

# COALITION EVENTS

## WALCHEREN (9C)

The invasion force must already be stacked together in a single zone (in any country, even outside Britain). This force can consist of several nationalities of the Coalition and does not require British units. Rules for naval transportation apply: each fleet can transport one general, one depot, two steps of units and one Army marker.

## NELSON (10C)

Nelson's squadron may reroll **after** his opponent has rolled the die.

A casualty test is performed after the final result of the battle: roll 1D6 and add 1 for each enemy fleet destroyed. If the modified score is equal or greater than 5, the Nelson fleet and card are **permanently** removed from play.

The Empire player then rolls 1D6 for each French fleet that was eliminated; on a roll equal or greater than 5, this fleet is removed from play and can only be rebuilt with the *Anvers (52F)* event.

## TYROL (18C)

Play of the Coalition's event *Tyrol (18C)* is permitted only once the Kingdom of Bavaria has been created. This event brings the Tyrol corps into the game in the Tyrol province. Tyrol is then considered a minor power allied with Austria. The Tyrol corps is controlled by the Coalition player and its supply source is Innsbruck.

If the Coalition player plays the *Tyrol* event when Empire troops occupy Tyrol, a combat *immediately* occurs between these troops and the Tyrol corps. The Empire troops in Tyrol have the possibility to evade battle, and counter-marches from adjacent Coalition or Empire troops are allowed as well. If the Tyrol corps is defeated, apply retreat rules as normal.

If the Coalition player plays the *Tyrol* event when a Coalition corps occupies Tyrol without a general, this corps is automatically eliminated and replaced by the Tyrol corps (to respect the stacking limit, *see 11*). A General cannot be taken from the reserve pool to prevent this elimination.

If after the Coalition has played the *Tyrol* event, the Empire conquers Tyrol and the Innsbruck fortress, Tyrol reintegrates with the Kingdom of Bavaria. The Tyrol minor nation is not affected by the conquest of Austria.

## DOS DE MAYO (19C)

If in the **Epic** period, this event can be played only after the *Snare of Bayonne (24F)* event has been played. If in the **Punishment** period, this event can be played at any time.

When this event is played, Spain joins the Coalition and the Coalition player *immediately* draws a card. A War of Liberation begins. Four Spanish militias and all Spanish generals in the reserve pool are *immediately* placed in a Spanish city or fortress which does not contain French units.

The *Guerrilla (48C)* event may now be played.

A War of liberation now begins.

All land and naval Spanish units stacking with French or French-controlled units are destroyed.

Spanish fortresses occupied by Empire units remain under the control of the Empire, irrespective of their supply status.

French fleets in ports controlled by the Coalition must *immediately* relocate towards a friendly port within their movement allowance. Relocating fleets may be intercepted on their way towards their new port. Should a battle occur, defeated relocating fleets can keep moving towards their new port, even through a blockade.

The Coalition player draws one more card each turn as long as the War of Liberation lasts.

The French player receives the Madrid card if Madrid is occupied by Joseph, Jérôme or Eugène, along with two steps of troops, for as long as the War of Liberation lasts.

The Spanish budget increases from 4 to 6 resources, however Spain is not allowed to build fleets anymore.

During the **Punishment** period, the Empire loses one victory point in the victory phase as long as Spain is not conquered, even on the turn in which Spain is conquered. The Empire loses one additional victory point in each turn during which Napoleon or two generals with an initiative value of 1 were in Spain or Portugal.

Spain is conquered if, at the end of a turn, the Coalition does not control Madrid and any port in Spain and Portugal anymore. This puts an end to the War of Liberation.

## ROTHSCHILD (20C)

If this event is played during the budget phase, the resource points are received can be spent *immediately*.

## INTRIGUES (23C)

This event does count toward the limit of cards to be played during the phase. During the Diplomatic phase, any major power or minor power with units can be targeted (even though the value of the card is only 1).

## DRUMS OF WAR (27C)

This event allows a major nation of the Coalition (other than Britain) which is about to be conquered to keep fighting if it is allied with at least one major power other than Britain.

This nation is now conquered only if, in a future conquest phase, all normal conditions pertaining to its conquest are fulfilled and there are no allied land troops on its territory.

However, if conquered, this nation will lose one more province. Also, in the budget phase that follows its conquest, four resources must be transferred from this nation's budget to the conqueror's budget (decrease this nation's budget by 4, increase the conqueror's by 4).

A forced peace ensues which lasts 3 years, after which the conqueror may impose a Forced Alliance.

