

CTG Manual *for* Napoleon in Europe



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This manual and its associated documents contain the complete rules for the CTG (Charge The Guns) variant of Napoleon in Europe (NIE). It replaces Eagle Games' 1st Edition Rules Manual, the official FAQ, the Standard and Advanced Rules Reference Card, and any other interpretations/clarifications or house rules. This manual intentionally contradicts many rules and ideas in the original manual, the FAQ, and the Eagle Games forum. CTG NIE shares many concepts with the original version of NIE as released by Eagle Games, but the details are different enough to make CTG NIE a separate game, i.e. an alternate way to play NIE. CTG NIE is more complex to play than the original Advanced Rules, but the length of this manual is mainly due to trying to answer all questions that may arise during a game. The Design Notes section at the end describes some of the major differences from the original NIE. Comments intended to help improve this manual are welcome and should be addressed to chargetheguns@sbcglobal.net.

This rule set was inspired by the truly outstanding conceptual design work of Glenn Drover and the very impressive artwork of Paul Niemeyer and Keith Rocco. It is dedicated to all designers of Napoleonic war games, past, present and future. I sincerely apologize for not tracing the lineage of the many ideas and suggestions other people have contributed that have been crucial to the development of these rules. The people at the forums on Eagle Games and other web sites have provided a wealth of ideas to build on and/or shown interest in this design, for which I am grateful. Many thanks also to the play testers who helped develop these rules:

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Quick Start

There is a separate "Introduction to CTG NIE" document, only 6 pages long, which gives a concise overview of the rules. A good way to learn CTG NIE is to read the Introduction, then play a game with someone who knows the rules. You can read the manual later to pick up the fine points, including the details of the various game options. Most of the rules are fairly straightforward individually, but there is a lot to remember. This makes the learning curve rather steep for many people. Your speed of play will increase dramatically as you get used to the flow of the game.

Game Overview

Napoleon in Europe is an Epic Game of Grand Strategy covering the main theater of the Napoleonic Wars. The level of abstraction is so high it sometimes resembles German games more than traditional war games. The rules based on history are there more to give the game flavor rather than accuracy as a simulation. There are very few limits imposed on what players can do, so games will only rarely follow history. The game is well suited for any number from 2 to 7 players.

The 11 scenarios allow the game to begin at nearly any point in Napoleon’s military career, from 1796 through 1815 (and beyond). Games can last anywhere from less than 1 hour to 5 weeks, or the players can set a pre-arranged time limit. The pace of the game may seem slow compared to games based on more mobile eras such as WW II. CTG NIE can be played either as a two-sided military struggle (France vs. the current opposing coalition) or as a multi-sided political contest, where intrigue and diplomacy blend with the movements of armies, as the major nations of Europe strive to extend their empires.

The game is played in a series of monthly movement rounds made up of major nation turns. Nations move their armies, navies and leaders across the map, declare war, form alliances, recruit or annex minor nations, cause uprisings, engage in other types of politics, and conduct intricate tactical battles (or more simplified “quick” battles). Tactical land battles reward combined arms tactics involving thunderous artillery fire, determined infantry attacks, and dramatic cavalry charges. At the end of every 3 movement rounds, nations collect income and produce new military pieces. In parallel with military events, nations also collect and spend Political Action Points (PAPs), which are the diplomatic currency used to drive political actions.

Players always start in control of a single player nation, and may gain and lose control of non-player nations at various times. Plastic pieces represent military units on land and sea; the colors of these pieces indicate the nationality and/or the type of the piece. Victory conditions are based on either a quick military victory in two-sided (Team) games, or the land holdings of each empire (and the size of its navy), collectively known as “Prestige”, in multi-sided (Empire) campaigns.

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In most cases throughout the manual, **bold** text (unless underlined) refers to a section in the manual shown above in the Table of Contents.

There are separate files (documents) specific to this version for Scenarios, Charts, Commander Cards, Play by Internet (PBI) Guidelines, and the Introduction to CTG NIE.

