

2ND EDITION RULES

THE EMPEROR'S WAR: 1805-1815
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1.0 INTRODUCTION

1.1 BASIC CONCEPTS

La Guerre de l'Empereur is a game for two to seven players, in which each player represents 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 prominence) are France, Great Britain, Russia, Austria, Prussia, Spain, and the Ottoman Empire. If you are playing with fewer than seven participants, the less prominent countries will not be represented by a player. The game's political rules and event tables allow these major powers to join Alliances, conduct campaigns, and participate in the war just as they would if they were represented by a player.

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, military and political goals. Each major power has a discrete VP goal based on its relative strength at the beginning of the game. For example, Spain can win the game with far fewer VPs than France would need (see 7.1).

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

1.11 Notes on the 2nd Edition

Players familiar with the 1st Edition of *La Guerre* will find that, while most rule sections have undergone small but significant changes, it is fundamentally the same game. Some rules, notably Land Battles (5.6), and Surrender (5.12) have been substantially changed. A new section of notes, including designer's notes, player's notes, and historical notes has been added.

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 Year and Season are 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 (when players determine which allied nations will combine their moves, and which will move first), an individual Player Turn for each player, and a Mutual "Build" Phase. Countries not represented by a player will get their own turn, unless at peace or Allied to a player (in which case their actions are dictated by their player Ally [see 3.32]).

1.211 Player Turn Actions

During a player's turn he will make political decisions (including Alliances with other countries, Declarations of War, etc.), generate random events, move and initiate combat with naval Squadrons, and move and initiate combat with land Corps. Additional Victory Points can sometimes be earned during Player Turns.

1.212 The Mutual "Build" Phase

The Mutual "Build" Phase at the end of each Combat 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 (48 pages)

Eight cardstock Player Mats (8.5 x 11)

Three Charts & Tables Cards (8.5 x 11)

Eleven Sheets of Game money: 132 bills total—

(3) each of 1's, (2) each of 5's, 10's, 20's, 50's
 Diplomatic Tracks Card (8.5 x 11)
 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

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2.1 THE MAP

The map depicts Europe, North Africa, and part of Asia as it was circa 1805 - 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 Provinces are tan.

2.11 Province Information

Each Province on the map contains four pieces of information: the Province's name; an Economic 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 an Intrinsic Garrison rating, (a number that must be added to the die roll when another player attempts to capture the Province from its original owner) (5.512).

The Province's Economic Value is always the first of the pair of numbers separated by the slash; its Political Value is always the second number. If a Province's name is printed in white, that Province is immune to attack if occupied by a Corps (i.e., islands and Gibraltar: see 5.46 and 5.515). If a Minor Power has its own Corps, the uniform of the Garrison soldier in that country's Provinces will have its own distinctive design.

2.12 Types of Provinces

There are 5 different types of Provinces:

a) Home Provinces: Home Provinces of a nation are all the same color. Vienna is a Home Province of the Major Power Austria (also its capital). Home provinces are difficult for an enemy to capture permanently. Austria uses Vienna's intrinsic garrison, while conquering armies must use a garrison of occupation to hold it.

b) Minor Provinces: Minor Provinces are tan. Rome is a Minor Province. Minor provinces are relatively easy to

capture. If conquered they must be occupied by a garrison of conquest.

c) Minor Provinces of a Minor Power: Brindisi is one of two Minor Provinces of Minor Power Naples. In order to build combat units of a Minor Power, all of its provinces must be conquered. In all other ways, these provinces are like normal Minor Provinces.

d) Provinces of a Loyal Minor Power: Illyria and Venezia are two provinces of a "remappable" Loyal Minor Power (the Kingdom of Italy). Before the Kingdom of Italy comes into being, Venezia is treated like a normal Minor Province, while Illyria is a "Remappable" Home Province of Austria. Once the Kingdom of Italy is formed, both provinces become Minor Provinces of the Kingdom of Italy, with a special relationship to the founding nation.

e) Remappable Home Provinces: prior to the formation of the Kingdom of Italy, Illyria is a Remappable Home Province of Austria. Remappable Home Provinces differ from normal Home Provinces only in how they're handled during a surrender. Were Austria to surrender, Illyria would be given up as if it were a minor province.

2.13 Map Clarifications

- There should be a crossing arrow in the strait between Denmark and Copenhagen.
- "Copenhagen" should be printed in white (2.11).
- Off-Map movement is not permitted: for example, a Corps may not move by land from Finland to Sweden.
- A Corps may not move directly between two Provinces that meet at the intersection of two Province boundaries. Movement is not possible between Bavaria and Vienna, between Prague and Tyrol, between Bavaria and Saxony, and between Prague and Thuringia. Movement *is* possible between East Prussia and Lithuania.

2.2 COUNTERS

The die-cut cardboard playing pieces, termed "counters," represent the military units that the players will maneuver on the main map and Battlemap.

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, transport land units, and fight naval battles.

2.22 Land Corps

The basic land units in *La Guerre de l'Empereur* are Corps. Corps counters are "shells." Each Corps can contain up to three Divisions of Infantry, Cavalry, or Artillery in any combination (plus one cavalry—see 2.5), of the same nationality as the Corps. Major Power Corps may contain Minor Power divisions. The Divisions themselves are kept on the Player Mats except when deployed as garrisons of conquest.

2.23 Land Divisions

Corps are composed of Divisions of Infantry (about 8,000 men), Cavalry (2,500 to 4,000 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. Note: a Garrison is either an Intrinsic Garrison, or a single Infantry Division, while a field Army is a collection of Corps.

2.24 Commanders

Each major power begins the game with one "Primary" Army Commander. This unit moves on the map, increasing the speed and strength of armies with which it is stacked. Additional commanders can be gained through Event rolls during the game.

2.25 Generic Divisions ("Ghost" Divisions)

These are used for three purposes:

- When a rebellion occurs in a Province that 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 Divisions from the Approach to Battlefield Table, it is these generic Divisions that are deployed.
- When a player's Army is attacked in a Province in which he also has an Intrinsic Garrison, the Garrison is represented in the battle by generic "Ghost" Divisions.

2.26 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 BATTLEMAPS

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).

Small battles may be resolved on the strategic map, but when resolving large battles, players may wish to deploy their forces onto the Battle Maps (ignore references to "reserve", "center," etc.).

2.4 CHARTS AND TABLES

There are several charts and tables used in playing *La Guerre de l'Empereur*. These include the Naval and Siege Tables, and tracks to record each country's current VP total and the current Season and year on the map; a Money Chart (listing the cost in Gold of all that can be purchased), a Victory Points Chart (listing potential VP gains and losses) and several random event and Political Alliance tables.

2.41 Inventory of Charts & Tables

The following Charts, Tables, & Tracks are referenced during play:

Event Tables—Administrative Events Table #1, Political Events Table #2, Strategic Events Table #3, French Diplomacy Table #4, British Diplomacy Table #5; Political Tables—Rebellion Table, NPC Alliance Table, Cancel Declaration Table, Surrender Terms, Commanders Table, Build Costs Abroad; Land Battles—Battle Sequence, Approach to Battlefield Table, Auxiliary Options, Massed Batteries, Attack Modifiers, Pursuit Modifiers, Additional Troops Table. Displays/Tracks—Alliance Display, British Embargo Track, Enforced Peace Record. MAP: Naval Location/Interception Table, Naval Combat Table, Siege Combat Table, Victory Points Track, Movement Allowances Table, Movement Points Track. PLAYER MATS: Money Chart, and the Victory Points Chart.

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

Each major power in the game has a Player Mat which contains a country's initial placement instructions, other data specific to that country, and a series of printed boxes, three for each Corps in that country's Army. Divisions 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.

Extra Cavalry Divisions: The first **four** Corps (1, 2, 3, 4) of the **French Army only**, may contain three divisions of any kind **plus** a Cavalry Division. This extra cavalry division is stacked on top of the other unit in the third box.

PLAYER MAT CORRECTIONS:

- The French home Provinces begin with a Political Value of 22.
- The additional Provinces controlled by Great Britain begin with an Economic Value of 6 and a Political Value of 4.
- Gibraltar is worth 10 VPs.
- The British Commander Wellington appears during the Mutual "Build" Phase of Spring, 1807.
- Austria does not place an Artillery Division in Corps #14; replace it with an Infantry Division.
- The Prussian home Provinces begin with an Economic Value of 26 and a Political Value of 8.
- The additional Provinces controlled by Prussia have an Economic Value of 4 and a Political Value of 1.
- Spain does not place a Cavalry Division in Corps #8; replace it with an Infantry Division.
- On the Minor Power Corps Mat, the abbreviation for Poland should be "Pol".
- Corsica has a French Garrison at start.
- Malta has a British Garrison at start.
- Finland is garrisoned by a Swedish Division taken from Swedish Corps #2. This Division must be eliminated to control Sweden; once it is gone, Sweden is controlled by whomever controls the other three Swedish Provinces. The Garrison in Finland is the ONLY case where a Minor Power may have a Garrison of Conquest; once removed it may never again be placed.

2.51 Using the Player Mat (*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 #1 Corps. If the First Corps were involved in a battle between Armies, losses from that battle would be removed from the Player Mat (along with Divisions from any other Corps involved in the battle) and returned to the French force pool.

2.7 ALLIANCE DISPLAY

The Alliance Display is used to keep track of relations between the various Major Powers during the game. Infantry Divisions are used to show which nations are Allied and which at war. Divisions of allied nations are placed in the same "Alliance" boxes. Warring alliances are placed opposite one another so that they are linked by a "War" box. If several non-aligned nations are at war with the same enemy, put them in the same Alliance box, but stack allied nations and keep non-allied nations unstacked. Enforced Peaces are recorded on the Enforced Peace Record Track by placing infantry divisions of all restricted nations on the date of their release from the enforced peace.

2.71 Build Costs Overseas

This table shows how Build Costs increase as an army's Line of Communication lengthens (6.1). To use the table,

first find the total "list" cost of all the units you wish to build (shown on the Player Mats) in a particular province and cross-index that with the length of the LOC to the province. The LOC is counted from a home province (exclusive) to the destination province (inclusive). The result is the adjusted cost of those builds. A LOC traced through or into provinces in Spain, Portugal, Russia, the Ottoman Empire and Africa count double.

Example: If France wants to add 3 infantry divisions (cost \$6) to a field army in Naples (LOC = 3 provinces), the final cost will be \$7. If built in Warsaw, they will cost \$8. If built in Moscow, they will cost \$10.

3.0 GAME SET-UP

The map is placed on the table with the Player Mats set up within reach of their respective players. The number of players determines which Major Powers will be Player Countries (all other major powers will be non-player countries—NPC's).

A 2 Player game is between France and Great Britain. The 3rd Player becomes Russia, the 4th Player, becomes Austria, the 5th Player, Prussia, the 6th Player, Spain, and the 7th Player becomes the Ottoman Empire.

