GAME RULES

La Guerre de l'Empereur

THE EMPEROR'S WAR: 1805—1815

1.0 INTRODUCTION

1.1. BASIC CONCEPTS

La Guerre de l'Empereur is a game for two to seven players, in which each player controls one of the major European powers during the Napoleonic Wars from 1805 to 1815. The players will make economic and political decisions, form alliances and go to war, and command their armies in the field. They will have the opportunity to defeat their enemies and reshape the map of Europe.

The seven major powers in *La Guerre de l'Empereur* (in the order of control) are France, Great Britain, Russia, Austria, Prussia, Spain, and the Ottoman Empire. Order of Control, example: a two-player game would be played between France and Britain, a three-player game would also include Russia, a four-player game would add an Austrian player, etc.

If you are playing with fewer than seven participants, the game's political rules and event charts allow non-controlled major powers to join alliances, conduct campaigns, and participate in the war just as they would if they were controlled by a player. For example, if the British player wanted an alliance with Austria in a game where Austria is an active player, Britain would discuss the alliance directly with Austria and convince him of the merits of the idea. In a game where Austria is a non-controlled nation, Britain could achieve the same result by using the NPC Alliance Table.

The four main elements in the game are: economics (collecting money from provinces you control and spending it to achieve your political and military goals), politics (forming alliances, declaring war, and using random events to help your friends and confound your foes), military strategy (maneuvering your armies to conquer territory and gain an advantage over enemy armies), and tactics (winning battles).

Ultimately, a winner is determined through the accumulation of victory points. Victory points (VPs) are awarded to each country for achieving economic and political goals. Each major power has a discrete VP goal based on its relative strength at the beginning of the game. Note: In Napoleonic politics all nations are not created equal. Therefore, Spain can win the game with far fewer VPs than France would need.

When any nation has acquired enough VPs to meet its national victory goal, the game immediately ends and that nation is declared the winner. Other players can then be ranked based on the percentage of VPs that they accumulated.

1.2. OUTLINE OF PLAY

La Guerre de l'Empereur is played in a series of turns, each representing a season of the year (three months). The three "combat seasons" (spring, summer, and fall) and a "winterphase" make up one game year. The current season is recorded in two spaces on the "calendar" on the map. At the conclusion of each season, the season marker is advanced to the next space. After the fall season the marker is moved to the winterphase and the year marker is advanced one year. The game begins in fall, 1805 and ends when a player achieves victory or at the conclusion of the fall, 1815 season.

1.21 Combat Seasons

Each combat season is made up of a turn start phase (including allied movement declaration and player order determination), an individual player turn for each player, and a mutual new unit construction ("build") phase. Uncontrolled countries do not get their own turn, instead, their actions are dictated by random events or by their player ally (if they are currently allied with a player: see 3.32).

1.211 Player Turn Actions

During a player's turn he or she can make political decisions (including alliances with other major powers, declarations of war, etc.), generate random events, move and initiate combat with his naval squadrons, and move and initiate combat with his Land corps. Additional victory points can sometimes be earned during player turns.

1.212 The "Build" Phase
The Mutual Build Phase at the end of each season gives all players the opportunity to purchase new combat divisions and naval squadrons (see 6.0).

1.22 Winterphase
During the winterphase taxes are collected, political discussions are held, and victory points are accumulated.

2.0 COMPONENTS
La Guerre de l'Empereur contains the following:

- One box
- Two Countersheets: 560 counters total
- One 22x34 map
- One Rulebook, 20 pages
- Eight cardstock Player Mats (8.5 x 11)
- One Charts & Tables Folder of 4 pages
- One Offensive & Defensive Options Card
- One Sheet of Battle and Surrender Cards: 10 cards.
- Eleven Sheets of Game money: 132 bills total
  - (3) each of 1's, (2) each of 5's, 10's, 20's, 50's
- One Record Sheet (8.5 x 11 both sides)
- Two Ten-Sided Dice

If any of these parts are missing, or if you have any questions concerning how the game is played write to:

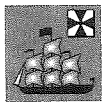
La Guerre de l'Empereur
Operational Studies Group
PO Box 50207
Baltimore, MD 21211
or send e-mail to: kzucker@charm.net

2.1 THE MAP
The map depicts Europe, North Africa, and part of Asia as it was in 1810. The map is divided into land areas and sea zones. Land areas, hereafter referred to as provinces, are color coded to identify their primary political allegiance. For example, all provinces in France are colored blue and all minor country provinces are tan.

Each province on the map contains four pieces of information: the province's name; a tax value (the number of resource points or "gold" that the province generates as income during the winterphase); a political value (the number of victory points that the province contributes to its controlling player during the winterphase); and a garrison rating (a number that must be added to the die roll when another player attempts to capture the province from its original owner).

The province's tax value is always the first of the pair of numbers separated by the slash; its political value is always the second number.

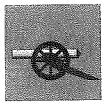
2.2. COUNTERS
The die-cut cardboard playing pieces, termed "counters," represent the military units that the players will maneuver on the map and battle board.



2.21 Naval Squadrons
Squadrons are identified by nationality and each piece represents sixty-four vessels ranging in size from ships of the line to frigates, sloops, and schooners. Squadrons maneuver on the map, moving from sea zone to sea zone, and fight Naval combats.

infantry

cavalry


artillery

2.22 Land Divisions
The basic land combat units in La Guerre de l'Empereur are divisions of infantry (about 8,000 men), cavalry (2,500 men), and artillery (72 guns). The division counters are only placed on the main map when they are being used as garrisons outside their home countries. Other Land forces on the map are represented by corps. NOTE: a garrison is either an intrinsic garrison, or a single infantry division, while a field army is a collection of corps.

2.23 Land Corps
The corps counters are "shells." Each corps can contain up to three divisions of infantry, cavalry or artillery or any combination. The divisions themselves are kept on the Player Mats except when deployed to battle on the tactical battlemap.

2.24 Generic Divisions (Ghost Divisions)
These are used for two purposes:
• When a revolt occurs in a province which has no corps within, a generic infantry division is placed there to denote its temporary loss, until this generic garrison is ousted.
• When players gain additional troops from the Approach to Battle table, it is these generic divisions that are deployed.

2.25 Markers
Some of the counters in *La Guerre de l'Empereur* are markers (such as the turn record markers and markers for keeping track of each player's current VPs).

2.3. BATTLEMAP
An army in *La Guerre de l'Empereur* is defined as one or more corps counters, together in the same province. When an army moves into a province that contains an enemy army, a battle will usually occur (but see 5.513). Battles are resolved on the tactical battlefield maps. There are two identical battlemaps, one for each army, separated to facilitate hidden deployment. Each side contains four boxes (a center, right flank, left flank and reserve) to show the positions of the army's divisions. Movement and combat on the battlemap is resolved using the Combat Tables.

2.4. CHARTS AND TABLES
There are several charts and tables used in playing La Guerre de l'Empereur. These include three combat grids (land, naval, and army vs. garrison), an economic cost table (listing the cost in gold of all that you can purchase), a victory point table (listing the number of VPs each country must acquire to win the game), several random event and political alliance charts, and tracks to record each country's current VP total and the current season and year. All of these tracks and charts are printed on the map or on separate pages for easy reference.

2.41 Inventory of Charts & Tables
The following Charts, Tables & Tracks are referenced during play:
Administrative Events Table #1, Political Events Table #2, Strategic Events Table #3, French Diplomacy Table #4, British Diplomacy Table #5, NPC Alliance Table, Rebellion Table, Additional Troops Table, Surrender Terms, Commanders Table, Approach to Battle Table, Offensive Combat Options Table, Defensive Combat Options Table, Combat Results Grid, Naval Location/ Interception Table, Naval Combat Table, Siege Combat Table, Victory Points Track, Movement Allowances Table, Movement Points Track.

2.42 Interpreting Die Roll Results
A result of "0" is considered "ten." When two dice are rolled, the darker one may be considered the "tens" place and the lighter one "ones" in a two-digit result.

2.5. PLAYER MATS AND INITIAL PLACEMENT
Each major power in the game has a player mat. Each Player places his or her player mat on the table within reach. It shows a country's initial placement instructions, other data specific to that county, and a series of printed boxes, three for each corps in that country's army. Divisions that are assigned to a corps are placed in the corresponding boxes, one division per box. The composition of each player's corps is not open to inspection by the other players.

2.51 Placement Example
The French first corps counter moves on the main map during the French player's turn. The divisions that make up the First Corps remain on the French player mat in the box designated I Corps. If the First Corps were involved in a battle between armies, the corps counter would stay in the province, but the divisions would be removed from the player mat (along with the divisions from any other corps involved in the battle) and placed on the battlemap. After battle the surviving divisions return to the player mat under any corps that just fought. Divisions do not have to be put back under the same corps that they came from, just any corps in the same province.

2.6. BATTLE CARD SET
2.6 Battle card set
The attacking commander (who gained the initiative) begins by designating which die is to represent his attack options roll and which is to represent his auxiliary options roll, then rolls the two dice. The auxiliary option die roll is cross referenced with the auxiliary option column and the Reserve Committment column to determine the attacker's available auxiliary option and his Reserve committment number for this round. Then, if he chooses to commit reserves or use his auxiliary op-

tion, the appropriate action is taken/resolved and the initiative is automatically transferred to his opponent. (Players exchange offensive/defensive options tables).

If the attacker chooses not to use his auxiliary option, he then examines the attack options available to him based on his attack options die roll and his commander's command rating. He then declares which sector will be the target of his attack.

Next the defender picks up the attacker's auxiliary option die and rolls on his defensive options table to determine (in the same way the attacker did) his available defensive options. He then chooses two battle cards with options chosen from those available to him. The attacker then announces which offensive option, from his available options, he will play. The defender counters by playing one of his two cards, and the two options are cross-referenced on the Land Combat Results Grid. The selected combat result will list casualties and number of routs for both sides, and which player will possess the initiative for the following round. Play continues in this manner until one army has routed. The losing army can potentially receive additional casualties from pursuit. Then, surviving divisions from both armies are placed back on the player mats, and the loser retreats his or her army out of the province.

3.0 GAME SET-UP

The map is placed on the table with the Player Mats set up within reach of their respective players.

3.1 COUNTRY CONTROL BID

A bidding process is used to determine which player will control each country. Each player secretly lists all of the eligible nations in his or her order of preference with a V.P. bid beside each listing. (The order of preference must be from the highest bid to the lowest. The highest bid is automatically a Player's first choice, second highest bid his or her second choice.)

3.11 Bidding Example

In a four-player game a player's bid might be, Great Britain 15, Russia 10, France 10, and Austria 0. He or she could not list Prussia, Spain, or the Ottoman Empire because those nations are non-player countries in a four-player game.

3.12 Revealing Bids

All players reveal their bids simultaneously. All number one choices are examined. Anyone whose number one choice was not chosen by anyone else as a number one choice gets to rule that nation and decreases their country's starting VP level by the amount of their bid. If more than one player chose the same country as their first choice, the player with the highest bid gets to run that country (and decrease their starting VP level by the amount of their bid). All remaining players compare their second choices and follow the same procedure. This cycle is continued until all players have acquired a country.

3.13 Bidding Example, Continued

In the example above, if a second player had bid 16 VP for Great Britain as their first choice and the other two players had bid 5 points for France and 8 points for Russia, then the 16 V.P. bid would take Britain while France and Russia went to the players who made those countries their first choices. The first player would have to take fourth choice Austria. All players start with their VP markers set at 100 VP minus their bid.

3.2 PLAYER COUNTRIES (or PC)

Any country chosen by a player at the beginning of the game is referred to as a Player Country. Player countries are always active, they accumulate VPs and gold, and are always controlled by a player. Player Countries are Major powers with their own armies and navies.

Each player uses the information on the Player Mat to set up his or her starting corps and garrisons on the map, starting infantry, cavalry, and artillery divisions in their appropriate corps, starting Squadrons, and acquires his or her initial money from the bank.

3.3 NON-PLAYER COUNTRIES (NPCs)

Any of the seven major powers without an active player (e.g., Spain and the Ottoman Empire in a five-player game) is referred to as a Non-Player Country. NPCs are Major powers with their own armies and navies. The corps and squadrons of the NPCs are set up as shown their player mats.

3.31 NPC Gold

NPCs do not collect gold or VPs. Any actions that an NPC takes that would normally affect their VP or Gold totals are performed at no cost or benefit.

At the start of the game, each NPC's units are set up as stated on the player mat. During each winter diplomacy step one additional corps and one addi-

tional Squadron is added to the units on the map. When an NPC country becomes an ally or gets involved in a war, its casualties are put aside and kept separate from units it has never built. During the winter diplomacy phase the NPC receives one new Squadron and one new corps from its unbuilt units (if any remain) and up to four corps and one Squadron from destroyed units.

3.32 NPC Status

NPCs will always be in one of three different states.

• Inactive: Not currently at war with, or allied with, any Player countries.

• Controlled: Currently at war with a Player Country and without any PC allies. In this case a player other than the Player at war with the NPC is designated to run its forces. The controlled NPC has a separate turn during the player turn sequence, determined by a draw of its chit (see 4.6). Controlled NPC forces cannot leave their home and/or currently-controlled provinces. PC units from other countries (including the controlling PC) cannot enter the NPC's territory. Note: The only units within the borders of a controlled NPC would be the NPC's own armies and the forces of any PCs currently at war with the NPC. When an NPC has surrendered or reached a peace accord with all PCs, the controlling PC immediately loses control of the NPC and it becomes an inactive NPC.

• Allied NPC: An NPC can only be allied with one PC at a time. If an NPC currently has an alliance it can not join another alliance (unless that alliance is broken per the NPC Alliance Table). When allied with a PC, the forces of the NPC are completely under the control of the PC. The NPC is at war with the same countries as the allied PC. The allied PC (and any of his or her allies) can move through the NPC and move and fight in conjunction with its armies. The NPC takes its turn with the Allied PC, i.e., it does not place a movement chit into the cup but moves when it's ally takes his or her turn. There are no restrictions on where allied NPC units can go. They can move and attack anywhere that their allied PC can move and attack.

3.4 MINORS

Provinces outside the seven major powers are called minor countries or minor provinces. Most Minor provinces have no armies and navies. The land units of minor countries are placed in the appropriate boxes on the minor country mat. All the Egyptian units are placed in the Egypt box, all Swedish units are placed in the Sweden box, etc. All minor Squadrons are placed on the map in their home country.

3.5 VICTORY POINTS

The victory point (VPs) markers for each player are all set to record 100 minus the player's bid, (i.e., if the Player bid 5, he or she would place the "tens" marker on "9" and the "ones" marker on "5.")

3.6 TURN MARKERS

The first year of the game (1805) is not a complete year: the game begins with the fall combat season. The season marker is placed on "Fall," and the Year Marker in "1805." The Fall combat season is about to begin and after that will follow the 1806 winterphase.

4.0. WINTERPHASE

4.1 OCURRENCE OF WINTERPHASE

The Winterphase occurs as the first season of the year. It comprises the Economic Sequence, Diplomacy Phase, and NPC Alliance Phase, followed by the adjustment of the Game-Turn and Year markers.

4.2 THE ECONOMIC SEQUENCE

4.21 Tax Collection Step

The main source of gold in La Guerre de l'Empereur is from the taxing of controlled provinces during the winter tax collection step. All players add up the gold value (the first number in each province) of all the territories that they control and collect that amount from the bank. Each player controls all provinces in his or her home country that do not have a foreign garrison. He also controls all provinces outside his home country that contain his garrison divisions. Prussia, for example, would control all provinces inside Prussia that have not been conquered by other players and all provinces outside Prussia that currently contain Prussian garrison divisions.

4.211 Treasury Bills
Each PC keeps track of its treasury with the bills provided in the game. As a player spends gold he or she returns the bills to the bank. When he collects gold it is given to him from the bank. When players give or receive gold from other players, the bills change hands between them rather than coming from the bank.

4.212 Other Income
Besides taxation, other sources of income include gold collected from random events, war reparations when countries surrender to you, and gifts from allies.

4.22 Expense Step
• Players must spend 5 gold if they are currently at war (per year, not per country at war.)
Other ways that countries can lose gold:
• Event Table results
• War reparations when they surrender
• Gifts to their allies.
Gold can also be spent during the ...
• Winterphase to purchase VPs
• Roll on the NPC Alliance Table
• Production Phase to buy additional armies and Squadrons. (No gold is spent to "maintain" forces.)

4.23 Victory Point Collection Step
The way to win the game is by acquiring VPs. These can be acquired or lost in several ways, listed on the Victory Point Chart. During the VP Collection Step the players add up the VP value of all the provinces they control and add that total to their VP track.

