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# PAPER WARS

## Pitt's War

1792-1815

Struggle For Europe

Pitt's War - 1792-1815 Struggle For Europe

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### CREDITS

Design & Development: Stanislas Thomas  
 Map Art: Christophe Gentilperret  
 Counters Art: Knut Grunitz  
 Playtesting: Joachim Thomas, Stéphane Rateau, Yves Larousse  
 Typesetting: Harold Nesbitt & Wendy Nesbitt

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## 1.0 INTRODUCTION

Pitt's war is a wargame simulating the epic struggle across Europe between the United Kingdom and its allies (the Coalition) against the French Revolution and later Napoleon's empire from 1792 to 1815.

### 1.1 Players

There are two sides in the game, the United Kingdom and its allies (the Coalition), and France and its allies.

### 1.2 Game Scale

Each unit represents an army and each step is worth two corps. Each zone on the map is approximately a province or a minor state. Each turn represents one year.

## 2.0 GAME EQUIPMENT

### 2.1 The Game Map

The game map portrays Europe and Egypt and Syria with zones. You can notice red boundaries for major powers (UK, France, Russia, Austria, Prussia, Turkey and Spain, not really for UK because it's an island) and minor powers.

Some minor powers have been linked because of the scale of the game. For instance Baden and Wurttemberg forms the South Germanian states.

Some zones like Tyrol and the Vendée are light red colored to represent "uprising zones" whose effects are explained later in the rules.

You can notice the main rivers and fortresses.

Mountains and passes, and marshes also regulate the movement of units.

Each zone may contain a city or a capital city (red underlined), sometimes with a port, fortress and Key stars (1 to 3).

Some zones are color coded to describe a diplomatic status like Kingdom of Italy, French conquests etc...

*Also, there are 93 & 95 shields in Poland which remind the 1st & 2nd Polish conquests by Russia, Prussia & Austria; conquest is automatic.*

### 2.2 The Military units

The cardboard game pieces represent the actual military units that took part in the original war. These playing pieces are referred to as combat units, mainly of army size.

The information on the units is read as shown below:

*Combat units:* Many of them are multi-step armies but there's also a limited number of smaller units, usually corps-sized, worth usually one step.

*Designation:* The name of the army; units which appear with the play of revolts events or units which are not allowed to move outside the home country bear a *highlighted name*.

*Dot:* Some armies show a black dot to the right of the flag, which means they cannot be rebuilt and are removed from the game once eliminated; *depleted armies however can be reinforced*.

*Tactical modifier (left number):* This value influences the die roll of a battle; the higher it is, better it is.

*Steps (middle number):* This value represents the number of step present in the unit.

*Movement modifier (right number):* This modifier influences the Movement Allowance roll of each unit during a movement segment.

*Cavalry symbol:* Some armies, marked with a "C", include a significant part of cavalry which provides some benefits during movement and combat segments.

*Back printing:* Most armies have a back side, also called depleted side, which is also called "step".

Note also that some armies have two counters, each with two steps: the second counter is a "replacement army" with a different name but with the larger unit's name bracketed; they're less powerful without any cavalry capacity.

**Exception:** The French Guard counter is the replacement counter of the French Grand Army when she undergoes the third step loss; place the Guard unit on its 1 step side.

*Note: The two Spanish units called **Guerilla** are not combat units per se; those two units appear at no cost during each Reinforcements Phase in a Spanish zone free of enemy units. To eliminate them, the other player must spend one or two additional Movement Points.*

*If the Guerillas are still on the map during a Reinforcements Phase, each may move to an adjacent zone free of enemy combat units.*

**Leader units:** There are a few leaders in the game; only army commanders are provided.

A leader increases the stacking limit for armies in their zone and gets the following values:

- *Strategic bonus* (Top right) used for movement, escape, interception and march to the sound of the guns.
- *Battle bonus* (bottom right) in attack and defense.
- *Cavalry bonus* (center right).

Leaders never die but some events may remove them from the game.

Leaders must stack with an army of their nationality; if this is no longer the case, the leader is removed and comes back as a reinforcement during the next Reinforcements Phase.

### 2.3 Random Events Markers (RAM)

These designate special game events.

### 2.4 Administrative Markers

*Turn:* Indicates the current Game Turn.

*Flag Markers:* Players can use them to clarify control of the map zones.

### 2.5 Game Charts, Tables, and Tracks

*Movement Allowance Chart:* This chart is used to determine the Movement Allowance of a force.

*Attrition Table:* This table is used to determine losses due to units being out of supply or activating for a forced march or activating with a leader for the second time during the Leader sub-Impulse.

*Combat Results Table (CRT):* The CRT is used to resolve battles.

*Game Turn Record Track (GTRT):* This is used in conjunction with the Turn marker to indicate the current Game Turn and the arrival of new units and events.

*Terrain Effect Chart (TEC):* The TEC is used to provide informa-

tion about the effects of terrain on movement and combat.

## 2.6 Other Game Equipment

Players will need one six-sided die and two wide mouthed opaque containers to act as pools for the Random Events markers (RAM).

## 3.0 SETTING UP THE GAME

Players first determine which side they will play. The Coalition player controls all of the forces opposed to France. The French player controls all of the forces on its side.

Punch out the unit counters and place the map on a table.

Follow the Scenario Set-Up instructions.

Begin play using the Sequence of Play (4.0).

## 4.0 SEQUENCE OF PLAY

### 4.1 General Rule

The game is played in successive Game Turns, each representing one year.

Each turn consists of a series of phases during which players execute certain actions.

The player activating a force is also called the active player, the other player is the non-active player.

During an impulse, players get to move a force in a movement segment and can next perform combat (if any) with that force in a combat segment.

Next the impulse continues with the other player doing the same. This back and forth continues until both players pass.

During the Leader sub-Impulse, players may continue this sequence with forces that are accompanied in the zone by a leader, after passing an Attrition Test.

At the conclusion of the last Game Turn, the Victory Conditions are consulted and the winner is determined except if an automatic victory has been achieved.

The Coalition is the first player from 1792 to 1800, then it turns to the French side.

There are two RAM's that can change the side holding the initiative for ONE TURN.

### 4.2 The Sequence of Play

**1) Events Phase:** Add new Random Events markers to the pools if the current turn is the first one of a 3 years period.

The first player draws Random Events markers from his pool according to the number shown on the GTRT, then the second player does the same.

**2) Diplomacy Phase:** The first player then the second player may try to influence neutral major and minor powers, using diplomatic events or diplomatic tests playing any RAM events.

Each turn, only one attempt is allowed against each neutral power but you may influence as many neutrals as you hold RAM events.

**You cannot declare war against a neutral minor country except through a special RAM.**

**It's the same for major powers except those which have faced a**

**mandatory peace (14.3.2)**

**Players may play diplomatic RAM's like Treaty of Basel or San Ildefonso.**

**3) Reinforcements Phase:** The first player, followed by the second player, may:

- Recruit new units or increase depleted ones
- May "buy" a RAM once per 3 years period (optional)
- Place reinforcements
- Deploy Guerillas on the map.

**4) Activation Phase:** During each impulse (Fair and Bad Weather) players use movement segments and combat segments (if any) to move their forces and conduct battles and sieges.

Once both players have performed their segments and pass, play continues with the Leader sub-Impulse.

Both the Fair and Bad Weather Impulses are followed by a Leader sub-Impulse.

**\* Fair Weather Impulse:**

The first player activates one force; he moves the force and conducts battles and sieges.

Then the second player activates one force according to the same restrictions etc...

Once a player passes, he cannot activate any additional force during this impulse. Once both players pass or have activated every force, the impulse is over.

**Control of the zones by supplied combat units is checked now after all activations have been performed.**

**Leader sub-Impulse:**

Forces in the same zone as a leader may be activated for a second time, but need to perform an Attrition Test.

Players follow the same sequence as in the 'main' impulse.

Control of the zones by supplied combat units is checked now **after all activations have been performed.**

**\* Bad Weather Impulse:**

This second impulse is identical to the first one, except that bad weather occurs. Bad weather may reduce the Movement Allowance of units and increase the risk of attrition.

**Leader sub-Impulse:**

Forces in the same zone as a leader may be activated for a second time, but need to perform an Attrition Test.

Players follow the same sequence as in the 'main' impulse.

**5) End of Turn Phase:** If this is the last Game Turn, determine who has won the game.

Otherwise, advance the Turn marker one space and proceed to the sequence below:

- Check conquests and surrender
- Score Victory Points and check for an automatic victory.

## 5.0 RANDOM EVENTS

### 5.1 General Rule

Random Events markers (RAM) represent various happenstances which affect the period, as well as the chaos of war.