GAME COMPONENTS

The original markers and pieces are used with the following changes:

- Use black pieces for Prussians and purple pieces for normal Ottomans. Use tan pieces for “Ottomans” acquired from a minor nation outside of North Africa, such as Sweden in Scenario VI, or artillery captured by Ottomans.
- Use white horses to designate Irregular Cavalry (Irregular Cavalry markers are not used)
- No Militia markers are used for the Ottomans as all purple Ottoman infantry are considered to be Militia. Use light blue infantry pieces for non-Ottoman Militia located inside their native homeland. The Militia markers are only used for non-Ottoman Militia located outside their native homeland (e.g. Militia raised in North Africa or Prussian Militia).
- Use Light Infantry markers only to show pieces in skirmish formation on the battle board; they are not used on the map board (there are no Light Infantry pieces)
- Use wheels of a different color than the gun barrel to distinguish Horse Artillery from Artillery. The Horse Artillery markers are not used.
- Use NIE naval squadron markers, together with plastic frigates and caravels from Eagle Game’s Civilization game, to represent naval squadrons. Use caravels to represent lone squadrons in a sea area or port. Use markers stacked under a frigate to represent more than one squadron in a sea area or port. Use black caravels (or frigates) for neutral minor squadrons, or any other suitable markers if the black pieces are needed by Prussia.
- Having an additional marker sheet can be helpful. The extra markers are not always required, but they do make it easier to keep track of diplomatic status, the new charts, region ownership markers, PAPs, etc. Extra NIE ship markers are not needed.
- Paint the base of the flag bearer pieces with a roman numeral to make it easier to associate each flag bearer piece with their off-map group of pieces (using CTG Army Cards). Army Cards are available at www.geocities.com/athos_10/NIE. The flag stickers for the flag bearers are quite nice too.

Suggested add-ons to buy from Eagle Games (some of which are no longer available):

- For frigates and caravel figures: Civilization military unit runners (CIV-400D), 5 red, 2 each of blue and yellow, and 1 each of green, purple, gray, tan and black
- Napoleon in Europe military unit runner (NIE-300C), 2 black
- Napoleon in Europe military unit runner (NIE-300C), 1 each dark blue, red, yellow, purple, light blue
- Napoleon in Europe *horses* runner (NIE-100D), 1 white
- Napoleon in Europe control (ownership) and ship markers (NIE-300G), 1
- Napoleon in Europe flag stickers (AFS-100), 1

Use the original Tracking Card. The new cards in the Charts replace the Standard and Advanced Rules Reference Card. The new charts should be printed on 11 x 17 paper, glued to poster board backing and trimmed to size. Commander Cards are available which serve as a quick reference for the specific characteristics of each National Hero and nation. Information on the Commander Cards and other player aids is available at www.geocities.com/athos_10/NIE.

The deck of cards is not used. The original battle board is used (although we made a larger one).

You CAN try out the rules in this manual without buying these add-ons. That would be a good way to get into NIE and see if you like the game (before spending too much money).

Map Board Clarifications

Use the original map board with the clarifications and changes listed below.

Capital City Symbols

These circular symbols only designate the regions containing them as Capital Regions.

Land Clarifications

- Finland is adjacent to both St. Petersburg and Sweden
- Armenia is adjacent to both Caucasus and Arabia
- Egypt is adjacent to both Syria and Cyrenaica – ignore the dotted line representing the Nile river, Egypt is not split into two regions
- Tripolitania is adjacent to Tunisia
- Denmark is **not** adjacent to Sweden – see **Crossing Straits**
- Constantinople is **not** adjacent to Anatolia – see **Crossing Straits**
- Sicily is **not** adjacent to Naples – see **Crossing Straits**
- London is not adjacent to Picardy
- Gibraltar becomes an island (so it acts like a fortress) and is **not** adjacent to Morocco, Andalusia, or Western Spain – print this picture in color and use it as a map overlay:



Sea/Amphibious Clarifications

- The North Sea is adjacent to the Baltic Sea
- The Mid-Atlantic is adjacent to the Barbary Coast
- The Black Sea is adjacent to the Aegean Sea, however, a player may only move between these Sea Areas with the permission of the owners of both Constantinople AND Anatolia
- The Black Sea ends at a line between the northern coasts of Constantinople and Anatolia, so the Sea of Marmara is part of the Aegean Sea
- The North Atlantic is adjacent to London
- The port in Sicily is adjacent to both the Tyrrhenian and Ionian Seas
- There are new ports in Naples (adjacent to the Tyrrhenian Sea), Constantinople (adjacent to the Aegean Sea and Black Sea), Anatolia (adjacent to the Aegean Sea and Eastern Mediterranean; in addition to Anatolia's original port which is adjacent to the Aegean Sea), Greece (adjacent to the Aegean Sea), Greece (adjacent to the Ionian Sea), London (adjacent to the North Atlantic, representing Bristol), London (adjacent to the North Sea, representing Yarmouth), and Midlands (adjacent to the Irish Sea, representing Liverpool). Port symbols are available at www.geocities.com/athos_10/NIE.
- The port in Gibraltar is adjacent to both the Mid Atlantic and Barbary Coast
- Contrary to the map, the Ionian Sea is **not** adjacent to Egypt
- There are many unidentified islands on the map board; these may not be occupied