3.1 COUNTRY REPRESENTATION BID

A bidding process is used to determine which player will represent each country. On a scrap of paper, each player secretly writes down a bid in Victory Points (bids of "zero" are permitted). All bids are revealed simultaneously. The player with the highest bid picks which of the available Major Powers he will play. The player with the second highest bid picks from the remaining nations and so on. Ties are resolved with a die roll. Once all countries have been assigned, players will start the game with their VP markers set at 100 VP *minus their bid*.

3.2 PLAYER COUNTRIES (PCS)

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 they are always represented by a player. Player Countries are major powers with their own Armies and naval Squadrons. Each player uses the information on the Player Mat to set up his starting Corps and Garrisons on the map, starting Infantry, Cavalry, and Artillery Divisions in their appropriate Corps, starting Squadrons, and acquires his initial money from the bank.

3.3 NON-PLAYER COUNTRIES (NPCS)

Each 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. During Set Up, the Corps and Squadrons of NPCs are set up as shown on their player mats.

Note: Certain NPC Corps arrive as reinforcements, and cannot be used before the indicated date.

3.31 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 not Allied to the player at war with the NPC is designated to run its units. The Controlled NPC has a separate turn during the Player Turn sequence, determined by a draw of its chit (see 4.6). Controlled NPC units cannot leave their home and/or currently controlled Provinces. Units from other countries (including the Controlling PC) cannot enter the NPC's territory unless at war with the NPC. NOTE: The only units within the borders of a Controlled NPC would be the NPC's own Armies and the units of any PCs (or Allied NPCs) 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 units 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 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 (see 4.6) but moves during its Ally's 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 MINOR PROVINCES

Provinces outside the seven major powers are called Minor Provinces. Players never declare war on minor provinces or form Alliances with them. When a player's Corps successfully move into a minor Province he is

considered to own it. When a major power surrenders, it loses control of all its minor provinces.

3.41 Minor Powers

Minor Provinces may be part of a Minor Power (as indicated by a national name in small type on the map). For example: the Minor Province "Brindisi" is part of the Minor Power "Naples." There are 5 Minor Powers on the map: Portugal, Denmark/Norway, Sweden, Naples, and Egypt. All Minor Powers (and three minor provinces: Holland, Bavaria and Saxony) provide additional Corps, Divisions, or Squadrons that the conqueror of that country can add to his Force Pool. After they are built, these Divisions, Corps and Squadrons are treated the same as regular units, *except* that they cannot be used as Garrisons. Minor Forces may be placed either in one of their national Corps, or in any other Corps belonging to their owner's nation.

To conquer a Minor Power *every* Province of the Minor Power must be controlled by the same major power. If even one province is controlled by another player, that minor's units may not be built (those already in play remain in play). If all of the Provinces of a Minor Powers are captured by another player, the unbuilt portion of the Force Pool is given to them but any units that are still in the former owner's Army remain until they are destroyed or desert, at which point they are placed in the current owner's Force Pool.

Desertion: Once a Minor Power has been wholly conquered, any of its Divisions held by nations other than the conqueror will begin to desert at the rate of one division per Winter Turn. Unless the Minor Power is completely conquered however, there are no desertions.

3.42 Loyal Minor Powers

There are 3 "Loyal" Minor Powers (4.73): The Grand Duchy of Warsaw (Poland), The Kingdom of Italy and The Confederation of the Rhine. These can be formed during play by a "Remapping Europe" event roll. Until they are "Remapped," these provinces are treated as either regular Minor Provinces (if tan colored), or Remapable Home Provinces (if inside one of the Major Powers). Once "Remapped", these minor nations become part of a Loyal Minor Power, with a special relationship to the Major Power that created them. Britain can "upgrade" Sweden and Portugal from regular Minor Powers into Loyal Minor Powers if she controls them and rolls a "Remapping Europe" event.

3.43 Minor Power Combat Units

Once a Minor Power has been conquered, its unbuilt divisions are placed into the conqueror's force pool. Once built, these may either be placed into regular Corps of the conquering power, or into their national corps. Minor Power Corps counters can only contain that Minor Power's Divisions however. Minor Power Corps have their division tracks on the Minor Power Mat. All the Egyptian Divisions are placed in the Egypt box, all Swedish Divisions are placed in the Sweden box, etc. All minor Squadrons are placed on the map in their home country.

Minor Power Squadrons do not have to be initially purchased but begin the game on the map. When a minor changes hands, the surviving Squadrons immediately switch allegiance as well. They are placed on the nearest stack of squadrons of their new ally (this placement is not subject to interception). The Minor Squadron may be used normally in the controlling player's next turn.

3.44 Purchasing Units of a Minor Power

To purchase units of a Minor Power, a player (or one of that player's Allied NPCs) must first have conquered it. Note that a player who previously controlled a Minor Power may retain control of one of its Corps, even as another player who is at war with the first is building divisions into his regular corps, or into the Minor Power's second Corps.

3.45 Portuguese Units at Start

Britain controls the Portuguese Squadron and Corps at the beginning of the game.

3.46 Bavarian Units at Start

The Bavarian Corps is not on the map at the beginning of the game, but the Divisions may be purchased in the first Mutual "Build" Phase by whoever controls Bavaria.

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 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. Nobody is at war at the start of the game.

3.7 SEQUENCE OF PLAY

- A) Winterphase (4.0)
 - 1) Economic Phase (4.2)
 - a) Tax Collection Step (4.21)
 - b) Expense Step (4.22)
 - c) Victory Point Collection Step (4.23)
 - d) Victory Point Purchase Step (4.25)
 - 2) Diplomacy Phase (4.3)
 - 3) NPC Alliance Phase (4.4)
- B) Combat Seasons (4.5)
 - 1) Turn Start Phase (4.6)
 - a) Military Cooperation Step (4.61)
 - b) French player opts to go first or pulls chit of first player
 - 2) Player Turns
 - a) Turn Preparation Sequences (4.7)
 - (1) Optional NPC Alliance Roll (4.71)
 - (2) Random Events (4.72)
 - b) Peace Step (5.1)
 - c) Alliance Step (5.2)
 - d) War Declaration Step (5.3)
 - e) Naval Phase (5.4)
 - f) Land Phase (5.5)
 - g) Active Player Determination (5.7)

Pull chit to determine next player
 - 3) Mutual "Build" Phase (6.0)

4.0 WINTERPHASE

4.1 OCCURRENCE OF WINTERPHASE

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

4.2 THE ECONOMIC PHASE

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. Players control all Provinces in their home country that do

not have a foreign Garrison. Players also control all Provinces outside their home country that contain their 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 the players spend Gold, they return the bills to the bank. When players collect Gold it is given to them 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 from countries that Surrender, and gifts from Allies.

4.213 Loss of Capital Province

If a PC has had its capital province occupied by foreign forces for two consecutive turns, it can no longer collect taxes. It can continue to collect Victory Points and can borrow money from its Allies. The PC's existing treasury is not forfeited.

4.22 Expense Step

Each country must pay 10 Gold for each NPC with which they are Allied. Each country must also pay 5 Gold to the bank if they are currently at war with any other major power.

There is no such thing as being at war with Minor Powers—they can be attacked and conquered, but there is no formal state of war.

4.221 Mandatory Expenditures

- 10 per NPC ally (see above).
- 5 Gold if at war (see above).

These involuntary expenditures may leave a country with a Gold deficit. No other expenditures are possible until the deficit is made up.

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 France's Continental System

During any turn in which (a) French troops occupy Berlin, or (b) France and Prussia are allied, the French player may declare an embargo banning British merchandise from European ports controlled by France and her allies. The French player may cancel the Continental System at any time. During each winterphase, at the end of the VP Collection Step, all player countries participating in the Continental System inflict VP losses on Britain (4.244), pay penalties to the bank (4.245) and advance their Embargo marker one space on the Victory Point track (4.246).

4.241 Historical Note

The Continental System was a powerful weapon that caused more than just financial harm to Britain, it was politically destabilizing as well. At the same time it hurt Russia, it was good for France, the Confederation of the Rhine, and Italy. Napoleon invaded Spain, Portugal and Russia to enforce the Continental System.

4.242 Ports of Trade with Britain

“Ports of Trade with Britain” include all provinces bordering on the Baltic Sea, the British Isles zone, the North Sea, and the Atlantic Ocean.

4.243 Ports Included in the Embargo

During the Embargo, (while the Continental System is in place), if France has an alliance or an enforced peace with any nation containing ports of trade with Britain, or directly controls ports of trade with Britain, then the affected trading ports are included in the Continental System and closed to British merchandise. In addition, a player country not allied with, at war with, or under an enforced peace agreement with France, may voluntarily join the embargo, closing all its trading ports, and may also leave it again voluntarily.

4.244 Embargo Effect on British VPs

Britain loses Victory Points every winter, assessed on a country by country basis, depending on how many years that country has been part of the embargo (*see* 4.257). In addition, for each minor country port of trade closed to British merchandise, Britain must deduct one Victory Point.

4.245 Effect on Economic Value

During their participation in the Continental System, the participating countries have their total economic value reduced by a specified amount of Gold which increases each year the country participates in the embargo (*see* 4.258).

4.256 Tracking Player Country Participation

Use the VP Point Track on the map to track the number of years of participation by each country in the embargo. Move their marker forward one space on the VP Track each year. The marker only moves if a PC is participating in the embargo during that winterphase. Example: If Spain joins the embargo a number of years after it was declared by France, she will pay \$2 for her first year of participation and move her marker one space on the VP track. If still part of the Continental System the next year, she will pay \$4.

A Player who voluntarily joins the embargo may withdraw from the embargo at any time.

A country that is allied with France may only leave the embargo by leaving the alliance.

A country at enforced peace with France automatically withdraws from the embargo when the enforced peace expires. During years of Enforced Peace with France, the marker advances normally.

A Nation's marker doesn't move during Winter Turns in which it isn't a part of the Continental System. If a country withdraws from the System, then rejoins at a later time its marker will not be reset to year one but will pick up from where it was and begin to move forward again.

4.257 VP Losses Inflicted on Britain

For each country participating in the embargo, Britain loses the number of VPs listed (in parenthesis) next to that country, in the appropriate space on the British Embargo track. For example, on the 7th turn of an embargo by France, Britain loses 5 VPs.

In addition, each minor power port of trade owned by a blockading player inflicts a 1 VP loss on Britain.

4.258 Economic Loss to Blockading Country

During the Tax Collection Step each Winter Turn, each participating country suffers the appropriate income loss, as shown on the British Embargo track. This cost increases every year that the country participates in the

System. The Economic costs (in Gold) are shown after the '\$' on the track. For example, on the 7th turn of an embargo by France, France must pay 23 Gold.

Minor power ports of trade controlled by a blockading player generate no income.

France subtracts \$15 from its listed economic loss if at least one other nation is participating in the embargo that year. That means France would actually gain income during the first two years if another country participated in the embargo.

4.25 Victory Point Purchase Step

Each player secretly writes down how many VPs he 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 the VP track. Each player can buy up to 10 VPs. If a player 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

The players now have five minutes to discuss strategy in private or in front of other players.