The Random Events are described at the end of the rules.

## 5.2 Event pools

Each player has its own pool of Random Events markers (RAM). Place all the currently available RAM's in a wide mouthed opaque container called the Pool (one Coalition and one French). The RAM are drawn randomly from it.

Add new Random Event markers to the pool at the beginning of every 3 years period and mix them with the still undrawn ones. At the same time, you may have to remove some RAM's from the game: the year is written on the RAM. You cannot voluntarily remove some RAM's from the game.

Instructions in the Event Explanations may supersede the game rules.

## 5.3 Procedure

At the beginning of each turn, during the Events Phase, each player must pick a number of RAM's from his pool as shown on the GTRT. If you don't have enough RAM's, sorry you cannot have more.

RAM's are removed from the game once played.

RAM's are played at specific moments in the sequence of play: battle RAM's (red) during the battles, budget RAMs (green) during the Reinforcements Phase, naval (blue) RAM's during naval actions etc...

RAM's may be kept secretly by the players till the time they want to play it.

*Optional Rule: Once during each 3 years period, each player can pick one RAM randomly for one Recruit Point or choose one specific RAM for two Recruit Points; payment comes from the budget of France or the UK.*

## 6.0 DIPLOMACY PHASE

Major and minor powers begin the game either as a member of an alliance or neutral.

The GTRT specifies when some neutral powers enter the war and on which side they do so; **in this case, deploy the armies within their home country according to scenario instructions without any Reinforcements Phase.**

For other neutral major and minor powers, you need to:

- get and play a random diplomatic event which allows you to choose a neutral minor or major power to join your side automatically; there's no limit to the number of such diplomatic events you can play during one Game Turn except by the number of markers you had the chance to pick.
- spend ANY OTHER RAM to attempt and influence a neutral power; some of them give you a positive DRM!

Roll one die and on a result of at least 6, the neutral power joins your side, on a 2-5 result, nothing happens and on a 1, it joins the other side!

You may spend a maximum of TWO additional RAM's to increase your die roll result, each RAM gives a +1 bonus.

Some RAM's are very useful as they grant you with an intrinsic bonus with the die roll result!

Each turn, only one attempt is allowed against each neutral power but you may influence as many neutrals as you hold RAM events.

**IMPORTANT: France cannot influence a MAJOR POWER till the beginning of the 1801 turn !**

**Once a neutral power joins an alliance, it stays with this alliance until it is conquered (major powers) or occupied (minor powers). Exceptions: by the play of specific RAM's or in the case of SPAIN, which can change alliance until the Bayonne Trap RAM is played.**

Once a neutral minor power joins an alliance, deploy its armies according to the scenario instructions within its home country.

## 7.0 REINFORCEMENTS PHASE

### 7.1 Recruits

The first player then the second can recruit previously eliminated armies or reinforce depleted ones.

**Powers do no gain Recruit Points on the turn they enter the war or during the Peace of Amiens period.**

Each power **AFTER** their entry in the war – even if neutral after a mandatory peace or diplomatic event - receives a certain amount of Recruit Points based on the number of Key stars he controls on the map; the corresponding zones must be in supply and not be controlled by the opponent.

**Exception 1:** Silver Key stars only provide a Recruit Point during the first year of a 3 years period.

**Exception 2:** Some Key stars do not provide any Recruit Points before the 1804 turn as indicated on the Powers Resources Chart.

*Note: Neutral major powers do not produce anything before or during their turn of entry into the war.*

**Exception 3:** Major powers in a forced alliance gain only ONE Recruit Point each turn till their home country is free of enemy units at the end of a turn.

**Key stars controlled by the enemy reduce the number of available Recruit Points for the concerning major power, but does not increase the opponent's resources.**

**Exception:** Key stars of minor powers without combat units like Flanders increase those of the controlling major power.

Note that minor countries that are enemy controlled join the enemy side with their Recruit Points becoming available during the next Reinforcements Phase.

Only depleted armies (even with a dot) and with a valid supply line may receive Recruit Points.

Eliminated armies, except those with a dot, may be recruited at full or depleted strength; they are deployed on the map according to rule 7.3.

Each Recruit Point allows players to recruit or reinforce one step.

**Unused Recruit Points are lost, players cannot keep them for later use.**

**Exception: France can accumulate Recruit Points till the end of the 1794 turn.**

Note also that some Random Events allow players to spend Recruit Points during the Activation Phase.

**Only the United Kingdom is allowed to transfer Recruit Points to any of her major allies, others can only spend their recruits for**

their own units.

## 7.2 Reinforcements

During the Reinforcements Phase, each player receives new units called Reinforcements according to the GTRT; they enter the game with their full value.

Reinforcements do not require the expenditure of Recruit Points (RP's) unlike recruited units, above.

**Revolted units**, generated by the "uprising zones", are placed in a zone of their respective home country free of enemy units if possible.

If not, the enemy units must withdraw to the nearest friendly zone out of the uprising zone and if no such a zone is available, a battle is fought immediately.

## 7.3 Placing new combat units & leaders

Newly recruited or reinforcement units and leaders are placed **in a supplied non-revolted city, port, fortress or Key star zone of the home country** which consists of the original home country as it was in 1792 and any conquered zones (not only occupied), that are free of enemy units and following the stacking rules.

If no zone is eligible to place new units, they are delayed to the next game turn till there's an available zone.

## 8.0 CONTROL

### 8.1 General Rule

Control affects many game functions such as conquests, supply, retreats etc.

At the beginning of the game, each side controls every zone in its home country and that of its allies.

A zone without any enemy combat unit, and which does not contain a city, fortress or a port, is friendly to both sides. You can take control of any other zone by doing the following actions.

You obtain control:

- with a supplied combat unit which remains in the zone or
- by winning a battle in the zone if supplied, or
- by spending a Movement Point with a supplied combat unit (Place a flag marker of your side in it), or
- by ending an impulse (before the Leader sub-Impulse occurs) or a Leader sub-Impulse with a supplied combat unit, or
- by gaining some zones after conquering an enemy major power.

### 8.2 Control Effects

- Enemy control blocks friendly supply lines.
- You cannot retreat through enemy controlled zones after losing a battle.
- Only supplied controlled zones award Victory Points and act as surrender criteria for major powers;

## 9.0 STACKING

Each zone may contain one friendly force.

A force without a leader can only contain a maximum of **THREE** steps of combat units. Each leader allows **THREE** additional

steps to be part of the force.

A force may not contain more than **THREE** leaders of the same alliance and each leader must command at least 50 % of steps of his own nationality or from a minor power.

*Example: if a leader is present, you may stack up to 6 steps in a zone, but at least 3 steps must belong to that leader's nation.*

Depleted or full armies may be absorbed by another army to reinforce it, at any time, as long as the number of steps matches with the maximum steps value of the absorbing army of the same major power or allied minor powers but not with allied major powers.

*Example: A force of one depleted army (one step) is activated and enters a zone with another army that is also depleted to one step; the moving army may upgrade to two steps, absorbing the other unit immediately.*

**The Tactical modifier of such armies must be equal to each other or with a maximum difference of one.**

Stacking rules must be enforced in case of successful escapes, interceptions, marches to the sound of the guns, retreats. The moving forces must be allowed and able to stack together.

If a leader must be removed because of a RAM, the excess units of the stack must withdraw from the zone and if this is not possible, they are eliminated and the corresponding steps are converted into Recruit Points for the next Reinforcements Phase.

## 10.0 ACTIVATION OF FORCES

During the Activation Phase and during each impulse, the first player activates one force and then the second player does the same.

Once a player passes, he can no longer activate any forces during this impulse. Once both players pass or have activated every force, the impulse is over.

A force can be activated only once during an impulse ; if an activated combat unit ends its move stacked with a still unactivated unit, the latter is not allowed to move with the previously activated unit.

A force usually moves once per impulse except if a leader is present; in such a case, such leaders and their units may move again **at the cost of an Attrition Test during the Leader sub-Impulse.**

**The presence of a leader allows to pick up some unactivated units during his movement in either impulse or sub-impulse, according the stacking limits.**

Escapes, interceptions, absorbing units and march to the sound of the guns are not activations.

Once a force is activated, the force tracks its Movement Allowance and spends Movement Points to move, take control of zones and engage in battles.

If a force has more than one leader from different major powers, the leader with the majority of steps is in command of that force; in case of a tie or if there are only leaders of the same major power present, the player chooses the leader with the best Strategic bonus value. If there's still a tie, the player is free to choose the commanding leader.

A force must stop its activation when it has no Movement Points left, **or enters a marsh zone**, has lost a battle or has won a battle

without the presence of a friendly leader.