4.24 Victory Point Purchase Step
Each player secretly writes down how many VPs he or she wishes to purchase this year. Each player, in order, reveals his decision, pays the bank the amount listed on the VP Purchase Chart, and adds the VPs to his VP track. Each player can buy up to 10 VPs. If a country decided to buy one victory point in a particular year, it would cost 1 gold. To purchase 10 VPs would cost 55 gold.

4.3 DIPLOMACY PHASE
Each country must pay 5 gold to the bank if they are currently at war with any other countries [NOTE: There is no such thing as being at war with Minor countries—You can attack and conquer, but there's no formal state of war declared.] Each country must also pay 10 gold for each non-player country (NPC) they currently control. The players now have five minutes to discuss strategy in private or in front of other players. Note: This is the only time in the entire year when players who are not officially allied can talk privately, rather than discussing issues at the main map in front of all the players.

4.4 NPC ALLIANCE PHASE
During this phase each player places his or her country chit in the draw cup and the chits are drawn out one at a time. As each chit is drawn out, that player has the option to roll on the NPC Alliance Chart (at no cost) to attempt to either gain an NPC ally or force another player to break their NPC alliance. The procedure for using this chart is as follows: The player picks which country they wish to attempt to influence and roll a die. If they chose an NPC that is not currently allied with any other player they can gain that country as an ally by rolling the number on the chart or higher, e.g., if the chart lists England's number for an alliance with Spain as "9" then the English player must roll a nine or ten to gain Spain as an ally. If the chosen NPC is already allied with another player then the player rolling the dice can break that alliance by rolling two numbers higher than the listed number, e.g., if the alliance number listed for you to gain an alliance were a seven, then you could break another player's alliance with that NPC on a roll of nine or better. Note that a ten will always succeed in breaking an alliance even if the minimum success number would be higher.

4.4 GAME-TURN MARKER
At this point the turn marker advances from "Winter" to "Spring," and the Combat Seasons commence.

4.5 COMBAT SEASONS
Players openly discuss the situation and plan for the coming season. Players can discuss strategy and diplomacy with each other as much as they wish during the game but discussions between non-allied players must be held in full view of all other players (unlike the yearly diplomacy phase (4.3); during ***that*** phase players can leave the table to hold secret discussions with other players. Each Combat Season comprises a Turn Order Phase and then a Player-Turn for each Player.

4.6 TURN START PHASE

Any allied countries that wish to may now declare their Military Cooperation (see 4.61), subject to cancellation attempts (see 5.28), and decide which country's turn chit they will use. A turn chit for each country (or coalition of countries who have declared "military cooperation") is placed in a cup. The French player, if he is taking his turn without PC allies, has the option of taking the first turn of a season. The French player announces if he or she wishes to move first. If he is moving with allies or if he doesn't want to go first, he places his turn chit in the cup with the others, and draws the first chit. The player or coalition whose chit was drawn takes the first player turn. When his entire turn is completed, the first player draws a chit to determine the second player or coalition to take a turn. When he has completed his turn, the second player draws a chit to determine the third player. This sequence is continued until every chit has been drawn and every player has had a turn.

4.61 Military Cooperation

Any two or more countries may move during the same player phase (as a "coalition"). They do not have to be allies of each other. Cooperating corps move and fight in any agreed-upon order. Remember that a stack of units completes all of its moves and attacks before another begins.

4.7 TURN PREPARATION SEQUENCES

Before a Player's Turn begins, that player must perform the Turn Preparation Sequence, comprising the Optional NPC Alliance Roll, then the Event Table Sequence. Following this, begin the Player Turn proper (5.0).

4.71 Optional NPC Alliance Sequence

The phasing player has the option to pay ten gold and attempt to form an NPC alliance or break another players NPC alliance by rolling on the NPC Alliance Chart. Except for the cost, this step is performed exactly like the NPC Alliance Phase during the Winterphase.

If a Player plays gains an alliance, that particular inactive NPC becomes his ally. All privileges of Allied NPC status take effect and the NPC will declare war on all the Player's current enemies during the player's war declaration step. When you are allied with an NPC, you can move his troops as if they were your own. You can move through his territory without restriction, and if you roll random events that would benefit him you can play them just as you play events for yourself. The controlled NPC moves with you, is considered allied with your allies and at war with your enemies. If you declare war on other countries after gaining an NPC ally he automatically declares war on those enemies as well. If a phasing player rolled to force another Player to break an NPC alliance, then this is treated exactly as if the allied Player had voluntarily broken the alliance.

4.72 Event Table Sequence

The phasing player rolls on The Administrative Event Table #1 and follows the instructions on the table. England and France both add one to their die roll on this chart. Some of the results on this table require the player to roll on another Event Table, i.e., a nine result requires a roll on The Political Event table #2 and a ten result requires a roll on The Strategic Event Table #3. If either England or France roll a ten, their modified result would be an eleven. In this case that player would roll on either the France or England event table. When an event is generated it is immediately implemented. Most events are explained on the event table; important details for some events are listed below.

4.73 Remaking the Map of Europe

This event allows the player to create any one of three new countries formed during the Napoleonic Wars. If you control the required provinces and have rolled this event you can form a) The Rhine Confederation, b) The Kingdom of Italy, or c) the Grand Duchy of Warsaw.

When you form any of these three nations ...

- They become "loyal minor states"
- You immediately gain victory points
- The should write down that you are the founder of that country as a reminder
- Until the entire country has been captured from you, it counts as home provinces rather than minor provinces, i.e., you do not leave garrisons in the provinces and they gain the enhanced garrisons printed on-map..
- Their army is added to your force mix.
- If France creates any of the three new nations in the game, there are events that give France additional free troops from those nations.

4.731 Poland (Grand Duchy of Warsaw)

Worth 25 VPs, made up of the five provinces marked as Poland on the map.

4.732 Italy
Worth 15 VPs, made up of the provinces of Piedmont, Venezia, and Illyria.

4.733 The Rhine Confederation
Worth 20 VPs, made up of any four or more of the following eight provinces in Germany-Mecklenburg, Oldenburg, Westphalia, Saxony, Thuringia, Baden, Bavaria, Tyrol. Note: once the Rhine Confederation is formed, it's borders remain static for the rest of the game, i.e., no additional provinces can be added to those announced at it's creation.

4.734 Other Loyal Minor States
Two events give Great Britain the ability to turn Portugal and Sweden into "loyal minor states" (as described above).

5.0 THE PLAYER TURN

Each of the following steps is performed (in order) by a player during his or her player turn. Each Player takes a Player Turn in order determined by chit draw (see 4.6), and performs the Turn Preparation Sequences first. Then, he or she carries out the Peace Step, Alliance Step, War Declaration Step, Naval Phase, Land Phase, and Active Player Determination.

5.1 PEACE STEP

During this step all "surrender" and "negotiated peace" actions are carried out. NOTE: Countries cannot surrender or end wars at any other time during the game sequence. All actions must be carried out in this exact sequence.

5.11 Offer Negotiated Peace Step

If the player wishes to end any wars he can offer a negotiated peace to his enemies. Controlled NPCs must accept offers of negotiated peace. PCs and allied NPCs can either accept or reject the offer. If the other country accepts the offer, the war ends with no winner or loser, and no surrender terms or loss of victory points. All home country provinces held by the opposing forces are given back and all enemy armies within home country borders are placed in the closest friendly province. Garrisons removed from returned provinces are placed with the closest friendly army (new corps are created if necessary to hold the garrison divisions). If the peace offer is rejected there is no effect and game play continues to the next step.

5.12 Offer Surrender Step

The player now states if they wish to surrender and to whom they are surrendering. A country does not have to surrender to all enemies simultaneously but must surrender to all allied enemies. With one exception (the random event "Joseph becomes King of Spain"), countries must accept another country's offer to surrender. The country offering to surrender is considered to have lost the war.

5.121 PC Surrender
A PC can offer to surrender at the player's option. When a country offers to surrender it presents the three "terms of surrender" groups to the player being surrendered to. That player chooses one of the three groups. The surrendering player now has the option of letting the winner keep the group he has chosen, or to give him both of the other groups instead. The winner then chooses one of the two surrender terms on each group that he controls (either the one that he originally selected or both of the other groups if his first offer was refused). The surrendering player loses 5 VPs plus any gold, VPs or troops that he must give to the winner from the surrender terms.

5.122 Allied NPC Surrender
If the ally of an NPC wishes to surrender the NPC to the enemy, he can do that, following the same procedure as for a major power. If an NPC's capital is captured it must surrender during the next Peace Step.

5.123 Controlled NPC Surrender
Although a controlled NPC must accept offers of negotiated peace, it will never offer to surrender unless it's capital has been captured. In that case it must surrender.

5.124 Enforced Peace
When a major power accepts the surrender of an NPC or another major power, they cannot declare war on that power for the next three combat seasons. For example, if Prussia surrenders to France in the Summer season of 1806, France could not again declare war on Prussia until at least Fall of 1807. France must skip 3 combat seasons: Fall 1806, Spring 1807 and Summer 1807. The power that surrendered is not restricted, only the power that *accepted* the surrender. When two countries have a negotiated peace they both agree not to declare war against each other for three consecutive friendly War Declaration Steps. These

enforced peace situations are recorded on the Record Sheet; there are no VPs awarded for enforced peace.

5.125 Surrender Terms
If a country surrenders to more than one nation at the same time, it must pay the VP loss of 5 points for each country surrendered to. The surrendering power then chooses which country gets first choice of surrender terms. That country can choose an option from one group. The second country surrendered to chooses an option from another group. If there is a third country surrendered to, it gets to choose an option from the last group. If there are any more countries surrendered to, they do not get a surrender group and so, gain nothing from the surrender. The surrender terms are: Free passage through the surrendered country as if it were an ally for one year; five VPs to be deducted from the losers total and added to the winners (they have to split the five VPs between them); War reparations in the form of gold (10 Gold paid to the player(s) accepting the surrender) OR troops (three Infantry divisions and one cavalry division removed from the surrendering forces and returned to the force pool, and the winner adding them to his corps from his force pool at no cost), AND giving up control of one province of the losers choice.

5.126 Return of Home Provinces
After accepting a surrender from any major power, the victor must immediately evacuate all home provinces of the defeated power (if any) which were captured during the war, with the exception of any provinces ceded as a war reparation. (Surrendering to more than one power may result in ceding more than one province.) Control of these provinces are returned to the defeated power. Reminder: Home provinces may not be ceded unless there are no controlled non-home provinces to cede.

5.127 Victory Points for Provinces Evacuated
For each home province evacuated after accepting a surrender, the Victor receives victory points equal to all vacated provinces' political values, minimum of one point. (i.e. if vacating a province with a political value of zero, he still receives 1 V.P.)

5.2 Alliance Step
The phasing player has the opportunity to offer (and to break) alliances with other countries. A PC is permitted to perform each of these actions:

5.21 Offer Alliance to other PCs
If both countries involved in the alliance agree, the alliance is formally announced (subject to any attempts to cancel it for one turn by rolling on on the "Cancel Declaration" Table) and noted on the record sheet. Each ally is required to declare war (during his next player turn war declaration step) on all countries that their allies are at war with. The only exception to this is that an enforced peace has precedence over the war requirement. When an enforced peace ends the ally must then declare war or break the alliance.

5.22 Break alliance with your allied NPC
If an allied NPC surrendered during the previous peace step, the alliance is considered broken (unless the allied PC also surrendered). Otherwise breaking an alliance with an allied NPC causes the status of the relationship to drop to that of controlled NPC and the allied Player must pay the VP cost for breaking an alliance.

5.23 Break alliance with allied PCs
All Players can voluntarily break alliances at any time and must break an alliance if they did not declare war on the enemies of their ally at their last opportunity. However, a Player must break the alliance with other Players (and pay the VP penalty) if he has unilaterally declared war and his current allies did not agree to also declare war. The Player who declared war without his allies agreement is the one that created the situation. When alliances are broken, the country breaking the alliance pays the VP cost for breaking alliances. NOTE: if Prussia leaves a coalition with Russia and Austria, she loses 5 VPs for breaking an alliance (*not* 10 for breaking with two nations.) NOTE: If an alliance "agrees" to declare war, letting the first player declare war, but then refuses to support him, the alliance is broken by the refusal of the allies to support after agreeing to support.

5.24 Control of Minor Countries
Players do not usually declare war on minor countries or form alliances with them. When your military forces successfully move into a minor province you are considered to own it. Some minor powers provide additional corps, divisions or Squadrons that the conqueror of that country can add to their force pool. After they are built, these units are treated the same as regular units. If the provinces of these minor countries are captured by another player, the unbuilt portion of

the force pool is given to them but any forces you still have in your army remain until they are destroyed. At that point they are placed in the current owner's force pool.

5.241 Minor Squadrons
Minor Squadrons do not have to be initially built but begin the game on the map. When a minor changes hands, the surviving Squadrons immediately switch allegiance as well, by sailing to the nearest fleet of their new ally.

5.25 Building Forces of a Minor Power
To build forces of a minor power, a player must first have conquered it. To conquer a multi-province minor (such as Denmark/Norway), EVERY province of the minor power must be controlled. If any province of the minor is ever lost to another power, the original power still retains any already-built forces, but may not build any additional forces of the minor until he is once again in possession of all provinces of that minor. Even if the minor in question is fully conquered by another power, the original conquering power retains already-built forces of the minor until lost in combat.

5.26 How Allies Help Each Other
The special relationship between allies allows them to perform actions together that are not otherwise allowed. These include:
• Giving each other gold. During a player's production phase (6.0) he or she can, in addition to buying units, give gold to alliance partners.
• Moving through allies' controlled provinces (5.5)
• Tracing a Line of Communication to Land units through allies' controlled provinces (6.1)
• Selling or trading provinces. During the winter diplomacy phase (4.3) one may sell or trade provinces (but not home country provinces)
• Ceding or giving away provinces.

5.27 How to Trade Provinces
When a province changes hands, the player gaining the province takes an infantry division from his closest corps and places it in the province as a garrison. The player giving it up simply takes his garrison infantry division and places it in any unfilled corps that can trace a line of controlled or allied provinces from the corps to the province. If he does not have a corps that has room for the division he simply places a new corps either in his home country or with other corps on the map and places the division in the newly created corps.

5.28 Cancel Declaration
Any Player may attempt to "cancel" any Political action which can take place in the Combat Seasons—*except* those that require an event die roll, or a surrender. That is, a Declaration of War, a Declaration of "Military Cooperation," or a Declaration of a Formal Alliance can be cancelled by a successful die roll.

5.281 Successful Cancellation Die Roll
Rolling two dice, the successful result is between 95 and 100, inclusive (regardless of the declaration type).

5.282 Cost in Gold to Attempt Cancellation
It costs 5 Gold to roll the dice in an attempted cancellation; this cost is paid to the bank.

5.283 Duration
The cancellation applies to one event for the current season only. The cancelled event can be declared again during the subsequent turn.

5.3 War Declaration Step
When a phasing major power declares war on one or more major powers or NPCs (provided any Cancellation attempts are unsuccessful) the declaring power immediately pays 10 victory points. During the winterphase every major power at war with any major powers and/or NPCs must pay 5 gold (NOT 5 for every power you're at war with). The victory point cost and the surrender terms are all paid and collected immediately. Major powers and NPCs can only be attacked if first declared war upon. Wars end when either one country surrenders to the other or when both belligerents agree to end the war (a negotiated peace).

5.31 Victory Point Cost for War Declaration
The victory points cost for War Declaration is not increased for multiple nations involved. For example, if France declares war on a coalition of Russia, Austria and Prussia, she loses 10 victory points (NOT 30 for declaring on 3 nations).

5.32 Gaining Alliances with NPCs by Attack
The other way to gain control of an NPC is if it is attacked by another player. After a player declares war on an NPC, all other players, not allied with the

declaring power, write down a bid in gold to ally with the NPC (bids can be zero and players do not have to offer a bid at all). The player with the highest bid pays his bid to the bank, gains an alliance with the NPC, and proceeds as if he had gained the alliance through NPC Alliance Chart play. If two or more players have tie bids there is an open auction by the country that declared war to determine who gets the alliance. When a player gains an alliance with an NPC in this manner, he or she must (on their next war declaration step) declare war on the country that attacked the NPC (at a cost of 10 victory points) unless already at war with them.

5.33 Non-Allied Caretaker for NPC Forces
If no one wants an alliance with the NPC then a player is randomly chosen to run its forces. All players (except the attacker) roll a die, the high die wins control of the NPC. This player cannot move through the NPC's provinces, stack his armies with them, or do anything else that allies can do. The NPC turn is taken separately. Forces of NPCs being run by other players cannot leave their home territories.