## SERBIAN REVOLT (33C)

Turkish units outside Turkey must *immediately* be placed in the nearest fortress (in movement points) of the national territory. If there are several possible zones, the owner chooses where to relocate his troops among these zones. This relocation proceeds in the same way than forces of a major power do when they have to leave the territory of a conquered major power they were allied with (*see 18.2.3*).

When this event is played, control of all fortresses of Serbia shifts to the Coalition. If an enemy force occupies this zone (usually a Turkish force), a battle *immediately* ensues. The enemy force may try to evade and adjacent Coalition forces may attempt counter-marches.

If a force of the Coalition occupies the zone, hierarchy and stacking rules are *immediately* enforced and excess units are eliminated.

## TRAHISON (44C)

The Coalition player picks two minor nations allied with France among the nations that compose the Confederation of the Rhine or Westphalia. These two nations join the Coalition, even if they were under a protectorate.

Their forces are *immediately* placed in a zone of their national territory which does not contain Empire troops or a fortress controlled by the Empire, or they are placed on the nearest Coalition force (in MP).

Fortresses which are occupied by any French unit remain under the control of France.

## SCHARNHORST (46C) AND SCHÖNBRUNN (47C)

A Forced Alliance can be broken by the *Scharnhorst* (46C) and *Schönbrunn* (47C) events where Prussia or Austria will join the Coalition. If at this moment the Empire does not control any fortress in Russia, the Coalition player *immediately* draws any additional card provided by the power that joins the Coalition. Otherwise, the power will join the Coalition in a later round (that could occur in a different turn) as determined by 1D6: 1-2: 2 rounds later, 3-4: 3 rounds later, 5-6: 4 rounds later. The Coalition player will eventually draw his additional cards once the power has effectively joined the Coalition.

As soon as the *Scharnhorst* (46C) or *Schönbrunn* (47C) event has been played, the following rules apply:

- Any Expeditionary Corps that was under French control is placed in the power's capital;
- Empire units control zones that they solely occupied even those which contain a fortress; the power regains control of the other fortresses.
- Empire units that are stacked with Coalition units must withdraw into an adjacent zone not under Coalition control; if no such zone exist, these units are removed from the map and will return as reinforcement during the next Budget phase.

If the power does not join the Coalition on the same turn as the event is played, no force may enter zones that are occupied by forces or fortresses of the opposite side; no battle may be initiated until the power effectively joins the Coalition. Forces of the power that broke the Forced Alliance may not leave their national territory.

*Example: during the 6<sup>th</sup> round of 1812, the Coalition player plays the Scharnhorst event while the Empire still controls Brest-Litovsk. Prussia rolls a 4 and will thus join the Coalition on the 3<sup>rd</sup> round of 1813, at which moment the Coalition player will be able to draw an additional card.*

*The Prussian expeditionary corps is placed in Berlin under Prussian control. Empires forces in Glogau, Kustrin and Danzig gain control of these zones are they are free of Prussian units, but must withdraw from Berlin and Koenigsberg where Prussian forces are stationed.*

**If Prussia or Austria is conquered another time (that would be their 3<sup>rd</sup> time), it will have to submit to a Forced Peace and the Empire will be allowed to discard an operation card to impose a Forced Alliance until the end of the game.**

## MALET (53C)

The word "*permanently*" only applies to the *Genius of Napoleon* (1F) card.

## FORTUNES OF WAR (54C)

Napoleon can be targeted by this event. He can be put back into play with the event *Soldier of fortune* (41F). As an optional rule, it is possible to forbid Napoleon from being targeted by Fortunes of war.

# EMPIRE EVENTS

## THE GENIUS OF NAPOLEON (1F)

This event does not cancel the attrition test but it does cancel the forced-march modifier for the attrition test. Other die roll modifiers for the attrition test are not affected by this event. If Napoleon activates units while out of supply, he will suffer an attrition test without the modifier for forced-march.

## BARBARY PIRATES (10F)

The foreign war may end in one of two ways: either the Coalition occupies Tunis or Alger, or by way of rule 6.5.

## SCHULMEISTER (12F)

Only land forces can be targeted by this event and the whole force is affected; it is not possible to split the force. Should a force contain two armies, both armies must move and stay together.

## COLUMN OF MARCH (15F)

This card only targets land forces, never naval forces (events that apply to naval forces specifically state so).

Forces that declared a forced march are affected by this event: they can move only one zone and do not test for attrition, regardless of the cost of this movement.