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 major power's turn chit is placed 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 Table (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 table is as follows: The player picks which country he wishes to attempt to influence and rolls a die. If the player has chosen an NPC that is not currently Allied with any other player he can gain that country as an Ally by rolling the number on the table or higher, e.g., if the table lists Britain's number for an Alliance with Spain as "9" then the British 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 to gain an Alliance were a seven, then a player 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. An NPC whose Alliance is broken in this way becomes either inactive (if not at war), or controlled (if at war).

There is no "-2" penalty when attempting to gain a Controlled NPC as an Ally. However, the player rolling on the table must *not* be at war with the NPC (or Allied to a country that is at war with the NPC), and he must declare war on the NPC's enemies during his next War Declaration Step.

4.41 NPC Builds and Game-Turn Marker

After the NPC Alliance Phase, NPC's perform their Builds, resolve Minor Power desertions (3.41), the turn marker advances from "Winter" to "Spring," and the Combat Seasons commence.

4.411 NPC builds

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

At the start of the game, each NPC's units are set up as stated on the Player Mat. A number of the Corps on the Mat are not placed on the map at the beginning of the game; instead, they arrive as reinforcements. During each Winter Diplomacy Phase, one of these additional Corps is added to the units on the map. When an NPC becomes an Ally or gets involved in a war, its casualties are put aside and kept separate from these units. During the Winter Diplomacy Phase the NPC receives any of its unbuilt units that are scheduled to arrive, and up to four Corps from destroyed units. One Squadron may be built from destroyed or unused units *per year*.

The NPC Corps should be filled out with as many destroyed Divisions (and unused Infantry Divisions) as possible within above limits. Their exact composition is determined by the player Controlling or Allied to the NPC. Inactive NPCs also receive additional units; their composition is determined by the last Controlling/Allied player.

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 unallied players must be held in full view of all other players, unlike the yearly Diplomacy Phase (see 4.3); during that phase players can leave the table to hold secret discussions with other players. Each Combat Season comprises a Turn Start Phase and then a Player Turn for each player, followed by a Mutual "Build" Phase.

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 4.62), and decide which country's turn chit they will use. A turn chit for each country (or coalition of allied countries who have declared "Military Cooperation") is placed in a cup.

The chit for an inactive NPC (see 3.32) is not placed in the cup, nor is the chit for an NPC Allied to a PC (they move when their PC Ally moves). The chit for an NPC that is Controlled (i.e., active but not Allied) IS placed in the cup.

The French player (including his NPC Allies) has the option of taking the first turn of a Season, unless he has declared Military Cooperation with one or more PC Allies. If the French player doesn't want to go first or is cooperating with PC Allies, he places the French 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 the first player's entire turn is completed, that player draws a chit to determine the second player or coalition to take a turn. When the second player has completed his turn, that 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 Turn (as a "coalition"). They must be allies of one another. Cooperating Corps move and fight in any agreed-upon order. Remember that a stack of Corps or Squadrons completes all of its moves and attacks before another begins.

4.62 Cancel Declaration

Any player may attempt to Cancel a Declaration of Military Cooperation. In addition, during the Player Turns, a player may attempt to cancel any Negotiated Peace, Declaration of Alliance, or Declaration of War. Note that the breaking of an Alliance, or an attempt to gain an NPC Ally, may NOT be canceled.

Cancellation must be announced and rolled for as soon as the Cooperation, Peace, Alliance, or War is declared. Only one attempt may be made to cancel a specific Declaration.

4.621 Successful Cancellation Die Roll

Rolling two dice, the successful result is 95 or higher (regardless of the Declaration type).

4.622 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.

4.623 Duration

The cancellation applies to one Declaration for the current Season only. The canceled Declaration can be declared again during the subsequent turn.

4.7 TURN PREPARATION SEQUENCES

Before a player's turn begins, that player must perform the Turn Preparation Sequences, 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 10 Gold and attempt to form an NPC Alliance or break another player's NPC Alliance by rolling on the NPC Alliance Table. Except for the cost, this step is performed exactly like the NPC Alliance Phase during the Winterphase (4.4).

If a player rolls successfully, the NPC becomes his Ally. All privileges of Allied NPC status take effect immediately. If a phasing player rolls to force another player to break an NPC Alliance, then this is handled as described in 5.23.

As during the Winterphase, the player rolling on the table must not be at war with the NPC (nor Allied to a country that is at war with the NPC), and he must declare war on the NPC's enemies during his next War Declaration Step.

If a player gains an Alliance with a Controlled NPC, and that NPC has already moved in the current Combat Season, that NPC's units may not be moved further this turn. If that Controlled NPC has NOT already moved, the NPC takes its turn with its new PC Ally, and if the NPC's turn chit is drawn later, it is disregarded.

4.72 Event Table Sequence

The phasing player rolls on the Administrative Events Table #1 and follows the instructions on the table. France and Britain both add one to their die roll on this table. Some of the results on this table require the player to roll on another Events Table, i.e., a nine result requires a roll on the Political Events Table #2 and a ten result requires a roll on the Strategic Events Table #3. If either France or Britain roll a ten, their modified result would be an eleven. In this case that player would roll on either the French or British Diplomacy Table.

If the criteria for an event are not met, or the resulting event is a one-time event that has already occurred, no event takes place. When an event is generated it is immediately implemented. If an event requires a nation to pay out more gold than it has in its treasury, a note is made of the amount and no other expenditures are allowed until the amount is paid.

Only PCs roll on the Event Table—NPCs never.

4.721 One-Time Events

If a one-time event is rolled but the criteria to allow it are not met, it may still occur, if rolled again after the criteria are met.

4.722 Deferred Events

Certain events—Napoleon Remarries, Royal Wedding, French Trade Policies, and British Trade Agreement—may be deferred until the end of the Alliance Step.

4.723 Joseph Placed On Spanish Throne

Correction: The text of this event should only read "France no longer compelled to accept Spanish Surrender;" i. e. France and Spain may still Ally. Joseph's appearance on the Spanish Throne triggers Rebellion in Spain (4.726).

4.724 Universal Effect

Events that name a specific country take effect even if the country that rolled the event is not the country named. A Commander that arrives due to an event will serve his native country, regardless of who rolled the event.

4.725 Rebellion

Rebellions will not start in Provinces occupied by Corps of any strength. When a Rebellion starts, place a single "Ghost" Division in the Province, and retreat any naval Squadrons (5.443). *Any* player wishing to enter the Province must besiege this "Ghost" Division.

4.726 Rebellion In Spain

Rebellion in Spain is automatic once Joseph is placed on the Throne. At the end of every Combat Season thereafter, every enemy-garrisoned Spanish province experiences a rebellion as explained on the Rebellion Table. Exception: Instead of placing a "Ghost" Division, the Province reverts to Spanish control with its printed Garrison.

4.73 Remaking the Map of Europe

This event allows the player to create any one of three new Minor Powers formed during the Napoleonic Wars. If the player rolling the event controls the required Provinces he can create: a) the Rhine Confederation, b)

the Kingdom of Italy, or c) the Grand Duchy of Warsaw (Poland).

The Provinces forming a "Loyal" Minor Country need not be contiguous. After the Country is re-mapped, if the same player rolls the event again additional Provinces if controlled can be added to those announced initially (5 additional VP per province are awarded). The player must still control at least one of the other Provinces.

When any of these three countries is created...

- Their constituent provinces become "Loyal" Minor Provinces of the new power. They are no longer considered to be home Provinces of a major power; if recaptured by that country, they must have a Garrison of Conquest like other Minor Provinces.
- The creating major power (if a PC) immediately gains Victory Points.
- The players should write down which major power is the founder of that country.
- The founding major power need never leave Garrisons in their Provinces. These Provinces gain the enhanced Garrisons printed on-map, in the same fashion as home country Provinces. Any Garrison of Conquest in the country at the moment of creation will be Repatriated (see 5.13).
- Their units (if any) are added to the founding country's Force Pool (see 6.0).
- No other country may build their units for the rest of the game.
- If France creates any of the three new countries in the game, there are events that provide additional French units from those countries without cost.

4.731 Grand Duchy of Warsaw (Poland)

Worth 5 VPs per Province, made up of Warsaw and at least one of the other four Provinces marked as Poland on the map. Only France can form the Grand Duchy. All Polish Provinces controlled by France must be included. Like the Rhine Confederation, Poland may be expanded after its formation until it encompasses all 5 Provinces. Expansions are declared during subsequent "Remapping Europe" event rolls.

4.732 Kingdom of Italy

Worth 15 VPs, made up of the Provinces of Piedmont, Venezia, and Illyria. This minor power must be built all at once. It cannot be expanded later.

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.

4.734 Other Loyal Minor Powers

Two events give Great Britain the ability to turn Portugal and Sweden into "Loyal Minor Powers" (as described above—see also Remapping in 3.42).

4.74 Peace Party

When a peace party event is rolled, the affected nation will suffer penalties until the event is "resolved." If unresolved during a Winter turn, the affected player will lose 2d10 gold for that year, plus 5 victory points (due to internal chaos, unrest, draconian measures against foes to maintain control, etc...) This continues, every Winter, until the event is resolved.

4.741. Permanent Resolution: The peace party event ends permanently (or until it's rolled again on the event table) by being at peace for one entire campaign season.

4.742. Temporary Resolution: Any of the following accomplishments gained by the nation with the Peace Party prior to a Winter turn will prevent the penalties outlined above. However, the peace party event remains in effect for subsequent winter turns (until permanently resolved).

- capture of an enemy capital (enemy capitals which are occupied when the peace party event is rolled count as "captured" for this rule)
- defeat of a major field army (5+ corps)
- defeat of a large enemy fleet (2+ fleets)

4.75 Offering Peace

Two events require one or more parties to make "an offer of peace" (the events are: "Pitt Dies" and "Metternich Outwits Napoleon"). If this offer is accepted, the nations are no longer at war, all troops are repatriated, and an enforced peace goes into effect for 3 combat seasons.

5.0 THE PLAYER TURN

Each of the following steps is performed (in order) by a player during his 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 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. 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

A player who wishes to end any wars can offer a Negotiated Peace to any or all enemies. Negotiated Peace may include Surrender options, or any other diplomatic condition possible in the game (e.g., agree to an Alliance), or a modified Surrender Term (e.g., Free Passage for two years). Unlike Surrender, a nation may reach a negotiated peace with some enemies while continuing to fight against others. PCs and Allied NPCs can either accept or reject a peace offer. If it is accepted, the war ends without a surrender (even if surrender terms are part of the deal). If the offer is rejected there is no effect and play continues to the next step. If one member of an Alliance attempts to negotiate a peace with an enemy country, the other Allies may also make an attempt with that country, even if it is not currently the Allies' Player Turn. If some members of an Alliance negotiate a peace while others remain at war, those at peace must break the Alliance and pay the 5 VP penalty.

