks may not retreat across Cordillera or Estuary Hexsides or off the hex map.

Any Leader block stacked with a friendly block(s) that retreats, may, at the owning player's choice, accompany the retreating block(s).

10.5 Pursuit and Advance
When a battle ends, the last defeated Combat block(s) to retreat may be subject to Pursuit Fire. Cavalry and Guerilla blocks conducting Field Combat may automatically conduct Pursuit Fire. For each Leader Pursuit Fire Action expended (12.28), one friendly Infantry block may conduct Pursuit Fire. There is no Pursuit Fire in a Fortress Assault. The Naval Squadron and Guerilla blocks are never subject to Pursuit Fire. Cavalry blocks retreating from a hex where the only enemy Combat blocks are Infantry, Counter-Guerilla Infantry, or Guerilla are not subject to Pursuit Fire.

Blocks that conduct Pursuit Fire must advance after combat into the retreat hex if their Pursuit Fire destroys all the retreating block(s) and the hex is not occupied by other enemy blocks. The Leader block that performed the Pursuit Fire Leader Action must accompany the moving block(s). If there are other Leader blocks stacked with the firing block(s), they may accompany the firing block(s) at the owning player's option. Advance does not occur in the case of Pursuit Fire conducted under Optional Rule 20.5 *River Retreats*.

Combat blocks successfully defending against an Amphibious Assault where the attacker retreats back into a Sea Box may conduct Pursuit Fire without the expenditure of a Command Point, but do not advance after combat (10.7).

Blocks may not advance if it would violate political, terrain, or Hexside Transit Limit restrictions.

Example: British blocks could not advance into Spain if their current Commitment Level does not allow it. Similarly, defending French blocks could not advance into a Sea Box after repulsing an Amphibious Assault. Only 3 Combat blocks could advance across a Mountain Hexside.

10.6 Guerilla Combat
Guerilla blocks involved in combat in combination with friendly Combat blocks may fight either Field or Guerilla Combat. Guerilla blocks that are in a hex with no friendly non-Guerilla Combat blocks must conduct Guerilla Combat if they have an available retreat route. If no retreat route is available, Guerilla blocks must fight Field Combat.

Guerilla blocks conducting Field Combat perform as Infantry Combat blocks and conduct Combat as described in 10.31. They fight with a Tactical Rating of *B* or *C* instead of *A*. Guerilla blocks that participate in Field Combat may conduct Pursuit Fire without the expenditure of a Leader Action.

Guerilla blocks that conduct Guerilla Combat conduct only the first Battle Round before retreating. They fight and retreat in the same Battle Round. Guerilla blocks conducting Guerilla Combat may be fought only by enemy blocks with a Tactical Rating of *A* (Cavalry or Counter-Guerilla Infantry). They are never subject to Pursuit Fire. British and French Leader blocks may not apply Leader Actions to Guerilla Combat.

The French have the Hugo and Army of the Ebro Counter-Guerilla Infantry Combat blocks. When involved in combat against Guerilla blocks that are using Guerilla Combat, they have a Tactical Combat Rating of *A*. In all other combat, they have a Tactical Combat Rating of *B*.

10.7 Amphibious Assault
Amphibious Assault occurs when the Naval Squadron and/or Expeditionary Force block(s) use Sea Movement to enter a hex containing an enemy-controlled Port. If the Port is a Fortress, defending blocks may withdraw into the Fortress before battle. Then the attacking block(s) land, ending movement without combat. If the defending blocks stand, Field Combat (10.31) takes place.

10.8 Defeat: an attacker is defeated if any defending blocks remain in the battle hex after the last Battle Round. A defender is defeated if all defending blocks are retreated or destroyed by the time the last Battle Round is resolved.

11.0 FORTRESSES AND SIEGES
Each Fortress has a printed Fortress Rating that indicates its ability to withstand a siege and is also the number of friendly Combat Blocks that may occupy the Fortress. Combat blocks in excess of the Fortress Rating are outside the Fortress. Leader and Garrison blocks do not count against the Fortress Rating capacity. Guerilla, Cavalry, and the Naval Squadron blocks may not enter Fortresses.

Blocks under a Fortress Control Marker are inside the Fortress. Blocks inside a Fortress may not be attacked by Field or Guerilla Combat and may not participate in or be affected by any battles in that hex. They may only be attacked as a result of a successful Siege Operation.

Note: blocks in a Fortress could move out of the Fortress using a Formation Move Operation and then participate in a battle in that hex.

11.1 Fortress Screening, Besieging, Siege, Fortress Assault
A Fortress may be Screened by enemy blocks (8.11). Enemy blocks in the same hex as a Fortress at the start of a Command Segment are Besieging it. Infantry, Expeditionary Force, Counter-Guerilla Infantry, Cavalry, Guerilla, and the Naval Squadron blocks may Besiege an enemy-controlled Fortress subject to movement limitations.

Example: the Naval Squadron block could only besiege an enemy-controlled Fortress in a Port Hex.

Note: *only Leader, Infantry, Expeditionary Force, Counter-Guerilla Infantry, and the Naval Squadron blocks can take part in a Siege Operation (11.12,) or Fortress Assault (11.2).*

11.11 Besieged. A Fortress is besieged when there is an enemy block in its hex at the start of an Command Segment. Besieging blocks do not have to undertake Siege or Fortress Assault. Besieging blocks may occupy the hex of an enemy-controlled Fortress for as long as the owning player chooses.

Note: *unlike screening blocks, besieging blocks do not have to equal the number of blocks inside the Fortress.*

Show a Fortress is besieged by placing a Besieged Marker on it (5.0) A Besieged Marker with a red hexagon indicates an Anglo-Allied-controlled Fortress is besieged, A Besieged Marker with a blue hexagon shows a French-controlled Fortress is besieged.

Note: *Friendly blocks are SCREENING an enemy-controlled Fortress IF AND ONLY IF at ANY time, a number of friendly blocks equaling or exceeding the number of enemy blocks within the enemy-controlled Fortress occupy and/or remain in the Fortress hex (but NEVER less than ONE friendly block).*

Friendly blocks are BESIEGING an enemy-controlled Fortress IF AND ONLY IF the friendly blocks BEGIN a Command Segment in the Fortress hex.

These two conditions exist apart from each other.

ONE friendly block using a Formation Move to enter a hex with an empty enemy-controlled Fortress IS SCREENING the Fortress BUT IS NOT BESIEGING it.

ONE friendly block BEGINNING a Command Segment in the same hex as an enemy-controlled Fortress containing FOUR enemy blocks IS BESIEGING the Fortress but is NOT SCREENING it.

FOUR friendly blocks BEGINNING a Command Segment in the same hex as an enemy-controlled Fortress containing FOUR enemy blocks ARE BOTH BESIEGING AND SCREENING the Fortress.

THREE friendly blocks using a Formation Move to enter a hex with an enemy-controlled Fortress containing FOUR enemy blocks ARE NEITHER BESIEGING NOR SCREENING the Fortress.