## THE TRIUMPH OF ERFURT (20F)

If the Empire has previously defeated Prussia and Austria, it receives the following benefits:

- Berg becomes an ally of the Empire, regardless of its current diplomatic status.
- The Confederation of the Rhine is founded and becomes a protectorate of the Empire if at least six minor nations which have a R printed on the map are allied to the Empire. The Confederation of the Rhine automatically becomes a protectorate but does not provide any victory point.
- The Empire draws one additional card during each subsequent hand building phase.

The *Napoleonic Europe* event (45F) is now playable.

## MARIE WALEWSKA (22F)

If the Empire controls Warsaw while being at war with the power that controls Mazovia, then the Duchy of Warsaw is founded with a protectorate status, providing that control of Warsaw is still in effect at the end of the current turn.

General Poniatowski and the 1<sup>st</sup> Polish Corps arrive as free reinforcements in Warsaw in the next budget phase.

Poland automatically incorporates Mazovia which is *immediately* detached from Prussia. This province will not count towards the victory conditions of Prussia. Other provinces with a Polish symbol may later integrate the Duchy of Warsaw.

## SNARE OF BAYONNE (24F)

**This card cannot be discarded.**

This event protects Spain from diplomatic actions of the Coalition player, except for the *Dos de Mayo* (19C) event.

If Spain is neutral or is in the Coalition, then this event makes it an ally of France.

The Empire receives the following benefits:

- Its units can enter Spain,
- The French general Joseph, together with two non-elite French corps, is placed in Madrid or in an adjacent zone. These corps are taken from the reserve pool *immediately*, or from anywhere on the map if the reserve pool is empty.

This event can be played at any time. However, it must be played as soon as possible if all Spanish fleets have been destroyed, or if Spain has lost a minor or major battle since the beginning of the game.

## CONTINENTAL BLOCKADE (25F)

**This card cannot be discarded as long as the conditions pertaining to its play have not been realized.**

This event must be played if all French fleets have been destroyed or blockaded. However, the event may be played at any time before this condition is realized.

The escalate level *immediately* increases by 3 points.

The victory level increases by 1 point in each victory phase where the continental blockade is in place.

The continental blockade is in place when all ports of continental Europe from Saint-Petersburg to Zara are controlled by any of:

- France or,
- Powers allied or in Forced Alliance with France or,
- A major power previously defeated by the Empire and which is now neutral or in forced peace (including Spain after it was defeated in a War of Liberation).

### Notes:

- Copenhagen counts as a port to control but not ports of Gibraltar and Sicile.
- If Spain is at war with France, Spanish ports are not taken into account if the Empire controls every zones on both sides of the French-Spanish border.

## TILSIT (26F)

Only Austria, Russia or Prussia are taken into account for this event. Turkey and Spain are never concerned by this card, neither as targets nor as allies.

France may impose peace on one of these powers providing that:

- the targeted major power has no force outside his borders in Continental Europe,
- the targeted major power has no ally among Austria, Russia or Prussia.

The peace that is imposed is a special forced peace: the “defeated” power does not lose any province, except for minor allies conquered by France. This forced peace lasts one year.

Ports of the defeated power count toward the establishment of the continental blockade until that power joins with the Coalition again.

Sweden *immediately* becomes neutral and all Swedish troops and fleets on the map are placed in the Swedish capital. Moreover, Sweden can now only be a target for diplomatic actions during the **Punishment** period.

The victory and escalate levels remain unchanged.

Spain and Turkey are never considered for this event.

## DISGRACE (27F)

The French player does not need to declare the play of this event at the beginning of a battle, he may play it at any moment he finds appropriate.

This event cannot be played against a general whose army is entirely eliminated during the battle.

The affected general is removed from play and can be later put back into play with the event *Return of the exile (55C)*.

# IBERIAN PENINSULA PLAY AID

On the 1805 turn, Spain is allied with France and Portugal is allied with Britain. Despite these statuses, important restrictions occur within the Iberian Peninsula:

- No foreign land force can enter Spain or Portugal. Thus, Spanish forces may not invade Portugal and Gibraltar, and Coalitions forces may not invade Spain. Fleets may engage each other in battle without restriction.
- Spain may not send resources to France before the *Snare of Bayonne (24F)* and *Continental blockade (25F)* events have been played.
- The Empire may have a limited number of units move into Spain by playing the *Snare of Bayonne (24F)* and *Continental blockade (25F)* events. When either of these cards is played, Portugal and Gibraltar may now be attacked by French and Spanish units, and Coalition units may now enter Portugal and Spain.
- The *Continental Blockade (25F)* event allows the Empire to have at most two non-elite French corps, two depots and one general with an initiative value of 2 or 3 inside the Iberian Peninsula. These units can use Spanish fortresses as Supply links.
- The event *Snare of Bayonne (24F)* allows General Joseph along with 2 non-elite French corps to be placed in Madrid or in any adjacent zone. These corps are taken from the reserve pool *immediately*, or from anywhere on the map if the reserve pool is empty. These units can use Spanish fortresses as Supply links.
- These two events are cumulative, allowing the Empire to have up to 4 non-elite French corps, two depots, General Joseph and another General of initiative value 2 or 3 in the Iberian Peninsula if both events are played.