A victorious force with a leader may resume its activation by spending its remaining Movement Points.

**Players may examine stacks of enemy units at any time.**

## 11.0 MOVEMENT

### 11.1 General Rule

Once a player has selected a force, he has to determine its Movement Allowance and rolls a die on the Movement Allowance Chart to determine the number of Movement Points available to that force.

The roll may be modified by the type of impulse (Bad or Fair Weather), supply status, commanding leader, the Movement modifier of combat units, Random Events, forced march attempt.

When a force has more than one combat unit, the player **must** use the **worst** Movement modifier for each category.

Escape, interception and march to the sound of the guns are not considered movement activities and do not need to spend Movement Points.

A force can leave some armies behind, but can pick up others **which did not move yet during the impulse only if a leader is stacked with the force; such picked up armies or stacked with at the end of the activation are considered to have been moved for the impulse.**

**A force cannot end its move voluntary in a zone where it is unsupplied.**

### 11.2 Terrain Effects penalties

The force is moved tracing a path of contiguous zones; each zone costs one Movement Point.

Crossing rivers does cost one additional Movement Point.

Crossing a strait costs two additional Movement Points; you cannot cross a strait into an enemy controlled zone except with a RAM that allows a naval assault!

Movement across mountains is prohibited except through passes. **Entering a marsh zone stops movement.**

A force is never guaranteed to move at least one zone, it must have enough Movement Points to do so.

Units with a highlighted name (especially revolted units) cannot move outside their home country or their uprising zone except because by the play of a specific RAM.

### 11.3 Force Marching

A force may attempt to get more Movement Points by declaring a forced march. Upon such a declaration, the force is granted with a die roll bonus during the Movement Allowance determination.

The force is not guaranteed to get more Movement Points and needs to perform an Attrition Test after it has performed its movement.

### 11.4 Enemies

A friendly force may enter a zone with enemy combat units or an enemy fortress but must stop its movement upon entering the

zone.

If the friendly force wins a battle, it can resume its movement with any remaining Movement Points, **but only if a leader accompanies the force.** If it wins the battle without a friendly leader, it remains in the zone.

If it loses the battle, the force must withdraw into the zone it came from and stops the activation.

### 11.5 Interception

**Interception requires the presence of a leader and play of one RAM.**

**No interception is allowed into a zone which contains a city, port, fortress or Key star zone friendly to the active player.**

Every time, an active player's force moves **into another zone**, every force of the non-active player adjacent to such a zone may attempt an interception.

Once a force succeeds in making an interception, **the other eligible forces lose this opportunity.**

The intercepting force must obtain a die roll of 5+ modified as explained on the Special Movement Actions Table.

The intercepting force must intercept into the active force destination zone as a whole, no withholding of units, in case of a successful interception.

### 11.6 Escape

Escape attempts are resolved AFTER interceptions.

Once the active player's force moves into a zone containing a force of the non-active player, the latter can attempt to escape to another FRIENDLY zone (8.1) Phasing player's forces cannot try to escape.

The non-active force must obtain a die roll of 5+ modified as explained on the Special Movement Actions Table.

**In case of a successful escape, the force moves into a zone FRIENDLY to the non-active player and the active player resumes its movement.**

**Revolted units escape automatically into an uprising friendly zone.**

### 11.7 Naval movement

A force may use naval movement if it gets at least **two Movement Points** and no "\*" result on the Movement Allowance Chart; you need to roll at least a 3 to allow a naval move.

A naval move allows a force to be transported from a friendly port to any other port on the map. Naval movement costs 2 Movement Points; if the force has some Movement Points left and lands into a friendly port, it can continue its movement.

In case of a naval assault, a force must start its movement in a friendly port and end it in an enemy zone with a port but will not be able to resume movement.

**During the Bad Weather Impulse, naval movement is prohibited in the Baltic Sea Zone.**

Only a number of powers have naval movement capacities; major powers can use their capacity to move units of minor allies but not allied major powers.

The naval capacity for each eligible power is printed on the map, and is based on the available steps for each game turn which may be divided between the two impulses.

Naval assaults are only allowed against zones with a port by using specific RAM's; the force must start from a friendly port and faces a "-1" die roll modifier during the battle.

Naval assaults RAM are mandatory to cross straits into enemy controlled zones; **no more than 4 steps can cross such a strait during a naval assault.**

France does not have any naval movement capacity and needs specific RAM's to perform any naval movement.

### 11.8 Levant mini-map

This mini-map shows Egypt and Syria. Egypt is a neutral country and Syria is controlled by Turkey. France may only enter Egypt by using the "Egypt Expedition" RAM. Egypt may be concerned with diplomacy from both sides.

Cairo is a supply source for the side which controls it; Acre is a supply source for Turkey and her allies.

## 12.0 SUPPLY

### 12.1 General Rule

When a force is activated by the active player, its supply status is checked. When a battle takes place, supply is checked for both sides.

A unit is in supply if it can trace a supply line back to its capital city, a Key star or a fortress in its home country.

**Exception: Cairo** may be used by both sides and **Warsaw** is a supply source for France when it creates the Great Duchy.

Combat units of minor powers are always in supply inside their own country or can make use of the lines of supply of major powers with whom they are allied.

Revolted combat units are always in supply within their own uprising zone. They are always in supply in their zone and any adjacent zones connected to their home zone; if they move farther they must trace a supply line to a British or Austrian supply source.

A line of supply may use any number of zones under the condition that none of them is enemy controlled; the zone of the force itself does not count.

Alternatively, forces may trace a line of supply to a controlled port and then back to a fortress, Key star or the capital city of their home country if they have sea control.

The coalition always has sea control.

*Example: A British force invades a zone in Spain with a port and takes control of the zone. The port becomes a supply source because the coalition retains sea control and the British force can trace a line of supply to a key star zone in Great Britain.*

France gains sea control for one impulse (only) when it plays a naval RAM **or one non-naval RAM to maintain control for an additional impulse** as long as RAMs are available to do so

### 12.2 Out of Supply

A force which is out of supply at the beginning of its activation

needs to perform an Attrition Test and suffers a penalty on the Movement Allowance die roll. The force is marked with an Out of Supply marker.

A force that is out of supply during a battle suffers from a die roll modifier and cannot benefit from certain battle events.

A force that was out of supply at the beginning of the activation, but which is able to trace a supply line at the start of the battle, loses its Out of Supply marker.

The non-active force determines its supply status at the start of the battle, and if found to be out of supply, does receive an Out of Supply marker and suffers from a die roll modifier.

### 12.3 Attrition

A force must roll for attrition on the Attrition Table when :

- It begins its movement out of supply.
- It declares a forced march.
- It is stacked with a leader who initiates a second move during a Leader sub-Impulse.

**Attrition rolls are made at the end of the movement or before the beginning of a battle if that happens first.**

**Only steps that are activated as part of the force at the moment that it needs to perform the Attrition Test are affected, those left for the behind are ignored.**

Roll one die on the Attrition Table and apply the result. You may face step losses or penalties during a battle.

Forces that were not activated and that did not engage into a battle during an impulse do not undergo any Attrition Test.

## 13.0 BATTLES

When a force of the active player and a force of the non-active player are in the same zone, a battle is mandatory.

The active player is the attacker and the non-active player is the defender even if he enters the battle zone through a successful interception.

### 13.1 The battle sequence

**13.1.1 Sound of the guns:** Every friendly force adjacent to the battle zone may attempt to join the current battle, starting with the attacker then the defender.

In case of a force consisting of multiple armies, a part of the armies may be left behind.

Forces may not march to the sound of the guns through mountains and straits.

The adjacent force must obtain a die roll of at least 5 to reach the battle zone modified as explained on the Special Movement Actions Table.

The stacking rules must be observed in the battle zone. It is allowed for armies to absorb other armies.

**13.1.2 Battle modifiers:** The attacker and the defender may get some battle die roll modifiers; each side retains its own battle modifiers.

**13.1.2.1 Odds computation:** The attacker compares the total of

his steps to the defender's total and rounds off the ratio to the next whole number.

*Example: 6 steps to 4 steps gives a 1.5 to 1 rounded up to 2 to 1.*

**The ratio provides a positive or negative modifier for the attacker only; a ratio less than 1/2 is treated as 1/2.**

**If the ratio is at least 5 to 1, the defender is automatically eliminated.**

**13.1.2.2 Tactical modifier:** Each side chooses the Tactical modifier value of one unit (called the front or lead unit).

Those units will absorb the FIRST loss of the battle.