Note: *If there are enemy blocks in the Fortress Hex, but OUTSIDE of the Fortress, then other game rules come into play.*

11.12 Conducting a Siege Operation Only Infantry, Counter-Guerilla Infantry, Expeditionary Force, and the Naval Squadron blocks with an open Line of Supply (13.3) may conduct Siege Operations and Fortress Assaults. They must start an Operation Step in a hex free of enemy blocks that are not inside of the Fortress.

To conduct a Siege Operation, the owning player rolls one die and modifies the roll as follows:

National Siege Modifier: +1/0/-1 to the die roll. See the Commitment Level Track for the current Siege Modifier. In case of an Anglo-Spanish siege use the British Siege Modifier.

Stronger Garrison: -1 to the die roll if the number of defending blocks inside the Fortress is greater than the number of besieging blocks.

Leader Siege Action: +1 to die roll (12.23).

If the modified die roll is less than or equal to the Fortress Rating (3.43), there is no effect and the siege continues. If the modified die roll is greater than the Fortress Rating, the Fortress is breached.

If a breached Fortress is unoccupied, it is automatically captured. If the breached Fortress contains defending blocks — Garrison, Combat, Leader — they may accept the *'Honors of War'*, surrender, and all be returned at once to their Force Pool, or they may fight. If the defending player chooses to fight, players conduct a Fortress Assault.

11.2 Fortress Assault

A Fortress Assault is resolved in three rounds like Field Combat, except the defending blocks always fight first and may not retreat. There is no Pursuit Fire in Fortress Assault. If the defending block(s) are not destroyed after the last round of battle, the assault has failed, the breach is repaired, and the Fortress continues to be Besieged. Defending blocks, including Leader blocks, eliminated in a Fortress Assault are permanently eliminated from play (10.33).

Example: *The British Light Division (Tactical Rating A, Hit rating 3) besieges Ciudad Rodrigo (Fortress Rating 2) defended by the Barrie Garrison block (Tactical Rating A, Hit Rating 6) and the Massena Leader block. The siege die roll is '2', modified by a +1 British Siege Modifier, which is enough to breach the Fortress. The French Player decides to fight, and play proceeds to Fortress Assault. The Barrie Garrison fires first and automatically inflicts a hit. The British fight back at strength 2, rolling a '4' and '6' and inflict no hits. In the second round, Barrie inflicts another hit, reducing the Light Division to a strength of 1. The Anglo-Allied Player takes a chance and chooses to continue the assault. This time he rolls a '2', permanently eliminating the Barrie Garrison. The Massena Leader block, starting the next Battle Round alone with an enemy Combat block(s) would normally lose all Command Points and retreat (12.1), but there is no retreat allowed for the defending blocks in a Fortress Assault, so the Massena Leader block is also permanently eliminated from play. The British have captured the Fortress.*

11.3 Fortress Capture

Following a successful Siege Operation (11.12) or Fortress Assault (11.2), the attacking player places an appropriate Fortress Control Marker (5.0) on the Fortress (16.3).

12.0 LEADERS AND LEADER ACTIONS

Leader blocks represent major army commanders and their headquarters. Each Leader block has a number of Command Points that can be expended to perform Leader Actions that enhance combat, movement, or supply abilities of friendly blocks. For each Command Point expended, the Leader block is rotated 90 degrees counter-clockwise. Leaders that have expended their Command Points remain in play. Command Points may be replenished using Replacement Operations at a rate of one Command Point per Replacement Step. (See also 9.12.)

12.1 Leaders in Combat

At the end of a Command Segment or Battle, Leader blocks in a hex with enemy Combat blocks and without friendly Combat blocks present, lose all remaining Command Points and must retreat. If they are outside a friendly-controlled Fortress in that hex, they may retreat into it, but still lose all remaining Command Points.

Leader blocks cannot be attacked (4.21), but are eliminated if unable to retreat (10.4) or are defeated in a Fortress Assault (11.2).

12.2 Leader Actions

Leader Actions have limits on how often they may be performed in a turn or Battle Round.

British Leader blocks may not apply Leader Actions Spanish Combat blocks until Event Card E21 *Generalissimo Wellington* has been played.

Exception: 20.3 De Espana's Division.

Leader blocks may not apply Leader Actions to Guerilla Combat (10.6).

Any Leader block that expends a Command Point for Intercept Action (12.27), or Pursuit Fire Action (12.28) may accompany a Combat block(s) moving as a result of that Leader Action.

The Napoleon Leader block must be the source of the Command Point for any Leader Action affecting the French Imperial Guard Infantry block.

12.21 Combat Action. During a Battle Round, the owning player may re-roll the combat of one block. The re-roll result is

applied in place of the originally-rolled result. This can be done only once per Battle Round and requires the expenditure of a Command Point by a Leader block present in the hex.

Note: *players may wish to roll the dice for one block at a time for purposes of this rule.*

12.22 Extended Battle or Assault Action. A leader may extend a current battle, Amphibious Assault, or Siege Assault, for one additional round. This requires the expenditure of a Command Point by a Leader block present in the hex. A battle or assault may be extended more than once, up to the limit of Command Points available.

12.23 Siege Action. Before rolling the die, a leader may add 1 to the siege die roll of friendly besieging blocks. Only one Siege Action is allowed per Siege Operation and it requires the expenditure of a Command Point by a Leader block present in the hex.

12.24 Force March Action. For each Command Point expended by an accompanying Leader block, one block making a Force March is exempted from making an attrition die roll (8.14). Once Force March Attrition die roll(s) are made, no Force March Action may be made retroactively.

12.25 Logistical Action. For each Command Point expended by a Leader block present in a hex during the Attrition Phase, one block of the owning player's choice in that hex is exempted from the effects of attrition (13.2).

12.26 Battlefield Coordination Action. For each Command Point expended by a Leader block in a Battle Hex, one supporting group of blocks in Reserve may immediately join the Main Attack (10.22). Battlefield Coordination Actions are performed before any enemy blocks are revealed.

12.27 Intercept Action. For each Command Point expended by a Leader block, one Combat block may conduct an Intercept Action that takes place during an enemy Formation Move. An Intercept Action is declared when an enemy Formation is about to enter a hex unoccupied by enemy blocks that are not in a Fortress and that is adjacent to both the Leader block and the Combat block that will conduct the Intercept Action. The Combat block conducting the Intercept Action is be placed in the hex as the enemy Formation enters the hex. The intercepting block is considered to be a defender occupying the hex (8.1) before the moving enemy Formation enters the hex, thus ending the enemy Formation's move.

If the hex of interception contains an enemy-controlled Fortress, the intercepting unit(s) are Screening the Fortress if the number of intercepting blocks equals or exceeds the number of enemy blocks in the Fortress (8.11).

British Leader blocks may only conduct Intercept Actions with British or Portuguese Combat blocks.

Exception: 20.3 De Espana's Division. No other Spanish Combat block may conduct Interception.

12.28 Pursuit Fire Action. For each Command Point expended by a Leader block in a Battle Hex, an Infantry block may conduct Pursuit Fire (10.5).