Pieces

Pieces are divided into land and naval pieces. Land pieces are divided into these four basic types: infantry, cavalry, artillery and Generals. There are two types of naval pieces: Naval Squadrons and Admirals. Pieces are represented in the game by miniatures (figures) and/or markers.

The color of each piece (except horses or wheels) shows which nation it belongs to. The color of horses and wheels shows the type of piece. Colors are used as follows:

<u>Nation / Group / Type</u>	<u>Color</u>
France	Dark Blue
Great Britain	Red
Prussia	Black
Russia	Green
Ottoman Empire	Purple
Austria	Gray
Spain	Yellow
Ottoman minor “ally” pieces from outside N. Africa	Tan
Minor Nation naval squadrons	Black
Minor Nation land pieces	Light Blue
Non-Ottoman Militia inside their own homeland	Light Blue
Cavalry Horse	Brown
Heavy Cavalry Horse	Black
Irregular Cavalry Horse	White
General’s Horse (except National Heroes)	Gray
National Hero General’s Horse	White
Admiral’s Horse (except Nelson)	Brown
Admiral Nelson’s Horse	Black
Artillery Wheels	same color as gun barrel
Horse Artillery Wheels	different color than gun barrel

Horse Artillery color combinations are red/black, green/gray, dark blue/tan, and purple/yellow.

Infantry

Also referred to as “regular Infantry”

Represented by the aiming infantry figure

Cost: 6 (5 for Austria)

Movement Points: 1 (2 with successful **Forced March**)

Battle Action Points: 1

Attacks: Charge or Fire

Combat Defense: 2

Range: 1 Battle Area

Infantry are full-time soldiers trained to fight in close formations and form square when threatened by cavalry. Certain nations’ Infantry are also able to fight in open order (see **Skirmishing**). Infantry may be promoted to Elite Infantry based on success in tactical battles.

Elite Infantry

Represented by the big hat infantry figure

Cost: 8

Movement Points: 1 (2 with successful **Forced March**)

Battle Action Points: 1

Attacks: Charge or Fire

Combat Defense: 3

Range: 1 Battle Area

Elite Infantry are experienced or well-trained troops, for example Grenadiers or Imperial Guards. They are the most capable type of infantry, stronger in combat than regular Infantry, better than regular Infantry at **Forced March**, and easier to rally than other piece types. Neither Spain nor the Ottomans may produce Elite Infantry; other nations may produce at most 1 per production turn.

Militia

Ottoman Militia are represented by a purple aiming infantry figure. Militia of other nations are represented by the aiming infantry figure and a militia marker (or a coin) when outside their homeland, and a light blue aiming infantry figure when inside their homeland.

Cost: 3

Movement Points: 1

Battle Action Points: 1

Attacks: Charge or Fire

Combat Defense: 1

Range: 1 Battle Area

Militia represent either lightly trained part-time European troops most suitable for homeland defense (e.g. Landwehr), Ottoman infantry, or troops raised in North Africa. They are less effective in combat than other types of infantry, and less able to form square when threatened by enemy cavalry. They are more likely to fall apart under fire, harder to rally than regular infantry, cannot use **Skirmishing** formation, and cannot attempt **Forced March**. Major nations may not purchase Militia, except Prussia after 1812 and the Ottoman Empire at any time; however, any nation may raise Militia either in North Africa or via **Raising Militia**.

Cavalry

Also referred to as “regular Cavalry”

Represented by the straight plume hat cavalry figure, mounted on a brown horse

Cost: 9

Movement Points: 2

Battle Action Points: 2

Attacks: Charge or Countercharge

Combat Defense: 2

Range: 1 Battle Area

Cavalry are extremely useful before a battle starts in scouting the enemy army and in screening their own troops from the enemy's scouts. All types of cavalry are vital in the aftermath of a battle when pursuing a defeated enemy, or in performing rear guard actions. Cavalry are also effective in driving off skirmishers and pinning enemy infantry in squares, allowing friendly artillery and infantry to attack with more punishing volleys of fire. Cavalry are vulnerable to artillery, and are usually not strong enough to carry through a charge against squared infantry.