5.4 NAVAL PHASE
The phasing player moves any of his Squadrons, from sea zone to sea zone, fighting sea battles as he or she moves, and transporting friendly corps over seas.

5.41 Ports
All provinces that border sea areas are considered to be ports. Squadrons begin and end their move ...
- in friendly ports
- blockading enemy Squadrons in *their* ports, or
- at sea in sea zones with at least one friendly port.

5.42 Moving Squadrons
Any number of friendly naval Squadrons can be stacked and move together. Squadrons are moved in stacks from ports to adjacent sea zones (and vice versa) and from sea zone to sea zone. Each Squadron or stack is moved in turn using its entire movement before other stacks start to move. As a stack moves it can drop off and pick up other Squadrons/stacks.

5.421 Squadron Movement Costs
Squadrons have 5 movement points. It costs a Squadron one movement point to enter or leave a port, to move from one sea zone to an adjacent sea zone, or to attempt to invade a hostile shore with Land troops.

5.422 Blockades
If enemy Squadrons are in a port, you can place one or more of your Squadrons on top of the Squadrons in port. This designates that your Squadron is blockading theirs. Blockaded Squadrons cannot move out of port without fighting the blockading Squadron. Blockading Squadrons gain an advantage in combat.

5.423 Transports
Each Squadron can transport up to one corps with it when it moves. The corps can be stacked with the Squadron in port at the beginning of the move, or the squadron can move into a port and pick up the corps along the way. NOTE: Three divisions may not be transported; a corps must be formed to contain them.

5.424 British Special Transports
The British transports function as described above, except as noted below:
- Transports do not need a corps counter to transport divisions. If there is no corps counter on board, the divisions must be loaded at a British home port at the moment they are created. From there, they may be dropped off only at a port containing British corps which have space available for the divisions.
- Transports have no combat capability. If attacked without escort it is automatically lost.

5.43 Search
When a Squadron moves into a sea zone, it can attempt to search for enemy Squadrons in the same sea zone to initiate combat. Both players roll a die, modified by the modifiers listed on the naval interception table, and the searching player finds the other Squadron if his modified roll is higher than the other Squadron's modified die roll. The Phasing player may make a number of attempts, at a cost of 1 MP per attempt.

5.431 Interception
After the moving player's search attempts, enemy ships in the same sea zone and in unblockaded ports bordering on that sea zone can attempt to intercept the moving Squadron and initiate combat. The non-Phasing Player gets one Interception attempt, using the search procedure described above. If there is no combat the moving player may continue to move the

Squadron to a new sea area, possibly initiating additional search or intercept procedures.

5.44 Naval Combat

Naval combat is very similar to naval interception. You cannot initiate naval combat until you have located the enemy Squadron through search or interception. If you successfully find the enemy Squadron with one of your own, each combatant determines his die roll modifiers from the naval combat chart. Both players roll a die and compare the modified die rolls. The winner continues to move (if the phasing player), or stays in the sea zone, (if the non-phasing is the intercepting player). The loser loses one Squadron of his choice and must return to a friendly port. The winner gains three victory points, regardless of the number of squadrons engaged. If the die roll is a tie, each side loses one Squadron, no one gains any victory points, and the moving player continues to move his Squadron. A Squadron can be intercepted more than once in a turn. When a naval casualty is called for, if the only available Squadron(s) are transporting corps, the corps go down along with the Squadron.

5.45 Port Capture

When a port which contains one or more Squadrons is captured by enemy land forces, that Squadron (or Squadrons) must leave the port immediately and redeploy to another friendly port, even if it means attacking a superior blockading force to do so.

5.451 Neutral Minor Port Capture

When a Neutral Minor squadron has its port captured, it simply remains where it is, regardless of any other corps and/or squadrons in the province. They are ignored by any other forces in that province. Until and unless that neutral is conquered, its squadron (for all immediate purposes) does not exist.

5.46 Invasions

Invasions can only be made against shorelines with garrisons but free of enemy corps. The procedure is identical to Land combat with garrisons except that the invader must continue to attack until he captures the province or runs out of Land divisions.

5.47 Ending a Move

Naval Squadrons that have moved and Land units that have invaded or been transported by sea are flipped over to signify that they can no longer move this turn.

5.5 LAND PHASE

The phasing player moves any of his corps from province to province, capturing garrisons and fighting battles with enemy corps as he goes. Before Movement begins, the player may add or remove Corps Counters and adjust his forces on the Player Mats.)

5.51 Moving Land Forces

Move your corps counters across the map, one stack at a time, keeping track of movement point costs as you go (see below).

Move Points

5.511 Movement Point Costs

An army uses one movement point for each province it enters. Additionally, when attempting to enter provinces that contain either independent or enemy garrisons or corps, an additional movement point must be spent to give battle or besiege the province.

5.512 Entering Garrisoned Provinces

Each time you move an army into a province containing either an enemy garrison of conquest (see below) or an intrinsic one, you must spend an additional movement point to attack the garrison on the siege table. The procedure is: you roll on the table and add the strength of the garrison to the die roll (an intrinsic garrison could be rated from one to four, while a conquest garrison will always be a one. There are four possible results on this table:

- You do not capture the province and lose 1 division
- You do not capture the province and lose nothing
- You lose 1 division and capture the province
- You lose nothing and capture the province.

If you fail to capture the province and are out of movement points you must return to the province you came from and end your move for that army. If you fail to capture the province and have movement points remaining, you can stay in the province and try another attack on the siege table (for another movement point). After capturing a province you must immediately place a division from the army onto the province to act as a "garrison of conquest." If you have any remaining movement points with that army, you can continue to move and fight.

5.513 Entering Provinces Occupied by Enemy Armies

If you move an army into a province that contains an

enemy army, the enemy may try to retreat to an adjacent province. Each player rolls a die and "modifies" the result by adding any commander's tactical rating. If the defending player rolls a modified result higher than the attacker's modified result, the defender can withdraw—otherwise there will be a battle. As long as a moving army continues to win battles and has movement points remaining it can continue to move. When an army has finished its move for the season, the corps should be turned over to show that they have finished moving. After all land units have moved, play proceeds to the next phase, Land Combat.

5.514 Crossing Arrow
Corps may not cross over a crossing arrow (crossing the narrow sea straits) if there are any enemy corps on the other side.

5.52 Commanders
Each Major power in *La Guerre de l'Empereur* begins the game with one army commander, whose counter is designated as his nation's "Primary" commander. Each nation's Primary commander is invulnerable, for game purposes. He cannot be lost. Several nations can gain additional army commanders through event tables. Commanders begin each turn stacked with friendly corps. Commanders give movement bonuses to Corps they begin the turn stacked with. After all movement and combat is completed, commanders can be moved to any other friendly stack on the map.

The Commanders Table lists each commander with all of his bonuses for combat and movement. When a new commander is gained through event play, the counter for the commander may be placed with any army in the field. Corps normally have a movement allowance of 4. Commanders add one to that, giving commanded armies a movement rate of 5. Napoleon adds 2 movement points for a movement rate of 6.

5.521 Capture of Commanders
Commanders (except "Primary" commanders) can be lost. This only happens when they are stacked with an army that is completely wiped out to the last division. Consider those commanders captured. However, place their counter back into the "pool" of available commanders. It is possible for them to reenter the game again like new commanders.

5.53 Garrisons
Every province on the map has an intrinsic garrison printed on it. This represents the strength of the garrison and fortifications in that province. The strength of garrisons range from 1 to 4 (with Gibraltar, the sole exception, rated 6). All major power home provinces are considered to have their intrinsic garrison if they do not have another country's infantry division sitting in the province as a captured province garrison. All minor provinces are considered to be independent and protected by their intrinsic garrison until they are conquered and have a conquering garrison placed in them by a major power. When a major power captures a province outside its home country required to immediately take one and only one infantry division in that province and place it in the province as a garrison to defend the province.

Each province on the map will ALWAYS have a garrison of one type or the other:
- the "intrinsic garrison," using its printed value, or
- a "garrison of conquest," represented by one (single) infantry division deployed by the newly-controlling player.

5.54 Land Battle Set-up
Land battle between armies is fought on the battlemap. Each player takes all the divisions from his corps in the battle and adds any additional forces from event die rolls and from garrisons. (The defender gets any garrison from the province as additional infantry. If it is an intrinsic garrison he gets one "ghost" infantry for every garrison point.)

The divisions are set up simultaneously and secretly. Divisions set up freely in the four friendly-side sectors of the battle map (right, left, center, and reserve). Each sector must have one division before doubling-up in any other sectors.

Each army must have a commander. If several commanders are present then any one is chosen. If none are available then the generic general for that nationality takes command.

5.55 Determine Initiative Step
Play proceeds in combat rounds. In each round one player is assumed to have the initiative. To determine the initiative in the first round (only), both players roll a die and add their commanders's tactical rating. The highest modified roll has the initiative for the first round. Thereafter, initiative will be dictated by the combat results grid.

5.56 Initiative Player Step

The player with the initiative in each round may choose one of four options: He or she may ...

• Attack by choosing an offensive from the list on the attacker's option chart.

• Choose an auxiliary option from the chart.

• Use the Reserve value from the chart to deploy reserves.

• Withdraw from the battle, risking pursuit losses.

Playing either an auxiliary option or deploying reserves gives the initiative to the other army.

5.561 Offensive Option Explanations

• Cavalry Charge and Cavalry Countercharge: A Player must have cavalry in the current battle sector in order to play either of these options.

• Combined Arms Assault: A Player must have at least one infantry, cavalry and artillery division in the current battle sector in order to play this option.

• Flank Attack: A Player must have infantry and/or cavalry divisions in the *Reserve* Sector for this option to be played. When played, move from 1 to 3 infantry/cavalry divisions from *Reserve* into the friendly sector adjacent to the declared target sector.

• Demonstration: When the attacker plays *Demonstration*, the defender (as always) chooses one of his two deployed cards as a defense and the combat is resolved. *Then....* The attacker chooses *another* offensive option and plays it on a *different* sector.

NOTE: The Attacker does not roll again for new options, but chooses from his existing available options. Now, the defender *must* use the card which was deployed but not played in the initial battle sector and a second combat resolution is carried out.

• Artillery-only actions are considered Bombardments (see 5.563).

5.562 Auxiliary Options

The player with the initiative can play an auxiliary option instead of attacking. These options (see below) allow him to perform other actions with his or her army at the cost of immediately losing the initiative after playing the option.

You can also move troops from your reserve into the front areas. Again, since this is not an offensive option, the initiative is automatically forfeited for the following round. In this case, the Reserve value is used to determine the number of divisions that you can move forward into one or more friendly sectors. Enemy sectors cannot be entered by friendly troops.

5.563 Auxiliary Option Explanations

All Auxiliary Options are listed in detail below. (As in Offensive options, Auxiliary options may only be played by the player holding the initiative.)

• Bombardment: A Player must have artillery in current battle sector to play this option. Play of this option causes the defender to lose one division as a casualty and one division routed.

• Night: Playing this option enables the player with the initiative to withdraw from battle without danger of pursuit or further casualties. The battle is lost..

• Rearguard: Play of this option ...

1) causes the player of the option to automatically withdraw from combat, losing the battle and possibly incurring pursuit casualties.

2) cuts pursuit casualties in half (round fractions up).

• Redeployment: Allows up to 3 divisions (of any type) from one friendly sector to be redeployed to any other friendly sector.

• Reinforcements: Allows the player of the option to move any or all corps from provinces adjacent to the one in which the current battle is taking place into his or her friendly *Reserve* sector.

• Rally: The player may choose two divisions previously routed in that battle (if any) and return these into his or her friendly *Reserve* sector.

5.57 Non-Initiative Player Step

If the initiative player plays an offensive option, the defender will respond with a defensive option. These are cross referenced to find a combat result. The Land Combat Grid lists the number of division casualties, and the number of divisions Routed in both the attacking and the defending sides. It also lists who will have the initiative in the next round, and designates when a given player's first casualty must be a cavalry division. Division casualties are taken off from the battlefield sector where the battle took place, and the designated initiative player becomes the attacker for the ensuing round (assuming the battle continues).

5.571 Battle Sequence

When an offensive option is played, proceed to setup:

• Setup

1) Defender rolls on Approach to Battle Table

2) Attacker rolls on Approach to Battle Table

3) Simultaneous (secret) Deployment on Battle Maps

4) Both sides roll for starting initiative

*Add tactical value

*High modified roll starts with initiative

*Reroll ties

NOTE: In each round of battle, whomever has the initiative will hold and refer the "Attacker Options Table", while the other player will hold and refer to the "Defender Options Table". When initiative is traded, so are the two tables. The combatants may not refer to each others' tables, and neither may either consult the "Combat Results Grid" until it is time to actually resolve the combat round.

• Battle Rounds
Step 1. Attacker designates by color the attack options die and the auxiliary options die and rolls both.
Step 2. Attacker now declares one of four options:
• Attack • Withdraw • Auxiliary • Commit Reserves.
If he declares an attack option, the attacker must now also declare which sector will be the target of his attack. If he declares an auxiliary option, it is now resolved. The attacker may either play the auxiliary option he rolled or cross reference his Reserve Commit number and commit reserves. Once this auxiliary option is resolved, initiative is given over to the defender, offensive and defensive options tables are exchanged, and the previous defender starts a new round with Step 1, as the attacker.
Step 3. Defender rolls one die, leaving it lie for future verification. He cross-references his die roll with his commander's tactical rating to determine which defender options are available to him. From within these options, he chooses two and pulls out the two matching "battle cards" and places them face-down.
Step 4. Attacker cross references his attack options die roll (from step 1) with his commander's tactical rating to determin which attacker options are available to him, and now declares which option he is playing.
Step 5. Defender responds by playing one of his two face-down battle cards, face-up.
Step 6. Combat Results Grid is cross referenced and the results are immediately implemented.
Step 7. Determine following round's initiative. If the initiative indicator shows the defender acquiring the intiative, players exchange offensive and defensive cards. Otherwise the attacker will again hold the initiative for the following round.
Step 8. Return to Step 1.
This procedure is continued until one side has achieved victory in the battle.

5.58 Victory Determination Step
Victory in battle is achieved in either of two ways.
• One of an army's front areas is devoid of troops when the other player has the initiative.
• An army may leave the battle at the beginning of a round in which it holds the Initaitive (using "Night" or "Rearguard" to aid if available—though they are not required) and thus conceding defeat in the battle.

The winner of a land battle receives one-half V.P. for every corps originally deployed by the loser of the battle. Round fractions up. (Example: If the loser had five corps at the start of the battle, the winner would receive 3 Victory Points.) This is determined by counting the loser's corps counters in the province on the strategic map, regardless of how many divisions were in each corps.

After the corps have been counted, remaining divisions may be consolidated into fewer corps and the extra corps removed.

5.59 Pursuit Step
When an army leaves the battlemap there are usually pursuit casualties. Each side adds up the number of cavalry in their army and the Tactical Value of their commander. If the defeated army's total is equal or higher there are no pursuit casualties. If the winning army has a higher total the loser must remove one infantry or artillery (or one-half cavalry rounding fractions up) for each point of difference. The battle is now over. The loser's survivors must retreat from the province, and if the winner is the phasing player, he can continue his turn.

5.591 Retreat Routes
If the retreating army is the army that initiated the combat by entering an enemy province, it must retreat directly back into the province from which it entered the battle. If the retreating army is the army that initially occupied the province, it must retreat to a *Friendly Controlled* adjacent province (a province controlled either by the retreating player, or any of his or her allies). If no such province exists, the army must find the *nearest* controlled province, and retreat to that province, ignoring all enemy corps and garrisons along the way. For each enemy-controlled province entered along the way, the retreating army must lose two divisions. If there is no other Friendly-controlled province, the forces are eliminated instead.

5.6 NEW ACTIVE PLAYER DETERMINATION
The currently active player draws a turn chit from the cup and that country becomes the new active player, who starts his or her Optional NPC Alliance roll.

6.0 PRODUCTION ("BUILD") PHASE

At the end of the last Player Turn, play proceeds to the mutual production phase. All Players buy any newdivisions, paying for them with gold and placing them on the map and player mat. The costs for new infantry, cavalry, artillery, and naval units are listed on the map. When you purchase new units the counters are taken from your Force Pool (the stack of units, both previously eliminated and not built, available for purchase) and placed in corps that do not already contain three divisions, or in new corps placed on the map to accommodate them. There is no cost for corps counters, only the divisions contained within. Squadrons are placed in any home port (any province, in your home country, bordering a sea zone). The number of counters provided is a strict limitation on divisions, corps, and squadrons. Infantry serve in corps as part of an army, or as garrisons in conquered provinces on the map. However, cavalry and artillery can only be in corps as part of an army.