**13.1.2.3 Leader modifier:** The commanding leader provides its Battle bonus.

**13.1.2.3 Terrain effects:** The attacker suffers a (-1) battle die roll modifier if he has invaded the battle zone through a mountain pass or river and a (-2) through a straits.

**If the battle zone contains a fortress or/and marsh, the defender gains a (+1) modifier for each.**

**13.1.2.4 Supply status:** The side which is found to be out of supply suffers a (-3) penalty.

**13.1.2.5 Cavalry superiority:** The side with the most C symbols within its force may claim superiority in cavalry and receives a (+1) battle die roll modifier.

Players cannot gain cavalry superiority in a marsh or fortress zone. The first step loss will come from an army with a C value if cavalry superiority has been claimed.

**13.1.2.6 Battle RAM's:** Some events may provide a battle modifier; each side can play a maximum of TWO battle RAM's during each battle: the attacker reveals his first battle RAM event, then the defender decides if he wants to play one. Repeat the process for the second battle RAM.

**13.2 Battle resolution:** Each side rolls its own die on the same Combat Results Table, and applies its own die roll modifiers.

Notice that there are two columns depending on the number of steps of BOTH sides: the right one does concern major battles with at least 11 steps participating in it, each side contributing at least 5 steps.

The side which obtains the highest modified die roll wins the battle. It is possible for the winner to undergo more losses than the losing side.

If there's a tie, the winner is :

- The side with a leader.
- If both sides have a leader, the side with the best Strategic bonus value.
- If there's still a tie, the defender wins.

**If one side is eliminated, the other side wins in every case.**

**13.2.1 Battle results:** A "#" result is the number of losses you inflict on your opponent BUT you CANNOT INFLICT MORE LOSSES to your opponent than your OWN NUMBER OF

STEPS !

One loss means the enemy must lose one step from his front or lead army or eliminate one step unit that participated in the battle. Some results call for an additional die roll to see if another step loss is inflicted.

If cavalry superiority has been claimed, at least one step must come from an army with a C value except if the C value comes from a leader.

This step loss must be inflicted before the front or lead unit takes a step loss. It can however be the same unit !

*Example: if a force receives 2 step losses and cavalry superiority has been claimed, if the front unit is also a C unit, it will sustain 2 step losses.*

If a combat unit is eliminated, it may come back later during the Reinforcements Phase except if it bears a dot which means the unit is permanently removed from the game.

**13.2.2 Pursuit after combat:** After a battle, the winning side may launch a pursuit if he has more cavalry (C) steps remaining than the defender, AFTER applying the battle losses.

**Exception: No pursuits are allowed IN a marsh or fortress zone where a battle took place.**

The winner rolls a die on the Pursuit Table, modified by +1 if he still has at least 3C.

The pursuit's result enhances the battle's effect with more losses or doubling the length of a retreat.

The losing side inflicts his own losses.

**13.2.3 Retreat after combat:** The losing side must withdraw the surviving units from the battle zone to an adjacent zone; some pursuit results may double the length of a retreat except if the first zone of the retreat is a friendly fortress, Key star or the capital city zone of that country's force in which case the force may elect to stop.

**A losing force may ignore retreats when it is in a zone with a friendly fortress or if it's a revolted unit within its own revolted zone.**

A force cannot retreat into an enemy controlled zone, through impassable terrain or across a strait; if the force does not have any available path of retreat, it's destroyed.

A retreating force may split to different zones; the attacking force however must retreat to the zone from which it initiated the attack.

**13.2.4 Movement after combat: A winning force from the active player, stacked with a leader** may resume its movement if it has any Movement Points left. It can also engage in battle again while doing so.

### 13.3 Fortresses

Fortresses may not be besieged. They change hands once the fortress's owner is forced to retreat after a battle.

If the fortress zone is invaded by the active player and there are no friendly combat units present, the fortress is conquered by spending 2 additional Movement Points. If the invading force has not enough Movement Points to enter the zone and conquers the fortress (1+2 = 3), the Active player cannot enter that zone.

A fortress gives a “+1” to the owning player during the battle resolution and cancels retreats, cavalry superiority and pursuits.

A friendly fortress is a supply source for the owning player’s combat units and recruits – reinforcements may be deployed there, yes even in Mantua.

## 14.0 CONQUESTS & STATUS

Conquests are checked during the End of Turn Phase at the end of each annual turn.

### 14.1 Minor Powers

Minor powers are conquered when the opposing side controls every zone of such a country.

Usually minor powers have only one zone but some may have more, like Portugal or Saxony for instance.

Once a minor power is conquered, it joins the conqueror’s side with its Recruit Points value; combat units on the map at the end of the current turn are placed back within their home country from wherever they are.

**Exception:** The Polish army never joins the Coalition if Great Duchy is conquered; the Polish army fights on the side of France until it is eliminated.

A minor power may change sides again later if it’s conquered or by the play of a specific RAM but not through diplomacy.

### 14.2 Major Powers

**If, at the end of a game turn, the capital city zone of a major power is controlled by the opposing side,** this major power must undergo a Surrender Test.

In case of Russia, the opposing side must control Moscow or St.-Petersburg.

**The major power is not conquered if the die roll is less than or equal to the number of Key stars it still controls, but minus 1 if it does not have any combat units within its 1792 territory.**

*Example: Prussia has lost Berlin and still controls Königsberg and Warsaw (1 Key star each) but has no more combat units left (-1) so Prussia surrenders if she rolls more than a 1 except by playing a RAM like “Drums of War”.*

Once a major power surrenders, apply the following peace effects:

- The surrendered major power is inflicted a mandatory peace during a number of turns (years) equals to half a die roll result rounded up.
- The conqueror is allowed to capture two adjacent zones to the conqueror’s home country or one of its allies, without a Key star or minor powers still allied to the losing side; armies of the defeated major power must be displaced to their home country zones.  
Defeated armies present must leave those zones and be placed automatically in their home country.
- Foreign forces of the surrendered major power must leave the country immediately; the owning player must place them in the nearest friendly zone. This movement does not cost any Movement Points.
- Conquering forces may remain within the defeated power’s borders OR immediately place his units in the nearest friend-

ly controlled zone till the end of the mandatory peace; at that time, they must have exited this power’s territory or they are eliminated.

- Enemy Control markers are removed from the new neutral territory.

### 14.3 Major Powers status

**14.3.1 Neutral:** Some major powers may begin the game in a neutral status; they join a side according to the instructions on the Game Turn Record Track or because of a diplomatic action or a declaration of war. Once a power leaves neutrality, it cannot become neutral again.

**14.3.2 Mandatory peace:** In case of a mandatory peace, the major power must observe this peace during a certain number of game turns; it is allowed to produce combat units and to move them around inside its own territory; the Coalition player controls the moves and production.

At the end of this mandatory peace, the major power may come back to its original alliance during any impulse and so has the opportunity to choose the right moment to do so.

Between this return to the alliance and the end of the mandatory peace period, the conqueror cannot attack unless it rolls a die roll result of less than or equal to the number of impulses after the end of the peace period.

*Example: Austria is conquered by France in 1805 and must observe peace till the end of 1807; during the Bad Weather Impulse of 1808, France opts for a preventive war against Austria, which is still neutral, and must roll a 1 or 2 to declare war because it’s the second impulse after the end of the mandatory peace period.*

**14.3.3 Forced Alliance:** Once a major power is conquered for a second time or has been conquered once by playing the Drums of War RAM, it is subjected to a new mandatory peace and afterwards joins the alliance of the conquering side until some RAM allows this conquered power to betray the forcing ally !

*Example: Austria is conquered a second time by France and is subjected to a mandatory peace for two turns and then becomes a forced ally of France.*

During a forced alliance, the submitted power must remain within its home country and allow the conqueror to use its territory to move through and trace supply lines.

The conqueror may also play the Allied Expeditionary Forces RAM.

The submitted power can use only ONE Recruit Point until all enemy units have left its home country at the end of a game turn.

If a forced alliance (or the Spanish War of Liberation) is broken by a RAM event, the units of the former forced ally are placed within its original territory. If combat units of the former conqueror are still within his territory and stacked with new enemy units, such units must retreat immediately to the nearest friendly zone free of enemies.

**14.3.4 Spain & War of Liberation:** Spain will start the game as a British ally and so neutral at the start of the game.

It will enter the French alliance with the San Ildelfonso RAM and can come back to a neutral status with the Admiral Jervis RAM.

Until the French “Bayonne Trap” RAM has been played, Spain can be the target of diplomacy attempts.