Heavy Cavalry

Represented by the curved plume hat cavalry figure, mounted on a black horse

Cost: 11

Movement Points: 2

Battle Action Points: 2

Attacks: Charge or Countercharge

Combat Defense: 3

Range: 1 Battle Area

Heavy Cavalry are the best shock troops available on a Napoleonic battlefield. Riding large powerful horses and usually armored with steel cuirasses, they can break the enemy line with a single devastating charge, but are not useful as scouts before battle. They are better in attack than defense, due to the irresistible momentum built up in a Heavy Cavalry charge. Their armor and large horses are not effective defenses against musket fire. Heavy Cavalry represent armored or unarmored heavy cavalry as well as lancers (even though lancers were considered light cavalry). Neither Spain nor the Ottomans may produce Heavy Cavalry; other nations may produce at most 1 per production turn.

Irregular Cavalry

Represented by the straight plume hat cavalry figure, mounted on a white horse

Cost: 6

Movement Points: 2

Battle Action Points: 2

Attacks: Charge or Countercharge

Combat Defense: 1

Range: 1 Battle Area

Irregular Cavalry represent Russian Cossacks, Ottoman cavalry, or North African cavalry. They are harder to rally than regular Cavalry, and not trained to maneuver or charge in close formation, but are expert scouts, cheap, and useful in most situations requiring cavalry. Russian Cossacks are expert at foraging in desolate country. Only Russia and the Ottomans may purchase Irregular Cavalry, but any nation may raise them in North Africa.

Artillery

Also referred to as "regular Artillery" or "foot Artillery"

Represented by an artillery figure with wheels the same color as the gun-barrel

Cost: 10

Movement Points: 1

Battle Action Points: 1
 Attacks: Fire
 Combat Defense: 1
 Range: 2 Battle Areas

Artillery are batteries of reasonably mobile heavy-caliber field guns, the Queen of the Battlefield. They are protected from charges as long as at least one friendly infantry or cavalry is in the same battle area. Their main limitation is slow marching speed.

Horse Artillery

Represented by an artillery figure with wheels colored differently than the gun barrel

Cost: 13
 Movement Points: 1 (2 with successful **Forced March**)
 Battle Action Points: 2 (but can only fire once per artillery phase)
 Attacks: Fire
 Combat Defense: 1
 Range: 2 Battle Areas

Horse Artillery are batteries of highly mobile but light-caliber field guns, pulled into position by teams of horses. They are faster than infantry but slower than cavalry, and require a **Forced March** attempt to move long distances as quickly as cavalry on the map board. Horse Artillery are more effective and harder to eliminate than foot Artillery during **Pursuit**. Horse Artillery may both move and fire in the same phase. They are protected from enemy charges as long as at least one friendly infantry or cavalry is in the same battle area.

General

Represented by the sword on shoulder cavalry figure, mounted on a gray horse, except National Hero Generals, who are mounted on a white horse

Cost: 12
 Movement Points: 3
 Battle Action Points: 2
 Attacks: None
 Combat Defense: Not Applicable
 Range: Not Applicable

General pieces represent a cadre of exceptionally talented Field Marshals and generals with their staff and personal guard. Generals can be the most important pieces in an army, particularly if there are no Generals in the opposing forces (with superior leadership, a smaller force can defeat larger forces, sometimes in effect even before the battle itself is joined). Generals are valuable in many ways including attempts to persuade minor nations to join (or break from) major nations, directing forced marches, gaining the initiative before battles, rallying routed troops in battles, and inspiring troops in hand-to-hand combat. Generals may be eliminated in land battles, amphibious invasions, or intercepted at sea during amphibious movement. In a sense the number of Generals with an army also represents the overall training, discipline and morale of the army. Each major nation has one National Hero General with special abilities (see **National Heroes**).