Controlled NPCs must accept offers of Peace. In this case 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 units are given back and all enemy Armies within home country borders are Repatriated (see below).

5.12 Offer Surrender Step

The player now states if he wishes to Surrender, and to whom. A country which surrenders must surrender to all of its enemies simultaneously. With one exception (the random event "Joseph Placed on Spanish Throne"), 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, the player or players to whom it is surrendering will be able to impose certain "Surrender Terms" on that country. The surrendering player loses 5 VPs plus any Gold, VPs or units that must be given to the winner from the Surrender Terms (5.124).

An Enforced Peace (5.14) will be in effect between the surrendering country and the winning countries. PCs do not have to surrender when their capital province is occupied by the enemy, but, if it has been occupied throughout two consecutive friendly player turns, the nation loses its ability to collect taxes in the winter (see 4.213).

5.122 NPC Surrender

If the Ally of an NPC wishes the NPC to Surrender, that player can do so, following the same procedure as for a major power. If any NPC's capital is occupied throughout one of its turns, it surrenders during its next Peace step.

5.123 Results of Surrender

When a nation surrenders, regardless of the number of victorious powers, it suffers the following penalties:

- It loses control of all provinces that lie outside its national boundaries, with the exception of the provinces of Loyal Minor Powers. This includes provinces ceded to it during earlier wars. All outlying garrisons and forces are repatriated. The Provinces' Intrinsic Garrisons take over.
- It loses control of any Remapable Home Provinces (2.12) within its borders unless they are occupied by a friendly Corps at the moment of surrender. If garrisoned by an enemy power, the province remains so. If unoccupied, a ghost division is placed to indicate rebellion.
- It loses 5 VPs, regardless of the number of enemies it is surrendering to.
- Its troops cannot move into provinces it doesn't control during the turn in which it surrenders.
- An enforced peace (5.14) goes into effect between parties to the surrender for the next 3 combat seasons.

5.124 Surrender Terms

In addition to the above results of surrender, the victor in a war may impose additional Surrender Terms on the surrendering nation, chosen from the three groups shown on the Surrender Terms cards. The victor chooses one group from among the three available (Group 1, 2 or 3). 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 in each group that he controls (either the one that he originally selected or both of the other groups if his first offer was refused).

If a country surrenders to more than one other country, it chooses which PC gets first choice of Surrender Terms. That country can choose an option from one group. The second PC surrendered to chooses an option from another group. If there is a third PC surrendered to, it gets to choose an option from the last group. If there are any more PCs surrendered to, they do not get a Surrender Terms group and so, gain nothing from the Surrender.

- The first group of Surrender Terms allows the winner to choose between Free Passage through the surrendered country as if it were an Ally for one year, or five VPs to be deducted from the loser's total and added to the winners'.

Since this term appears in more than one group, two countries can select it, forcing the surrendering player to pay 5 VP's to each. These are in addition to the 5 VPs lost for surrendering in 5.121.

- The second group allows the winner to choose between giving up control of one Province, chosen by the loser according to 5.125, or five VPs to be deducted from the loser's total and added to the winners' (as above).

- The third group allows the winner to choose between war reparations in the form of Gold (10 Gold paid to the player(s) accepting the surrender), or units (three Infantry Divisions and one Cavalry Division removed from the surrendering units and returned to the Force Pool [see 6.0], and the winner adding them to his Corps from the Force Pool). If the player doesn't have 10 Gold in his treasury, the victor must accept the units instead.

If a country is surrendering to a single major power, that winning player chooses one of the three groups (without specifying which of the two Surrender Terms he prefers). The surrendering player now has the option of letting the winner select a Surrender Term in the chosen group, or selecting one term from each of the other two groups instead. The winner then chooses one of the two Surrender Terms in his chosen group (if the surrendering country agreed to that choice), or one from each of the other two groups (if that first offer was refused).

5.125 Ceding Provinces

When ceding provinces, the loser must, if possible, choose a Province outside of its national boundaries, adjoining the winner's territory. A home Province may not be ceded unless the loser controlled no Provinces outside

his home country (at the moment of surrender). All things being equal, a Remappable Home Province (2.12) should be ceded rather than a normal home province.

If a home province must be ceded, the surrendering player should choose a home Province occupied by the winner's units. Capital Provinces may never be ceded. Ceded home provinces should be noted on a piece of paper.

Ceding a home province to a power other than the original owner does not change it into one of the new owner's home provinces. Rather it's considered a Loyal Minor Province of the original state. The new owner must hold it with a garrison of conquest (if not occupied by Corps of the new owner when ceded, pick a division from a nearby Corps to use as the new garrison). If a ceded home province is ever re-occupied, it becomes one of that player's home provinces again.

This includes Remappable Home Provinces that haven't yet become part of a loyal minor power.

5.126 Free Passage

A major power that has been granted Free Passage may move through the surrendered country as if it were an Ally for one year. A major power's use of Free Passage does not necessarily allow that country's enemies to move through the Free Passage country. Players wishing to attack an enemy Army using Free Passage must be at war with or Allied to the country through which Free Passage has been granted. Furthermore, there will frequently be an Enforced Peace between the two countries using and granting Free Passage; therefore, the country granting Free Passage may not Ally with the enemies of the other country.

5.127 Return of Home Provinces

After accepting a Surrender from any major power, the winner must immediately relinquish control of any home Provinces of the defeated country (if any) which were captured during the war, with the exception of Remappable Home Provinces and home Provinces ceded in a prior war as a war reparation. Control of these Provinces is returned to the defeated country. The winner's units in these Provinces must be Repatriated (see 5.13). In addition, the surrendering country must immediately Repatriate all units located outside of its home Provinces.

5.128 Victory Points for Provinces Evacuated

For each home Province evacuated after accepting a Surrender, the winner receives Victory Points equal to all vacated Provinces' Political Values, minimum of one point

per Province (i.e. if vacating a Province with a Political Value of 0, the winner still receives 1 VP).

5.13 Repatriation

When a player relinquishes control of a Province, all of his units therein must be placed in the nearest friendly Province, Allied Province, or Free Passage Province (see 5.126). This is called "Repatriation." The units being Repatriated *need not* trace a path of Provinces to their destination, but are simply placed in a Province.

When a Garrison of Conquest is Repatriated, and the destination Province does not have a friendly Corps with room for the Garrison Division, the Garrison may be placed in a newly created Corps.

5.14 Enforced Peace

When a major power negotiates peace with another major power, or accepts the Surrender of an NPC or another major power, neither country may declare war on the other for the next three Combat Seasons. Forming an alliance which would force two powers with an enforced peace to go to war is prohibited. Such an alliance must be broken if already in place. For example, if Prussia surrenders to France in the Summer Season of 1806, France could not again declare war on Prussia (or vice-versa) until at least Fall of 1807. They must skip 3 Combat Seasons: Fall 1806, Spring 1807, and Summer 1807. These Enforced Peace situations are recorded on the Enforced Peace Record Track (2.7); there are no VPs awarded for Enforced Peace.

5.2 ALLIANCE STEP

The phasing player has the opportunity to form, join, break and/or leave Alliances with other countries. A PC is permitted to perform each of these actions:

How Allies Help Each Other

The special relationship between Allies allows them to perform actions together that are not otherwise allowed. These include:

- Declaring Military Cooperation (4.61)
- Giving each other Gold. During the Mutual "Build" Phase a player can, in addition to purchasing units, give Gold to Alliance partners (which may be immediately used to purchase those players' units).
- Moving through Allies' controlled Provinces (see 5.51)
- Tracing a Line of Communications to newly built Divisions through Allies' controlled Provinces (see 6.1),

- Selling, trading, or giving away Provinces. During the Winter Diplomacy Phase (4.3), PCs (only) may sell, trade, or give Provinces (not home country Provinces) to their PC Allies,
- Basing from each other's Ports,
- Stacking Squadrons together,
- Transporting each other's Corps, or
- Stacking Corps together.

5.21 Offer Alliance to Other PCs

If two unallied PC's agree, they can form an Alliance. If an unallied country and all members of an existing Alliance agree, that country may join the Alliance. If all members of two Alliances agree, those Alliances can merge. Any one other country may attempt to prevent any of these types of new Alliances for one turn by rolling on the Cancel Declaration Table (4.62). Record new Alliances on the Alliance Display (2.7). 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.

5.22 Break Alliances After Ending a War

If a country Negotiated Peace with (or surrendered to) some or all of its enemies during the previous Peace Step, while its Allies were still at war with any one of those same enemies, the Alliance is considered broken by the country no longer at war. A PC that Negotiated Peace would pay a 5 VP penalty for breaking the Alliance; a surrendering PC would pay only the normal penalty for surrendering.

5.221 Evacuation of Provinces

When a player breaks an Alliance with an NPC or PC, that player will frequently have Corps, Squadrons, or Garrisons in the Provinces controlled by his former Allies (and vice-versa). Any units located in Provinces that they do not control must be Repatriated (5.13).

5.23 Break Alliances with Allied NPCs

A player must pay a 5 VP penalty to voluntarily break an Alliance with his NPCs. If an NPC alliance is broken involuntarily, due to a hostile player making a successful die roll, the PC pays no VP penalty. Breaking an Alliance with an Allied NPC causes the status of the relationship to drop to that of Controlled NPC, unless the NPC is not currently at war in which case it becomes inactive.

If a player breaks an Alliance with an NPC, and the NPC did not already have a turn as a Controlled NPC earlier in the Season, place the NPC's turn chit in the

cup—it will have an independent turn at some point in the Season.

5.24 Break Alliances with Allied PCs

Players can voluntarily break Alliances during any turn and must break an Alliance if they did not declare war on the enemies of their Ally at the earliest opportunity. However, a player must break the Alliance with other players (and pay the VP penalty) if he has unilaterally declared war and those 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. Example: If Prussia leaves a coalition with Russia and Austria, she loses 5 VPs for breaking an Alliance (not 10 for breaking with two countries.)

If an Alliance "agrees" to declare war, letting the first player declare war, but then refuses to support him, the VP cost is paid by the Allies who have refused to abide by their agreement to support the Declaration of War.

5.25 How to Trade Provinces

When a Province changes hands, the player giving up the Province Repatriates (5.13) any Garrison. The player gaining the Province takes an Infantry Division from his closest Corps and places it in the Province as a Garrison.

5.3 WAR DECLARATION STEP

Major Powers (whether PC or NPC) 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). If a country is part of an Alliance, then to declare war on it a player must declare war on every member of the Alliance. Should a player declare war on an ally with which he has earlier declared Military Cooperation (4.61), that player's turn chit is place in the cup; he will have a separate turn.

5.31 Victory Point Cost for War Declaration

When a major power declares war on one or more PCs or NPCs (provided any cancellation attempts are unsuccessful) the declaring country immediately pays 10 Victory Points to the bank.

5.32 Gaining Alliances with NPCs by Attack

When a player declares war on an NPC, all other players, not Allied with the declaring country, 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 that bid to the bank, gains an Alliance

with the NPC, and proceeds as if he had gained the Alliance through the NPC Alliance Table.