**French combat units cannot enter Spain while Spain is neutral. They cannot even do so until the “Bayonne Trap” RAM is played or if there are some non-Portuguese units in Portugal or Spain, except Gibraltar.**

After the play of the Bayonne Trap RAM, Spain can change sides by playing the Dos de Mayo RAM. French units retain control of their zones but may become out of supply! If stacked with a Spanish unit, the Spanish unit withdraws to a free adjacent space, if any, or is destroyed.

In this case, Spain joins the Coalition and becomes a minor power which can only be conquered if all of its zones are French controlled or friendly to both sides.

#### 14.4 Conquests of the French Republic

Some zones are light blue colored which means that once the French player controls those zones **at the end of a game turn**, they are part of the French home country until France is conquered.

The Piedmont army is available only for the Coalition.

#### 14.5 New powers

**14.5.1 Poland:** At the beginning of the game, Poland has a huge territory. Poland faces two partitions, in 1793 and 1795, in favor of her neighbors, Prussia, Russia and Austria.

Those major powers take control of the corresponding zones immediately as shown on the map by 93 and 95 shields icons printed in the corresponding zones.

Poland may rise again under the Great Duchy entity as described on the map with green zones.

If Warsaw is French controlled and the Marie Walewska RAM is played, the Great Duchy is installed as a French ally; it includes the Warsaw zone and every other zone with the Polish color in Prussia even if units from the Coalition are still in place.

The Polish army is received for free during the next Reinforcements Phase after the Great Duchy is installed. Such a situation counts for 2 zones in case of Prussian surrender.

Alternatively, if Prussia surrenders to France and France chooses the Warsaw zone within the peace conditions, the Great Duchy is in place in every Polish zone in Prussia. It counts as one zone.

In both cases, France is allowed to move and draw supply lines across Prussia till Prussia joins the Coalition again.

No diplomatic attempt is allowed against Great Duchy.

**14.5.2 Kingdom of Italy:** If France controls Milan and Venice, the kingdom is created; the Italian army is available for recruiting during the next Reinforcements Phase.

Every zone with the Italian crown may be part of the kingdom, no diplomatic attempt is allowed against Italy.

**14.5.3 Rhine Confederation:** At the beginning of the game, this area is called Empire and is allied with Austria; it has an army with 2 steps.

When the Empire’s zones are French controlled AND France plays the “Erfurt” RAM, the Rhine Confederation is in place with

the same zones and the depleted Rhine counter is deployed on the map for free. (It’s the same counter as that of the Empire, but cannot increase to the second step level.

No diplomatic attempt is allowed against the Rhine Confederation.

**14.5.4 Westphalia:** At the beginning of the game, this area is called Hanover and is allied with the UK. When Hanover’s zones are French controlled, the Hanoverian army is removed from play.

Once France plays the “Erfurt” RAM, the Westphalian kingdom is in place with the same zones and the corresponding counter is deployed on the map for free.

No diplomatic attempt is allowed against Westphalia.

## 15.0 VICTORY

An automatic victory may be achieved at the end of every 3 year period by both sides.

**Coalition:** France does not control any Key star zone on the map.

**France: France must score 30 Victory Points :**

ONE for each controlled Key star not belonging to Austria, Russia, Prussia, Turkey and Spain during a war.

ONE for each allied Key star.

ONE for each mandatory peace inflicted on the Coalition.

ONE for each forced alliance in effect.

ONE for winning a War of Liberation (+1 for the forced alliance)

ONE each for controlling Syria, Corsica/Sardinia.

France is losing one Victory Point for each uprising zone with an enemy combat unit inside the 1792 French territory and ONE Victory Point for each French 1792 Key star.

If neither player is able to obtain an automatic victory, the French player wins if he controls every Key star zone of the 1792 French home country and every French Republic conquers zone with a Key star, city or port.

The Coalition wins if France does not control any Key star zone out of its 1792 home country and at least 2 Key stars in 1792 French home country.

If no player manages to reach those criteria, it’s a draw.

## 16.0 SCENARIO SET-UP

Place leaders, if any, and armies in the specified zones; the number of steps is written within the brackets.

For the great campaign, use the LIBERTY OR DEATH set up. Any unit not listed in the setup instructions or in the game turn record track are available to the players and may be build later in the game during the recruits phase. (Example: Aus Galicia, Br Med Sea etc...)

Reinforcements enter the game at full strength.

Beware that :

- counters for Westphalia & Rhine are the backside of Hanover and Empire.
- 1813-1815 RAM’s counters for France and coalition are un-

fortunately printed 1810; please refer to the RAM list for which ones belong to 1810 and 1813.

- Egypt expedition RAM enters the RAM pool in 1798 not in 1795 as printed on the counter.

## 16.1 LIBERTY OR DEATH 1792-1800

Start: 1792 (Fair Weather Impulse, Activation Phase)

End : 1800 (victory phase)

### 16.1.1 Set up

#### FRANCE (1792)

Lille: Dumouriez & North (3)

Strasbourg: Rhine (2)

Lyons: Italy (2)

Bayonne: Pyrenees (1)

Perpignan: Catalonia (1)

Nantes: Coastal (1)

Paris: Interior (1)

Marseille: Alps (1)

#### COALITION

##### AUSTRIA (1792)

Brussels: Flanders (2)

Salzburg: Germany (2)

Baden: Baden-Wurt (1)

Erfurt: Rhine (1)

##### PIEDMONT-SARDINIA (1792)

Turin: Piedmont (1)

Sardinia: Sardinia (1)

##### PRUSSIA (1792)

Mainz: Brunswick & Rhine (3)

Hessen: Hestia (1)

Berlin: East Prussia (1)

Breslau: Silesia (1)

*BAVARIA, PALATINATE, FLANDERS, SOUTH GERMAN STATES, VENETIA, PAPACY, TUSCANY, LOMBARDY, SAXONY, HESSEN & GENES* belong to the Coalition.

##### UK (1793)

London: Anglo-Dutch (1)

Hanover: Hanover (1)

*PORTUGAL* joins UK but does not have any army.

##### NETHERLANDS (1793):

Netherlands: Netherlands (1)

##### SPAIN (1793)

San Sebastian: South (1)

Gerona: Central (2)

##### NAPLES (1793)

Naples: Naples (1)

#### NEUTRALS

##### TURKEY

Joins the Coalition if Egypt is invaded by France.

Constantinople: Great Vizir, La Porte (2), Janissaries (1)

Adjacent to Austrian or Russian borders: Border (2)

Acre: Syria (1)

Ottoman Empire RAM: Levant (2) into Syria or into Egypt by

free naval assault.

##### RUSSIA (deployed in 1792)

Joins the Coalition with the 2<sup>nd</sup> Coalition RAM or in 1804.

Within Russia: I Milicia (1), Baltic (1), 1st Army (3).

Odessa: 2<sup>nd</sup> Army (2)

And its minor allies, *MECKLENBURG & HANSEATIC LEAGUE* with no armies.

#### MINORS

Deployed within their country.

##### DENMARK

Danes (1)

##### EGYPT

Mameluks (1) & Egypt (1)

##### SWEDEN

Swedes (1)

##### SWITZERLAND

Swiss (1)

*REVOLTED UNITS* (deployed in their zones if their RAM is played or entry turn according to the game turn record track and see 7.2)

##### VENDÉE (1793)

Vendée (2)

##### FEDERALISTS (1793)

Lyon: Lyon Fed (1)

Marseille: Toulon Fed (1)

##### TYROL

Tyrolians (1)

### 16.1.2 Special rules

No forced march available during 1792 for both sides.

France is allowed to choose 2 RAMs : Valmy & Volunteers before drawing the 3 additional ones available.

French forces face a “-1” DRM battle till the “Valmy” RAM is played and receives no movement bonus printed on the army counters till CARNOT.

During the 1793 End of Turn Phase, the first conquest of Poland occurs; every 93 Polish zone becomes part of the respective neighbours. The same process occurs in the 1795 End of Turn Phase.

Beginning with 1794, Prussia and Russia must keep at least 2 steps each within the conquered Polish zones or forfeits a Recruit Point each turn for each missing step.

### 16.1.3 Victory conditions

#### Coalition:

The Coalition player must conquer every zone in France which contains a resource value.

#### France:

At the end of 1800, the French player must control:

- Every Key star in 1792 France
- Every zone of the French Republic conquests
- At least SIX minor countries
- UK must not have more than one major power allied with among Prussia, Spain & Austria.

If no player manages to reach those criteria, it's a draw.