Admiral

Represented by the sword on shoulder cavalry figure, mounted on a brown horse, except Admiral Nelson, who is mounted on a black horse

Cost: 25 (18 for Great Britain)

Movement Points: Travel aboard a naval squadron

Admiral pieces represent a small group of exceptionally talented Admirals and ship captains, as well as a nation's exceptional ability in naval warfare. Admirals can make the difference between victory and defeat at sea. Admirals help in three ways: attempts to persuade minor nations to join major nations, helping friendly ships intercept or evade enemy ships, and inspiring squadrons in naval battles. There must be a friendly naval squadron in the sea area to support each Admiral, so when squadrons are sunk, an Admiral may go down with their ship. Admirals may also be eliminated by enemy fire in naval battles. Losing an Admiral may cause a commitment roll for Great Britain. Great Britain has the only National Hero Admiral, Admiral Nelson (see **National Heroes**). Nations may produce at most 1 naval piece (a squadron *or* an Admiral) per production turn.

Naval Squadron

Represented by any ship figure or naval squadron marker

Cost: 15

Movement Points: Unlimited sea areas

Naval Squadrons represent a powerful force of ships of the line, or a larger number of smaller warships such as frigates, etc. Naval squadrons are critical for obtaining control of the sea, in order to make or prevent amphibious landings. They are also important in determining Great Britain's victory level in Empire games. Both for game balance and simulation purposes, nations may produce at most 1 naval piece (a squadron *or* an Admiral) per production turn.

Flag Bearer Piece

The Flag Bearer has no function in the game other than to mark the location of large armies so they may be placed off to the side of the board. National Heroes should remain on the board rather than on an Army Card.

Game Scale

The pieces could be said to represent about 5,000 men for infantry, 2,000 men and horses for cavalry, and 50 guns with 1,000 men for artillery. The infantry and cavalry pieces can be considered divisions (or big cavalry brigades), and the artillery pieces grand batteries (all the guns in one corps). General and Admiral pieces each represent a small group of high-ranking and exceptionally talented generals/admirals and their staff, personal guard, and entourage. Naval squadrons represent roughly 6 ships of the line and an associated group of frigates and other ships.

The distance across regions varies, but seems to average close to 200 miles, very roughly.

Movement rounds represent one month of political action, together with marching and maneuvering before battles. The battles fought in the battle phases represent the main day of battle fought in a region (or sea area) in a particular month. Each Battle Turn represents about an hour.

DEFINITIONS

- **Pieces**: One or a group of figures representing military forces (infantry, artillery, cavalry, Generals, Admirals, and Naval Squadrons). *Important*: “pieces” is always used in this manual instead of “troops” when Generals *can* be included.
- **Troops**: One or a group of non-General land pieces. Can include all types of infantry, cavalry, and artillery, but *not* General pieces. *Important*: “troops” or “non-General pieces” is always used in this manual instead of “pieces” when Generals *cannot* be included.
- **Army**: A group of all the land pieces belonging to one nation located in one region
- **Fleet**: A group of all the naval pieces belonging to one nation located in a port or sea area
- **Combined Fleet**: A group consisting of fleets of two moving nations, moving together
- **Eliminated**: Removed from the board and placed into its nation’s stock of unused pieces. Such pieces are not necessarily killed, but may represent being captured (especially in the case of Generals), wounded, deserters, demoralized, exhausted, etc.
- **Routed**: Removed from the Battle Areas on the battle board and placed into the Rout Area
- **Replaced**: Removed from the map board but replaced with another piece of a different color or type on a 1 for 1 basis, as specified in the applicable rule
- **Combat Defense**: Measure of the resilience of a piece driven off the field by a charge or fire attack. It determines if the losing piece is eliminated or just routed. Pieces rated “1” are brittle and thus easy to eliminate; those rated “3” are more likely to be routed instead.
- **Region**: A named area of land enclosed by a single border and/or coastline. Regions are used to regulate ownership, movement, and production.
- **Sea Area**: A named area of water enclosed by coastline and aqua borders. Sea Areas are used to regulate naval and amphibious movement.
- **Port**: An area a naval piece can occupy, similar in many ways to a sea area, designated by an anchor symbol. Only naval pieces may occupy ports. Ports are located in one region and are adjacent to the sea areas the anchor symbol touches. Ports are never adjacent to other ports. A port is owned by the major or minor nation that owns the region in which the port is located. Ports are used to regulate sea and amphibious movement.
- **Unnamed Island**: The map board contains many islands that are not identified by name; unnamed islands are completely unused in the game.
- **Adjacent**: Sharing a border or coastline, or in the case of ports, the port symbol touches the sea area or areas it is adjacent to. Gibraltar is not adjacent to Andalusia or W. Spain.
- **Coastal Region**: A region adjacent to at least one sea area
- **Homeland**: The original regions that make up a Major Nation, per the map coloring. A nation’s homeland is outlined in that nation’s map color. (France: Blue, Britain: Red; Prussia: Purple; Russia: Green; Ottoman: Tan; Austria: Gray; Spain: Yellow).
- **Occupied**: When a nation has pieces in a region, they are occupying the region. “Occupied by troops,” means the nation has at least one troops piece in the region.
- **Owned**: Each region on the map belongs at all times to either a major or minor nation. If there is no ownership marker in the region and it is a homeland region, it is owned by its native major nation. If there is no ownership marker in the region and it is not a homeland region, it is owned by its minor nation. An ownership marker in a region shows which major nation owns that region. There can be at most one ownership marker in a region.
- **Captured / Liberated**: for regions, see **Capturing Capitals**. For captured artillery pieces, see definition for **Capturing Artillery**. For National Heroes, see **National Heroes**.
- **In Uprising**: Regions are in uprising (revolt against the *current* owning nation) if they contain one or more uprising markers (see **Foment Uprising** and **Suppress Uprising**).