Exception: Infantry blocks successfully defending against an Amphibious Assault (10.7) may conduct Pursuit Fire without the expenditure of a Leader Pursuit Fire Action. (See also 20.5 River Retreats).

13.0 SUPPLY AND ATTRITION
During the Attrition Phase, both players determine the Forage Rating of each hex containing their Combat blocks. Combat blocks in excess of a hex's Forage Rating are subject to attrition.

13.1 Attrition Exceptions. Leader blocks, Auxiliary blocks, and blocks in the France, Britain, or Sea Boxes are not subject to attrition.

13.2 Attrition Procedure
Each hex has a Forage Rating based on the Forage Value of its Area printed on the map. See the Area Manifest on the Player Player Aid Card for a list of Forage Values. A hex's Forage Rating is modified by the terrain of the hex and the factors listed below. These modifiers are cumulative. A hex's Forage Rating is never reduced below zero.

Forage Rating Modifiers :
> Mountain Hex: -1
> Town or Fortress Hex: +1
> Area is Enemy Controlled: -1
> No Line of Supply: -1
> Event Card E25 *Bad Harvest*: -1
> Guerilla Block(s) in area (French only): -1
> Portuguese Scorched Earth (20.7): -1 in Portugal

If the number of Combat blocks in a hex exceeds the Forage Rating of the hex, the excess Combat blocks, of the owning player's choice, suffer attrition.

Exception: 12.25 Logistical Action.

During a Spring/Summer turn, Combat blocks suffering attrition lose 1 step each. During a Fall/Winter turn, Combat blocks suffering attrition are eliminated and returned to their Force Pool.

Combat blocks that are eliminated by attrition while without a Line of Supply are permanently eliminated from the game.

13.3 Line of Supply
A Line of Supply is a path of hexes that is free of enemy blocks and unbesieged or unscreened enemy-controlled Fortresses from a specific hex to a friendly Base. The Line of Supply may not pass through an enemy-controlled Area other than the Area of the hex tracing the Line of Supply. A Line of Supply may not be traced across a Cordillera or Estuary hexside.

A Line of Supply may not be traced through any hexes where Military and Political Restrictions (15.0) would prevent the block(s) being supplied from entering.

13.31 The Naval Squadron is a source of Supply for a Siege Action (11.12) conducted by any Formation of which it is a part. The Naval Squadron is not a source of Supply for Attrition (13.2), but a Port occupied by the Naval Squadron is a British Line of Supply Base (13.4)

A hex that does not have an open Line of Supply has its Forage Value reduced by one.

13.4 Line of Supply Bases
French Base: The North map edge or any friendly-controlled Town or Fortress in France. Blocks in the France Box are always in supply.

British Base: Gibraltar, Lisbon, or Cadiz, if friendly-controlled, or any friendly Port occupied by the Naval Squadron block. Blocks in the Britain Box are always in supply.

Portuguese Base: Any friendly-controlled Key Town or Fortress in Portugal or any British Base.

Spanish Base: Any friendly-controlled Key Town or Fortress in Spain.

Supply Example: *On Turn 1, the Wellesley Expeditionary Force block lands at Mondego Bay (Hex 2002). It does so Out of Supply because: 1) British blocks may not yet enter Spain (15.1); 2) Lisbon is French-controlled (13.4); and 3) the Naval Squadron block that could occupy a Port hex to provide a Supply Base is not yet in play.*

Attrition Example: *The French Army of Portugal (Massena Leader block and 4 Combat blocks) ends the 1810 Fall/Winter turn in Santarum (Hex 2102). Normally the Forage Rating of the hex (2 Forage Value of Area +1 town hex, -1 mountain hex = 2) along with 2 leader logistical actions could supply all 4 Combat blocks. However, this turn the Bad Harvest Event Card (-1) has been played, and the hex has*

no Line of Supply (-1), reducing the hex's Forage Rating to zero. Massena expends two Command Points to supply two of his blocks by Logistical Actions, but the other two suffer winter attrition and are permanently eliminated (10.33, 13.2)

Note: *if the hex had a Supply Line, only one Combat block would have undergone elimination by attrition and it would have been returned to the French Force Pool.*

14.0 COMMITMENT AND RECALL

Each nation, except Portugal, has a Commitment Level Track that measures that nation's focus on the war effort, national morale, and political will. A nation's Commitment Level (CL) determines its Force Level and its Siege Modifier.

Commitment Levels change during the course of play. Players should check a side's current CL when drawing Reinforcements, checking Siege Modifiers, or playing a Recall Event Card.

14.1 The Commitment Level Track

A nation's current Commitment Level (CL) is indicated on its Commitment Level Track by a CL marker. The position of the marker on one of the track's numbered boxes will correspond with one of three commitment levels: High, Medium, or Low. The CL track indicates that nation's Force Level corresponding to the current CL and the corresponding Siege Modifier.

Example: *A French CL of 5 indicates High Commitment, a Force Level of 36 Combat blocks, and a +1 Siege Modifier.*

14.11 Commitment Level Modifiers
Event Cards: +/- (variable)
Allied block(s) enter France: France +1 (15.7)
Peninsular Crisis: France +1 (15.8)
Peninsular Complacency: France -1 (15.9)
Wellington's Victory: Britain +1 (15.10)
Wellington a Perdu: Britain -1 (15.11)
Destruction of the Lines of Torres Vedras: Britain -1 (4.23)

14.2 Force Level
Force Level is the maximum number of Combat blocks that a nation may keep in play without being subject to recall or Victory Point penalties. A nation's Force Level is determined by its current Commitment Level (CL) as indicated on the Commitment Level Track.

14.21 Portuguese Combat blocks.
Portuguese Combat blocks do not count against any Anglo-Allied Force Level until Event Card E7 *Beresford Trains The Portuguese Army* is played. Thereafter, they count against the British Force Level.

14.22 Force Level Exceptions.
Leader blocks, Auxiliary blocks, and Combat blocks in the Britain Box, France Box, still in Force Pools, or not yet added to Force Pools (18.5, 19.5) do not count against a nation's Force Level.

14.23 Force Level Track Procedure.
Players use the Force Level Markers to track the number of their Combat blocks in play. Use the Ones Marker on the Ones Track (0-9). Use the Tens Marker on the Tens Track (00, 10, 20, 30). If the number of a nation's Combat blocks in play exceeds that nation's current Force Level noted on its Commitment Level Track, any excess Combat blocks, of the owning player's choice, are subject to recall by Event Cards.

14.24 Restrictions and Penalties.
If a nation's Combat blocks in play equals or exceeds its current Force Level, that nation may not draw reinforcement blocks from its Force Pool.

Note: *this restriction applies even to potential Leader or Auxiliary block draws.*

Combat blocks located in the Britain Box or France Box may not leave that box if their entering play would exceed that side's current Force Level.

If a side's Force Level is exceeded at the end of a turn, it immediately loses 1 Victory Point.