## 16.2 THE GRAND EMPIRE 1805-1815

Start: 1805 (Fair Weather Impulse, Activation Phase)

End : 1815 (victory phase)

### 16.2.1 Set up

#### FRENCH EMPIRE

##### FRANCE

Lille: Napoleon, Murat & Grand Army (3), Cav Res (1), Ardennes (1)

Netherlands: Netherlands (1)

Milan: Massena, Italy (2)

Stuttgart: Baden-Wurt (1)

Brest: Coastal (1)

Marseille: Alps (1)

Hanover : Vosges (1)

##### SPAIN

Madrid: Central (1)

Carthagene: South (1)

France controls every Republic conquests zone, Hanover, Piedmont, Tuscany, Genoa, Netherlands, Switzerland, Bavaria & South German States.

France is allied to Spain, Kingdom of Italia (Lombardy and later maybe Venitia),

#### COALITION

##### AUSTRIA

Venetia: Charles & Italy (3)

Ulm: Germany (2); Munich and Ulm are Austrian controlled.

Budapest: Reserve (1)

Austria controls Empire zones & Venetia.

##### RUSSIA

Vilna: Kutuzov & 2nd Army (2), Guard (1)

Odessa: I Milicia (1)

St.-Petersburg : Baltic (1),

Moscow : Moscovia (1)

And its minor allies, *MECKLENBURG & HANSEATIC LEAGUE* with no armies.

##### UK (1793)

London: Anglo-Dutch (1)

##### SWEDEN

Within Sweden: Swedes (1)

##### NAPLES

Naples: Naples (1)

## RAMs LIST

Description, after not played before this is on the counters:

XXXX/XXXX = entry and removal year if not played before.

Some RAM's are backprinted (V) for 1810 & 1813 years (Note that 1813 RAM's have been printed with 1810 instead of 1813)

Red name: combat event,

Blue name: naval event,

Green name: budget event,

Black name : basic event.

##### PORTUGAL-SARDINIA

Within Portugal: Portugese (1)

UK is allied to Papacy.

#### NEUTRALS

##### PRUSSIA

Berlin: Brunswick & Ost Prussia (1)

Silesia: Silesia (1)

Within Saxony: Saxons (1)

Saxony is allied to Prussia.

Hessia is allied to Prussia with no army.

##### TURKEY

Constantinople: Great Vizir & La Porte (2), Janissaries (1)

Adjacent to Austrian or Russian Borders: Border (2)

Acre: Syria (1)

##### MINORS

Deployed within their country

*DENMARK*: Danes (1)

*EGYPT*: Egypt (1)

### 16.2.2 Special rules

The RAM pools of both sides only include RAM's with the 1804 entry date except for Harem (French) and Spanish Gold (Coalition). Remove every other before 1804 RAM.

France is allowed to choose one RAM, but this RAM does count against those to draw.

No forced march is allowed for the Coalition during the Fair Weather Impulse of 1805.

Charles and the Austrian Italy army cannot leave Italy voluntary during the 1805 Fair Weather Impulse. (Optional)

### 16.1.3 Victory conditions

Same as described in 15.0.

## 16.3 FROM VALMY TO WATERLOO (1792-1815)

Start: 1792 (Fair Weather Impulse, Activation Phase)

End : 1815 (victory phase)

### 16.3.1 Set up

Use the LIBERTY OR DEATH scenario instructions (16.2)

### 16.3.2 Victory conditions

See 15.0 Victory conditions of the main body of rules.

1792-1794	FRANCE 13	COALITION 12	1792-1794
V	<b>Valmy (1795)</b> French combat penalty is over. France wins the battle in case of tie.	<b>Corsica Kingdom (1801)</b> A force of maximum 2 steps may naval assault a coastal zone in the Med Sea or cancels a <a href="#">French naval assault</a> .	V
	<b>Attacking columns</b> +1 drm for one battle if active player.	<b>Famine (1801)</b> France loses 1 Recruit Point for the next Reinforcement Phase.	V
	<b>Balloons</b> +1 drm for one battle.	<b>Guillotine (1795)</b> A French leader who has lost a battle is removed from the game on a die roll of 6.	V
	<b>Volunteers</b> + 2 Recruit Points even during the Activation Phase.	<b>Galerne ride (1794)</b> A Vendee combat unit is allowed to move out of its zone and is considered to be in supply for the current impulse.	V
V	<b>Prairial fight (1795)</b> + 1 Recruit Point even during the Activation Phase.	<b>Winter quarters</b> No more battles are allowed for both sides during the current Bad Weather Impulse.	
V	<b>Toulon (1795)</b> +2 drm for one battle in an enemy controlled port zone.	<b>Screen</b> - 2 drm on the Pursuit Table if the Coalition loses a battle.	
V	<b>Infernal columns (1795)</b> +2 drm for one battle against revolted units in France.	<b>War council (1798)</b> Restore a reduced combat unit of the Coalition; this unit cannot move during this impulse.	V
V	<b>Carnot (1795)</b> French movement penalty is over. +3 Recruit Points even during the Activation Phase.	<b>General wounded</b> A French leader is wounded after the battle on a die roll of 5-6 and comes back during the next Reinforcements Phase.	
V	<b>Terror (1795)</b> Until the end of 1794, +1 drm during battles against revolted combat units in France.	<b>Royal Navy</b> Cancels a <a href="#">French naval assault</a> or allows a <a href="#">British naval assault</a> .	
V	<b>Convention Representatives (1795)</b> +1 drm for one battle.	<b>White cockade (1795)</b> Remove the French general Dumouriez from the game, even before a battle on a die roll of 4+; move French units to observe the stacking rules.	V
	<b>Winter campaign</b> Cancels bad weather drm's for attrition and movement for the activation of one force.	<b>Subsidies</b> 3 Recruit Points for a major power at war, except the UK, during a Reinforcements Phase.	
V	<b>Sardinia-Corsica (1798)</b> An army of maximum 2 steps may naval assault Corsica or Sardinia.	<b>High ground</b> +1 drm for one battle for the non-active player.	
V	<b>Mayence army (1795)</b> A one step French combat unit destroyed in a battle is placed in Paris immediately and may fight only revolted combat units in France during the current year.		

1795-1797	FRANCE 8	COALITION 8	1795-1797
	<p><b>Initiative (1801)</b>                      Played during the Events Phase: France is the first player for the current year.</p>	<p><b>Quiberon NA (1801)</b>                      The Chouans combat unit is deployed during an activation by the Coalition within its area in a coastal zone; if a French unit is there, a battle is fought immediately.</p>	V
V	<p><b>Campo Formio (1798)</b>                      If Austria does not control Mantua and a French Key star, an armistice is enforced during the Diplomacy Phase <b>for the full current year.</b>                      Austrian combat units are placed within their home country by the Coalition player and do not move till the end of the year.                      French forces in Austria come back to the nearest French controlled zone.</p>	<p><b>Louis XVII (1801)</b>                      A reduced Vendee combat unit (one step) is deployed within its zone; if a French unit is there, a battle is fought immediately.</p>	V
	<p><b>Pillage</b>                      France receives 2 Recruit Points in the next Reinforcements Phase if she controls a minor power Key star.</p>	<p><b>Kingdom of Piedmont (1801)</b>                      Piedmont-Sardinia receives 2 Recruit Points and must spend them immediately for Sardinian or Piedmont units; combat units may be deployed in Venetia, Lombardy, Piedmont, Sardinia, Tuscany, Papacy or Naples if controlled by the coalition.</p>	V
V	<p><b>Treaty of Basel (1798)</b>  <i>May be played during the diplomacy phase</i>                      Prussia and her allies (Hessia and Saxony) becomes neutral if she does not control any Key star zone in France.                      No diplomatic attempt against Prussia till the beginning of 1804.                      Prussia does not produce anything till the beginning of 1804.</p>	<p><b>Admiralty</b>                      Cancels a French naval assault or allows a naval assault with a force of maximum 2 steps.</p>	
V	<p><b>Treaty of San Indelfonso (1798)</b>  <i>May be played during the diplomacy phase</i>                      Spain leaves the Coalition and becomes allied to France if she does not control any city zone in France.                      Every combat unit of the Coalition in Spain is immediately placed in its respective home country.</p>	<p><b>City</b>                      3 Recruit Points for a major power at war, except the UK, during a Reinforcements Phase.</p>	
	<p><b>Ireland expedition (1804)</b>                      An army of maximum 1 step may naval assault Ireland.</p>	<p><b>Free passage</b>                      A force of the Coalition may cross a neutral state, without stopping, which remains neutral.</p>	
	<p><b>Siege</b>                      +2 drm for one battle in a fortress zone.</p>	<p><b>Dutch Indies (1801)</b>                      If Holland is French controlled, the UK receives 1 Recruit Point in the next Reinforcement Phase.</p>	V
	<p><b>Sabre of Honor</b>                      +1 drm for one battle</p>	<p><b>Admiral Jervis (1804)</b>                      Cancels a French naval assault or brings Spain back to neutrality if allied to France.  <b>Spain may become French allied again only through the Bayonne Trap event or by a successful diplomacy attempt.</b></p>	V