- **North Africa**: A group of regions: Morocco, Oran, Algiers, Tunisia, Tripolitania, Cyrenaica, and Egypt. These were often in conflict with the U.S.A. during this era.
- **Major Nation**: France, Great Britain, Prussia, Russia, the Ottoman Empire, Austria, and Spain are the seven major nations in the game
- **Minor Nation**: The original owner (government) of any region that is not a part of any major nation's homeland. Example: the minor nation Oran owns the region Oran at the beginning of each scenario.
- **Player Nation**: Each player is identified with one and only one player nation. This is the player's main nation, although he may also control other non-player nations. Player nations are always controlled.
- **Non-Player Nation**: A major nation that is not a player nation. It may at times be controlled by a player and at other times uncontrolled by any player.
- **Controlled**: Major nations are always either controlled by a player or uncontrolled. Player nations are always controlled. Minor nations cannot be controlled.
- **Native Nation**: The original owner of a region, as defined by the colors on the map. For example, Prussia is the native nation of Silesia, and Belgium is the native nation of Belgium. Often a region is not owned by its native nation, even at the start of a scenario.
- **Native-owned**: Owned by its native nation
- **Foreign Nation**: A nation other than a region's native nation
- **Foreign-owned**: Owned by a nation other than its native nation
- **Moving Nation**: A major nation that is using the current major nation turn as the turn in that round in which they may move all their pieces. A nation is *not* necessarily a moving nation in its own turn (see **Movement Turns**).
- **Enemy**: Of or owned by a nation at war with the nation in question
- **Allied**: Of or owned by a nation allied with the nation in question
- **Friendly**: Of or owned by *the nation in question*. Example: if Britain and Russia are allied, and there are both British and Russian pieces in the same region, only the British pieces there are friendly to Great Britain. The Russian pieces are not friendly to Britain, but instead are allied to Britain. Friendly is *not the same as allied* in this game.
- **Neutral**: Of or owned by a nation neither friendly, at war, nor allied with the nation in question. Neutral is a diplomatic status and does *not* mean non-player.
- **Extinct**: A major nation that owns no regions.
- **Team**: The nations and players on a side in a Team game (see **Team Games: Teams and Political Action Restrictions**) (does not apply to Empire games)
- **Natural Roll**: The total shown on the die or dice after a roll, before any modifiers (pluses and minuses) are applied to it to get the modified result
- **Winter**: December through March, including the production rounds following Dec & Mar
- **Standard Major Nation Turn Order**: Also called Standard Turn Order. The sequence is always France, Great Britain, Prussia, Russia, the Ottoman Empire, Austria, then Spain.

When the manual says that a piece or nation may do something, it means the player controlling that piece or nation may do that thing for that piece or nation.

In this manual Cavalry refers to the specific piece type known as regular Cavalry, while cavalry (lower case) collectively refers to the group of piece types Cavalry, Heavy Cavalry, and Irregular Cavalry. The phrase "Cavalry-type pieces" has the same meaning as cavalry. Similarly infantry means the group of piece types Infantry, Elite Infantry and Militia. Artillery-type pieces (artillery) are Artillery and Horse Artillery. Leaders include both Generals and Admirals.