6.1 LINE OF COMMUNICATION

New divisions can always be placed in corps inside your home country. However, you can only place divisions in existing corps or create new corps outside your home country if you can trace an unbroken line of controlled, allied, or free passage provinces (see 5.125) from your home country to the province you wish to reinforce. If such a "line of communications" can be traced, you can place as many units as you wish in that province. This line does NOT extend across sea zones, except at crossing arrows. To reinforce overseas forces, one must ship them as per the naval rules.

6.2 END OF TURN

After all production has been conducted, play proceeds to the next turn. The season marker is moved to the next season and the combat season sequence of play is repeated. If the next season is a winterphase, the year marker is advanced one year and the interphase sequence is conducted.

7.0 VICTORY CONDITIONS

The first player to reach his or her country's victory point total wins the game. Victory is determined at the end of each War Declaration Step. Otherwise players can be ranked according to the percentage of their victory points that they accumulated.

DESIGN & PRODUCTION

Counter & Map Graphics:	Mark Bailey
Box Design:	Jenny Rielly
Original Cover Painting:	Christopher Moeller
Graphic Consultant:	Blaine Miller
Research:	William Johnson, Nicola Prandoni, Luis Allegria, Dave Watson, David James, Christopher Salander
Playtesting:	Danny Metzger, Daniel Metzger, Michael Metzger, Paul Gaberson, Patrick Maloney, Bob Casey, Dave Schubert
Rules Editors:	Paul Dallas, Matthew Hayes
Development:	Mark Bailey, John Metzger, David Metzger
Patience:	Lorraine Bailey
Game Design:	Nicolas Pilartz, Kevin Zucker

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OPERATIONAL STUDIES GROUP

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NATIONAL VICTORY OBJECTIVES
in Victory Points

France	450
Great Britain	330
Russia	320
Austria	300
Prussia	220
Spain	175
Ottoman Empire	175

2.0 Components
The rules contain 16 pages. The record sheet is printed on one side only. MAKE SEVERAL XEROXES before beginning the game!

2.4 Charts and Tables
The "army-vs.-garrison" combat grid mentioned is entitled "Siege Combat" and appears on the map.

2.6 Battle Card Set
A leader can choose from among all the options for the appropriate die roll under lower-rated leaders as well as the column for his own rating. EXAMPLE: "Offensive Combat Options," Leader rating 2, die roll 3 - the leader could choose Probe, Grand Assault, or Cavalry Charge in addition to Combined Arms.

5.122 Allied NPC Surrender
(change) If *all home provinces* of an NPC are occupied by the coalition or country at war with the NPC, it must surrender during the next Peace Step.

5.123 Controlled NPC Surrender
(change) "it will never offer to surrender unless *all home provinces* are occupied by the coalition or country at war with the NPC."

5.125 Surrender Terms
Not every surrender term group includes giving up control of one province (the rule seems to indicate it does).

5.561 Offensive Option Explanations
• Flank Attack: May only be declared against "Left" or "Right."

5.59 Pursuit Step
Routed units are returned to the army before pursuit losses are determined.

6.0 Production Phase
The cost for new units are listed on the Player Mats: "$2" means "2 Gold."

battle sequence

Setup:
A) Defender rolls on Approach to Battle Table
B) Attacker rolls on Approach to Battle Table
C) Secret deployment to Battle Maps
D) Both sides roll for starting initiative
*Add tactical value
*High modified roll starts with initiative
*Reroll ties

Battle Rounds:
1) Attacker rolls 2 dice. 1 combat, 1 auxiliary.
2) Attacker declares one of four options:
a) Withdraw from battle: Attacker withdraws from field, loses battle. Execute Pursuit procedure.
b) Auxiliary Option: Attacker resolves the option based on his auxiliary roll, opponent automatically gains initiative. Trade combat options charts, go back to step 1.
c) Reserve Commitment: Attacker commits reserves based on his auxiliary roll, opponent automatically gains initiative. Trade combat options charts, go back to step 1.
d) Attack: Attacker declares which sector will be target of attack, go to step 3.
3) Defender rolls one die, consults Defensive Options Table, picks 2 cards from available options.
4) Attacker declares his chosen attack option.
5) Defender plays one of his two cards in response.
6) Combat Results Grid is cross referenced, results implemented.
7) Determine following round's initiative. If initiative indicator shows defender acquiring the intiative, exchange offensive and defensive options cards. Otherwise the attacker will again hold the initiative for the following round.
8) Back to step 1 where player with initiative rolls 2 dice.

After Battle: Pursuit
Winner & Loser add Tactical Rating + Number of remaining unrouted cavalry divisions. If winner's number is higher, loser removes additional divisions (as casualties) equal to the difference.
Cavalry count as 2 casualties toward this total.

approach to battlefield

Both sides roll on this table prior to setting up on battle maps. Defender rolls first.

1 - 7	No effect.
8 - 10	Additional Troops - Consult the Additional Troops Table (below) and add temporary generic divisions to your army as specified. (Remove after battle)
11 - 12	Attacker: No effect. Defender: May withdraw from province, avoiding combat and pursuit. No victory point loss or gain.
13	Tactical Edge - Roll twice on Combat Options Table (play either result) for first two rounds of combat.
14 - 15	Operational Edge - May attack two allied armies in a province separately, spending 1 MP for each attack.

Modifier: May add up to Commander's Tactical Rating to die roll.

additional troops

(Use black "generic" division counters.)

Nation	Troop Description	Inf	Cav
France	French from Switzerland	2	1
Britain	King's German Legion	2	1
Russia	Cossacks	0	2
Austria	Insurrection Corps	2	1
Prussia	Freikorps	2	1
Spain	Guerillas *	6	0
Ottomans	Feudal Corps	2	1

* Only if battle takes place in Spain.

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commanders

Nation	Commander	Tact.	Move
Any	(Unnamed)	0	0
France	Napoleon *	5	+2
	Ney	3	+1
	Murat	3	+1
	Massena	2	+1
Britain	Wellington *	4	+1
Russia	Kutusov *	4	+1
	Bagration	3	+1
	Barclay	2	+1

Nation	Commander	Tact.	Move
Austria	Charles *	4	+1
	Mack	3	+1
	Schwarzenberg	1	+1
Prussia	Blücher *	4	+1
	Yorck	3	+1
	Hohenlohe	1	+1
Spain	Castaños *	2	+1
	de la Cuesta	1	+1
Ottoman	Grand Vizier *	2	+1

Key

* = Primary Commander
Tact. = Tactical Rating
Move = Movement Bonus

events tables

Table #1
Administrative Events

1	**No Event.** Admin maintains firm control.
2	**No Event.** Admin maintains firm control.
3	**New Commander.** All commander chits go into cup, draw one at random.
4	**Rebellion!** Roll on the Rebellion Table.
5	**Trade Agreement.** Pick one other country, you both receive 2D in gold.
6	**Trade Surplus.** YOU receive 2D in gold.
7	**Trade Deficit.** Choose one country, they lose 1D in gold.
8	**Troop Surplus.** Gain 3 inf divisions free.
9	**Roll on Table #2.** Political Events Table.
10	**Roll on Table #3.** Strategic Events Table.
11	**Roll on Table #4 or #5.** French or British Diplomacy Table.

1D = 1 Ten-Sided Die.
2D = 2 Ten-Sided Dice.
Modifier: French or British add +1 to die.

Table #2
Political Events

1	**No Event.** Politicians support status quo.
2	**No Event.** Politicians support status quo.
3	**British Peace Party Siezes Control.** Britain must immediately surrender to all at-war major powers.
4	**Russian Peace Party.** (See #3 above.)
5	**Austrian Peace Party.** (See #3 above.)
6	**Prussian Peace Party.** (See #3 above.)
7	***Joseph Placed on Spanish Throne.** France no longer compelled to accept Spanish surrender, may never again ally with Spain.
8	***Metternich Outwits Napoleon.** Forces France to either break one alliance or offer peace to one at-war country.
9	***Napoleon Remarries.** France/Austria gain 10 VP each if currently at peace.
10	***Enghien Murdered.** France loses 5 VP.

* One-Time Event.

Table #3
Strategic Events

1 - 2	**Royal Wedding.** You and one ally each gain 5 victory points.
3 - 7	**Europe Remapped.** If you control all provinces of an as-yet uncreated minor state, you may now create that state. Grand Duchy of Warsaw (Poland), Confederation of the Rhine (Rhine), or Kingdom of Italy (Italy).
8 - 10	**Spanish Gold Convoy Arrives.** If Spain is a player country, she receives 3D in gold.

3D = 3 Ten-Sided Dice.

Table #4
French Diplomacy

1	**Italy.** If France is in full control of the Kingdom of Italy, she gains one complete corps free of cost, to appear in any of the provinces of Italy.
2	**Germany.** If France is in full control of the Confederation of the Rhine, she gains one complete corps free of cost, to appear in any of the provinces of the Rhine Confederation (Rhine).
3	**Poland.** If France is in full control of the Grand Duchy of Warsaw, she gains one complete corps free of cost, to appear in any of the provinces of the Grand Duchy (Poland).
4 - 5	**Trade Policies.** France and all her PC allies each lose 1D in gold. Britain loses 1D in gold for each PC on the French side that rolled.
6 - 7	**Europe Remapped.** If France controls all provinces of a creatable minor state, she may now create that state. Grand Duchy of Warsaw, Confederation of the Rhine, or Kingdom of Italy.
8	**British Mutiny.** Up to three British squadrons in one location of your choice may not move nor intercept for the duration of this turn.
9	***Pitt Dies.** Britain must offer peace to one major at-war power, and must also lose 3 victory points.
10	***War in America.** Britain loses 3D in gold at the beginning of each combat season, then rolls 1D attempting to get a 10 to end the war. Add +1 to the die roll each season beginning with the second.

* One-Time Event.

Table #5
British Diplomacy

1 - 4	**Trade Surplus.** Britain Gains 3D in gold.
5 - 7	**Trade Agreement.** Britain chooses one PC ally, both gain 2D in gold.
8	***Sweden Joins Coalition.** If all provinces of Sweden are under British control, Sweden becomes a loyal British state.
9 - 10	***Portugal Joins Coalition.** If all provinces of Portugal are under British control, Portugal becomes a loyal British state.

* One-Time Event.

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rebellion

1	**Ireland** - Provinces of Belfast **and** Wexford
2	**Naples** - Provinces of Naples **and** Brindisi
3	**Baden** (Part of "Rhine")
4	**Serbia** (Ottoman Home Province)
5	**La Vendee** (French Home Province)
6	**Lorraine** (French Home Province)
7	**Finland** (Adjacent to northern Russia)
8	**Warsaw** (Part of "Poland")
9	**Bavaria** (Part of "Rhine")
10	**Greece** (Ottoman Home Province)

Result is province(s) under revolt. If named province(s) do not contain corps, place a black generic infantry counter therein. If province(s) contain garrison division(s), remove them.

npc alliance

Active Power ↓	Prospective NPC Ally				
	Ottoman	**Spain**	**Prussia**	**Austria**	**Russia**
France	7	7(9)	9	9	8
Britain	8	9(7)	7	7	7
Russia	10	9	8	7	
Austria	10	8	7		
Prussia	8	7			
Spain	7				

1) Number in box is number to be rolled (or higher) to **form** alliance.
2) Subtract -2 from die roll to **break** an enemy alliance.
3) Number in () is used **after** Joseph is placed on Spanish Throne.
4) Unmodified 10 **always** succeeds.

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cancel declaration

(Attempt to cancel declaration of **War**, **Military Cooperation**, or **Alliance.)**

Procedure:

1) Pay $5 to bank.
2) Roll 95 - 100 to succeed.

Roll two dice, darker is "tens", lighter is "ones".
Two "zeros" counts as "100".
$5 is paid regardless of success or failure.

surrender terms

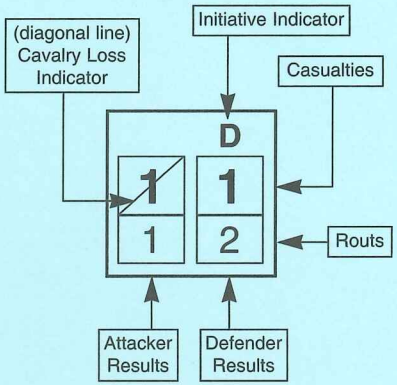
Group 1	Group 2	Group 3
1) Free passage for one year.	**1)** Cede one province.	**1)** War reparations of 10 gold.
2) Give five victory points. (Winner +5, Loser -5)	**2)** Give five victory points. (Winner +5, Loser -5)	**2)** Troops for Winner's army. (Winner gains 3 inf, 1 cav) *(Loser loses 3 inf, 1 cav) *Only if available.

1) Winning PC declares to surrending PC his **one** preference of Group 1, 2 or 3.
2) Surrendering PC must either accept winning PC's Group choice or offer **both** of the other two groups.
3) Winning PC now chooses one of the two options from each group offered by the surrendering PC.

land combat results grid

Attacker Options \ Defender Options	Skirmish Line		Line		Refuse Flanks		Counter Attack		Squares Formed		Reverse Slopes		Static Defense		Cavalry Counter-charge	
	A		A		A			D	A		A		A			D
Probe	0	0	1	1	0	1	2	1	0	1	1	0	1	2	2	~~1~~
	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1
		D		D		D		D	A			D		D		D
Assault	1	1	2	2	1	2	3	2	1	2	2	1	2	1	3	~~2~~
	1	1	1	1	1	1	0	1	1	1	1	1	1	2	0	1
	A			D		D		D	A			D	A			D
Echelon	0	1	2	2	2	1	2	2	2	2	1	2	1	1	1	~~1~~
	1	1	1	0	1	1	1	1	1	1	1	1	1	2	1	1
	A		A			D		D	A		A		A			D
Combined Arms	1	1	1	2	2	2	2	3	1	2	1	2	2	3	1	~~2~~
	1	2	1	1	1	1	1	0	1	1	1	1	1	0	1	1
		D		D		D		D		D		D		D		D
Grand Assault	1	2	2	3	2	3	3	4	2	3	3	2	3	3	2	~~2~~
	2	1	1	0	1	0	0	0	0	0	0	1	0	0	1	1
	A		A			D		D	A		A		A			D
Flank Attack	1	2	2	3	2	1	1	2	2	2	2	3	2	2	2	~~3~~
	1	1	0	0	1	1	1	1	1	1	1	1	0	1	1	1
	A		A		A		A		A		A		A		A	
Demonstr-ation	0	0	1	1	0	1	2	1	0	1	1	0	1	1	2	~~1~~
	1	1	1	0	1	1	1	1	2	1	1	1	1	0	1	1
		D		D		D		D		D		D		D		D
Cavalry Charge	~~1~~	1	~~1~~	3	~~1~~	2	~~1~~	3	~~1~~	0	~~1~~	1	~~1~~	1	~~1~~	~~1~~
	1	2	1	0	1	1	1	0	2	1	1	1	1	1	2	2

Key



In the above Key example, the attacker and defender must each suffer one troop casualty. Note that since the attacker's casualty box is crossed by a diagonal line, his **first** (and in this case his only) casualty **must** be a cavalry division. These casualties are removed and placed back into each player's pile of currently unused division counters. Next, the attacker temporarily loses one additional division to rout, while the defender must lose 2. These divisions are set aside, and may be recovered through 'Rally' actions. At battle's end, all remaining divisions which were placed aside due to rout are automatically placed back into their armies. Finally, the initiative indicator dictates that the 'Defender' shall acquire the initiative for the **following** round, and shall thus be considered the 'Attacker'.