All these restrictions are removed once the *Dos de Mayo (19C)* event is played or the game enters the **Punishment** period.

## SNARE OF BAYONNE (24F)

This event can be played at any time. However, it must be played as soon as possible if all Spanish fleets have been destroyed, or if Spain has lost a minor or major battle since the beginning of the game.

This card cannot be discarded.

The 3 AP of the card can be spent along with the event to activate forces in Spain or Portugal, or forces that will enter Spain providing they were adjacent to the Spanish border at the beginning of their move.

## WAR OF LIBERATION/DOS DE MAYO (19C)

The play of the *Dos de Mayo (19C)* event triggers the War of Liberation in Spain, and in Portugal as well if Portugal was conquered or occupied by the Empire.

If played during the **Epic** period, this event can be played only after the *Snare of Bayonne (24F)* event has been played. If played during the **Punishment** period, this event can be played at any time.

When this event is played, Spain joins the Coalition and the Coalition player *immediately* draws a card.

Four Spanish militias and all Spanish generals in the reserve pool are placed in a city or fortresses in Spain which is not occupied by French units.

The *Guerrilla (48C)* event may now be played.

A War of liberation now begins.

All land and naval Spanish units stacking with French or French-controlled units are destroyed.

All provinces whose capital is occupied by Empire units come under the control of the Empire, except fortress zones that contain Spanish or Coalition units.

French fleets in ports controlled by the Coalition must *immediately* relocate towards a friendly port within their movement allowance. Relocating fleets may be intercepted on their way towards their new port. Should a battle occur, defeated relocating fleets can keep moving towards their new port, even through a blockade.

The Coalition player draws one more card each turn as long as the War of Liberation lasts.

The French player receives the Madrid card if Madrid is occupied by Joseph, Jérôme or Eugène, along with two steps of troops, for as long as the War of Liberation lasts.

The Spanish budget increases from 4 to 6 resources, however Spain is not allowed to build fleets anymore.

During the **Punishment** period, the Empire loses one victory point in the victory phase as long as Spain is not conquered, even on the turn in which Spain is conquered. The Empire loses one additional victory point in each turn during which one general with an initiative value of 1 (including Napoleon) was in Spain or Portugal. This penalty also applies the turn Spain has been conquered.

Spain is conquered if, at the end of a turn, the Coalition does not control Madrid and any port in Spain and Portugal anymore. This puts an end to the War of Liberation.

## END OF THE WAR OF LIBERATION

The War of Liberation ends when France controls Madrid and all ports of the Iberian Peninsula except Gibraltar. When these conditions get realized, Spain must first undergo a forced peace, after which it become a forced-ally of France at no cost. Otherwise, the War of Liberation keeps on until the end of the game.