14.3 Recall
Blocks may be recalled by Event Card implementation. Event Cards E11, E14, E17, and E19 will recall specified blocks regardless of Force Level. Event Cards E29 and E30 will recall the specified number of Combat blocks if, and only if, Force Levels are exceeded. Anglo-Allied Combat blocks in Sea Boxes are subject to recall at any time the number of Anglo-Allied Combat blocks exceeds the British Sealift Capacity (8.41).

14.31 Recall Procedure.
Unless otherwise specified by the Event Card or Recall Priorities (14.32, 14.33), the owning player chooses which block(s) to recall. Unless otherwise specified, recalled blocks must be Combat blocks. Recalled blocks are removed from play and placed in their respective Force Pools.

Exception: 14.32.

14.32 Recall of Napoleon.
The Napoleon Leader and Imperial Guard Infantry blocks are the first French blocks subject to recall and are automatically immediately recalled when the French CL drops below High.

If the Napoleon Leader and Imperial Guard Infantry blocks are recalled due to a lowering of the French CL, they are placed in the France Box. If the Napoleon Leader and Imperial Guard Infantry blocks are recalled due to play of Event Card E11, E19, E29, or E30, the Napoleon Leader block is placed in the French Force Pool and the Imperial Guard Infantry block is set aside per 15.5. If at reduced strength when recalled, the Napoleon Leader and Imperial Guard Infantry blocks return to play at full strength (9.33).

14.33 Recall Priorities.
The Lannes Infantry block is the first French Combat block subject to recall if the Napoleon Leader block is not in play.

The Wellesley Expeditionary Force block is the first British Combat block subject to recall, if it is in play.

Recall Example: *The current British CL is Medium, indicating a Force Level of 9. There are 12 British Combat blocks in play when the French player plays the Recall 4 Event Card. The Anglo-Allied Player must choose four blocks to place in his Force Pool even though this would reduce the number of blocks in play below the current Force Level. The first British Combat block removed must be the Wellesley Expeditionary Force block if it is in play.*

Note: *If there were only 9 British Combat blocks in play outside of the Britain Box, the Anglo-Allied Player would not have had to remove any Combat blocks.*

Commitment Level Example: *At the start of the turn, the French CL Track reads 5, indicating High Commitment with a Force Level of 36 Combat blocks and a +1 siege modifier. During the turn, the Anglo-Allied Player plays Event Card E19 Russian War. The French CL drops to 3 and is now at Medium Commitment. The French Force Level is now 25 Combat blocks. The siege modifier stays at +1.*

If the Napoleon Leader and the Imperial Guard Infantry blocks are in play, they are immediately placed in the France Box. If there are more than 25 French Combat blocks in play, those blocks are subject to Recall and Victory Point penalties may apply at the end of the turn.

15.0 MILITARY AND POLITICAL RESTRICTIONS
15.1 British in Spain, Portugal, and France
British blocks may not land in Spanish ports, except Gibraltar, until Event Card E5 *Supreme Junta* has been played. And, if landed in Spanish ports before the British CL reaches or exceeds Level 3 (Medium), they may not leave the Port hex except by Sea Movement. The first time the British CL reaches or exceeds Level 3 (Medium) this restriction no longer applies, even if the British CL subsequently drops to Low. Before the first time that the British CL reaches or exceeds Level 3 (Medium), Portuguese blocks may not leave Portugal and British blocks may not enter Spain except for Port hexes as noted above. Once the British CL reaches or exceeds Level 3 (Medium), there are no restrictions

on British and Portuguese block movement into Spain if the British CL subsequently drops to Low.

British and Portuguese blocks may only enter France if the current British CL is High. If the British CL drops below High, no British or Portuguese blocks may enter France. British and Portuguese blocks already in France when the British CL drops below High may remain in France, but if they leave France they may not re-enter it until the British CL subsequently becomes High again.

15.2 Anglo-Allied Cooperation
British and Portuguese blocks may operate together with no restrictions. Spanish and Anglo-Portuguese blocks together in the same hex are considered two separate Formations and must be activated separately (i.e., it would cost one Operation Point to activate one Formation and another point to activate the other Formation). Once Event Card E21 *Generalissimo Wellington* has been played, Spanish and Anglo-Portuguese blocks in the same hex as a British Leader block function as one Formation.

15.3 Spanish in Portugal
The number of Spanish Combat blocks that may enter Portugal is dependent on the Spanish Commitment Level:

Low: One Spanish Combat block may enter Portugal

Medium: Two Spanish Combat blocks may enter Portugal

High: Three Spanish Combat blocks may enter Portugal

Once Event Card E21 *Generalissimo Wellington* has been played, there are no restrictions on the number of Spanish Combat blocks that may enter Portugal, regardless of the current Spanish Commitment Level.

15.4 Spanish in France
Until Event Card (E21) *Generalissimo Wellington* has been played, no Spanish Combat blocks may enter France. Spanish Combat blocks may not enter France unless accompanied by the Wellington Leader block. Spanish Combat blocks in France must be in a Formation with the Wellington Leader block at all times. If a Spanish Combat block in France is at any time not in a Formation with the Wellington Leader block, it is immediately recalled to the Spanish Force Pool.

Note: *this includes De Espana's Division, even if 20.3 is in force.*

15.5 Napoleon and the Imperial Guard
The French Imperial Guard Infantry block enters play when the Napoleon Leader block enters play. When the Napoleon Leader block is in the French Force Pool, the French player should set the Imperial Guard Infantry block aside; it is not placed in the Force Pool.

The Napoleon Leader and the Imperial Guard Infantry blocks may not leave the France Box to enter the map unless the current French CL is High. If the French CL is reduced below High when the Napoleon Leader and the Imperial Guard Infantry blocks are in play, they are recalled to the France Box at once.

When the Napoleon Leader block is recalled, the Imperial Guard Infantry block is also recalled. Certain Event Cards require the Napoleon Leader and the Imperial Guard Infantry blocks to be removed from play. When one of these is played, the French Player must place the Napoleon Leader block in the French Force Pool and set the Imperial Guard Infantry block aside. If the Napoleon Leader block is subsequently drawn from the Force Pool, the two blocks are placed in the France Box and are eligible to enter play if the French CL is or becomes High. In this case, they are returned at full strength.

If the French Imperial Guard Infantry block is ever eliminated, it and the Napoleon Leader block are immediately placed in the France Box at full strength. and the French Player immediately loses one Victory Point.

15.6 French National Guard
The French National Guard is a Combat block that starts the game in the France Box. It may not leave the France Box until the first time an Anglo-Allied Combat block enters a Town or Fortress hex in France, at which time it may immediately deploy from the France Box to any French-controlled Town or Fortress hex in France. The French National Guard block may not leave France. While not in the France Box (i.e., when it is in the France portion of the map), it counts against the French Force Level. The French Player may voluntarily return it to the France Box, where it will not count against the French Force Level (8.52, 14.2).

15.7 Invasion of France
If an Anglo-Allied block enters a hex in France and there are no other Anglo-Allied blocks in France, the French CL is increased by one.

15.8 Peninsular Crisis
If the Anglo-Allied Victory Point lead equals or exceeds twenty during a Fall/Winter Victory Check Phase, the French Commitment Level is increased by one.