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skirmish line

defensive battle card

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refuse flanks

defensive battle card

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line

defensive battle card

la guerre de l'empereur

counter-attack

defensive battle card

la guerre de l'empereur

reverse slopes

defensive battle card

la guerre de l'empereur

static defense

defensive battle card

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cavalry counter-charge

defensive battle card

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squares formed

defensive battle card

Surrender Terms

Group 1

1) Free passage for one year.
2) Give five victory points. (Winner +5, Loser -5)

Group 2

1) Cede one province.
2) Give five victory points. (Winner +5, Loser -5)

Group 3

1) War reparations of 10 gold.
2) Troops for Winner's army. (Winner gains 3 inf, 1 cav) *(Loser loses 3 inf, 1 cav)

*Only if available

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Surrender Terms

Group 1

1) Free passage for one year.
2) Give five victory points. (Winner +5, Loser -5)

Group 2

1) Cede one province.
2) Give five victory points. (Winner +5, Loser -5)

Group 3

1) War reparations of 10 gold.
2) Troops for Winner's army. (Winner gains 3 inf, 1 cav) *(Loser loses 3 inf, 1 cav)

*Only if available

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defensive combat options

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Die Roll	Rating 0	Rating 0	Rating 0	Rating 1 - 2	Rating 3	Rating 4 - 5
1	Line	Skirmishers	Fixed Defense	Counterattack	Reverse Slopes	Squares Formed
2	Reverse Slopes	Skirmishers	Squares Formed	Line	Cav Countercharge *	Refuse Flanks
3	Line	Counterattack	Refuse Flanks	Squares Formed	Skirmishers	Cav Countercharge *
4	Fixed Defense	Skirmishers	Refuse Flanks	Counterattack	Cav Countercharge *	Reverse Slopes
5	Line	Reverse Slopes	Fixed Defense	Skirmishers	Squares Formed	Counterattack
6	Counterattack	Skirmishers	Cav Countercharge	Fixed Defense	Refuse Flanks	Reverse Slopes
7	Line	Reverse Slopes	Cav Countercharge	Squares Formed	Fixed Defense	Refuse Flanks
8	Counterattack	Skirmishers	Fixed Defense	Cav Countercharge *	Line	Squares Formed
9	Line	Counterattack	Squares Formed	Reverse Slopes	Refuse Flanks	Fixed Defense
10	Line	Skirmishers	Reverse Slopes	Refuse Flanks	Squares Formed	Cav Countercharge *

Key

* Must have cavalry present

Cut along dotted line

offensive combat options

Key

* Must have cavalry present
** Must have Inf or Cav in RESERV
*** Must have Inf & Cav & Art presen

Die Roll	Rating 0 - 1	Rating 0 - 1	Rating 0 - 1	Rating 2	Rating 3 - 4	Rating 5
1	Assault	Echelon	Combined Arms ***	Flank Attack **	Grand Assault	Probe
2	Probe	Assault	Demonstration	Cavalry Charge *	Flank Attack **	Grand Assault
3	Probe	Grand Assault	Cavalry Charge *	Combined Arms ***	Demonstration	Echelon
4	Probe	Assault	Combined Arms ***	Echelon	Cavalry Charge *	Flank Attack **
5	Assault	Echelon	Flank Attack **	Grand Assault	Combined Arms ***	Demonstration
6	Probe	Assault	Cavalry Charge *	Flank Attack **	Demonstration	Grand Assault
7	Probe	Echelon	Combined Arms ***	Assault	Cavalry Charge *	Demonstration
8	Probe	Assault	Flank Attack **	Combined Arms ***	Grand Assault	Cavalry Charge *
9	Assault	Echelon	Cavalry Charge *	Demonstration	Combined Arms ***	Grand Assault
10	Probe	Assault	Combined Arms ***	Cavalry Charge *	Flank Attack **	Echelon

Auxiliary Option	Reserve Commit
Night	2
Reinforcements	3
Redeployment	4
Reinforcements	3
Rally	1
Reinforcements	3
Redeployment	4
Rearguard	3
Bombardment	2
Reinforcements	5

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record sheet

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one-time events

	Joseph Placed on Spanish Throne.
	Metternich Outwits Napoleon.
	Napoleon Remarries.
	Enghien Murdered.
	Sweden Joins Coalition.
	Portugal Joins Coalition.
	Pitt Dies.
	War in America.

Check each one off as it occurs.

state founders

	Official Founder of the Grand Duchy of Warsaw. (Poland)
	Official Founder of the Confederation of the Rhine. (Rhine)
	Official Founder of the Kingdom of Italy. (Italy)

Enter name of founding country at left.

France	Bri	Rus	Aus	Pru	Spa	Ott
is currently at war with						
is currently allied with						
may not declare war on						
until						

Great Britain	Fra	Rus	Aus	Pru	Spa	Ott
is currently at war with						
is currently allied with						
may not declare war on						
until						

Russia	Fra	Bri	Aus	Pru	Spa	Ott
is currently at war with						
is currently allied with						
may not declare war on						
until						

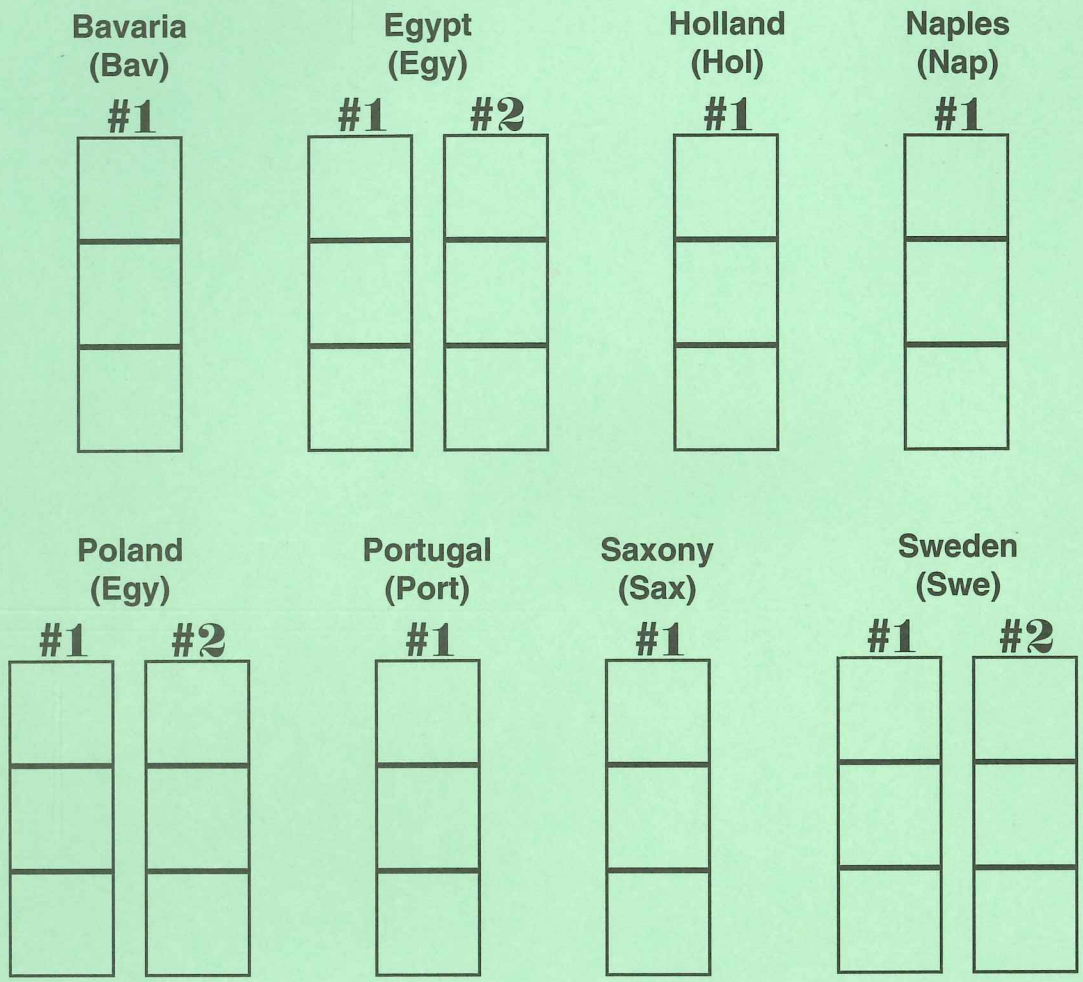
Austria	Fra	Bri	Rus	Pru	Spa	Ott
is currently at war with						
is currently allied with						
may not declare war on						
until						

Prussia	Fra	Bri	Rus	Aus	Spa	Ott
is currently at war with						
is currently allied with						
may not declare war on						
until						

Spain	Fra	Bri	Rus	Aus	Pru	Ott
is currently at war with						
is currently allied with						
may not declare war on						
until						

Ottoman Empire	Fra	Bri	Rus	Aus	Pru	Spa
is currently at war with						
is currently allied with						
may not declare war on						
until						

Minor Power Corps



Minors Set Up

Denmark/Norway
Copenhagen: 1 Naval Squadron.

Holland
Holland: 1 Naval Squadron.

Naples
Naples: 1 Naval Squadron.

Portugal
Lisbon: 1 Corps. Div's: 3 Inf.
1 Naval Squadron.

Sweden
Stockholm: 1 Naval Squadron.

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#1	#2	#3	#4	#5	#6	#7	#8	#9
				Inf	Inf	Inf	Inf	Inf
				Inf	Cav	Inf	Cav	Inf
				Cav	Art	Cav	Art	Cav
				1806	1807	1808	1809	1810

Corps

Corps arrival dates if the Ottoman Empire is a Non-Player Country

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ottoman empire

Player Mat

la guerre de l'empereur

Set Up

Wallachia

Leader: The Grand Vizier

3 Corps: Div's: 5 Inf, 3 Cav, 1 Art.

Constantinople

1 Corps: Div's: 3 Inf.

2 Naval Squadrons.

Garrisons (1 Inf Div each)

Syria.

Starting Money

$10

Money

Gains

Through events	$?
From war reparations	$10
Province control - winter	$?

Expenditures

Optional NPC Alliance Roll	$10
Through events	$?
From war reparations	$10
If at war during winter	$5
Infantry Division	$2
Cavalry Division	$4
Artillery Division	$6
Naval Squadron	$12

1 VP = $1	6 VPs = $21
2 VPs = $3	7 VPs = $28
3 VPs = $6	8 VPs = $36
4 VPs = $10	9 VPs = $45
5 VPs = $15	10 VPs = $55

Victory Points

Gains

Through events	?
Province control - winter	?
Surrender condition	5
Each land battle won	?
Each sea battle won	3
Creation of minor states	?

Losses

Through events	?
Declaration of war	10
For surrendering	5
Surrender Condition	5
Breaking an alliance	5

Home Provinces		Additional At-Start	
Econ Value:	17	Econ Value:	2
Pol Value:	6	Pol Value:	1

Sequence of Play

* **Combat Seasons** (Spr, Sum, Fal)

1) **Turn Start Phase**
   a] Military Cooperation Step.
   b] French option to go first. Otherwise he pulls chit for first turn.
2) **Player Turns Phase**
   a] Optional NPC Alliance Roll. ($10)
   b] Roll on Events Table #1.
   c] Political Step.
      1) Peace Step.
      2) Alliance Step.
      3) War Declaration Step.
   d] Naval Step.
   e] Land Step.
   f] Pull chit to determine next player.
3) **Mutual Build Phase**
   All players purchase and deploy.

* **Winter Phase** (Win)

1) **Economic Phase**
   a] Tax Collection Step.
   b] Pay At-War Fee.
   c] Victory Point Collection Step.
   d] Victory Point Purchase Step.
2) **Diplomacy Phase**
   Players may freely negotiate.
3) **NPC Alliance Phase**
   Pull turn chits. In turn, ALL players get one FREE NPC Alliance Roll.

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#1	#2	#3	#4	#5	#6	#7	#8	#9
							Inf	Inf
							Inf	Cav
							Cav	Art
							1806	1807

Corps

Corps arrival dates if Prussia is a Non-Player Country

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prussia

Player Mat

la guerre de l'empereur

Set Up

Berlin
Leader: Blucher
3 Corps: Div's: 6 Inf, 2 Cav, 1 Art.

East Prussia
1 Corps: Div's: 3 Inf.

Silesia
1 Corps: Div's: 2 Inf, 1 Cav.

Westphalia
2 Corps: Div's: 4 Inf, 1 Cav, 1 Art.

Garrisons (1 Inf Div each)
Saxony.

Starting Money
$15

Money

Gains

Through events	$?
From war reparations	$10
Province control - winter	$?

Expenditures

Optional NPC Alliance Roll	$10
Through events	$?
From war reparations	$10
If at war during winter	$5
Infantry Division	$2
Cavalry Division	$4
Artillery Division	$6
Naval Squadron	$12

1 VP = $1	6 VPs = $21
2 VPs = $3	7 VPs = $28
3 VPs = $6	8 VPs = $36
4 VPs = $10	9 VPs = $45
5 VPs = $15	10 VPs = $55

Victory Points

Gains

Through events	?
Province control - winter	?
Surrender condition	5
Each land battle won	?
Each sea battle won	3
Creation of minor states	?

Losses

Through events	?
Declaration of war	10
For surrendering	5
Surrender Condition	5
Breaking an alliance	5

Home Provinces		Additional At-Start	
Econ Value:	17	Econ Value:	13
Pol Value:	7	Pol Value:	3

Sequence of Play

* **Combat Seasons** (Spr, Sum, Fal)

1) **Turn Start Phase**
   a] Military Cooperation Step.
   b] French option to go first. Otherwise he pulls chit for first turn.
2) **Player Turns Phase**
   a] Optional NPC Alliance Roll. ($10)
   b] Roll on Events Table #1.
   c] Political Step.
      1) Peace Step.
      2) Alliance Step.
      3) War Declaration Step.
   d] Naval Step.
   e] Land Step.
   f] Pull chit to determine next player.
3) **Mutual Build Phase**
   All players purchase and deploy.

* **Winter Phase** (Win)

1) **Economic Phase**
   a] Tax Collection Step.
   b] Pay At-War Fee.
   c] Victory Point Collection Step.
   d] Victory Point Purchase Step.
2) **Diplomacy Phase**
   Players may freely negotiate.
3) **NPC Alliance Phase**
   Pull turn chits. In turn, ALL players get one FREE NPC Alliance Roll.

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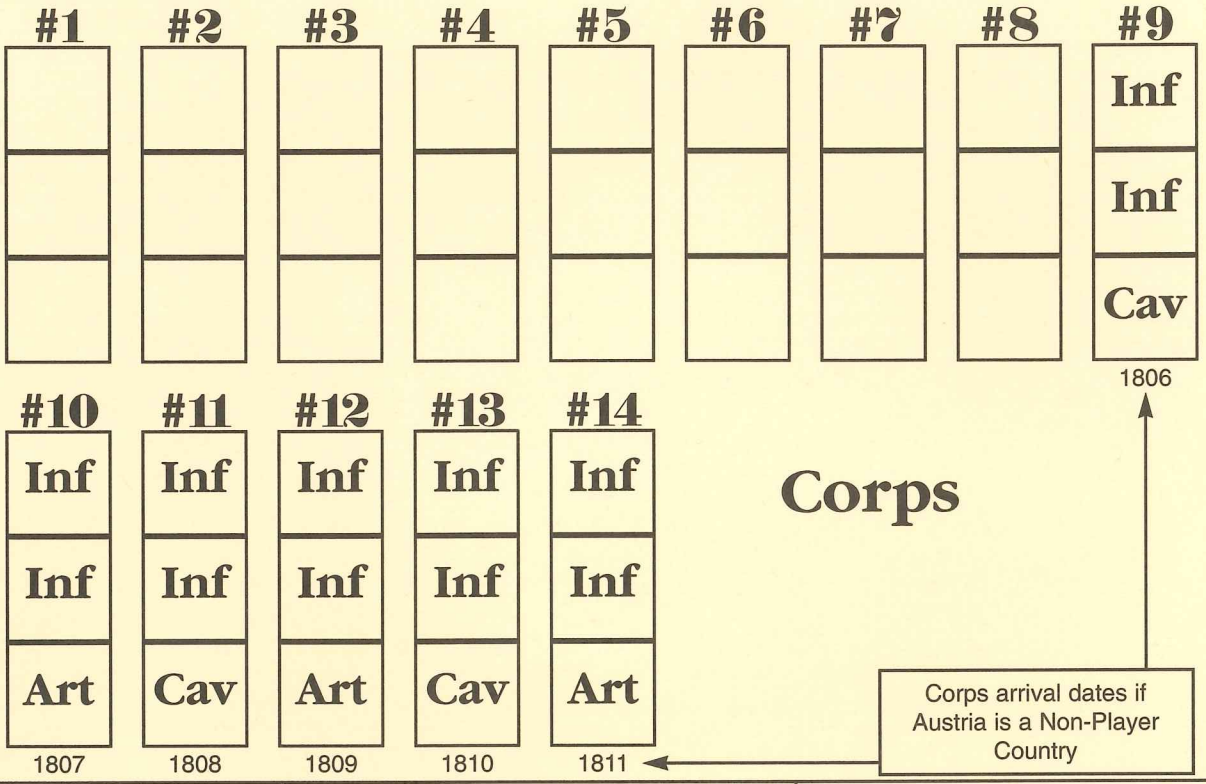

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austria

Player Mat

la guerre de l'empereur

Set Up

Venezia

Leader: Charles

3 Corps: Div's: 5 Inf, 3 Cav, 1 Art.

Bavaria

4 Corps: Div's: 7 Inf, 3 Cav, 2 Art.

Tyrol

1 Corps: Div's: 3 Inf.

Garrisons (1 Inf Div each)

Venezia, Bavaria.