PREPARING FOR PLAY

Setting up consists of choosing the game type, optional rules, game duration limit and scenario, assigning players to nations, and setting up the boards, charts, markers, and pieces.

Choose Game Type: Team vs. Empire

There are two types of Napoleon in Europe games: Team and Empire. These correspond roughly to the Historical and A-Historical game types in the original rules. The most important differences between them are in the Victory Conditions. Also, Team games place political limits on the players, to simplify and speed up the game. Team games are two sided (but not necessarily two player) games, between French and Anti-French teams of nations, focused on military victory in essentially one major war. In Empire games by contrast, each player plays as an independent individual nation seeking to maximize the power and prestige of the nation(s) he controls over a longer period of time, usually involving a series of smaller wars. Diplomacy and intrigue between the players can be central to Empire games, but are less desirable or important in Team games. The number of players available and the chosen scenario may require selecting Empire as the game type (see **Scenarios**). The main differences between Team and Empire games are explained in **Victory Conditions** and **Team Games: Teams and Political Action Restrictions**.

Agree on Any Optional Rules

The main optional rule is whether to use **Quick Battles** or **Tactical Battles** (see **Resolving Land Battles**), or a combination of both. It works well to use **Quick Battles** for minor battles, and **Tactical Battles** for major battles (see **Sizing the Battle**). Even in a game using only **Quick Battles**, if all players in the game agree right before the battle, a particular battle may be fought as a Tactical Battle. About anything could be changed as an experiment, as long as all players agree to the change before the start of the game.

The following are example of changes that could be made easily, without affecting too many other rules, to make the game less complex, or to change the game's balance:

- Do not use **National Heroes**
- Do not use **Forced March** – this usually makes things more difficult for France
- Do not use **Neutral Minor Navies**
- Do not use **Countercharging** and/or **Skirmishing**
- Do not use Elite Infantry, Horse Artillery, and/or Heavy Cavalry, or make them all setup just in their capital, to speed setup
- Do not use Admirals and/or even Generals
- Do not use Right of Passage
- Do not use uprisings (except possibly in Spain when Spanish homelands are annexed)
- Do not allow any voluntary **Political Actions** other than Declare War
- Do not allow **Control Non-Player Nation** attempts against uncontrolled nations – especially useful to help France in Team games with more than 2-3 players
- In Team games only, do not use **Annex Minor Nation** and/or **Recruit Minor Nation**
- Do not use **Restore Region**
- Do not use **Enforce Continental System**, or just use it for Team games
- Do not use **Raising Militia** (or just not for invasions by land) or **Training Militia**
- Do not use **Harsh Campaigns** or the other winter rules applying to Dec-Mar

Choose Game Duration Limit

There are several options to choose from regarding how long the game will last, if no player or side wins first. Players should agree on this game duration limit before the game starts. Set a game duration limit for both Team and Empire games. Of course, players may end a game early if everyone agrees.

Choose a game duration limit from the following:

- **ROUNDS:** The players agree on the maximum number of movement rounds they will play before the game starts. Suggested game lengths are:
 - Short: 6 Rounds $\frac{1}{2}$ game year
 - Medium: 9 Rounds $\frac{3}{4}$ game year
 - Long: 12 Rounds 1 game year
 - Very Long: 24 – 36 Rounds 2-3 game years
 - Next Scenario: Game ends at the end of the round before the starting round of the next scenario
 - Campaign: Game ends after the July 1815 Round (or a round agreed to by the players)

The game ends at the end of the last movement round, except continue through the Enforce Continental System part of the production round if the last movement round is March, June, September or December.

- **TIME LIMIT:** The players agree that the game will end at a certain time. If possible players should agree to stop at the end of the first round completed after the chosen time.
- **SUDDEN DEATH:** When the players reach a previously agreed round or time, they roll 2 dice at the end of each movement round (Month). If the roll is equal to or greater than the End Number, the game ends. The End Number starts at 12 and goes down by two points before each new roll, until the game ends.

Example: The players agree that they will begin the sudden death rolls on round 10. After the tenth round (Month), the End Number is 12, and they roll two dice and get a 6. The game keeps going. After the next round, the End Number is 10, and the players roll a 9. The game keeps going. After the next round, the End Number is 8, and the players roll a 10. The game ends immediately.