# DIPLOMATIC TABLE

Country	Diplomatic bonus	1805	1809	1815
Neutral major power previously conquered	-1 for the conqueror +2 for the opposite side			
Algeria (Algérie)		Neutral	Neutral	Neutral
<b>AUSTRIA (AUTRICHE)</b>	+2 Coalition	Coalition	Coalition (- Venetia, Tyrol and Friuli)	Coalition
Baden (Bade)		France Ally	Confederation of the Rhine	Austria Ally
Bavaria (Bavière)		France Ally	Confederation of the Rhine Kingdom of Bavaria (Tyrol annexed)	Austria Ally
Berg		Bavière (NT)	Confederation of the Rhine and Westphalia	Prussia Ally
Cleves (Clèves)		Prussia Ally	Westphalia	Prussia Ally
Confederation of the Rhine		Does not exist	Protectorate France (Baden, Bavaria, Berg, Hesse Palatinate, Thuringen and Württemberg)	Does not exist
Denmark (Danemark)	+1 France	Neutral	Protectorate France	Neutral
Egypte (Egypt)	+1 Coalition / +1 France	Neutral	Neutral	Neutral
Finland (Finlande)		Sweden (NT)	Sweden (NT)	Russie (NT)
Friuli (Frioul)		Austria (NT)	France (NT)	Austria (NT)
Gibraltar		Britain (NT)	Britain (NT)	Britain (NT)
Hanover (Hanovre)		France (NT)	Westphalia	Prussia Ally
Hanse	+2 Coalition	Neutral	France (NT)	Neutral
Hesse		Prussia Ally	Confederation of the Rhine and Westphalia	Prussia Ally
Ireland (Irlande)		Britain (NT)	Britain (NT)	Britain (NT)
Italy (Italie)		Protectorate France	Protectorate France (+ Venetia)	Austria Ally
Malte (Malta)		Britain (NT)	Britain (NT)	Britain (NT)
Morocco (Maroc)		Neutral	Neutral	Neutral
Mecklembourg	+1 Coalition	Neutral	France Ally	Neutral
Naples		Britain Ally	Protectorate France	France Ally
Netherland (Hollande)		France Ally	France Ally	Britain Ally (Hollande + Flandres)
Norway (Norvège)		Denmark (NT)	Denmark (NT)	Sweden (NT)
Palatinate (Palatinat)		France Ally	Confederation of the Rhine	Austria Ally
Papal states (Papauté)		Austria Ally	France (NT)	Austria Ally
Swedish Pomerania (Poméranie suédoise)		Sweden (NT)	Sweden (NT)	Neutral
Poland (Pologne)		Does not exist	Protectorate France (Mazovia + Posen)	Does not exist
Portugal		Britain Ally	Britain Ally	Neutral
<b>PRUSSIA (PRUSSE)</b>	+2 Coalition -1 France (optional)	Neutral	Forced peace France (- Magdeburg, Posen and Mazovia)	Coalition
<b>RUSSIA (RUSSIE)</b>	+2 Coalition	Britain Ally	Neutral	Coalition
Sardinia (Sardaigne)		Britain (NT)	Britain (NT)	Britain (NT)
Saxony (Saxe)		Prussia Ally	Protectorate France	Prussia Ally
Sicily (Sicile)		Britain Ally	Britain Ally	Britain Ally
<b>SPAIN (ESPAGNE)</b>	+1 France	France Ally	Coalition	Coalition
Sweden (Suède)		Britain Ally	Neutral	Neutral
Switzerland (Suisse)		Protectorate France	Protectorate France	Austria Ally
Thuringen (Thuringe)		Austria Ally	Confederation of the Rhine	Austria Ally
Tunisia (Tunisie)		Neutral	Neutral	Neutral
<b>TURKEY (TURQUIE)</b>	+1 France -1 If Egypt is attacked or conquered by the player attempting the diplomatic action or a protectorate or ally of that country	Neutral	Neutral	Neutral
Westphalia (Westphalie)		Does not exist	Protectorate France (Berg, Clèves, Hesse, Hanovre and Magdeburg)	Does not exist
Württemberg (Wurtemberg)		France Ally	Confederation of the Rhine	Austria Ally

NT = National Territory

# COMPLETE CAMPAIGN 1805-1814 SETUP

**Note:** unnamed fleets are randomly drawn; unnamed generals are chosen by the owner.

## France

- Lille: **Napoleon**, Grande Armée, *Davout*, *Murat*, 4 elite corps, 2 corps, reduced Garde, reserve cavalry and 1 mobile depot
- Hanovre: an elite corps
- Hollande: *Marmont* and one reduced elite corps
- Milan (Lombardie): **Masséna**, Armée d'Italie, 2 corps with one reduced and one Italian corps with a mobile depot.
- Toscane: *Gouvion St Cyr* with one corps and a mobile depot.
- Brest (Bretagne): an elite corps and 2 fleets of which one is Ganteaume
- Rochefort (Gascogne): one corps and one fleet Missiessy.
- Toulon (Provence): one corps and one fleet
- Cadix (Spain): one fleet Villeneuve
- Amsterdam (Hollande): one reduced Dutch corps and the Dutch fleet.
- Bade: one reduced Wurttemberg.
- Bavaria: one reduced Bavarian corps.
- Place with these units 3 generals chosen from the reserve and a mobile depot.

## Austria

- Salzbourg (Austria): **Mack**, Armée d'Allemagne, *Ferdinand*, 3 corps, a reduced reserve cavalry corps and 1 mobile depot.
- Venise (Vénétie): *Charles*, 4 corps of which one is reduced and 1 mobile depot.
- Innsbruck (Tyrol): *Jean* and one corps.
- Budapest (Hongrie): *Bellegarde* with one corps and a mobile depot.