15.9 Peninsular Complacency
If the French Victory Point level equals or exceeds twenty during a Fall/Winter Victory Check Phase, the French Commitment Level is decreased by one.

15.10 Wellington's Victory
If an Anglo-Allied formation with three or more British Combat blocks and the Wellington Leader block defeat (10.8) a French force of three or more Combat blocks in a Battle or Amphibious Assault (not Fortress Assault), the British Commitment Level is increased by one.

15.11 *Wellington a Perdu* (Wellington has Lost)
If an Anglo-Allied formation with three or more British Combat blocks and the Wellington Leader block are defeated (10.8) in a Battle or Amphibious Assault (not Fortress Assault), the British Commitment Level is decreased by one.

15.12 Guerilla Restrictions
Guerilla blocks once placed in an Area may not voluntarily leave that Area. They may be forced into another Area by retreat requirements, but once relocated to another Area the same restrictions apply. Guerilla blocks may not leave Spain.

16.0 AREA AND HEX CONTROL
Control of Areas and Key Towns affects block deployment. Fortresses are also Key towns (3.43).

16.1 Control of Hexes
A hex is controlled by the player that has unopposed block(s) in it. Unopposed means that there are neither enemy blocks nor an enemy-controlled Fortress in the hex. An unopposed block in a hex automatically controls any Town in that hex. A friendly block in a hex does not automatically control a Fortress in that hex (16.3).

16.2 Control of Key Towns
Key Towns are designated by a colored circle indicating the original controlling nation:

Red: British	Blue: French
Green: Portuguese	Yellow: Spanish

Red, Green, or Yellow Key Towns, even if unoccupied by Anglo-Allied blocks, are friendly to and controlled by the Anglo-Allied Player except when occupied by French block(s), then they are controlled by the French Player.

Blue Key Towns, even if unoccupied by French blocks, are friendly to and controlled by the French Player except when occupied by Anglo-Allied block(s), then they are controlled by the Anglo-Allied Player.

16.3 Control of Fortresses

Fortresses are designated by a colored symbol indicating the original controlling nation with the same colors that indicate Key Town control.

At the start of the game, Fortresses are controlled by their original nation unless occupied by an enemy block or Fortress Control Marker. Thereafter, they are controlled by the player whose blocks(s) were last inside the Fortress as indicated by a Fortress Control Marker (5.0). Captured Fortresses do not automatically revert to the original owner if unoccupied by an enemy block, as shown by the presence of a Fortress Control Marker.

16.4 Control of Areas

The map is divided into twenty Areas. Each Area is worth Victory Points to the controlling player. Area control also affects supply and the placement of reinforcements.

To control an Area, a player must control all Key Towns in that Area. If neither player controls all of the Key Towns in an Area, then the Area is Contested and neither player receives Victory Points for that Area (17.1).

Area Control Examples:
There are no Anglo-Allied blocks in Viscaya and the French occupy the Fortress of San Sebastian with a Garrison block. The Area is Contested because neither player controls all Key Towns in the Area.

The French occupy Badajoz. Because this is the only Key Town in Estremadura, the French control the Area.

17.0 VICTORY

The game is won by the player who has accumulated the most Victory Points relative to his opponent's at the end of the game. If the final Victory Point differential is zero the French player has won a moral victory.

17.1 Victory Points

At the end of each Fall/Winter Campaign Turn and at the end of the game, players receive Victory Points for each Area they control.

The number of Victory Points a player receives for controlling an Area is printed on the map near the Area's name (3.1). The Victory Point values vary from Area to Area and are different for each player, reflecting political and economic considerations about how valuable an Area was to each side's war effort.

Players are also awarded or penalized Victory Points by play of Event Cards E14, and E24, if Force Levels are exceeded (14.2), for the loss of the Imperial Guard Infantry block (15.5), for the destruction of the Lines of Torres Vedras (4.23), and for French control of Catalonia once Event Card E22 *Catalonia Annexed* has been played.

17.2 The Victory Point Track

The Victory Point Track on the map is used to keep track of the players' Victory Points.

Victory Point gains or penalties from the play of Event Cards E14 and E24, elimination of the French Imperial Guard Infantry block, or the destruction of the Lines of Torres Vedras are made when they occur during a Turn.

At the end of each turn, each player checks to see if he is penalized for exceeding his Force Level and records any Victory Point penalty at once.

At the end of each Fall/Winter turn and at the end of Turn 12 each player totals his side's Victory Point values in all Areas he controls. The French Player also notes if Event E22 has been played and he controls Catalonia. The player who has received the most Victory Points in this calculation gains the difference and moves the Victory Point Marker on the track to indicate the number of points he gained over his opponent for that Turn.

Use the Ones Marker on the Ones Track (0-9). Use the Tens Marker on the Tens Track (00, 10, 20) to show multiples of ten Victory Points.

Show Anglo-Allied gains by moving the marker toward the Anglo-Allied Victory Point end of the track. Show French gains by moving the marker toward the French Victory Point end.

Note: *the Victory Point Track maximum of 29 Victory Points is a design limit.*

Victory Point Example: *At the start of the Victory Point Check Phase, the Victory Point Track is 4 in favor of the Anglo-Allies. The Areas the Anglo-Allied Player controls and their Victory Points are: Tras os Montes (2), Beira (3), Algarve (0), Gibraltar (2), Andalusia (4), Estremadura (1), and Galicia (3), for a total of 15 Victory Points.*

The Areas the French Player controls and their Victory Points are: Gascony (2), Toulouse (3), Catalonia (4), Asturias (2), Santandar (1), Viscaya (1), Navarre (2), Aragon (2), and Leon (2), for a total of 19.

All other Areas are Contested.

The French Player has played Event Card 22 Catalonia Annexed and gains an extra 1 Victory Point for control of Catalonia. Both Spanish and British armies exceed their Force Levels during the turn, so the Allied player subtracts a total of 2 Victory Points as a penalty.

The Allied modified Victory Point total is 13 (15-2) and is subtracted from the French Victory Point total of 20 (19+1), resulting in a shift of 7 Victory Points toward the French end of the Victory Point Track. The turn ends with the French ahead by 3 Victory Points.

17.3 Automatic Victory

If the Napoleon Leader block is permanently eliminated from the game per 10.33, the game immediately ends in an Anglo-Allied Victory.

17.4 Historical Results

In the historical campaign, the Anglo-Allied side finished Turn 12 with 20 Victory Points.

18.0 CAMPAIGN GAME

Set up and arrange card decks, blocks, and markers as described below.