If two or more players have tie bids there is an open auction to determine who gets the Alliance.

When a player gains an Alliance with an NPC in this manner, he must (on his next War Declaration Step) declare war on the country that attacked the NPC (and all that country's Allies) at a cost of 10 Victory Points unless already at war with them.

5.321 Separate NPC Player Turns

If a Major Power gains an Alliance with an NPC, and that Major Power has already moved in the current Combat Season, add that NPC's turn chit to the turn order cup. The NPC will have its own turn this Season and will take its turn with its new PC Ally in subsequent Seasons.

If a Major Power gains an Alliance with a Controlled NPC, and that NPC has already moved in the current Combat Season, the NPC's units may not be moved further this turn. Otherwise, the NPC takes its turn with its new PC Ally, and if the NPC's turn chit is drawn later, it is disregarded.

5.322 Alliance with Controlled NPC

If a Controlled NPC is already at war when a Declaration of War is made against it, the Declaration provides another opportunity to gain an Alliance with the NPC.

5.33 Non-Allied Caretaker for NPC Units

If no one wants an Alliance with the NPC then a player is randomly chosen to run its units. All players (except the attacker) roll a die; the high die wins control of the NPC. This player not allied with the controlled NPC, and therefore cannot move through the NPC's Provinces, stack his Corps with theirs, or do anything else that Allies can do. The NPC turn is taken separately. Units of NPCs being run by other players cannot leave their home territories.

If an NPC that had been inactive becomes Controlled, add that NPC's turn chit to the turn order cup. The NPC will have its own turn in this and subsequent Seasons.

5.34 Commander Reassignment

Prior to the Naval Phase, Commanders can be moved to any other friendly army on the map. Although they cannot be moved across Sea Zones in this manner, commanders need not otherwise trace a path of Provinces to their destination; they are simply placed there.

5.4 NAVAL PHASE

The moving player moves any of his Squadrons, from Sea Zone to Sea Zone, fighting sea battles as he moves, and transporting friendly Corps over seas.

5.41 Ports

All Provinces that border Sea Zones are considered to be Ports. A Port is friendly to a player if that player or an Ally controls the Port, or if the player has been granted Free Passage (see 5.126). Naval Squadrons in Port cannot be attacked (but may be blockaded or ejected by enemy land Armies [5.45]). If not blockaded, they can intercept Squadrons entering the Sea Zone with a -3 die roll penalty for being "in Port."

5.411 Port Supply

In order for a Squadron to end its turn in a sea zone, either "at sea" or blockading an adjacent port, the sea zone must contain an adjacent friendly, unblockaded port. A port's status as "unblockaded" is determined at the end of each stack's move. The Port Supply Requirement for a Squadron at sea is in effect only during its owner's Naval Phase. If, during another player's turn, the squadron loses its supply, it is ignored. During its next Naval Phase, it must move so as to end its turn in supply. It is conceivable that a fleet might not be able to end its turn in supply. In that case it "retreats" into the nearest friendly port (5.443)

5.42 Moving Squadrons

Naval movement and combat is performed by stacks. Each Squadron or stack is moved in turn using its entire movement before other stacks start to move. Squadrons may be stacked with other Squadrons controlled by the same player, with Allied Squadrons, and/or with the Squadrons of a player who has declared Military Cooperation with the Squadron's owner. As a stack moves it can drop off and pick up other Squadrons/stacks, paying the Movement Point cost to enter Ports as necessary.

The Constantinople Sea Zone is considered Ottoman territory. Squadrons of other countries may not enter this Sea Zone unless they are at war with the Ottomans, Allied to the Ottomans, or have been granted Free Passage (see 5.126) through Ottoman territory.

5.421 Stacks and Movement Costs

Naval stacks have 5 Movement Points. It costs one Movement Point to move from a Port to a Sea Zone (or vice-versa), or to move from one Sea Zone to an adjacent Sea Zone. Friendly stacks within a sea zone may be assembled with no movement cost and without fear of interception.

5.422 Blockades

If a player has Squadrons in a Sea Zone, one or more of them can be placed in an adjacent enemy Port. This designates that the Squadrons are blockading the enemy port. This placement costs 1 MP and is not subject to Interception. Blockaded Squadrons cannot intercept, and cannot move out of Port without fighting the blockading Squadron. Blockading Squadrons intercept as if they were "at sea", but a successful interception lifts the blockade (the squadrons are moved out into the sea zone). Blockading Squadrons may be attacked without a search die roll, by Squadrons outside or inside the blockaded Port (Squadrons inside the Port may not combine with those outside for combat). Blockading Squadrons gain an advantage in combat against the Squadrons inside the Port.

To Blockade a Port, a player must be at war with the country that owns the port. Neutral vessels of a third power may enter and leave a blockaded port only at the blockading player's discretion. Once the war ends, the Blockade is lifted and the blockading Squadrons are placed in the Sea Zone (this placement is not subject to Interception).

5.423 Transporting Land Units

Each Squadron can transport up to one Corps (and any number of Commanders) 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. Loading and unloading Corps does not cost a Squadron any Movement Points. Three Divisions may not be transported; a Corps must be formed to contain them. Squadrons may unload their Corps in a friendly port, or in an enemy port (this is an invasion, see 5.46). Corps which were transported during the Naval Phase may not move during the following Land Phase. Flip them over once they've been unloaded to indicate this. Exception: Invading Corps are not inverted, since they must attack during the land phase or be destroyed.

5.424 British Special Transports

The British Transports function as described above, except as noted below:

- A Transport has no combat capability. If attacked without escort it is automatically lost.
- British Transports may transport up to 3 Divisions (no extra cavalry) without a Corps counter. 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 that have space available for the Divisions.

Unused Corps may be created to receive the Divisions, but Corps currently on the map may not be disbanded for this purpose.

5.43 Search

When a Squadron moves into a Sea Zone, it can search for enemy stacks in the same Sea Zone, at a cost of 1 MP, to attempt to initiate combat. Both players roll a die, modified by the modifiers listed on the Naval Location/Interception Table. The player with the higher modified result declares whether or not the search is successful. If a search is successful, the Squadrons resolve naval combat. If unsuccessful, the moving player may make any number of additional attempts, at a cost of 1 Movement Point each.

5.431 Interception

Once the moving player has finished his search attempts (successful or not), any number of enemy stacks, either in the same Sea Zone or in adjoining unblockaded Ports, can attempt to intercept the moving stack. Using the procedure outlined above, intercepting stacks roll individually (one roll each). If the intercepting players cannot agree which of their squadrons will intercept first, order is determined randomly. Once a successful intercept is achieved, battle is resolved. If there is no interception (or the interceptors lose the subsequent battle), the moving player may continue his move. A squadron can be successfully intercepted only once in each sea zone.

5.432 Interception Results

Squadrons that fail their Interception attempt remain where they are (in Port, on Blockade duty, or at sea, as the case may be). Those that succeed are placed in the Sea Zone.

If all of the Squadrons blockading a Port intercept an enemy stack outside the Port, they are placed in the Sea Zone and the Blockade is lifted.

5.433 Multiple Interceptions

If several stacks are eligible to intercept a moving stack, determine their order of interception randomly.

5.44 Naval Combat

Naval combat is initiated when a player has located the enemy stack through search or Interception. If the enemy Squadron is found, each combatant determines the appropriate die roll modifiers from the Naval Combat

Table. Both players roll a die and compare the modified die rolls. (When determining the modifier for relative strengths, the margin is rounded down in favor of the smaller side; for example, 8 to 3 is treated as 2 to 1). The winner's stack may continue to move, or stay in the Sea Zone, (if the winning Squadrons were intercepting and not moving), or stay on Blockade duty (if those Squadrons were on Blockade and did not intercept a stack outside the Port).

5.441 Naval Combat Results

The winner of a naval battle gains 3 Victory Points, regardless of the number of Squadrons engaged. The loser loses 1 Squadron of his choice and must retreat to a friendly Port (see 5.443). When the losing stack arrives in Port, it may still make Interception attempts against other moving stacks, with a -3 modifier for being in Port. When a naval casualty is called for, if the only available Squadron(s) are transporting Corps, the Corps go down along with the Squadron.

If the winner was on Blockade and there are now no more enemy Squadrons in the Port (i.e., a single blockaded Squadron tries to break out and fails), the winner must move out into the adjacent Sea Zone (this placement is not subject to Interception).

5.442 Tie Result

If the die roll is a tie, each side loses one Squadron, and either may opt to end the combat. No VP's would be awarded in this case. If neither side wishes to end the combat, execute another round of combat, awarding VP's normally.

5.443 Naval Retreats

When a naval Squadron is forced to retreat, it must be placed in a friendly Port (including an Allied/Free Passage Port) that is not blockaded. If there is no such Port in the current Sea Zone, the retreating Squadron must move from Zone to Zone until it finds a Port. As it moves, it is subject to Interception (even by Squadrons that have already moved this turn). Even if the retreating Squadrons win these battles, they must continue their retreat. If there is no Port on the entire map to which they may retreat, they are eliminated.

5.45 Port Capture

When a Port which contains one or more Squadrons is captured by enemy land units, or a formerly Allied/Free Passage Port becomes neutral or hostile, that Squadron (or Squadrons) must leave the Port immediately and retreat to another friendly Port as above. If the Port is

blockaded, they are subject to automatic interception by the blockading Squadrons before they can retreat. The blockading Squadrons, if victorious, may remain in the now-friendly Port, or may move out into the adjacent Sea Zone (this placement is not subject to Interception).

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 units in that Province. Until and unless that neutral is conquered (i.e., all Provinces are controlled), 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 invading Corps are dropped off during the Naval Phase and they resolve their combat as the first action of the Land Phase. The invasion itself costs the invader 1 MP. The procedure is identical to other combat with Garrisons except that the invader must continue to attack until the Army captures the Province, is wiped out to the last Division, or runs out of Movement Points (in which case the attackers are destroyed). Successful or not, the invading Corps may move no further that turn.

5.5 LAND PHASE

The moving player moves any of his Corps from Province to Province, besieging Garrisons and fighting battles with enemy Corps as they go. Before movement begins, the player may add or remove Corps counters and adjust his Divisions on the Player Mats. Divisions may only be moved from one Corps to another of the same nationality in the same Province (exception: Minor Power divisions may be placed in any Major Power Corps). Garrison Divisions cannot be moved from the map into a Corps except as a result of repatriation (5.111) or retreat from battle (5.622).

5.51 Moving Land Units

Each stack of Corps is called an Army. Players move Corps counters across the map, one army at a time, using the Movement Points Track to mark MP costs as they go (see below). Corps have 4 MP's, possibly modified by the bonus of the Commander. Corps that have not yet moved may be added to an Army that enters their Province (those Corps may not then move separately). An Army may drop off Corps as it passes through a

Province; these Corps may not move or be added to another Army that turn. ONLY Corps may be picked up or dropped off; Divisions may not be transferred from one Corps to another during movement (except in the aftermath of combat; see 5.622). An Army may enter, but *not move through*, a Province captured earlier in the same Player Turn.