Starting Money

$18

Money

Gains

Through events	$?
From war reparations	$10
Province control - winter	$?

Expenditures

Optional NPC Alliance Roll	$10
Through events	$?
From war reparations	$10
If at war during winter	$5
Infantry Division	$2
Cavalry Division	$4
Artillery Division	$6
Naval Squadron	$12

1 VP = $1	6 VPs = $21
2 VPs = $3	7 VPs = $28
3 VPs = $6	8 VPs = $36
4 VPs = $10	9 VPs = $45
5 VPs = $15	10 VPs = $55

Victory Points

Gains

Through events	?
Province control - winter	?
Surrender condition	5
Each land battle won	?
Each sea battle won	3
Creation of minor states	?

Losses

Through events	?
Declaration of war	10
For surrendering	5
Surrender Condition	5
Breaking an alliance	5

Home Provinces		Additional At-Start	
Econ Value:	36	Econ Value:	14
Pol Value:	13	Pol Value:	4

Sequence of Play

* **Combat Seasons** (Spr, Sum, Fal)

1) **Turn Start Phase**
   a] Military Cooperation Step.
   b] French option to go first. Otherwise he pulls chit for first turn.
2) **Player Turns Phase**
   a] Optional NPC Alliance Roll. ($10)
   b] Roll on Events Table #1.
   c] Political Step.
      1) Peace Step.
      2) Alliance Step.
      3) War Declaration Step.
   d] Naval Step.
   e] Land Step.
   f] Pull chit to determine next player.
3) **Mutual Build Phase**
   All players purchase and deploy.

* **Winter Phase** (Win)

1) **Economic Phase**
   a] Tax Collection Step.
   b] Pay At-War Fee.
   c] Victory Point Collection Step.
   d] Victory Point Purchase Step.
2) **Diplomacy Phase**
   Players may freely negotiate.
3) **NPC Alliance Phase**
   Pull turn chits. In turn, ALL players get one FREE NPC Alliance Roll.

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#1	#2	#3	#4	#5

Corps

Britain receives $50 during each Winter Tax Collection Step from her foreign colonies.

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great britain

Player Mat

la guerre de l'empereur

Set Up

London

3 Corps: Div's: 6 Inf, 2 Cav, 1 Art.
4 Naval Squadrons
1 Naval Transport

Gibraltar

4 Naval Squadrons

Note

Place the Wellington counter in the year 1807 box, where he'll arrive during the Mutual Build Phase of the JAN/FEB turn.

Garrisons (1 Inf Div each)

Lisbon, Alemtejo.

Starting Money

$34

Money

Gains

Through events	$?
From war reparations	$10
Province control - winter	$?

Expenditures

Optional NPC Alliance Roll	$10
Through events	$?
From war reparations	$10
If at war during winter	$5
Infantry Division	$2
Cavalry Division	$4
Artillery Division	$6
Naval Squadron	$12

1 VP = $1	6 VPs = $21
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5 VPs = $15	10 VPs = $55

Victory Points

Gains

Through events	?
Province control - winter	?
Surrender condition	5
Each land battle won	?
Each sea battle won	3
Creation of minor states	?

Losses

Through events	?
Declaration of war	10
For surrendering	5
Surrender Condition	5
Breaking an alliance	5

Home Provinces		Additional At-Start	
Econ Value:	31 + 50	Econ Value:	4
Pol Value:	14	Pol Value:	2

Sequence of Play

* **Combat Seasons** (Spr, Sum, Fal)

1) **Turn Start Phase**
   a] Military Cooperation Step.
   b] French option to go first. Otherwise he pulls chit for first turn.
2) **Player Turns Phase**
   a] Optional NPC Alliance Roll. ($10)
   b] Roll on Events Table #1.
   c] Political Step.
      1) Peace Step.
      2) Alliance Step.
      3) War Declaration Step.
   d] Naval Step.
   e] Land Step.
   f] Pull chit to determine next player.
3) **Mutual Build Phase**
   All players purchase and deploy.

* **Winter Phase** (Win)

1) **Economic Phase**
   a] Tax Collection Step.
   b] Pay At-War Fee.
   c] Victory Point Collection Step.
   d] Victory Point Purchase Step.
2) **Diplomacy Phase**
   Players may freely negotiate.
3) **NPC Alliance Phase**
   Pull turn chits. In turn, ALL players get one FREE NPC Alliance Roll.

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#1	#2	#3	#4	#5	#6	#7	#8
				Inf	Inf	Inf	Inf
				Inf	Cav	Inf	Cav
				Cav	Art	Cav	Art
				1806	1807	1808	1809

Corps

Corps arrival dates if Spain is a Non-Player Country

la guerre de l'empereur

Spain

Player Mat

la guerre de l'empereur

Set Up

Madrid
Leader: Castanos
4 Corps: Div's: 9 Inf, 2 Cav, 1 Art.

Bailen
4 Naval Squadrons.

Garrisons (1 Inf Div each)
None.

Starting Money
$10

Money

Gains

Through events	$?
From war reparations	$10
Province control - winter	$?

Expenditures

Optional NPC Alliance Roll	$10
Through events	$?
From war reparations	$10
If at war during winter	$5
Infantry Division	$2
Cavalry Division	$4
Artillery Division	$6
Naval Squadron	$12

1 VP = $1	6 VPs = $21
2 VPs = $3	7 VPs = $28
3 VPs = $6	8 VPs = $36
4 VPs = $10	9 VPs = $45
5 VPs = $15	10 VPs = $55

Victory Points

Gains

Through events	?
Province control - winter	?
Surrender condition	5
Each land battle won	?
Each sea battle won	3
Creation of minor states	?

Losses

Through events	?
Declaration of war	10
For surrendering	5
Surrender Condition	5
Breaking an alliance	5

Home Provinces		Additional At-Start	
Econ Value:	19	Econ Value:	0
Pol Value:	8	Pol Value:	0

Sequence of Play

* **Combat Seasons** (Spr, Sum, Fal)

1) **Turn Start Phase**
   a] Military Cooperation Step.
   b] French option to go first. Otherwise he pulls chit for first turn.
2) **Player Turns Phase**
   a] Optional NPC Alliance Roll. ($10)
   b] Roll on Events Table #1.
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      1) Peace Step.
      2) Alliance Step.
      3) War Declaration Step.
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   f] Pull chit to determine next player.
3) **Mutual Build Phase**
   All players purchase and deploy.

* **Winter Phase** (Win)

1) **Economic Phase**
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   b] Pay At-War Fee.
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   d] Victory Point Purchase Step.
2) **Diplomacy Phase**
   Players may freely negotiate.
3) **NPC Alliance Phase**
   Pull turn chits. In turn, ALL players get one FREE NPC Alliance Roll.

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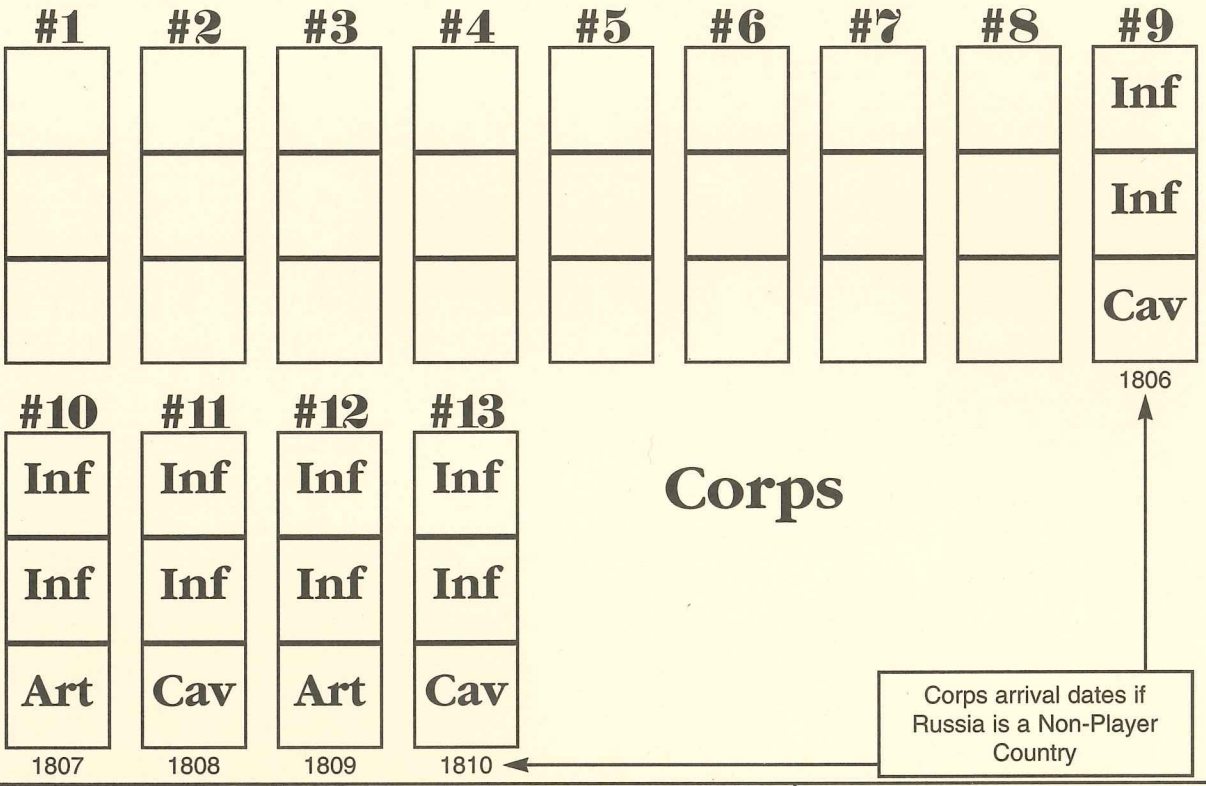

la guerre de l'empereur

russia

Player Mat

la guerre de l'empereur

Set Up

Bialystok
Leader: Kutusov
3 Corps: Div's: 5 Inf, 3 Cav, 1 Art.

Minsk
2 Corps: Div's: 4 Inf, 1 Cav, 1 Art.

Lithuania
1 Corps: Div's: 2 Inf, 1 Cav.

St Petersburg
2 Corps: Div's: 4 Inf, 1 Cav, 1 Art.
2 Naval Squadrons.

Sevastopol
2 Naval Squadrons.

Garrisons (1 Inf Div each)
Finland, Corfu.

Starting Money
$23

Money

Gains

Through events	$?
From war reparations	$10
Province control - winter	$?

Expenditures

Optional NPC Alliance Roll	$10
Through events	$?
From war reparations	$10
If at war during winter	$5
Infantry Division	$2
Cavalry Division	$4
Artillery Division	$6
Naval Squadron	$12

1 VP = $1	6 VPs = $21
2 VPs = $3	7 VPs = $28
3 VPs = $6	8 VPs = $36
4 VPs = $10	9 VPs = $45
5 VPs = $15	10 VPs = $55

Victory Points

Gains

Through events	?
Province control - winter	?
Surrender condition	5
Each land battle won	?
Each sea battle won	3
Creation of minor states	?

Losses

Through events	?
Declaration of war	10
For surrendering	5
Surrender Condition	5
Breaking an alliance	5

Home Provinces		Additional At-Start	
Econ Value:	45	Econ Value:	1
Pol Value:	18	Pol Value:	0

Sequence of Play

* **Combat Seasons** (Spr, Sum, Fal)

1) **Turn Start Phase**
   a] Military Cooperation Step.
   b] French option to go first. Otherwise he pulls chit for first turn.
2) **Player Turns Phase**
   a] Optional NPC Alliance Roll. ($10)
   b] Roll on Events Table #1.
   c] Political Step.
      1) Peace Step.
      2) Alliance Step.
      3) War Declaration Step.
   d] Naval Step.
   e] Land Step.
   f] Pull chit to determine next player.
3) **Mutual Build Phase**
   All players purchase and deploy.

* **Winter Phase** (Win)

1) **Economic Phase**
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   Players may freely negotiate.
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   Pull turn chits. In turn, ALL players get one FREE NPC Alliance Roll.

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Corps

#1	#2	#3	#4	#5	#6	#7	#8	#9

#10	#11	#12	#13	#14	#15	#16	#17	#18

la guerre de l'empereur

france

Player Mat

la guerre de l'empereur

Set Up

Paris

Leader: Napoleon

7 Corps: Div's: 12 Inf, 6 Cav, 3 Art.

Piedmont

4 Corps: Div's: 9 Inf, 2 Cav, 1 Art.

Normandie

2 Naval Squadrons

Savoy

2 Naval Squadrons

Garrisons (1 Inf Div each)

Piedmont, Switzerland, Belgium, Holland.

Starting Money

$18

Money

Gains

Through events	$?
From war reparations	$10
Province control - winter	$?

Expenditures

Optional NPC Alliance Roll	$10
Through events	$?
From war reparations	$10
If at war during winter	$5
Infantry Division	$2
Cavalry Division	$4
Artillery Division	$6
Naval Squadron	$12

1 VP = $1	6 VPs = $21
2 VPs = $3	7 VPs = $28
3 VPs = $6	8 VPs = $36
4 VPs = $10	9 VPs = $45
5 VPs = $15	10 VPs = $55

Victory Points

Gains

Through events	?
Province control - winter	?
Surrender condition	5
Each land battle won	?
Each sea battle won	3
Creation of minor states	?

Losses

Through events	?
Declaration of war	10
For surrendering	5
Surrender Condition	5
Breaking an alliance	5

Home Provinces		Additional At-Start	
Econ Value:	54	Econ Value:	17
Pol Value:	21	Pol Value:	4

Sequence of Play

* **Combat Seasons** (Spr, Sum, Fal)