18.1 Cards

18.11 Event Card Deck: the initial Event Deck consists of Event Cards E1, E2, E3, E4, and E5.

18.12 Command Deck: the deck consists of all 30 Command Cards.

18.13 Command Cards: in the Card Phase of Turn 1, each player is dealt seven (7) Command Cards. Thereafter each player gets six (6) Command Cards per Card Phase. (See also 20.9)

18.2 Initial Track Settings

18.21 Turn Track: Place Turn Marker on the Turn 1 Box: Fall/Winter 1808

18.22 National Commitment Levels
> French: 2 — Low Commitment
> British: 2 — Low Commitment
> Spanish: 5 — High Commitment

18.23 National Force Levels
> French: 15 — Force Level Track is at 11
> British: 6 — Force Level Track is at 2
> Spanish: 20 — Force Level Track is at 10

NOTE: *Until Event Card E7 Beresford Trains The Portuguese Army is played, Portuguese Combat blocks do not count against the British Force Level.*

18.24 British Sealift Capacity: 6

18.25 Victory Point Track: starts at zero.

18.3 Block Placement

Set up each nationality in the order indicated. Blocks are placed at full strength unless otherwise noted.

18.31 British and Portuguese Block Placement:
In Britain Box: Moore Leader
>   Hill Infantry at strength 2

in Gulf of Cadiz Sea Box: Spencer Infantry at strength 1
in Atlantic Ocean Sea Box: Wellesley Expeditionary Force
at Gibraltar (2807) Gibraltar Garrison in Fortress
at Oporto (1702): Bishop of Oporto Portuguese Infantry

18.32 Spanish Block Placement:
at Lugo (1303): Blake Infantry
at Valadolid (1608): Cuesta Infantry at strength 3
at Saragossa (1713): Palafox Infantry at strength 2
at Barcelona (1717): Vives Infantry Besieging Fortress
at Badajoz (2205): Galluzo Infantry at strength 3
at Valencia (2214): Cervellon Infantry
at Seville (2506): Castanos Infantry
at Grenada (2610): Reding Infantry
in Bay of Biscay Sea Box: La Romana Infantry at strength 2
in Baleric Sea Sea Box: Del Palacio Infantry at strength 1

18.33. French Block Placement:
at Bayonne (1213) Thouvenot Garrison in Fortress
at San Sebastian (1311): Rey Garrison in Fortress
at Pamplona (1413): Cassan Garrison in Fortress
at Perpignon (1418): Reille Infantry
at Burgos (1509): Dubreton Garrison in Fortress
in Hex 1509 outside Fortress: Bessieres Infantry
>   Dorsenne Infantry
>   Verdier Infantry
at Madrid (1909): Moncey Infantry
>   Savary Infantry

at Barcelona (1717): Deshesme Infantry in Fortress
>   **Note**: *the Player Aid Card shows this block as "Duhesme"*

at Lisbon (2201): Junot Infantry at strength 3
>   Delaborde Infantry at strength 1
at Evora (2403): Loison Infantry at strength 1
at Cordova (2407): Dupont Infantry
in France Box: Napoleon Leader
>   Imperial Guard Infantry
>   National Guard Infantry

18.4 Control Markers

18.41 Place Anglo-Allied Area Control Markers in:

Gibraltar	Leon
Aragon	Murcia
Asturias	Santandar
Estremadura	Tras os Montes
Galicia	Valencia

18.42 Place French Area Control Markers in:

Toulouse	Gascony
Algarve	Navarre

18.43 Place Contested Area Markers in:

Andalusia	Old Castile
Beira	New Castile
Catalonia	Viscaya

18.44 Place French Fortress Control Markers at:

San Sebastian (1311)	Pamplona (1413)
Burgos (1509)	Barcelona (1717)
Almeida (1804)	Elvas (2204)

18.5 Force Pools

Blocks not part of the Initial Set-Up are set aside until called for. When they are added, place them into their respective Force Pool face-down and shuffle them.

18.51 French Force Pool

18.511 Initial Force Pool:

Soult Leader	Ney Infantry
Augereau Infantry	St Cyr Infantry
Lannes Infantry	Victor Infantry
Lefebrve Infantry	Milhaud Cavalry
MacDonald Infantry	Montbrun Cavalry
Mortier Infantry	

18.512 Add to Force Pool on Turn 2:

Marmont Leader	Hudelet Infantry
Massena Leader	Leval Infantry
Suchet Leader	Marcone Infantry
Brennier Infantry	Reynier Infantry
Bonet Infantry	Sebastiani Infantry
Cafferelli Infantry	Serras Infantry
Clausel Infantry	Souham Infantry
Decan Infantry	Kellerman Cavalry
D'Erlon Infantry	Barrie Garrison
Foy Infantry	Habert Garrison
Gazan Infantry	Phillipon Garrison

18.513 Add by Event Cards:
> Joseph Infantry (E3)
> Gensdarmes Cavalry (E2)
> Army of the Ebro Counter-Guerilla Infantry (E5)
> Hugo Counter-Guerilla Infantry (E5 / E10)

18.52 British Portuguese Force Pool
18.521 Initial Force Pool:
Picton Infantry   Craufurd Infantry
Cole Infantry   Baccellar Portuguese Infantry
Leith Infantry   Silviera Portuguese Infantry
Clinton Infantry   Paget Cavalry
Hope Infantry

18.522 Add on Turn 2:
Wellington Leader — if not already added by Event Card E8
Beresford Leader   Maitland Expeditionary Force
Cotton Cavalry   Murray Expeditionary Force
Graham Expeditionary Force   Popham Naval Squadron

18.523 Add on Turn 4:
Hill Leader — if not already added by Event Card E8

18.524 Add by Event Cards:
Wellington Leader (E8)
Hill Leader (E8)
Beresford Leader (E7)
Hamilton Portuguese Infantry (E7)
Portuguese Brigades Infantry (E7)
Lines of Torres Vedras (E8)

18.53. Spanish Force Pool
18.531. Initial Force Pool:
Ariezaga Infantry   Infantado Infantry
Ballesteros Infantry   O'Donnell Infantry
Campoverde Infantry   Santocildes Infantry
Del Parque Infantry   Venegas Infantry
Friere Infantry   Alvarez Garrison
Giron Infantry

18.532 Add on Turn 6:
De Espana Infantry

18.533 Add by Event Card E5:
Empicinado Guerilla   Mina Guerilla
Longa Guerilla   Sanchez Guerilla
Marquisita Guerilla

19.0 1812 SCENARIO
The 1812 Scenario provides for a five-turn game covering the decisive phase of the war. It picks up the war at beginning of the critical year of 1812. Napoleon has made the decision to invade Russia. The British are poised to launch their offensive into Spain just as the recently downsized French forces in Spain are adjusting to a new strategy.

19.1 Cards
19.11 Event Card Deck:
The initial Event Deck consists of Event Cards: E2, E9, E14, E16, E17, E19, E20, E21, E22, E25, E26, E27, E29, E30

Available Cards (added as indicated):
E15, E23, E24, E28

Discarded Cards removed from play:
E1, E3, E4, E5, E6, E7, E8, E10, E11, E12, E13, E18

19.12 Event Cards: at the start of the Mandatory Event Phase of the first turn (Turn 8) the French Player draws Event Card E19 *Russian War* and shuffles the Event Card Deck before proceeding normally with the Mandatory Event Phase. During the Turn 8 Mandatory Event Phase, three Event Cards will be played including Event Card E19. This reflects Napoleon's decision to invade Russia. Although historically, the Russian War did not start until the end of Turn 8, its effects on the French war effort in Spain were felt earlier. The three Event Cards, two played by the French Player, are implemented per 7.2.