Players may freely inspect each other's units on the map, but not the Player Mat. They will know how many enemy Corps are present in a Province, but not how many Divisions, until a battle has already begun.

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, its Corps should be turned over to show that they have finished moving.

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 neutral or enemy Garrisons or Corps, an additional Movement Point must be spent to attack enemy armies (if present), or to besiege the garrison in the province.

5.512 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 ranges 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 Garrison of Conquest. All minor Provinces are considered to be neutral and protected by their Intrinsic Garrison until they are conquered and have a Garrison of Conquest placed in them by a major power. The only way for a major power to control a Province outside its home country is to remove one Infantry Division from a Corps in that Province and place it in the Province as a Garrison of Conquest.

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) major power Infantry Division deployed by the new controlling player.

Each time an Army moves into a Province containing either an enemy Garrison of Conquest or an Intrinsic one, it must besiege the Province. The besieging player rolls on the table and adds the strength of the Garrison to the die roll (an Intrinsic Garrison could be rated from one to four, while a Garrison of Conquest will always be a one).

There are four possible results on this table:

- The Army does not capture the Province and loses 1 Division,
- The Army does not capture the Province and loses nothing,
- The Army loses 1 Division and captures the Province, or
- The Army loses nothing and captures the Province.

Intrinsic Garrisons are not reduced one Division at a time; if the Province is captured the Garrison is lost all at once.

If the Army fails to capture the Province and is out of Movement Points it must return to the Province from which it entered and end its move. If the Army fails to capture the Province and has Movement Points remaining, it can stay in the Province and make another attempt on the Siege Combat Table (for another Movement Point). Alternately, it may spend one Movement Point to return to the Province it came from and continue moving (but only into friendly Provinces) with any remaining Movement Points. In any case the Province may not be besieged again by any other Army for the rest of the Land Phase; place an unused marker, such as a "Ghost" Division, face-down as a reminder. Remove this marker at the end of the player's turn.

After capturing a Province a player must immediately place a Division from the victorious Army onto the Province to act as a "Garrison of Conquest." ONLY a major power Infantry Division (not Artillery or Cavalry or Minor Power) may be placed. A player that recaptures one of his own home Provinces, or that of a loyal minor power will use the Intrinsic Garrison (no Garrison Division is needed). If the Army has any remaining Movement Points, it can continue to move and fight. During this Player Turn, other Armies may enter (but not pass through) this Province. Place the Garrison Division (or an unused marker, for a home country Province) face-down as a reminder. Turn this Division face-up (or remove the marker) at the end of the player's turn.

If an Army eliminates an enemy Garrison but either does not wish to garrison the province, or does not have a major power Infantry Division remaining with which to Garrison the Province, it must retreat from the Province. The province's intrinsic garrison takes over.

5.513 Entering Provinces Occupied by Enemy Armies
Moving an Army into a Province occupied by one or more enemy Corps initiates a Land Battle (5.6). If the moving army wins the battle and has movement points remaining, it may continue to move.

5.514 Crossing Arrows

It costs an Army 1 extra MP to use a crossing arrow. A unit may not use a crossing arrow if there is an enemy Squadron in the surrounding Sea Zone, unless there is also a friendly Squadron in the surrounding Sea Zone. An army may use a crossing arrow if an enemy Corps occupies the Province to be entered, but again, only if a friendly Squadron is at sea in the surrounding Sea Zone.

5.515 Gibraltar

Gibraltar may never be attacked or besieged by land, although a naval invasion is possible if no Corps are in Gibraltar.

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 country's "Primary" Commander. Each country's Primary Commander is invulnerable, for game purposes. He cannot be lost. Several countries 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.

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 on the map. 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.

Unlike other Commanders (who appear as a result of random events), the British Commander Wellington appears in London during the Mutual "Build" Phase of Spring, 1807.

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.

If a Primary Commander's Army is wiped out to the last Division, he is removed from the map but may be placed with any friendly Army.

5.6 LAND BATTLES

5.61 Land Battles

For Land Battles, Divisions may be deployed to the Battlemaps from the Player Mats for convenience. If using the Battlemaps, ignore the "Center", "Left" and "Right" notations. Two regular six-sided dice are required for Combat (not included).

5.612 Land Battle Sequence

Players roll on the Approach to Battlefield Table and determine Initiative. Then follows a short decision cycle, resulting in one army either retreating or attacking. If an attack is made, the battle is resolved (one six-sided die is rolled by each player). Victory Points and Pursuit calculations are determined, and the Moving Player's turn continues.

- 1) Defender Rolls on Approach to Battlefield Table.
- 2) Attacker Rolls on Approach to Battlefield Table.
- 3) Players count how many Corps they have in the battle.
- 4) The Initiative Player may choose one option:
 - Attack
 - Retreat
 - Auxiliary Option
 - Massed Batteries
- 5) If there was no Attack in Step 4, the Non-Initiative Player may choose:
 - Attack
 - Retreat
 - Auxiliary Option
 - Massed Batteries
- 6) If there was no Attack in Step 5, Initiative Player MUST choose:
 - Attack
 - Retreat
- 7) Attack Resolution.

- 8) Once the Attack has been resolved, collect Victory Points (5.621) and conduct retreat and Pursuit (5.622).

5.613 Land Battle Set-Up

First the moving player, then the non-moving player, roll on the Approach to Battlefield Table. The results from this table may effect the units that will be available for the battle. Next, both players add any additional Divisions from die rolls and from Garrisons. (The defender gets any Garrison from the Province as additional Infantry Divisions. If it is an Intrinsic Garrison the defender gets one "Ghost" Infantry for every Garrison point.) These additional divisions are stacked in the province, or on the battle map as one "Corps" It is permitted for this temporary "Corps" to exceed the 3-4 division-limit placed on true Corps.

5.614 Approach to Battlefield Explanations

- A player need not use the Commander's die roll modifier on this table. The decision to use the whole modifier, part, or none at all is made after the die is rolled.
- With the exception of Spanish Guerrillas, Additional Troops (see Additional Troops Table) may appear in any province on the map.
- A player with a Tactical Edge receives a favorable modifier during Combat.
- A player with an Operational Edge will resolve combat separately against each opposing nationality in the province. (Minor Powers fight beside their controlling major power.) The player with the Operational Edge decides which enemy nationality will be attacked first, using his entire Army. If the battle is won, any survivors will attack the other nationality. If there are more than two enemy nationalities, each one is attacked in sequence. The second (and subsequent) battles will not be preceded by an Approach to Battlefield die roll, and do not require an expenditure of Movement Points.
- If both opposing sides with multinational/allied armies roll operational Edge, they cancel each other out, and both sides choose one of the lesser options.

5.615 Initiative

Both sides roll for Initiative. Each player may add the tactical value of one of his Commanders. The higher modified roll gains the Initiative

5.616 Battle Options

The Retreat Option

Choosing this option means that the player must retreat his army into an adjacent friendly province, risking casualties from pursuit. If the non-moving player retreats, the Garrison remains behind, and the moving player must besiege it at least once (there is no additional Movement

Point cost for this first attempt, as it was paid when entering the enemy-held province).

If there is no immediately adjacent Province to which an Army can retreat, it may retreat through enemy occupied Provinces, losing Divisions as in 5.6221.

The Auxiliary Option

This option allows the player to roll on the Auxiliary Options Table. All Auxiliary Options are listed in detail below.

- **Bombardment:** If the rolling player has one or more Artillery Divisions in the battle, his opponent eliminates two Divisions.
- **Night:** The player may retreat. There is no Pursuit. The winner receives no Victory Points for the battle.
- **Rearguard:** The player may retreat. The number of Divisions eliminated due to Pursuit is halved (round fractions up). The winner receives no Victory Points for the battle.
- **Reinforcements:** Any or all friendly Corps from Provinces adjacent to the one in which the current battle is taking place may be moved into the Province. In this way, the Attacker may bring in his own Corps, as well as the Corps of any player who has declared Military Cooperation with him and is at war with all opposing countries with Divisions currently in the battle.

If any Corps that have already moved are brought in, the reinforced Army may not move any further after the battle. If any Corps that have *not* already moved are brought in, they are in effect "picked up" by the moving Army (see 5.61).

The Massed Batteries Option

This option allows the player to roll one d10 per artillery unit present: each result of '10' is a hit causing 2 enemy divisions to be eliminated. These must come from different Corps if possible.

The Attack Option

Once either player decides to attack, the Battle is resolved.

- Step 1. Each player rolls one six-sided die.
- Step 2. Each die roll is modified by the applicable modifiers (5.617).
- Step 3. The modified die roll result is multiplied by the number of Divisions in the player's force. This total is the number of *Casualties* inflicted on the opposing force.
Example: The rolling player has 9 Divisions and rolls a 3 = 27 Casualties

Step 4. Every ten (10) casualties Routs one enemy Division (see 5.618). Round fractions up.
Example: inflicting 27 casualties will rout 3 enemy divisions.

Step 5. The player who inflicted the most casualties on the other player is the victor. In case of ties victory goes to the player with the Initiative.
Example : If the opposing player inflicted 26 or fewer casualties on the player in the example above, he would lose the battle. The losing force would retreat, and suffer Pursuit casualties.

5.617 Die Roll Modifiers (Cumulative)

- 1 Enemy's Committed force contains twice as many divisions as yours.
- 1 Enemy has more Cavalry committed than you do.
- +1 You have a Tactical Edge
- +1 You have Artillery units committed
- +1 Your Commander's Tactical Rating exceeds your Enemy's.

5.618 Routed Divisions

Routed divisions are flipped over on the player mat, then half of them (fractions rounded up) are eliminated and returned to the owner's Force Pool. Surviving routed divisions will be flipped back after retreat and Pursuit are resolved. Routed units are not counted for Pursuit calculations (except that they may be eliminated).

Example: If an Army has 5 of its Divisions routed, flip 5 units over, then eliminate 3 of them. Every Committed Corps must rout one Division before any Corps routs a second Division, and every committed corps must rout two Divisions before any Corps routs three. All Committed Ghost Divisions and Garrisons are considered a single Corps when allocating routed units.

5.62 Victory, Retreat and Pursuit

The victor receives 1 VP for each enemy Corps in the defeated army (including those destroyed during the combat). Retreat and Pursuit are handled as outlined below.

5.621 Victory Determination Step

Victory in battle is achieved in either of two ways.

- An Army may retreat from the battle (using "Night" or "Rearguard" to aid if available—though they are not required) thus conceding defeat in the battle.
- The army with the highest total of routed and eliminated units loses the battle.

The winner of a land battle receives one VP for every Corps originally deployed by the loser of the battle. 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. Ghost Divisions and Garrison Divisions are ignored for this calculation. If the winning side is an Allied Army, the points must be split as evenly as possible between the Allies that had Divisions present at the start of the battle (including Garrison Divisions). Any remainder is distributed at the commanding player's discretion.