## Russia

- Brest-Litovsk (Russia): *Buxhowden* with the Garde corps and one corps.
- Vilna (Russia): *Benningsen* with one corps and a mobile depot.
- Lublin (Poland): *Koutousov*, 1<sup>st</sup> army, 2 elite corps.
- Moscou (Moscovie): one corps.
- Saint-Pétersbourg (Carélie): a general and one corps with one fleet.
- Kiev (Ukraine): *Tormassov* and one corps.
- Sébastopol (Crimée): 1 fleet.
- Odessa (Ukraine): one militia unit.

## Prussia

- Magdebourg (Prussia): Armée de l'Elbe, *Brunswick*, *Ruchel*, 2 corps and a mobile depot.
- Breslau (Silésie): *Hohenlohe* with one corps and a mobile depot.
- Berlin (Brandebourg): one reduced corps.
- Varsovie (Poland): one reduced corps.

## Spain

- Madrid (Nouvelle Castille): *Castanos* and one corps.
- La Corogne (Galice): *Blake* with one reduced corps and one fleet and a mobile depot.
- Cadix (Andalousie): 1 fleet Gravina
- Carthagène (Murcie): *La Romana* with one corps and one fleet.

## Turkey

- Constantinople (Turkey): a general and the Janissary corps with one fleet.
- Adrianople (Turkey): a general and the Nizami Cedid corps.
- Deploy the 4 feudatory corps (corps marked with a F) in the fortresses of their respective provinces.

## Britain

- Londres (Britain): a general, militia corps and an elite corps with a mobile depot.
- Manche: 1 fleet
- Amsterdam (blockade) 1 fleet Keith
- Brest (blockade): 2 fleets of which one is Cornwallis
- Golfe de Gascogne: 1 fleet Stirling
- Cadix (blockade): 2 fleets of which one is Nelson
- Golfe du Lion: 1 fleet
- Atlantique Sud: 1 fleet Collingwood
- Lisbonne (Portugal): one Portuguese corps and one Portuguese fleet.
- Naples (Neapolitan): one Neapolitan corps and one Neapolitan fleet.
- Stockholm (Sweden): one Swedish corps and one Swedish fleet.

# CAMPAIGN 1809-1814 SETUP

**Note:** unnamed fleets are randomly drawn; unnamed generals are chosen by the owner.

## France

- Ulm: Masséna and two elite corps.
- In Bavaria to the south of Wurtzburg: *Davout*, an elite corps, one corps and one Bavarian corps with a mobile depot.
- Stuttgärt: *Oudinot* with one Wurtemburger corps and one corps of the Confederation of the Rhine.
- Strasbourg: *Napoleon*, Grande Armée, *Lannes*, one corps, Garde, cavalry of the Garde (special unit), Reserve cavalry and 1 mobile depot.
- Hambourg: one Danish corps
- Dresde: a general with a Saxon corps and a Hessian corps.
- Trieste: *Marmont* and one reduced corps
- Venise (Italie): *Eugène*, one reduced corps and one Italian corps, 1 mobile depot.
- Florence: *Murat* with one Neapolitan corps.
- Porto: *Soult* and an elite corps
- Saragosse: a general with one corps and one reduced corps.
- Barcelone: *Suchet* and an elite corps and a mobile depot.
- Madrid: *Joseph*, Armée d'Italie, *Ney*, an elite corps, one corps and a mobile depot.
- Bordeaux: one corps
- Varsovie: Polish corps
- Lille: one corps of the Garde Nationale
- Paris: one corps
- Anvers: one reduced French corps
- Brest (Bretagne): 2 fleets of which one is Ganteaume
- Rochefort (Gascogne): 1 fleet Missiessy.
- Toulon (Provence): 1 fleet
- Amsterdam (Hollande): one reduced Dutch corps and the Dutch fleet.

## Austria

- Salzburg (Austria): *Charles*, Armée d'Allemagne, *Hiller*, 3 corps, corps de Reserve, Grenadiers, Reserve cavalry and 1 mobile depot.
- To the south of Salzburg towards Venise: *Jean*, 3 corps and 1 mobile depot.
- Prague: a general and two corps.
- Cracovie: Ferdinand, two corps and a mobile depot.
- Tyrol: corps Tyrol

## Russia

- Riga (Livonie): a general with one corps.
- Moscou (Moscovie): *Barclay de Tolly*, 1<sup>st</sup> Army, a general, reserve cavalry and two elite corps, and a mobile depot.
- Saint-Petersbourg (Carélie): *Benningsen*, Garde corps, one corps and one fleet.
- Kiev (Ukraine): *Tormassov* and two corps.
- Odessa (Ukraine): a general, one corps, one militia unit and one fleet.