1798-1800	FRANCE 6	COALITION 7	1798-1800
	<b>Swiss Confederation</b> France may invade Switzerland and gains a +1 drm for one battle against Swiss units.	<b>Aboukir (1807)</b> Cancels the Egypt expedition on a die roll of 5+ or cancels any other naval assault.	
	<b>Indies</b> UK loses 2 Recruit Points in the next Reinforcements Phase.	<b>Russian legs</b> A Russian army receives a +2 drm for a Movement Allowance die roll.	
V	<b>Egypt expedition (1804)</b> France receives the Egypt army and MUST launch a naval assault before the end of the turn on the Alexandria zone with Napoleon; deploys the Mamelucks and Egypt units in Egypt except in Alexandria.	<b>Hussards</b> In case of pursuit in a battle, the Coalition gains a +2 drm.	
	<b>Pyramides (1807)</b> France gets a +2 drm for one battle in the Levant.	<b>Siege of Acre (1807)</b> +1 drm if a Coalition force defends Acre and wins the battle in case of tie even if France has a leader.	
	<b>Brumaire (1807)</b> If Napoleon is in the Levant, the French player can transfer him to a French force in France.	<b>Ottoman Empire</b> Turkey receives the Levant army if Egypt is invaded and may use it only in a naval assault against a coastal zone in Syria or Egypt.	
	<b>Coastal army</b> An army of maximum 2 steps may naval assault an enemy coastal zone except in United Kingdom.	<b>Second coalition (1804)</b> Russia joins the Coalition immediately.	V
		<b>Cadoudal (1804)</b> The Chouans combat unit is deployed within its zone; if a French unit is there, a battle is fought immediately.	V

1801-1803	FRANCE 6	COALITION 5	1801-1803
	<b>Harem</b> +2 drm for a free diplomacy roll on Turkey even if allied to the <b>Coalition</b> . In case of success, Turkey becomes allied to France and can attack Russia even if it is neutral.	<b>Perfidious Albion</b> Roll one die and halve the result rounded down; the French player returns randomly to the RAM pool: ONE RAM on 1-3 and TWO on 4-6.	
	<b>Corsairs</b> The UK is loses one Recruit Point on a die roll of 1-3 and 2 Recruit Points with a 4-6 in the next Reinforcement Phase.	<b>Spanish gold (1810)</b> Spain loses its Recruits Points and the UK receives one additional Recruit Point in the next Reinforcement Phase.	
	<b>Barbary pirates</b> The UK loses one Recruit Point in the next Reinforcement Phase.	<b>Rotschild</b> 3 Recruit Points for one major power of the Coalition at war except the UK during a Reinforcements Phase.	
	<b>Talleyrand (1810)</b> +3 drm for a free diplomacy roll.	<b>Second lines</b> One force escapes automatically.	
	<b>Tsar Paul I (1804)</b> Russia comes back to neutrality; place Russian units outside their home country in a supplied Russian reinforcement zone.	<b>Copenhagen Affair (1807)</b> One minor neutral country joins the Coalition.	

***Treaty of Amiens (1807)***

MUST BE PLAYED during the Diplomacy Phase. An armistice is enforced all over the map; combat units are placed in their respective home countries. Major powers at war keep their minor zones conquests and recover their 1792 home countries zones. Until the end of the current 3 years period, no production is allowed and no war takes place. Afterwards, the war with the previous alliances resumes.

1804-1806	FRANCE 10	COALITION 10	1804-1806
	<b><i>Flank attack</i></b> +2 drm for one battle if a leader is in command.	<b>Winter campaign</b> Cancels bad weather drm's for attrition and movement for the activation of one force.	
	<b><i>Sound of the guns</i></b> +2 drm for one march to the sound of the guns test.	<b>Mud</b> Each army, of both sides, faces a -2 drm for Movement Allowances die rolls during the current impulse.	
	<b><i>Marie Walewska</i></b> If Warsaw is French controlled, the Great Duchy is created as a French ally; it includes the Warsaw zone and every other zone with the Polish color in Prussia even if units from the Coalition are still in place. The Polish unit is received for free during the next Reinforcements Phase if Warsaw is still French controlled.	<b>Squares</b> Cancels one French C value for cavalry superiority and pursuit during a battle.	
	<b><i>Boulogne camp (1810)</i></b> A 4 steps stack with two leaders may execute a naval assault in the United Kingdom through a strait on a die roll of 6 or may move with a 6 MP Movement Allowance without attrition.	<b>Nelson (1810)</b> Cancels a French naval assault.	
	<b><i>March column</i></b> France chooses one stack of the Coalition which cannot move if it intended to; play the RAM when the Coalition has chosen the unit to move which is considered as being activated for this impulse.	<b>Crowns entente</b> +3 drm for a free diplomacy roll.	
	<b><i>Skirmishers</i></b> +1 drm for one battle	<b>Drums of war</b> A major power may refuse to surrender until the next End of Turn Phase. If it surrenders again, it faces a forced alliance and loses 3 zones in place of 2: the victor may choose to replace ONE zone with a 2 recruits indemnity.	
	<b><i>Schulmeister (1810)</i></b> Cancels the movement of one enemy stack; play the RAM when the Coalition has chosen the unit to move which is considered as being activated for this impulse.	<b>Redoubt</b> +1 drm for one battle for the defending stack.	
	<b><i>Infernal Brigade (1810)</i></b> +2 drm for a pursuit roll.	<b>Standing at order</b> An enemy successful sound of the guns attempt is forfeited.	
	<b><i>Depots</i></b> -2 drm for an Attrition Test.	<b>General's Health</b> Reduce by one the battle bonus of an enemy leader for one battle.	

***Cut off the retreat***

A successful enemy escape is forfeited.

**Tyrol**

Place the Tyrol revolted unit in the Innsbruck zone if this zone has been conquered by France; a battle takes place immediately if an enemy unit is there. The Tyrolians may move to an adjacent zone and remains in supply if Innsbruck is still controlled.

1807-1809	FRANCE 10	COALITION 10	1807-1809
	<b><i>Erfurt (1813)</i></b> If Austria and Prussia have surrendered, France receives the Rhine and Westphalian (use backside of Hanover & Empire counters) combat units and may build them during the next reinforcement phase pool; Empire, Hanover, Hanse, Hestia & Mecklenburg become if not already, French allies.	<b>Charge</b> +1 drm for one battle if the force contains at least one C value.	
	<b><i>Tilsit (1813)</i></b> Russia becomes neutral if the UK does not have Prussia or Austria as allies any longer. Russian combat units are placed within Russia immediately.	<b>Winter general</b> Immediately resolve an Attrition Test during the Bad Weather Impulse for each enemy stack within the Russian home country included Russian conquests.	
	<b><i>Bayonne Trap</i></b> Spain becomes allied to France immediately and French units can enter Spain.	<b>Dos de Mayo</b> If Spain is allied to France or neutral, Spain joins the Coalition and a War of Liberation begins. Place Atlantic and Med units with one step each on the map; Guerillas are deployed during the next Reinforcements Phase.	
	<b><i>Somo Sierra</i></b> +1 drm for one battle if the stack contains at least one C value.	<b>Cossacks</b> + 2 drm for one enemy Attrition Test adjacent to a Russian force.	
	<b><i>Grand battery</i></b> +2 drm for one battle if a leader is in command.	<b>Walcheren</b> A force of maximum 2 steps may naval assault a zone in Holland or Flanders.	
	<b><i>Mobile columns</i></b> Remove one Spanish guerilla unit.	<b>English Gold</b> The Coalition receives 3 Recruit Points in the next Reinforcements Phase.	
	<b><i>Continental blockade (1813)</i></b> During every Reinforcements Phase, if every continental (Copenhagen included but not Palermo & Gibraltar) port from St Petersburg to Venice are controlled by France or by a power allied or in mandatory peace with France, UK loses 2 Recruit Points.	<b>Crests</b> +1 drm for one battle for the non-active player.	
	<b><i>Eblé</i></b> Cancels the river penalty for one battle.	<b>Disgrace</b> Remove a French leader, except Napoleon, from the game; roll a die and the result is the number of turns the leader may still remain on the map, including the current turn.	
	<b><i>Horse Battery</i></b> +1 drm for one battle if the stack contains at least one C value.	<b>Thin red Line</b> +1 drm for one battle round if Wellington is in command.	

**Mutiny**

Cancels an enemy naval assault.

**Bridge destroyed**

-2 drm for the the enemy die roll if he attacks across a river.