1) **Turn Start Phase**
   a] Military Cooperation Step.
   b] French option to go first. Otherwise he pulls chit for first turn.
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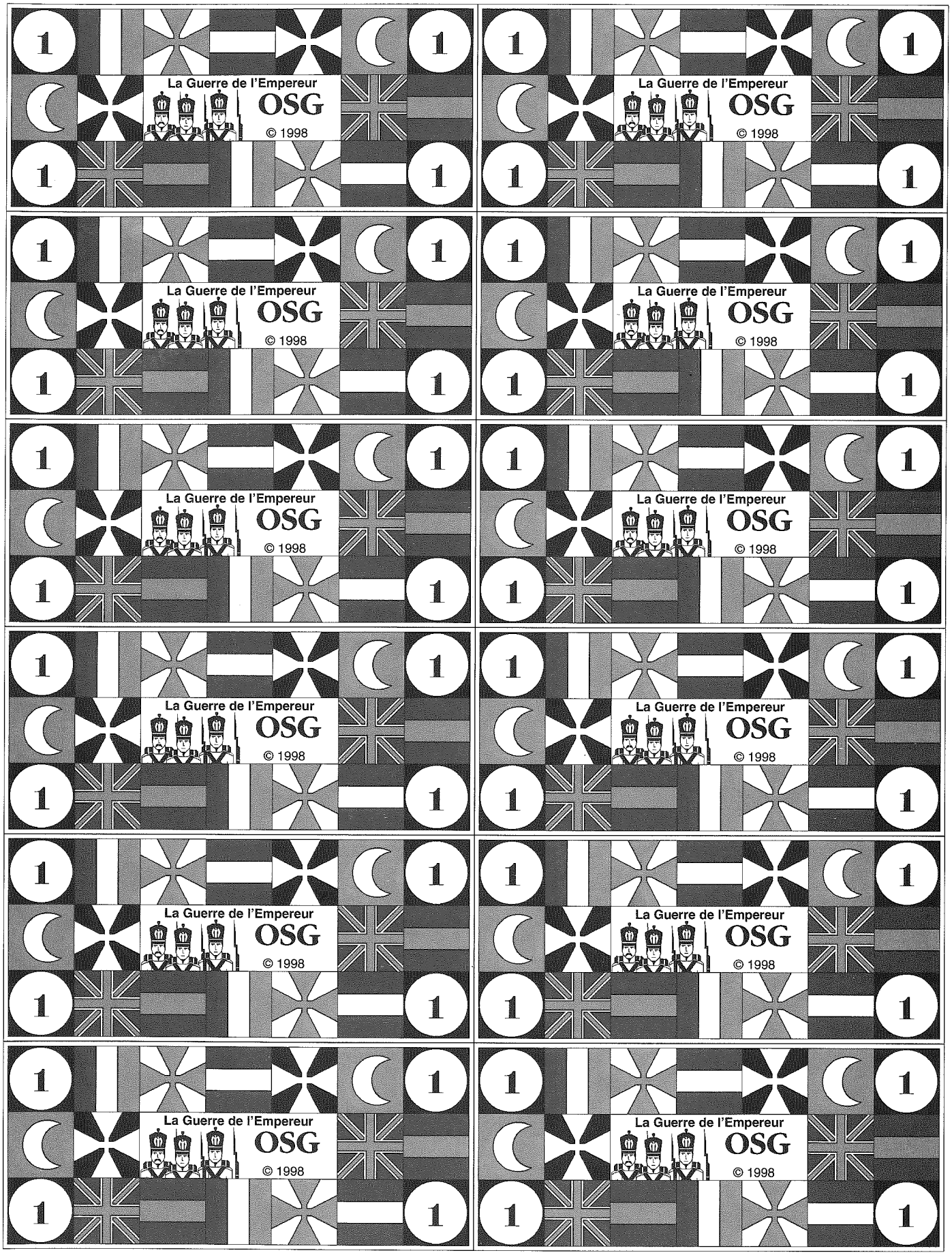
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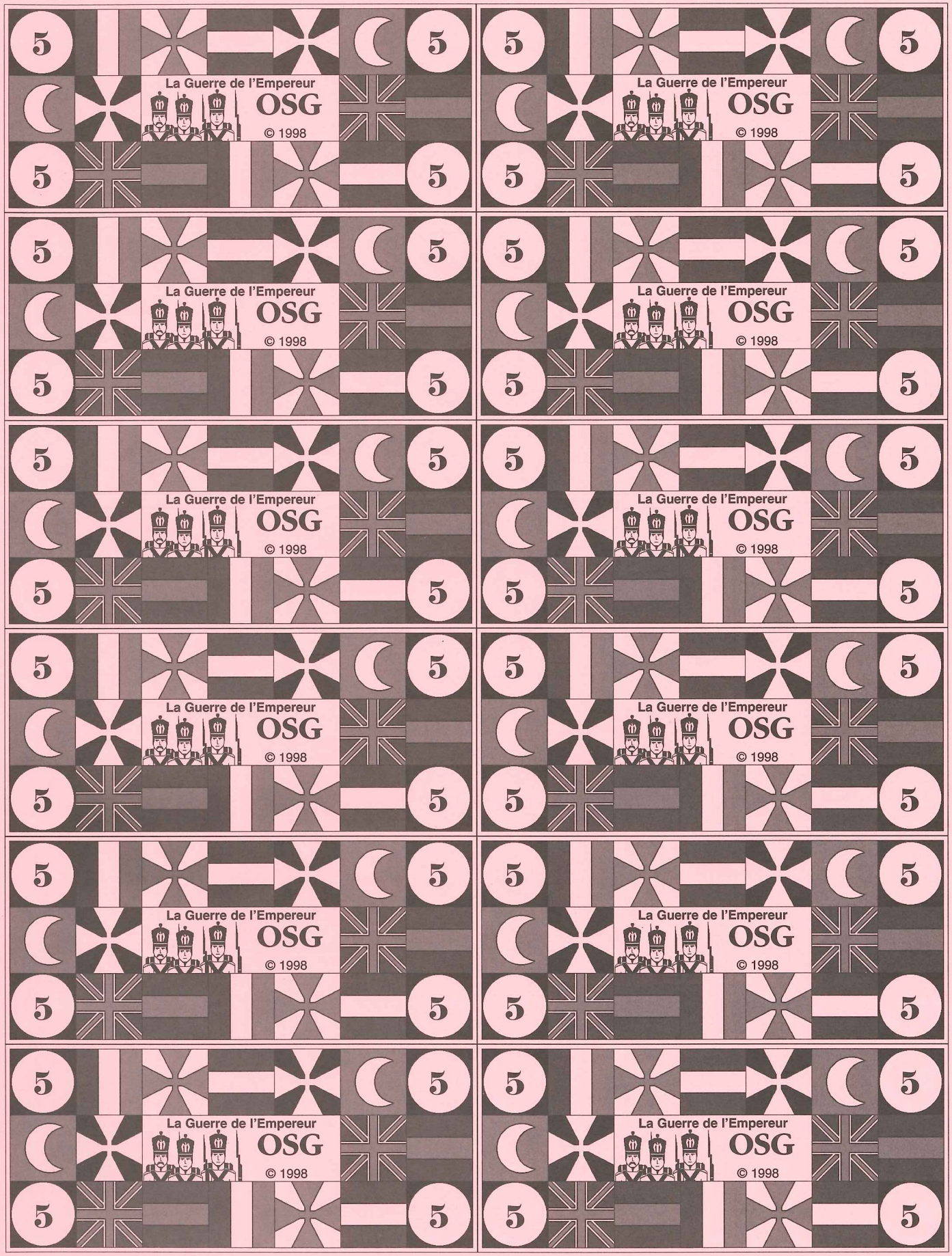
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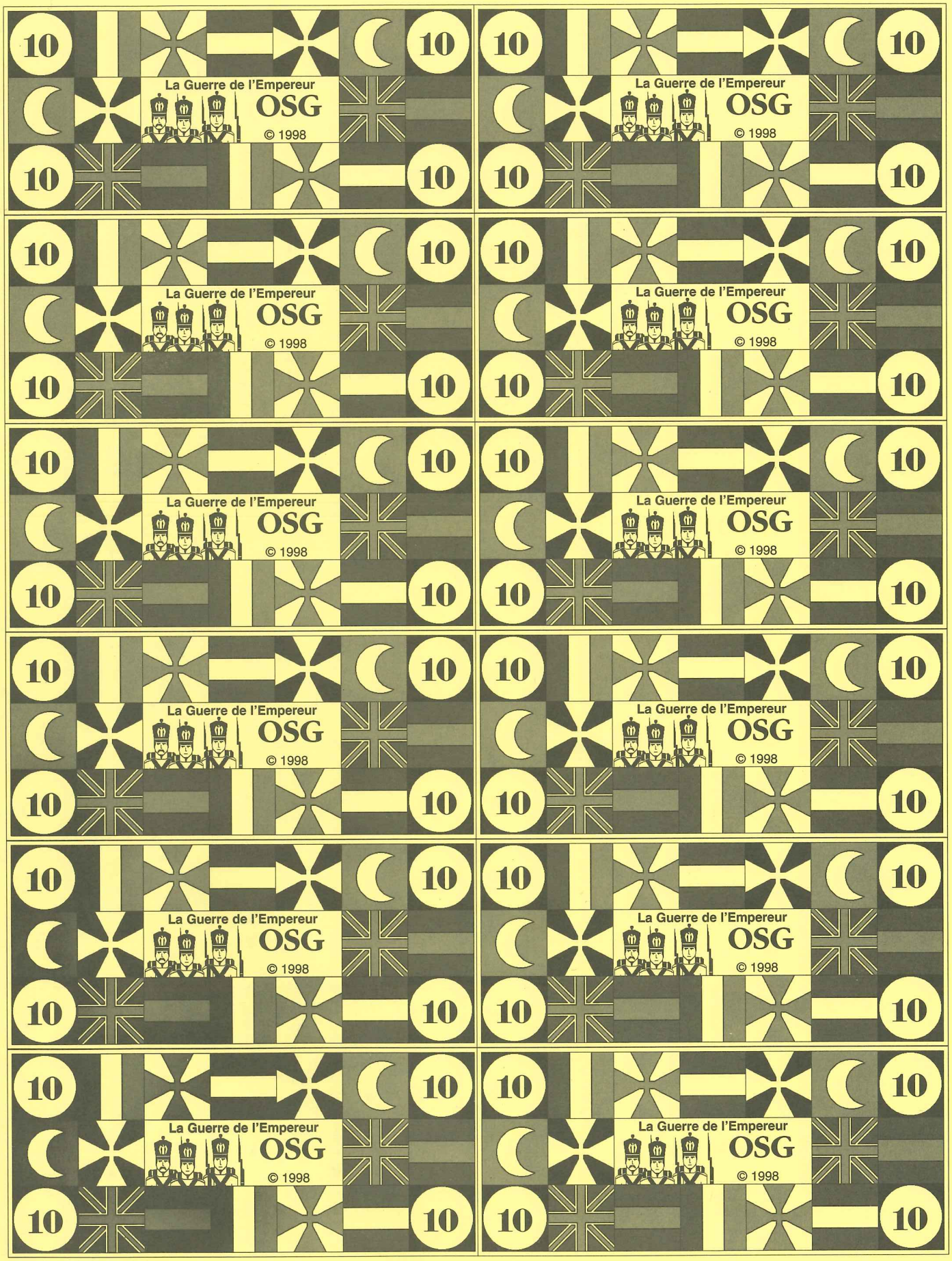
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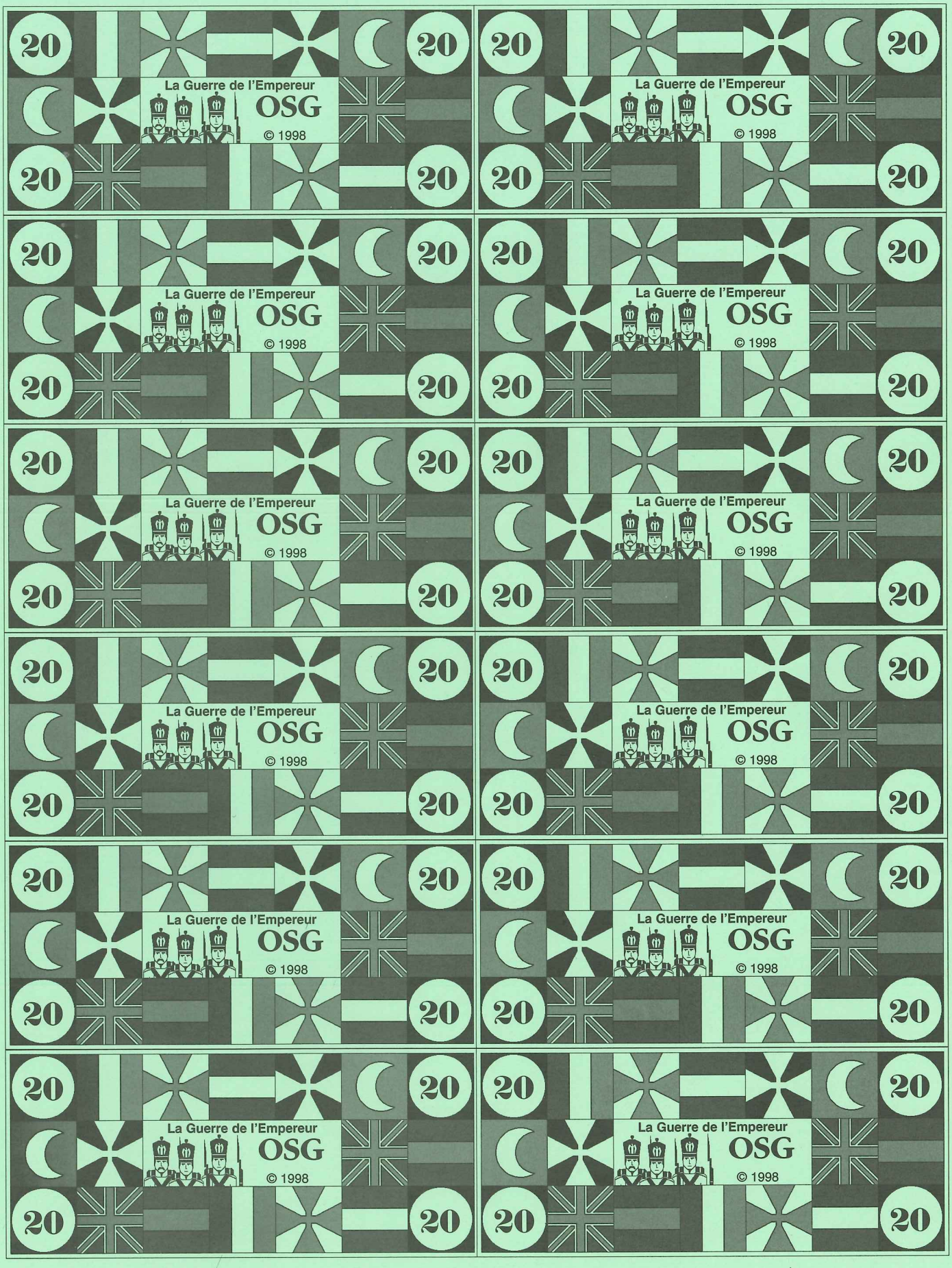
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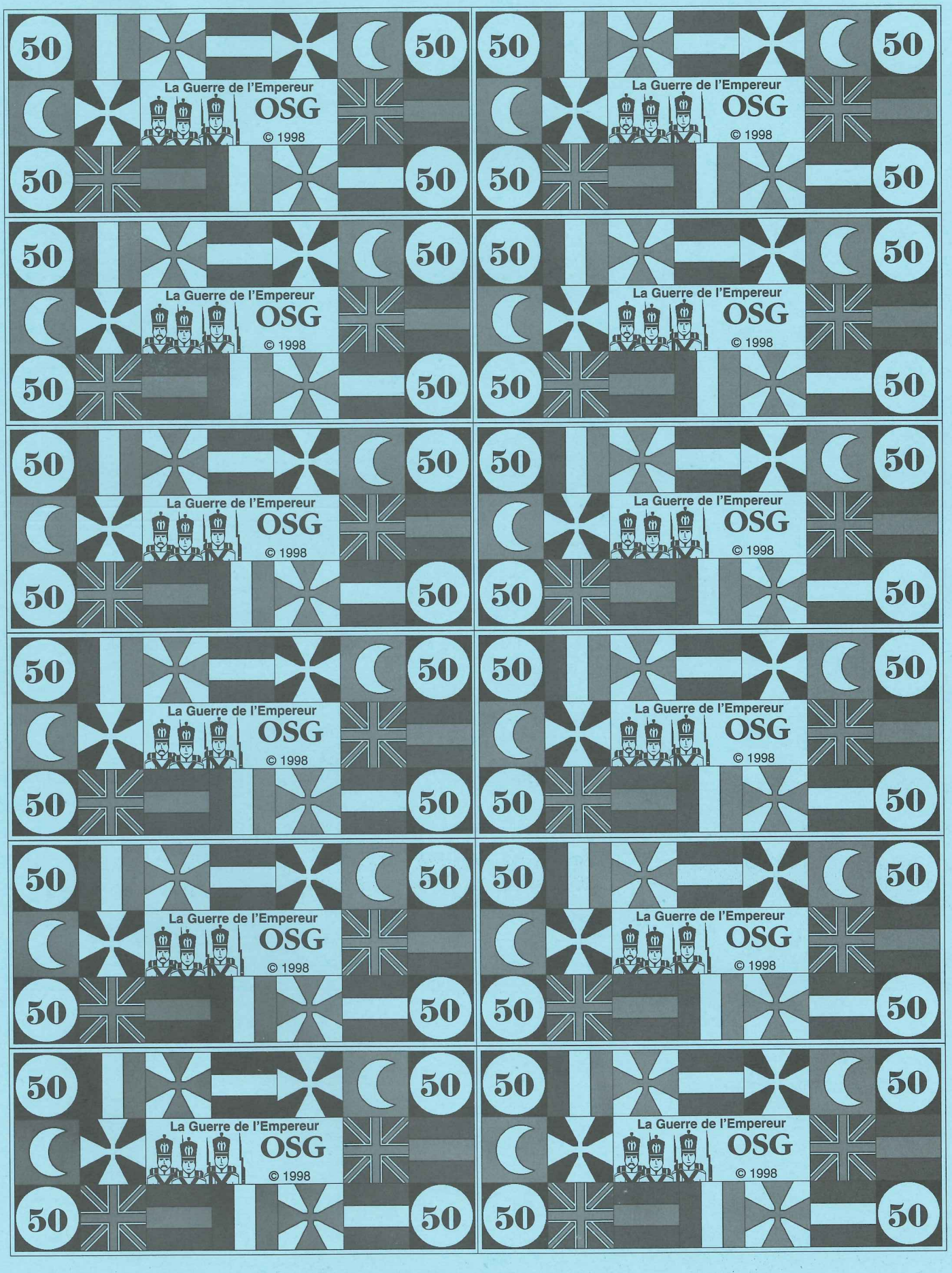
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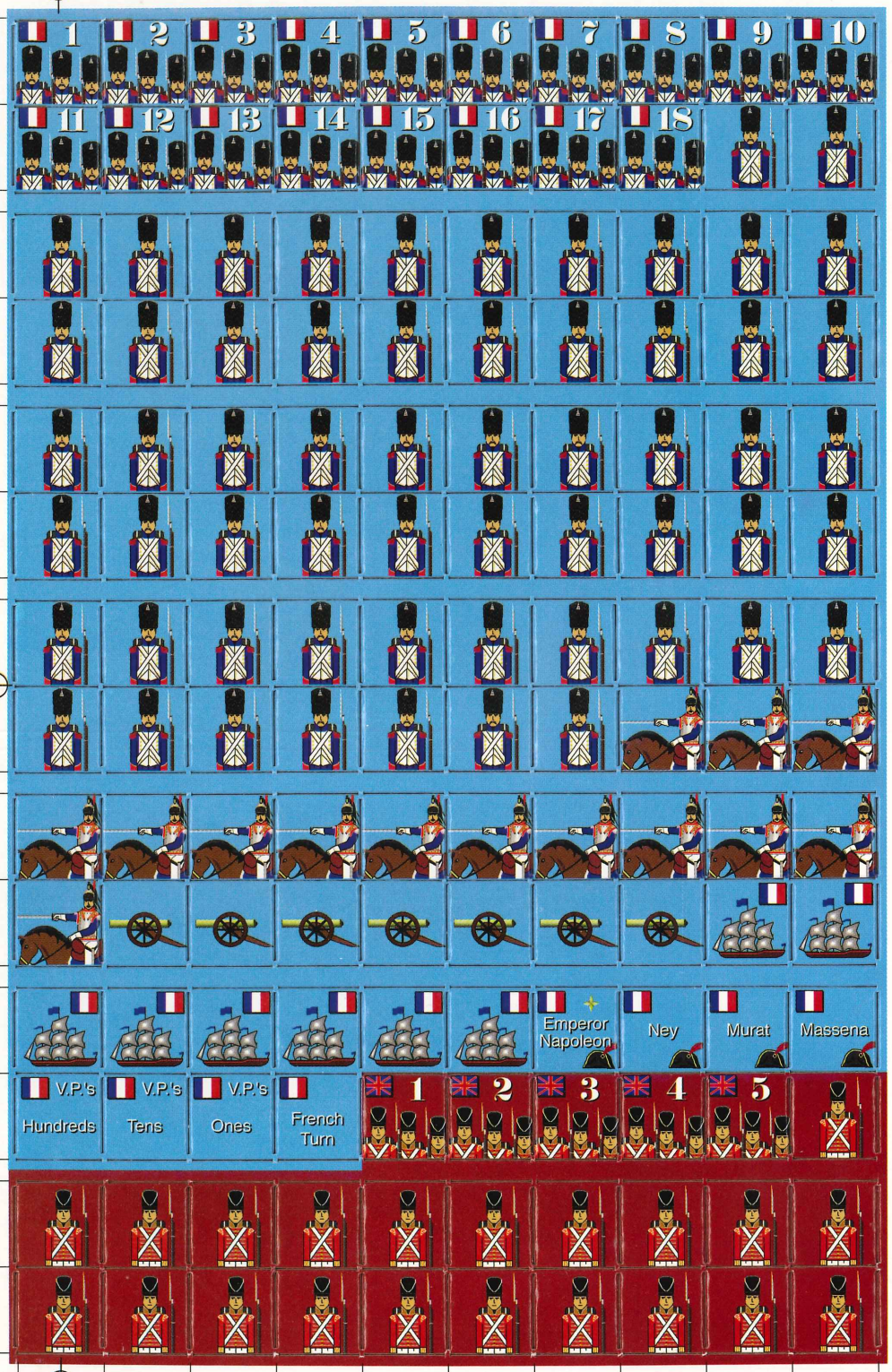