## Prussia

- Berlin (Prussia): Armée de l'Elbe, *Blücher*, a general, 2 corps and a mobile depot.
- Breslau (Silésie): a general with one reduced corps.

## Spain

- Valence (Valence): a general, one reduced corps and one militia corps.
- Seville (Andalousie): a general with one corps and one militia corps with a mobile depot.
- Cadix (Andalousie): a general and two militia corps.
- Ciudad Rodrigo (Leon): *La Romana* with one corps.

## Turkey

- Constantinople (Turkey): a general, one corps and one fleet.
- Adrianople (Turkey): *Grand Vizir*, Turkish army, corps Janissaires, corps Nizami Cedid, one corps and a mobile depot.
- Place the 4 feudatory corps (units marked with a F) in the fortresses of their respective provinces.

## Britain

- Londres (Britain): one militia corps
- Lisbonne (Portugal): *Wellington*, Armée de la Péninsule, *Beresford*, an elite corps, one reduced corps, one Portuguese corps and a mobile depot.
- Portsmouth (Britain): an elite corps and one fleet.
- Manche: 1 fleet
- Amsterdam (Blockade): 1 fleet *Keith*
- Brest (blockade): 2 fleets one of which is *Cornwallis*
- Rochefort (Blockade): two fleets *Stirling* and *Calder*
- Mer du Nord: 1 fleet
- Toulon (Blockade): 1 fleet
- Méditerranée Centrale: 1 fleet

# TURN SEQUENCE

## INTERPHASE

### Declaration of War Phase

Each player, the Coalition then the Empire, makes declarations of war on other powers.

**Invasion of another country is not permitted during a turn unless a previous declaration of war was made during this stage.**

### Card Hand Phase

Before drawing new cards, each player can discard into the discard pile some or all of the cards in his hand or he may retain them.

Each player checks the Card Assignment Table for the number of cards he can have in his hand. Declarations of war affect the number of cards available to each player. After having received the permanent cards allowed, they then draw the number of cards to bring their hand up to full size. A player must end this phase with a number of cards in his hand as indicated on the Card Assignment Table.

A player must have at least 6 cards in his hand and 10 cards at most, unless an event contradicts this rule.

*For instance, the Card Assignment Table indicates that the Empire is allowed 6 cards (Bordeaux, Anvers, Lyon, Madrid, Mantoue, Royaume de Bavière) and the Paris permanent card. At the beginning of the card hand phase, the French player still has 2 cards in his hand that he wants to keep. He thus draws 4 new cards.*

### Budget Phase

The players collect their resource points and expend them; it is not possible to retain resource points for later turns. Powers expend their resource points and place their units in the following order: Turkey, Spain, Prussia, Austria, Russia, Britain and France.

### Diplomatic Phase

Each player, the Coalition then the Empire, can use a **maximum of 2 cards from his hand**. Each card allows him:

- to take a diplomatic action on a neutral power, with the limit that each side may target only one major power each turn (*see 8.2*),
- to establish a protectorate on an allied minor power (*Empire only see 8.1.5*),
- to play a particular event,
- or to make an attempt at ending a Foreign War (*Coalition only, see 6.5*).

### Neutral Major Power Movement Phase.

Players may move any forces of the neutral, Forced Alliance or Forced Peace major powers but not make forced marches (*see 7.5*).

### Strategic Redeployment Phase

The players may move their units over long distances under certain conditions in the following order: Turkey, Spain, Prussia, Austria, Russia, Britain and France (*see 7.6*).

## ACTIVATION PHASE

Each activation phase is divided into six identical activation rounds. Each activation round allows each side to take one action. Empire always takes the first action in each activation round.

**In each round**, each side may:

- Play a card and use the number of AP shown on it, possibly adding AP kept in reserve
- Play a card as an event but no more than one new **Foreign War** per year (that is, a turn) (*see 6.5*)
- Make a one AP operation without playing a card, possibly adding AP kept in reserve
- Place unused AP in reserve
- Establish a protectorate over a minor power eligible for this status (*Empire only, see 8.1.5*)
- Pass in his round
- During a winter round, attempt to end a Foreign War (*Coalition only*)
- Any two rounds, take a diplomatic action on a minor power by playing a card

### End of the Activation phase

At the end of the Activation phase, check the supply status of forces on the map and place or remove the corresponding markers accordingly.