**VERSO RAMS**

1810-1812	FRANCE 7	COALITION 7	1810-1812
	<p><b>USA</b> UK loses two Recruit Points in the next Reinforcements Phase.</p>	<p><b>Intrigues</b> +3 drm for a free diplomacy roll.</p>	
	<p><b>Fouché</b> Roll one die: the Coalition player returns to the RAM pool randomly, ONE RAM on 1-3 and TWO on 4-6.</p>	<p><b>Landwehr</b> Prussia receives the Landwehr combat unit for free in Berlin. If destroyed, the unit is rebuilt for free each turn till the end of the game.</p>	
	<p><b>Persia</b> Remove one Russian step at Russia's choice.</p>	<p><b>Scharnhorst</b> Prussia breaks her forced alliance with France and joins the Coalition. French stacks in the same zone as Prussian ones withdraw now to the nearest French controlled zone.</p>	
	<p><b>The bravest of the brave</b> +1 drm for one battle for one defending stack.</p>	<p><b>Malet</b> Napoleon is immediately placed on a force in France by the Coalition player or comes back as a reinforcement during the next impulse (French choice); the original stack must obey the stacking limits and is allowed to split on an adjacent controlled zone.</p>	
	<p><b>Berezina</b> Automatic success for a French escape attempt.</p>	<p><b>Initiative</b> Played during the Events Phase: the Coalition is the first player for the current year OR Turkey comes back to neutrality.</p>	
	<p><b>Cuirassiers</b> +1 drm for one battle if the force contains at least one C value.</p>	<p><b>Scorched earth</b> Immediately resolve an Attrition Test for each enemy stack within the Russian home country, including Russian conquests, during the Fair Weather Impulse.</p>	
	<p><b>Allied expeditionary forces</b> If Prussia and Austria are in a forced alliance with France, it can claim one Recruit Point from Austria and Prussia (each) during the Reinforcements Phase (each turn) if France is at war with Russia.</p>	<p><b>Torres Verdas Lines</b> +2 drm for one battle for a defending stacked with Wellington.</p>	

1813-1815	FRANCE 6	COALITION 6	1813-1815
	<p><b>Marie-Louise</b> France receives 6 Recruit Points during the current Reinforcements Phase.</p>	<p><b>Germania</b> If Prussia and Austria are at war with France, Saxony and Bavaria betray France if allied with it; their units immediately join the nearest stack of the Coalition; Saxon and Bavaria's zones become Coalition controlled.</p>	

**Armistice**

After the play of this event, no battle is allowed during the current impulse except in Spain and Portugal.

**La Marseillaise**

+1 drm for one battle in France 1792.

**Legion of Honor**

+1 drm for one full battle for a stack without a leader.

**Francs tireurs**

An enemy stack in France faces a -2 drm for its Movement Allowance die roll.

**Lancers**

+1 drm for one battle if the force contains at least one C value.

**Bernadotte of Sweden**

Sweden joins the Coalition with her 2 step combat unit; deploy the army in Sweden or in a Baltic port under Coalition control.

**Vive Le Roi!**

Deploy the reduced Vendee combat unit within its zone; if a French unit is there, a battle is fought immediately.

**Ambush**

Automatic success for an interception attempt without playing an additional RAM.

**Uhlans**

+1 drm for a pursuit roll.

**Schönbrunn**

Austria breaks her forced alliance with France and joins the Coalition.

French stacks in the same zone as Austrian ones withdraw now to the closest French controlled zone.

**ATTRITION TABLE**

Dr/#steps	1	2-3	4-5	6-8	9+
1					-1dr
2				-1dr	-1dr
3			-1dr	-1d	D
4			D	D	
5		-1dr	D	D	-1drD
6		-1dr	D	-1drD	-1drD
7	-1dr	D	-1drD	-1drD	DD

**Modifiers:**

RAM (Scorched Earth, War of Liberation) = +/-1

Bad Weather Impulse = +1

Out of supply = +2

Forced march = +2

French or Russian only force (1796+) = -1

Movement into friendly zones only = -1

French penalty (1792-1793) = +1

**Results:**

D = one step loss for each D.

-1dr = the force undergoes a negative die roll modifier in every battle during its current activation.

**PURSUIT TABLE**

Used only if you win the battle and retain cavalry superiority out of a marsh or fortress zone.

DR	Effects
1	
2	
3	R
4	R
5	D or R
6	D+R

D = the retreated side must lose one step

R = the retreated side must retreat an additional zone except in a Key star, fortress or capital city zone.

Modifier: + 1 for 3 C still available.

## RECRUITS POINTS CHART

POWERS	1792-1803	1804+	1792-1803	1804+ Add the following cities:
<b>Major Powers (GOLD KEY)</b>			<b>Every turn</b>	
France	6	6	Paris (2) Lyons (1), Strasburg (1), Marseille (1), Bordeaux (1)	
UK	2	3	London (2)	Dublin (1)
Russia	3	5	Moscow (2) St Petersburg (1)	<b>RUSSIA INVADED</b> Kiev (1) Odessa (1) only if at war with Turkey or French units in 1792 Russia homeland during the recruits phase
Austria	4	5	Vienna (2) Budapest (2)	Prague (1)
Prussia	2	3	Berlin (2)	Koenigsberg (1)
Spain	1	2	Madrid (1)	Cadix (1) Liberation War (1)
Turkey	2	2	Constantinople (2)	
Forced alliance (14.3.3)	1	1	Major power defeated twice	
<b>Main Minor Powers (BRONZE KEY)</b>			<b>Every turn</b>	
Egypt	1		Cairo	
Empire/Rhine	1		Erfurt (0 if French controlled till ERFURT)	
Flanders	1		Brussels	
Hanover/Westphalia	1		Hanover (0 if French controlled till ERFURT)	
Italy	1		Milan	
Naples	1		Naples	
Piedmont-Sardinia	1		Turin	
Poland	1		Warsaw	
Saxony	1		Dresden	
Sweden	1	1-2	Stockholm	2 with Bernadotte RAM.
<b>Minor Powers (SILVER KEY)</b>			<b>First turn of every 3 years period</b>	
Bavaria	1		Munich	
Denmark	1		Copenhagen	
Hessia	1		Kassel	
Holland	1		Amsterdam	
Portugal	1		Lisbonne	
South Germania	1		Stuttgart	
Switzerland	1		Zürich	

## TERRAIN EFFECTS CHART

Terrain	# of MP's	Battle effects
Clear	1	NE
Marsh	1 and stops	+1 Def, no pursuit & cavalry superiority
Mountain	P	P
Pass	+1	-1 Att
Straits	+2 (see 11.7)	-2 Att
River	+1	-1 Att
City	NE*	NE
Fortress	NE	2 MP's to control the fortress
+1 Def, cancels retreat, no pursuit & cavalry superiority		
Port	NE*	
Key stars	NE	NE
*	1 MP to control the city or port zone	

## COMBAT RESULTS TABLE

(The higher result wins)

DR	1-10	11+ (*)	Add steps of both sides
0		Dr5	
1		Dr4	
2		Dr2	
3	Dr5	1	(*) 5 min for each side
4	Dr4	1+Dr4	
5	Dr2	1+Dr3	
6	1	2	
7	1+Dr4	2+Dr4	
8	1+Dr3	3	
9	2	3+Dr4	
10	2+Dr5	4	

Modifiers:

Leader Battle bonus

Front or lead unit (one a round)

Cavalry superiority = +1

Odds ratio (1/2 = -1, 2/1 = +1, 3/1 = +2, 4/1 = +3, 5/1=Elim)

Terrain = see TEC

RAM = one per side per battle

Out of supply = -3

Naval assaults = -1

Results:

# = number of steps lost

"Dr" = minimum die roll required to inflict an additional step loss.

## MOVEMENT ALLOWANCE CHART

DR	#MP
-1	1*
0	1*
1	2*
2	2*
3	3
4	3
5	4
6	4
7	5
8	5
9	6
10	7

**Results:**

# of MP's (\* means no naval movement is allowed)

**Modifiers:**

Out of supply = -2

Bad Weather Impulse = -1

Forced march = +2

Movement modifier = + #

(0 for French units till Carnot)

Leader Strategic bonus value = + #

7+ steps force = -1

## SPECIAL MOVEMENT ACTIONS TABLE

Actions	die roll needed	Modifiers
Escape	5	+ Leader Strategic bonus +1 with a C -1 across river -1 across pass
Interception NEEDS A RAM & A LEADER	5	+ Leader Strategic bonus -1 across river -1 across pass
Sound of the guns	5	+ Leader Strategic bonus -1 across river -1 across pass