Event Card E7, *Beresford Trains The Portuguese Army,* has been played. Portuguese Combat blocks count against the British Force Level. (19.23). (See also Optional Rule 20.2.)

Event Card E21, *Generalissimo Wellington* has NOT been played (15.2, 15.3, 15.4).

19.13 Command Deck: The deck consists of all 30 Command Cards.

19.14 Command Cards: during the Card Phase of the first turn, Turn 8, the French Player is dealt ten and the Anglo-Allied Player twelve Command Cards. The French Player chooses to keep seven cards as his initial Command Card hand and discards the rest. The Anglo-Allied Player chooses to keep six cards as his initial Command Card hand and discards the rest. (See also 20.9)

19.15 First Command Segment: the French Player starts the initial Command Segment of Turn 8 with a free Command Segment by playing one of his seven initial Command Cards. After completing this French bonus play, determine Player 1 and 2 initiative normally for succeeding Command Segments.

19.2 Initial Track Settings
19.21 Turn Track: place Turn Marker on the Turn 8 Box: Spring / Summer 1812

19.22 National Commitment Levels:
French: 5 — High
British: 5 — High
Spanish: 3 — Medium

19.23 National Force Levels
French: 36 — Force Level Track is at 32
British: 12 — Force Level Track is at 14
Spanish: 15 — Force Level Track is at 9

19.24 British Sealift Capacity: 6

19.25 Victory Point Track: starts at zero

19.3 Block Placement
Set up each nationality in the order indicated. Blocks are placed at full strength unless otherwise noted.

19.31. British and Portuguese Block Placement:
19.311 Remove from play:
Moore Leader
Wellesley Expeditionary Force
Baccellar Portuguese Infantry
Bishop of Oporto Portuguese Infantry

19.312 Set Up on Map:
at Torres Vedras (2101): Lines of Torres Vedras
at Lisbon (2201): Beresford leader
                            Portuguese Brigades Infantry
in Mediterranean Sea Box: Maitland Expeditionary Force
at Gibraltar (2807): Gibraltar Garrison
in Britain Box: Popham Naval Squadron
at Almeida (1804) and/or in Beira:
            Wellington Leader   Clinton Infantry
            Spencer Infantry   Hope Infantry
            Picton Infantry   Craufurd Infantry
            Cole Infantry   Cotton Cavalry
            Leith Infantry
at Elvas (2204) and/or in Algarve :
            Hill Leader   Hill Infantry
            Paget Cavalry   Hamilton Portuguese Infantry
at Gibraltar (2807) or Cadiz (2705):
            Graham Expeditionary Force, at strength 1

19.32. Spanish Block Placement
19.321 Remove from play:
Cuesta Infantry	Pallafox Infantry
Del Palacio	Venegas Infantry
Infantado Infantry	Alvarez Garrison

19.322 Place Face Down as Initial Set Up Group:
Del Parque Infantry	La Romana Infantry
Giron Infantry	O'Donnell Infantry

19.323 Set Up on Map:
at Valencia (2214): Blake Infantry, at strength 4, Besieged
at Gibraltar (2807): Ballesteros Infantry
in Beira, adjacent to the Spanish Border:
          Castanos Infantry, at strength 2
in Galicia: Santocildes Infantry
in Murcia: Friere Infantry

The Anglo-Allied Player randomly selects blocks from the Initial Set Up Group and places 1 of them at each of the following:
Cadiz (2705)	Almeira (2711)
Malaga (2708)	Tarifa (2806)

19.33. French Block Placement
19.331 Remove from play:
Massena Leader	Junot Infantry
Dupont Infantry	Lannes Infantry
MacDonald Infantry	Mortier Infantry

19.332 Place Face Down in Set Up Group 1:
Cafferelli Infantry	Reynier Infantry
Delaborde Infantry	Sebastiani Infantry
Gazan Infantry	Serras Infantry
Loison Infantry	

19.333 Place Face Down in Set Up Group 2:
Augereau Infantry	Moncey Infantry
Bessieres Infantry	Ney Infantry
Deshesme Infantry	Savary Infantry
Huedelet Infantry	St Cyr Infantry
Lefebrve Infantry	Verdier Infantry

Designer's Note: *most of the above unit designations are not historically applicable for the 1812 Scenario and the blocks used should be considered generic.*

19.334 Set Up on Map:
in France Box: National Guard Infantry
at Bayonne (1213): Thouvenot Garrison
at San Sebastian (1311): Rey Garrison
at Pamplona (1413): Cassan Garrison
at Burgos (1509): Dubreton Garrison
at Barcelona (1717): Habert Garrison
at Cuidad Rodrigo (1805): Barrie Garrison
at Oviedo (1207): Bonet Infantry
at Benevente (1607): Souham Infantry
at Talavera (1907): Marmont Leader
          Brennier Infantry   Marcone Infantry
at Badajoz (2205): Phillipon Garrison
at Cadiz (2705): Victor Infantry, Besieging Fortress
at Tarifa (2806): Leval Infantry, Besieging Fortress
in Aragon: Reille Infantry
Note: *if the French Player elects to place the Reille Infantry block, that sets up in Aragon, at Saragosa (Hex 1713), then Saragosa is Besieged and a Besieged Marker is placed to show this.*
in Old Castile or Aragon: Dorsenne Infantry
in Catalonia: Decan Infantry
in Catalonia, Aragon, or Navarre: Gensdarmes Cavalry
in Estremadura, north of the Tagus River:
          Clausel Infantry   D'Erlon Infantry
in Navarre: Army of the Ebro Counter-Guerilla Infantry

in New Castile within 1 hex of Madrid (1909):
          Joseph Infantry
          Hugo Counter-Guerilla Infantry
in New Castile, West of Guadalajara (1910):
          Foy Infantry   Montbrun Cavalry
in Valencia (2214): Besieging Fortress
          Suchet Leader
          3 Blocks randomly chosen from Set Up Group 1 (19.332)
in Andalusia, North of Cadiz (2705):
          Soult Leader
          remaining 4 Blocks from Set Up Group 1 (19.332)

The French Player randomly selects blocks from Set Up Group 2 (19.333) and places one of them at their lowest step strength at each of the following:
Santandar (1309)	Valladolid (1608)
Bilbao (1310)	Soria (1611)
Leon (1407)	Segovia (1708)
Huesca (1514)	Cuidad Real (2209)

19.34. Spanish Guerrilla Placement:
          in Old Castile or New Castile: Empicinado
          in Viscaya or Santandar: Longa
          in Navarre: Mina
          in Leon or Old Castile: Sanchez
          in Aragon or Asturias: Marquesita

Note: Guerilla Deployment Restrictions (9.322) prevent Empicinado and Sanchez from BOTH being placed in Old Castile.