Then forces that are besieged or not supplied, or demoralized suffer an attrition test.

During the end of activations phase, if in supply, a conquered fortress becomes an active fortress at the service of the conqueror

## CONQUESTS AND SURRENDERS PHASE

Conquests and surrenders of minor powers AND THEN major powers are determined (*see 18*).

**Demoralization markers are removed unless the force is unsupplied.**

If a major power is conquered, remove all control markers of the conquering power from the conquered territories, and remove the markers of the conquered power that lay outside of his territory.

Destroyed fortresses of a conquered power are automatically reactivated.

## VICTORY PHASE

The victory conditions are checked.

## MAP LEGEND



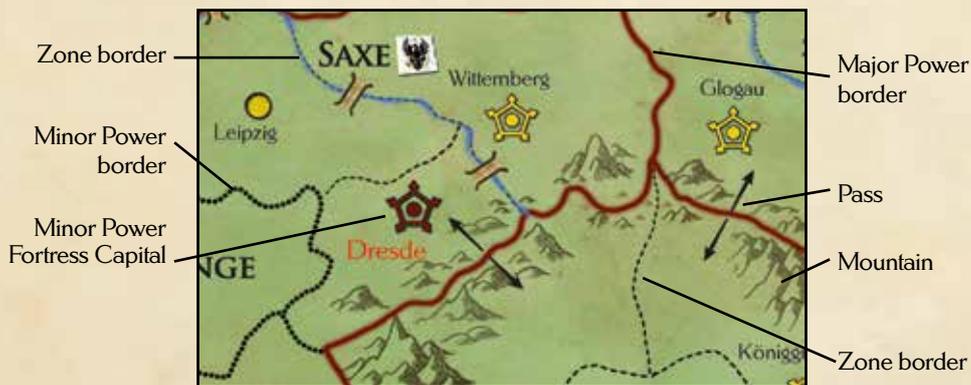
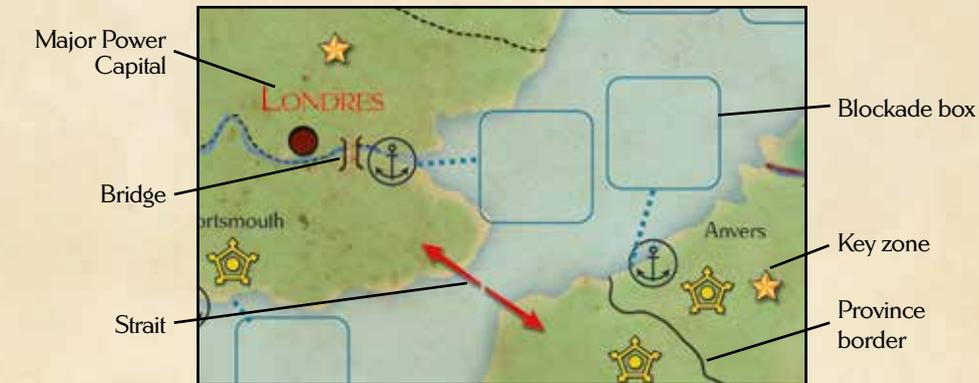
Clear



Clear  
Poor Zone



Marsh



### AUTRICHE

Major Power



Protectorate (scenario 1805)



Poland

### BAVIÈRE

Minor Power



National Territory (scenario 1805)

R

Confederation  
of the Rhine



Allied (scenario 1805)

W

Wesphalia

### TOSCANE

Province



Kingdom of Italy

## TRANSLATION OF REMINDER MARKERS

1<sup>ère</sup> défaite espagnole : 1<sup>st</sup> Spanish defeat

Armistice : Armistice (49C)

Blocus Continental : Continental Blockade (25F)

Conscription : Conscription (54F)

Europe Napoléonienne : Napoleonic Europe (45F)

Corps expéditionnaires : Expeditionary Corps (40F)

Grande Coalition : Grand Coalition

Guerre de Libération : War of Liberation

Malet : Malet (53C)

Marie Walewska : Maria Walewska (22F)

Misères de la guerre : The Miseries of War (28C)

Piège de Bayonne : Snare of Bayonne (24F)

Royaume de Bavière : Kingdom of Bavaria

Saint Empire : Holy Empire (3C)

Sainte Russie : Holy Russia (2C)

Scharnhorst : Scharnhorst (46C)

Triomphe d'Erfurt : The Triumph of Erfurt (20F)