Alternatively the points may be divided among the Allies present by any mutually agreed method.

After the Corps have been counted, remaining Divisions may be consolidated into fewer Corps and the extra Corps removed. Note that NPCs *do* participate in the apportionment, even though any Victory Points assigned to them are lost (*not* gained by their PC Allies).

5.622 Pursuit Step

When an Army retreats, there are usually Pursuit losses. The players remove any of their remaining "Ghost" Divisions, and add up: the number of unrouted 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 losses. 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 first unit lost must be an Artillery unit, if one is present. These losses may come from routed Divisions. The battle is now over. The loser's survivors must retreat from the Province, and if the winner is the moving player, that player's Army can continue its move. A moving Army may "pursue" the retreating Army, but the moving Army must have sufficient Movement Points and may not move through enemy garrisoned Provinces without resolving Siege Combat.

5.6221 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 (one controlled either by the retreating player or any of his Allies, or one in which the retreating player is allowed Free Passage [see 5.126]).

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 Army is eliminated instead. Armies may NEVER retreat through neutral Provinces. Since retreat by sea is not allowed, Divisions that have invaded an overseas Province are very vulnerable to counter-attack.

5.6222 Capturing Provinces

Once the moving player has won the battle, the Province has been captured; there is no need to besiege the Province. Any surviving Garrison will retreat with the other Divisions ("Ghost" Divisions are eliminated). The commanding player chooses which of the moving countries will control the Province (if the Province is a home Province for one of those countries, that country must be chosen.

Remember that a Province in a "Remapped" country (4.73) is no longer a home country Province.

If an Army eliminates all enemy Divisions in a Province but does not have a major power Infantry Division remaining for a Garrison, the winning Army must retreat from the Province and the province's garrison takes control.

5.7 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 with his Optional NPC Alliance Roll.

6.0 MUTUAL "BUILD" PHASE

At the end of the last Player Turn, play proceeds to the Mutual "Build" Phase. All players buy any new Divisions, paying for them with Gold and placing them on the map and Player Mat. The costs for new Infantry, Cavalry, Artillery, and naval Squadron units are listed on the Player Mats (e.g., \$2 means 2 Gold). When a player purchases new units the counters are taken from the Force Pool. This includes all previously eliminated units, plus any Infantry Divisions and naval Squadrons that were not placed on the map or Player Mat at the beginning of the game. For some countries, certain Corps and Divisions are listed on the Player Mat as arriving free of charge if the country is an NPC. If the country is a Player Country, these Divisions must be purchased from the Force Pool. If a major power controls every Province of a Minor Power, that Minor Power's units appear in the Force Pool and may be purchased like other units.

No Gold is ever spent to "maintain" units. On the first turn (Fall 1805), players get a turn to purchase units BEFORE they collect income in the Winterphase.

Players may not purchase major power units in an NPC's Force Pool; those units will appear as reinforcements in the Winter Diplomacy Phase (see 4.411). A player MAY purchase Minor Power units that are in an Allied NPC's Force Pool.

Newly purchased Divisions are placed in Corps of the same nationality that do not already contain three Divisions, or in new Corps placed on the map to accommodate them (the new Corps must be currently unused; in the Mutual "Build" Phase, players may not disband a Corps to make one available). There is no cost for Corps counters, only the Divisions contained within. British Divisions may be assigned to a Transport Squadron instead of a Corps. Squadrons are placed in any home Port (any Province, in their 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 (or on a British Transport Squadron).

6.1 LINE OF COMMUNICATIONS

New Divisions can always be placed in Corps inside their home country. However, a player can only place Divisions in existing Corps or create new Corps outside their home country if the Corps can trace an unbroken line of controlled, Allied, or Free Passage Provinces (see 5.126) from their home country to the Province the player wishes to reinforce. If such a "Line of Communications" can be traced, a player can place as many Divisions and Corps as desired in that Province.

6.11 Build Costs Abroad

The Line of Communications does *not* extend across Sea Zones, except at crossing arrows (LOC is cut at crossing arrows if an enemy squadron is present in the surrounding sea zone, and you don't have one there as well). To reinforce overseas Armies, one must ship them as per the naval rules.

6.12 Using The Build Costs Abroad Table

This table shows how Build costs increase as an army's Line of Communication lengthens. To use the table, first find the total "list" cost of all the units you wish to build in a particular province and cross-index that with the length of the LOC to the province. The result is the adjusted cost

of those builds. LOC is counted from a home province (exclusive) to the destination province (inclusive).

Provinces in Spain, Portugal, Russia, the Ottoman Empire and Africa count double when a LOC is traced through or into them. Example: If France wants to add 3 infantry Divisions (cost \$6) to a field army in Naples (LOC = 3 provinces), the final cost will be \$7. If built in Warsaw, they will cost \$8. If built in Moscow, they will cost \$10. The cost of one infantry division @ \$2 is also 5% extra per province.

6.13 Minor Power LOC

Minor Power units (including "Remapped" countries [4.73]) must be placed in (or trace a Line of Communications no more than 3 provinces long to) their own home Provinces.

6.14 Gibraltar

The British player cannot place newly purchased units in Gibraltar.

6.2 END OF TURN

After all builds have 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 inter-Season sequence is conducted.

7.0 VICTORY CONDITIONS

The first player to reach his 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.

7.1 NATIONAL VICTORY OBJECTIVES

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

Note that players start out with 100 VPs minus their Country Representation Bid (3.1).

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INDEX

A—Active Player, 3.3, 5.7
 Additional Troops, 2.41, 5.61
 Adjacent, 5.41, 5.42, 5.44, 5.45, 5.51, 5.61
 Administrative Events Table #1, 2.41, 4.72
 Allegiance, 2.1, 3.43
 Alliances, 1.1, 1.21, 2.4, 2.41, 2.7, 3.31, 3.4, 3.43, 3.44, 3.7, 4.1, 4.21, 4.22, 4.3, 4.4, 4.41, 4.6, 4.61, 4.62, 4.7, 4.71, 4.72, 5.0, 5.11, 5.12, 5.124, 5.13, 5.14, 5.2, 5.21, 5.22, 5.23, 5.24, 5.3, 5.32, 5.33, 5.41, 5.42, 5.44, 5.45, 6.0, 6.1
 Alliance Display, 2.41, 2.7, 5.21
 Allied NPC, 3.31, 3.44, 4.71, 5.11, 5.23, 6.0
 Approach to Battlefield Table, 2.25, 2.41, 5.61
 Armies, 1.1, 2.12, 2.23, 2.24, 2.25, 2.3, 2.5, 2.51, 2.71, 3.2, 3.31, 3.41, 5.124, 5.34, 5.41, 5.46, 5.51, 5.52, 5.6, 5.61, 6.12
 Artillery, 2.22, 2.23, 2.5, 3.2, 5.51, 5.61, 6.0
 Assault Offensive Option
 Attacker, 2.6, 5.33, 5.61
 Austria, 1.1, 2.12, 2.5, 5.24, 7.1
 Auxiliary Options, 2.6, 5.61, 5.61

B—Bank, 4.21, 4.22, 4.25, 4.62, 5.32
 Battle, 2.0, 2.3, 2.51, 2.6, 5.44, 5.51, 5.6, 5.61
 Battlemaps, 2.2, 2.3, 5.61
 Bavaria, 2.13, 3.41, 3.46
 Belligerents, 5.3
 Bialystock, 4.73
 bids, 3.1, 3.5, 5.32
 Bills, 2.0, 4.21
 Blockades, 5.41, 5.42, 5.43, 5.44, 5.45
 Bombardment Auxiliary Option, 5.61
 Breaking Alliances, 4.4, 4.62, 4.71, 5.11, 5.2, 5.22, 5.23, 5.24, 5.44
 Britain, 1.1, 2.41, 2.5, 3.0, 3.45, 4.24, 4.4, 4.72, 5.42, 5.52, 6.0, 6.14, 7.1
 British Transport Squadrons, 5.42, 6.0
 Builds, 1.11, 1.21, 2.0, 2.12, 2.5, 2.71, 3.41, 3.43, 3.46, 4.41, 4.73, 5.2, 5.52, 6.0, 6.12, 6.2
 Build Costs Abroad Table, 2.71, 6.12

C—Cancellation (of Declarations), 2.41, 4.62, 5.21, 5.31
 Capital Province, 2.11, 2.12, 4.21, 5.12, 5.124
 Casualties, 2.51, 4.41, 5.61
 Cavalry, 2.22, 2.23, 2.5, 3.2, 5.124, 5.42, 5.51, 5.61, 6.0
 Ceding Provinces, 5.12, 5.124
 Center Sector, 2.3, 5.61
 Coalition, 4.6, 4.61, 5.24
 Combat, 1.11, 1.2, 1.21, 2.12, 2.3, 2.4, 2.41, 2.6, 3.43, 3.6, 3.7, 4.41, 4.5, 4.71, 4.72, 5.12, 5.14, 5.32, 5.42, 5.43, 5.44, 5.46, 5.51, 5.52, 5.6, 5.61, 6.2
 Combat Result, Naval 5.44
 Combat Seasons, 1.2, 1.21, 2.4, 3.6, 3.7, 4.1, 4.41, 4.5, 4.6, 4.71, 4.72, 5.12, 5.14, 5.32, 5.33, 5.51, 6.2
 Combatant, 5.44
 Commander Reassignment, 5.34
 Commanders, 1.1, 2.24, 2.41, 2.5, 4.72, 5.34, 5.42, 5.51, 5.52, 5.61
 Constantinople, 2.11, 5.42
 Controlled NPCs, 2.11, 2.5, 3.31, 3.41, 3.44, 4.21, 4.4, 4.6, 4.71, 4.73, 5.11, 5.124, 5.2, 5.22, 5.23, 5.32, 5.33, 5.42, 5.45, 5.51, 5.61, 6.1
 Copenhagen, 2.13
 counters, 2.0, 2.22, 2.23, 2.26, 2.3, 3.43, 5.5, 5.51, 6.0
 Country Representation Bid, 7.1

Crossing Arrows, 2.13, 5.51, 6.1

D—Declaration of War, 1.21, 4.62

Declarations (of War, Military Cooperation, etc.), 1.21, 2.41, 4.62, 4.71, 5.21, 5.31, 5.32, 7.0

Declarations of War, 4.71, 5.31, 5.32, 7.0

Defeated Army, 5.61

Defender, 2.6, 5.61

Defensive Options, 2.0, 2.6

Denmark/Norway, 2.13, 3.41

Desertion, 3.41

Diplomacy Phase, 3.7, 4.1, 4.41, 4.5, 5.2, 6.0

Divisions, 2.22, 2.23, 2.25, 2.3, 2.5, 2.51, 2.7, 2.71, 3.2, 3.41, 3.43, 3.46, 4.21, 4.41, 4.72, 5.12, 5.124, 5.13, 5.2, 5.26, 5.42, 5.46, 5.5, 5.51, 5.52, 5.61, 6.0, 6.1, 6.12