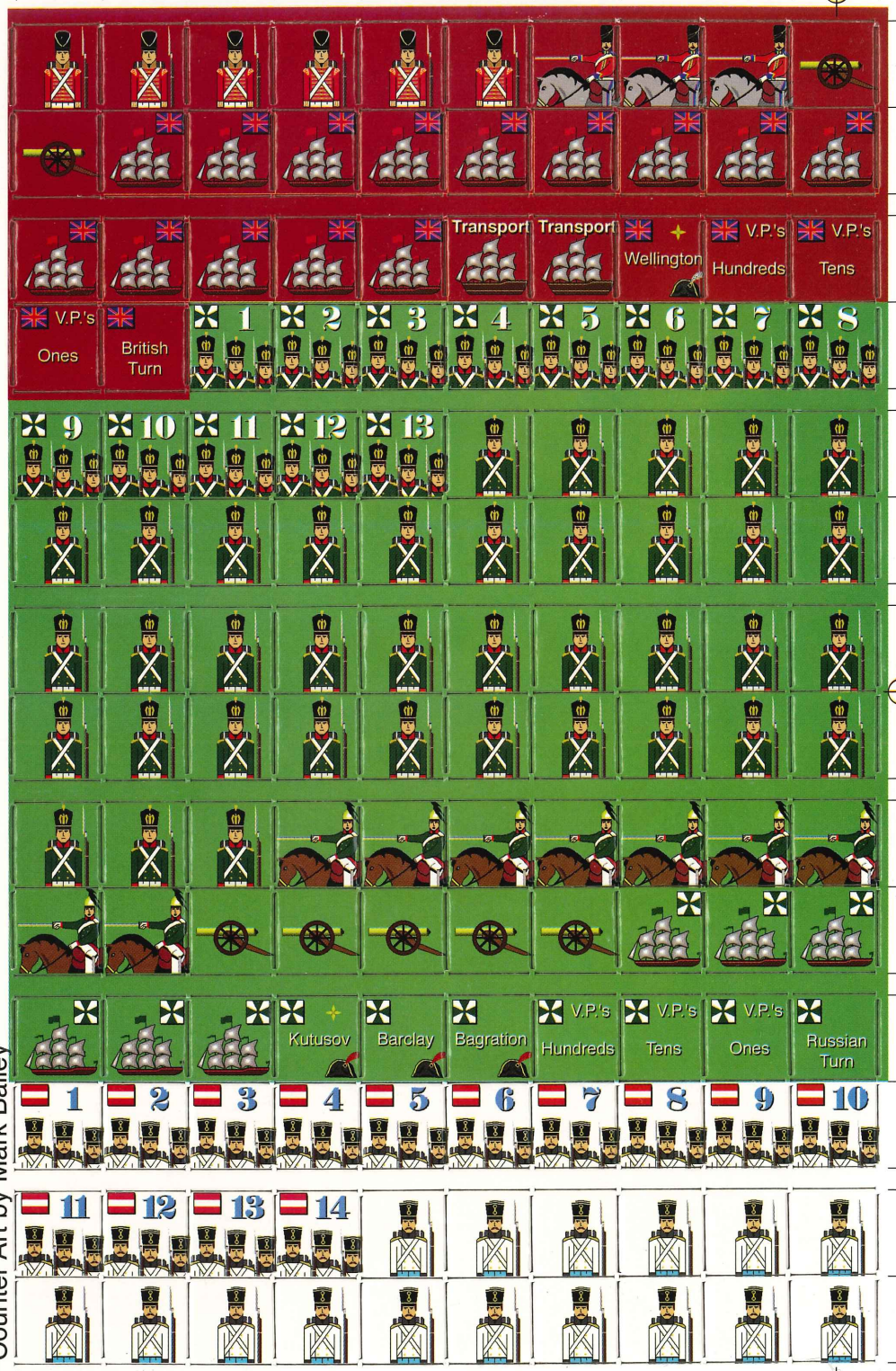

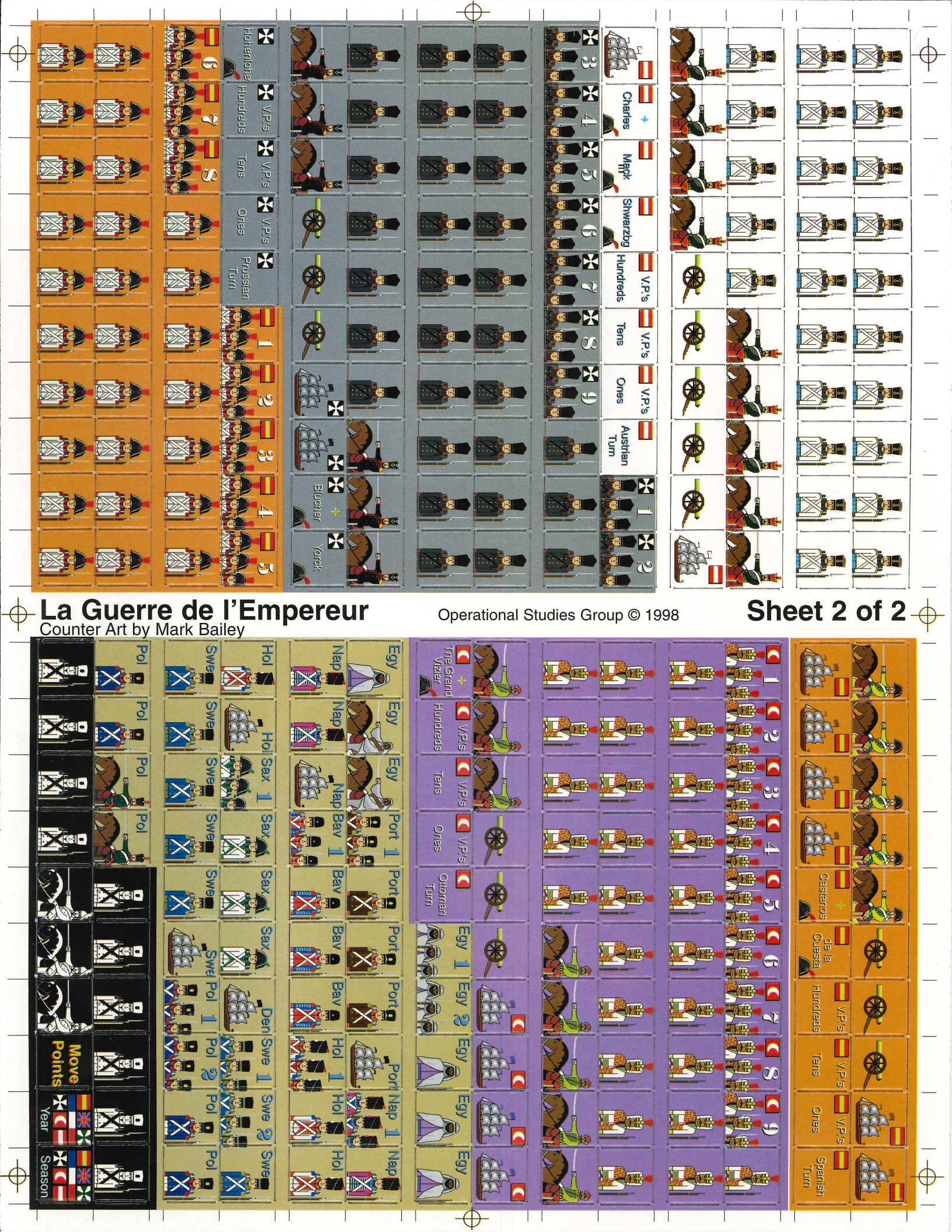

La Guerre de l'Empereur

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Sheet 2 of 2

la guerre de l'empereur
the emperor's war

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great britain
scotland 4/2
belfast 4/1
wexford 2/1
manchester 7/2
wales 3/1
london • 11/7
british isles zone

denmark/norway
oslo (denmark/norway) 1/1
bergen (denmark/norway) 1/0
denmark (denmark/norway) 2/0
copenhagen (denmark/norway) 1/0
denmark/norway

sweden
stockholm (sweden) 2/2
goteborg (sweden) 3/1
halsingborg (sweden) 1/0

finland 1/0
north sea zone
baltic sea zone

prussia
pomerania 5/1
east prussia 3/1
thorn (poland) 2/0
mecklenburg (mine) 1/0
berlin 5/4
oldenburg (mine) 3/1
westphalia (rhine) 3/1
holland 4/1
belgium 7/2
thuringia 3/1 (mine)
saxony (mine) 4/1
posen (poland) 2/0
silesia 4/1
warsaw (poland) 2/0

russia
st petersburg 4/3
shcherbakov 2/0
moscow 8/5
velikye luki 2/1
livonia 2/1
vyazma 2/0
lithuania 2/1
borisov 2/1
orel 2/0
minsk 2/1
bialystock (poland) 2/0
pripyat marshes (impassable)
kharkov 2/0
kiev 2/1
odessa 2/1
crimea 2/1
taganrog 1/0
georgia 1/0
astrakhan 4/1
sevastopol 1/1

1815			1805
1814		Sum	1806
1813	Spr		Fal 1807
1812		Win	1808
1811		1810	1809

galicia (poland) 3/1
prague 6/2
pressburg 5/2
austria
vienna 9/5
hungary 4/1
bukovina 5/2
moldavia 2/1
wallachia 2/1
bosnia 1/0
serbia 1/0
black sea zone

france
paris 17/9
normandie 9/3
lorraine 6/2
baden (rhine) 4/1
bavaria (rhine) 4/1
tyrol (rhine) 2/0
switzerland 2/0
la vendee 5/2
avergne 6/2
savoy 6/2
piedmont (italy) 4/1
venezia (italy) 10/3
illyria (italy) 2/0
gascony 3/1
languedoc 2/1
atlantic zone

portugal
galicia 3/1
lisbon (portugal) 3/2
alemtejo (portugal) 3/2

spain
burgos 4/1
madrid• 4/3
catalonia 4/1
bailen 2/1
murcia 2/1
gibraltar 0/10
majorca 0/0
gibraltar zone

corsica 0/0
sardinia 0/0
rome 5/3
brindisi (naples) 1/0
naples
naples (naples) 3/2
sicily 2/0
malta 0/0
western mediterranean sea zone

ottoman empire
constantinople 4/3
constantinople zone
albania 1/0
macedonia 1/0
corfu 0/0
greece 1/0
smyrna 1/1
angora 1/0
amasia 1/0
armenia 1/0
syria 2/1
cyprus 1/0
rhodes 0/0
crete 1/0
eastern mediterranean sea zone
palestine 1/1

egypt
cairo (egypt) 2/2
alexandria (egypt) 2/2
cyrenaica 1/0
tripolitania 1/0
tunisia 2/1
algeria 2/1
morocco 2/1

Naval Location/Interception
High die decides whether opposing squadrons make contact.
Modifiers apply ONLY to player attempting to locate/intercept.

Location/Interception Modifiers

+3	British
-1	Intercepting from at-sea
-3	Intercepting from port *
0	Port of Gibraltar

* Except for the port of Gibraltar

Naval Combat

High die wins sea battle. Loser loses 1 squadron, must return to port. If tied, both sides lose 1 squadron and either may opt to withdraw. Otherwise, execute another round of combat.

Either or Both

+2	British
+1	Blockading

One of these, only

+1	Numeric Edge
+2	2 to 1 Margin
+3	3 to 1 Margin
+4	4 to 1 Margin

...and so on.

Siege Combat

Attacking player rolls one die, modified upward by the value of the defending garrison. If there is a garrison counter present, the value of the garrison is one (1). Otherwise the garrison's value assumes the number within the garrison icon printed on the map. (Its "Intrinsic Garrison Value")

Siege Table

2 - 6	Garrison Defeated
7 - 8	Garrison Defeated - Lose 1 Division
9 - 11	Garrison Holds Out
12+	Garrison Holds Out - Lose 1 Division

Victory Points Track

France	0	1	2	3	4	5	6	7	8	9
Britain	0	1	2	3	4	5	6	7	8	9
Russia	0	1	2	3	4	5	6	7	8	9
Austria	0	1	2	3	4	5	6	7	8	9
Prussia	0	1	2	3	4	5	6	7	8	9
Spain	0	1	2	3	4	5	6	7	8	9
Ottomans	0	1	2	3	4	5	6	7	8	9

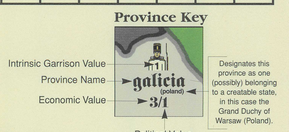
Movement Allowances

Ground Corps	4
Naval Squadrons	5

Movement Points Track

6	5	4	3	2	1	0

Province Key



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