19.4 Control Markers
19.41 Place Anglo-Allied Area Control Markers in:
Gibraltar	Tras os Montes
Algarve	Galicia
Beira	Murcia

19.42 Place French Area Control Markers in:
Toulouse	Gascony
Asturias	Leon
New Castile	Navarre
Old Castile	Santandar
Catalonia	Viscaya
Estremadura	

19.43 Place Contested Area Markers in:
Andalusia	Valencia
Aragon	

19.44 Place French Fortress Control Markers at:
San Sebastian (1311)	Tarragona (1716)
Pamplona (1413)	Barcelona (1717)
Astorga (1506)	Cuidad Rodrigo (1805)
Burgos (1509)	Tortosa (1816)
Gerona (1518)	Badajoz (2205)
	Peñiscola (2015)

19.5 Force Pools
Blocks not part of the Initial Set-Up are set aside until called for. When they are added, place them into their respective Force Pool face-down and shuffle them.

19.51 French Force Pool
Place in Force Pool on Turn 10:
          Napoleon Leader   Kellerman Cavalry
                    Milhaud Cavalry
The two remaining blocks from Set Up Group 2 (19.333)

19.52 Initial British Portuguese Force Pool
          Murray Expeditionary Force
          Silviera Portuguese Infantry

19.53 Initial Spanish Force Pool
Arezaga Infantry	Galluzo Infantry
Campoverde Infantry	Reding Infantry
Cervellon Infantry	Vives Infantry
De Espana Infantry	

20.0 OPTIONAL RULES

The following rules are optional rules that add historical depth to the game and can be used to help out one side or the other for play balance purposes. Players should agree about which, if any, of these Optional Rules they will use before starting play.

20.1 Mondego Bay Limitations

Historically, Mondego Bay was the site where Wellesley landed his Expeditionary Force in 1808. This site was barely adequate for landing a large force of troops because it did not offer any true port facilities. To reflect this in the game, allow the British player to conduct Sea Movement to Mondego Bay (Hex 2002) but do not allow any Sea Movement from that hex. (This option provides a very slight benefit to the French Player.)

20.2 Anglo-Portuguese Integration

As Beresford trained and reorganized the Portuguese Army, Wellington began incorporating Portuguese units into his British infantry divisions. Eventually each British division (except the First) included a Portuguese brigade.

To reflect this, the British Light, Second, Third, Fourth, Fifth, Sixth, and Seventh Infantry Divisions do not enter play at full strength and may not be built up to full strength until Event Card E7 *Beresford Trains the Portuguese Army* is played. Until Event Card E7 is played, they may only be built to a strength one step less than the block's maximum strength. These blocks have their full strength pips with green centers to show the addition of such Portuguese troops. (Favors French Player.)

Example: The Hill Infantry block starts the game at a strength of 2. Its maximum strength is 4. It may not be built up beyond a strength of 3 until Event Card E7 is played.

20.3 De Espana's Division

De Espana's Spanish division served along side of Wellington's army for much of 1812. The Anglo-Allied Player may count the De Espana Spanish Infantry block against either the British or Spanish Force Level. If counted in the British Force Level, the De Espana block is a British Combat block for purposes of Command, Formation Movement, and Interception. (Favors Anglo-Allied Player).

20.4 Besieger Attrition

During siege resolution, if the unmodified siege die roll (i.e., before any siege die roll modifiers) is a '1', the sieging force loses one step from the strongest Combat block in the besieging force.

Exception: 10.32. Imperial Guard Infantry block.

Ignore this loss if this would eliminate the block. Apply any step loss before resolving Fortress Assault. (Favors Anglo-Allied Player.)

20.5 River Retreats

Victorious Infantry blocks may conduct Pursuit Fire without the expenditure of a Leader Action against enemy blocks that retreat across a River Hexside and are eligible to receive Pursuit Fire per Rule 10.5. Blocks that use this type of Pursuit Fire may not advance across a River Hexside.

20.6 Napoleon's Offensive

During the first Command Segment after Event Card E4 *The Emperor Strikes Back* is played, the French Formation containing the Napoleon Leader block may conduct a free operation in conjunction with the next French Operations Card played. The free operation in effect increases the operations value of the card by one but does not apply towards determining player order and must be applied to the Formation that contains the Napoleon Leader block. (This favors the French Player.)

20.7 Portuguese Scorched Earth

When the Lines of Torres Vedras block is placed, the Anglo-Allied player may immediately declare a Scorched Earth policy that reduces the Forage Value of all Areas in Portugal by 1 for the current turn and the following turn. This decision cannot be postponed. (This favors the Anglo-Allied Player.)

20.8 Expeditionary Force Restrictions

British Expeditionary Force blocks in Spain or Portugal may not operate outside of any coastal provinces: Andalusia, Murcia, Valencia, Catalonia, Galicia, Asturias, Santandar, Viscaya, Gibralter, Tras Os Montes, Beira, and Algarve. British Expeditionary Force blocks in France suffer no additional operational restrictions (15.1). This represents political and logistical considerations. (Favors the French Player.)

20.9 Increased Operations

This option will significantly increase playing time. It can be used by players who want a longer game with more operations or a game where the luck of the draw is more likely to even out. Increase the number of Command Cards dealt to each player by one to eight cards on Turn 1, seven cards on all other turns.

Exception: if this Optional Rule is used, 19.14 will give the French Player eleven cards, of which he will keep eight, and the Anglo-Allied Player will get thirteen, of which he will keep seven.

Each Command Card will then represent 3–4 weeks of military operations.

21.0 EXAMPLES OF PLAY
21.1 First Turn

The following example of play covers the first two Command Segments of the first game turn of the Campaign Scenario. While it does not necessarily demonstrate optimal game play, it illustrates various game mechanics including movement and combat as well as aspects of card play during the heart of a game turn.

It is strongly suggested that players select and move the noted blocks while reviewing this example in order to get an understanding of the basic interactions involved in this game system.

Mandatory Event Phase

During this phase both players draw an Event Card from the At Start Event Card Deck. The French (FR) Player draws the E2 *Revolt* Event while the Anglo-Allied (AA) Player draws the E3 *King Joseph* Event.

The lower numbered E2 Card is implemented first. The Spanish Commitment Level (CL) is increased to 6 as noted in the Commitment Line. The Units Line indicates a block draw from the Spanish Force Pool and the AA Player draws the Venegas Infantry block and chooses to deploy it at Tudela (Hex 1613) in the French-controlled (as required by the card) Area of Navarre at its one step Strength. The Spanish Force Level is increased by 1 on the track as this block is a Combat block. The French Gensdarmes Cavalry block is placed in the France Box at full strength. There is no discard noted on the Cards Line so this Event Card is placed on the bottom of the Event Card Deck.

The E3 Card is now implemented and the Spanish (SP) CL is increased by 1 but as the SP CL is already at its maximum of 6 (High) there is no effect on the SP CL. The French (FR) CL is increased to 3 (Medium). The Joseph Infantry block is placed at Madrid (Hex 1909) at full strength, increasing the current FR Force Level Track notation to 12. As indicated in the Cards Line