E—Economic Phase, 3.7, 4.1

Economic Value, 2.11, 2.5

Egypt, 3.41, 3.43

Enemy, 1.1, 2.12, 2.3, 2.7, 4.72, 5.11, 5.12, 5.124, 5.41, 5.42, 5.43, 5.44, 5.45, 5.46, 5.5, 5.51, 5.61, 6.1

Enforced Peace, 2.7, 5.12, 5.124, 5.14

Events, 1.1, 1.11, 1.21, 2.24, 2.4, 2.41, 3.42, 4.21, 4.7, 4.72, 4.73, 5.12, 5.52

Examples, 1.1, 2.1, 2.13, 2.51, 2.71, 3.41, 4.21, 4.24, 5.14, 5.24, 5.44, 5.61, 6.12

Extra Cavalry Divisions, 2.5

F—Fall Combat Season, 1.2, 3.6, 5.14, 6.0

Finland, 2.13, 2.5

Force Pool, 3.41, 3.43, 4.73, 5.124, 5.61, 6.0

Foreign, 4.21

France, 1.1, 2.1, 2.41, 2.5, 2.51, 2.71, 3.0, 3.7, 4.24, 4.6, 4.72, 4.73, 5.14, 6.12, 7.1

Free Passage, 5.11, 5.12, 5.124, 5.13, 5.41, 5.42, 5.44, 5.45, 6.1

French Trade Policies, 4.72

Friendly, 5.12, 5.13, 5.34, 5.4, 5.41, 5.42, 5.43, 5.44, 5.45, 5.51, 5.52, 5.61

G—Galicia, 4.73

Garrison of Conquest, 2.12, 4.73, 5.124, 5.13, 5.51

Garrisons, 2.11, 2.12, 2.22, 2.23, 2.25, 2.5, 3.2, 3.41, 4.21, 4.72, 4.73, 5.12, 5.124, 5.13, 5.22, 5.26, 5.46, 5.5, 5.51, 5.61

Ghost Divisions, 2.25, 5.61

Gibraltar, 5.51, 6.14

Gold, 2.11, 2.4, 3.2, 4.21, 4.22, 4.24, 4.25, 4.41, 4.62, 4.71, 4.72, 5.12, 5.2, 5.32, 6.0

H—Holland, 3.41

Home Country, 3.43, 4.21, 4.73, 5.124, 5.2, 5.51, 6.0, 6.1

Home Provinces, 2.12, 3.42, 5.12, 5.124

I—Income, 2.11, 4.21, 6.0

Infantry, 2.22, 2.23, 2.25, 2.5, 2.7, 2.71, 3.2, 4.41, 5.124, 5.26, 5.51, 5.61, 6.0, 6.12

Initiative, 2.6, 5.61

Interception, 5.42, 5.43, 5.44, 5.45

Intrinsic Garrison, 2.11, 2.12, 2.23, 2.25, 5.51, 5.61

Invasions, 5.42, 5.46

J—Joseph Placed on Spanish Throne Event, 4.72, 5.12

K—Kingdom of Italy, 2.12, 3.42, 4.73

L—Land Activities, 1.11, 1.21, 2.1, 2.13, 2.21, 2.22, 2.23, 2.4, 2.41, 5.41, 5.42, 5.45, 5.46, 5.51, 5.6, 5.61

Land Battle, 2.6, 5.6, 5.61

Land Phase, 5.42, 5.46

Line of Communications, 2.71, 5.2, 6.1, 6.12, 6.13

Loss of Capital Province, 4.21

Loyal Minor Powers, 2.12, 3.42, 5.12, 5.124, 5.51

M—major powers, 1.1, 2.11, 2.12, 2.24, 2.5, 2.7, 3.0, 3.1, 3.2, 3.3, 3.4, 3.41, 3.42, 4.22, 4.4, 4.73, 5.12, 5.124, 5.14, 5.3, 5.31, 5.32, 5.5, 5.51, 5.52, 5.61, 6.0

Massed Batteries, 5.61,

Military Cooperation, 3.7, 4.6, 4.61, 4.62, 5.2, 5.3, 5.42

Minor Power Combat Units, 3.43

Minor Powers, 2.12, 2.5, 3.41, 3.42, 3.43, 3.44, 4.22, 4.41, 4.73, 5.12, 5.124, 5.5, 5.51, 5.61, 6.0, 6.13

Minor Provinces, 2.1, 2.12, 3.4, 3.41, 3.42, 4.73, 5.124

Modified Die Roll, 5.44, 5.61

Money Chart, 2.4

Movement, 1.21, 2.13, 2.21, 2.3, 3.31, 3.4, 4.6, 4.61, 5.12, 5.124, 5.2, 5.33, 5.4, 5.41, 5.42, 5.43, 5.44, 5.45, 5.46, 5.5, 5.51, 5.52, 5.61

Movement Bonus, 5.52

Movement Points, 5.42, 5.43, 5.46, 5.51, 5.52

N—Naval Activities, 1.21, 2.21, 2.4, 3.2, 4.72, 5.34, 5.41, 5.42, 5.43, 5.44, 5.46, 6.0

Naval Combat, 5.43, 5.44

Naval Location/Interception Table, 5.43

Naval Phase, 5.34, 5.41, 5.42, 5.46

Negotiated Peace, 4.62, 5.1, 5.11, 5.22, 5.3

Neutral, 5.42, 5.45, 5.51

Night Auxiliary Option, 5.61

Non-Player Countries, 2.41, 3.0, 3.3, 3.31, 3.44, 3.7, 4.1, 4.22, 4.4, 4.41, 4.6, 4.62, 4.7, 4.71, 5.11, 5.12, 5.14, 5.22, 5.23, 5.3, 5.31, 5.32, 5.33, 6.0

NPC Alliance Table, 2.41, 3.31, 4.4, 4.71, 5.32

NPC Builds, 4.41

O—Operational Edge, 5.61

Optional NPC Alliance Roll, 3.7, 4.7, 4.71, 5.7

Ottoman Empire, 1.1, 2.71, 3.3, 5.42, 6.12, 7.1

P—Peace Step, 5.0, 5.11, 5.22

Peace Party—4.74

Phasing Player, 4.71, 4.72, 5.2

Piedmont, 4.73

Player Countries, 3.0, 3.2, 3.31, 4.21, 4.6, 4.73, 5.11, 5.12, 5.2, 5.21, 5.22, 5.23, 5.24, 5.3, 5.31, 5.32

Player Mats, 2.0, 2.22, 2.5, 2.51, 3.0, 3.2, 3.3, 4.41, 5.5, 5.51, 5.61, 6.0

Player Turns, 1.21, 3.31, 3.7, 4.5, 4.6, 4.61, 4.62, 5.0, 5.11, 5.12, 5.21, 5.32, 5.51, 6.0

Poland, 2.5, 3.42, 4.73

Political Values, 2.11, 2.5

Port Supply, 5.41

Ports, 5.41, 5.42, 5.43, 5.44, 5.45, 6.0

Portugal, 2.71, 3.41, 3.45, 6.12

Prague, 2.13

Primary Commanders, 5.52
 Provinces, 1.1, 2.1, 2.11, 2.12, 2.13, 2.25, 2.3, 2.5, 2.71, 3.31, 3.4, 3.41, 3.42, 4.21, 4.72, 4.73, 5.12, 5.124, 5.13, 5.2, 5.22, 5.26, 5.33, 5.41, 5.45, 5.46, 5.5, 5.51, 5.61, 6.0, 6.1, 6.12
 Prussia, 1.1, 2.5, 4.21, 4.73, 5.14, 5.24, 7.1
 Purchasing Units of a Minor Power, 3.44
 Pursuit, 5.61

R—Rally, 5.61

Random event, 1.1, 1.21, 2.4, 4.21, 5.12, 5.52
 Rearguard Auxiliary Option, 5.61
 Rebellion Table, 2.41, 4.72
 Reinforce, 4.41, 6.1
 Reinforcements Auxiliary Option, 5.61
 Remapped Countries, 3.42, 4.73, 6.13
 Repatriation, 4.73, 5.12, 5.124, 5.13, 5.26
 Retreats, 4.72, 5.44, 5.45, 5.51, 5.61, 5.62
 Rhine Confederation, 3.42, 4.73
 Russia, 1.1, 2.71, 3.0, 5.24, 6.12, 7.1

S—Saxony, 2.13, 3.41

Sea Zones, 2.1, 2.21, 5.34, 5.4, 5.41, 5.42, 5.43, 5.44, 5.45, 5.51, 6.1
 Search, 5.42, 5.43, 5.44
 Sieges, 2.4, 5.51,
 Spain, 1.1, 2.5, 2.71, 3.3, 4.4, 4.72, 5.12, 5.61, 6.12, 7.1
 Spanish Guerillas, 5.61
 Spring Combat Season, 1.2, 2.5, 4.41, 5.14, 5.52
 Squadrons, 1.21, 2.21, 3.2, 3.3, 3.41, 3.43, 3.45, 4.41, 4.61, 4.72, 5.22, 5.4, 5.41, 5.42, 5.43, 5.44, 5.45, 5.51, 6.0, 6.1
 Stacks, 5.42, 5.43, 5.44
 Strategy, 1.1, 1.11, 4.3, 4.5
 Summer Combat Season, 1.2, 5.14
 Surrender, 1.11, 2.0, 2.41, 4.21, 4.72, 5.1, 5.11, 5.12, 5.124, 5.14, 5.22
 Surrender Terms, 2.41, 5.11, 5.12
 Sweden, 2.13, 2.5, 3.41, 3.43

T—Tactical Edge, 5.61

Tax Collection, 3.7, 4.21
 Thuringia, 2.13
 Trade, 4.24, 4.72, 5.2, 5.26
 Trade Embargoes, 4.24
 Transports, 2.21, 5.42, 6.0
 Treasury, 4.21, 4.72
 Turn Preparation Sequence, 3.7, 4.7, 5.0
 Types of Provinces, 2.12
 Tyrol, 2.13

V—Venezia, 2.12, 4.73

Victory Point Collection Step, 3.7, 4.23
 Victory Points, 1.1, 1.21, 1.22, 2.11, 2.26, 2.4, 3.1, 3.2, 3.5, 3.7, 4.23, 4.24, 4.25, 4.41, 4.73, 5.11, 5.12, 5.22, 5.23, 5.24, 5.31, 5.32, 5.44, 5.61, 7.0, 7.1
 Vienna, 2.11, 2.12, 2.13

W—War Declaration Step, 4.71, 5.32, 7.0

War Reparations, 4.21, 5.124
 Warsaw, 3.42, 4.73
 Wellington, 2.5, 5.52
 Winter, 4.21, 4.41, 5.12, 5.2, 6.0
 Winter Diplomacy Phase, 4.41, 5.2, 6.0
 Winterphase, 1.2, 1.22, 2.11, 3.7, 4.1, 4.71, 6.0, 6.2

Withdrawal, 5.62

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