For an Empire game, at least 24 rounds are usually needed to establish balanced (meaningful) Victory Levels. For Empire games shorter than 2 game years, the **Victory Conditions** will inordinately favor nations starting the scenario with larger empires. This will give large but weak empires (e.g. the Ottomans) an undue advantage.

Choose Scenario

Select a scenario at the end of the manual that allows the chosen game type (Team or Empire) with the available number of players. The lower number scenarios (1 - 4) are best for new players, since there are fewer pieces in play and the alliances are generally easier to keep track of.

Choose Nations

Select, by whatever means the players desire, one player nation for each player. If the scenario requires it, next decide who controls the initially controlled non-player nations, from the options on the scenario's Players and Game Type chart. There will also usually be several uncontrolled non-player nations at the start of the game.

Setup Boards, Charts and Markers

Setup the map board and battle board. Place ownership and uprising markers in regions as indicated by the scenario description. Unless noted in the scenario description, all nations begin the scenario uncontrolled and neutral to other nations, without any Right of Passage, have no PAPs, no saved production points, no captured capital regions, and are not under a Grace Period. Setup the original Tracking card and the Tracking II card. Place the month and year markers on the Month/Year charts as indicated in the scenario description. Place markers on the Diplomatic Chart reflecting the initial diplomatic situation. The markers of all nations that begin the scenario at war with a particular nation are placed stacked on top of each other at the top of that nation's War! box on the Diplomatic Chart. Place a player's player nation marker over the flag on the Diplomatic Chart of every nation that player controls. Place each nation's starting PAPs (as indicated by the scenario description) in the area around Napoleon's portrait at the top of the map board.

Setup Pieces

Players take turns setting up each nation's pieces on the map, in the standard turn order (France, Great Britain, Prussia, Russia, the Ottoman Empire, Austria, then Spain), or all at once if players agree to start all special pieces (elite infantry, etc.) in their capital – use St. Petersburg for Russia. Starting locations are shown on the Map Setup chart for each scenario. Naval pieces that start a scenario in London start in the port adjacent to the English Channel. Naval pieces that start a scenario in Anatolia start in the port adjacent to only the Aegean Sea (i.e. the port closest to Constantinople). For most scenarios, the only options will be the location of these special piece types: Elite Infantry, Horse Artillery, and Heavy Cavalry, which replace a *regular* piece in the same region in which the special piece is placed. The replaced piece must be regular Infantry, Cavalry, or Artillery, not Militia or Irregular Cavalry. All the pieces with optional placement are shown on the scenario's Map Setup chart *on the row of the name of the major nation*. All of France's pieces are placed, then all of Great Britain's, and so on. Players setup the pieces of their player nation and any non-player nations they control. The pieces of uncontrolled nations are always setup in their nation's capital (use St. Petersburg for Russia).

Neutral Minor Navies

Some scenarios start with neutral minor navy squadrons in the ports of Sweden, Denmark, Portugal, and/or Holland, when these regions are not owned by a major nation. Use black caravels for these squadrons (as long as Prussia has no squadrons), or any other suitable marker. These squadrons do not move, but may be attacked or replaced by a squadron of a major nation (see **Recruit Minor Nation**, **Annex Minor Nation**, and **Port Attacks**).

VICTORY CONDITIONS

Victory conditions are based on the type of game, Team or Empire. The concept of Player Scores was introduced to facilitate organized league play.

Team Game Victory Conditions

In Team games each player simply wins, loses or draws, if their team wins, loses or draws. The Anti-French team wins if France sues for peace. The French team wins if France has not sued for peace and there are no nations at war with France. It does not matter if other nations are at war besides France. If France is still at war at the end of the game, the game is a draw. All players on either team may concede at any time, giving the other team a win. Games that end before the game duration limit without a win for either side are draws. If the players are interested in each individual nation's victory levels, they may wish to determine the Empire Victory Levels, but if so they should extend the game long enough to finish the current (if any) political action. For purposes of tournament or league play, players on the winning team score 4 points, on the losing team score 1 point, and players who draw score 2.5 points. Players who abandon a game score 0 points. Replacement players who are still engaged in a game at its end score the same as an original player on their team, or they may choose to receive no score for that game.

Empire Game Victory Conditions

In Empire games, *victory levels* are determined for each major *nation*. These victory levels are used to calculate each *player's score*. The victory levels and scores can be tracked during the game if desired, but only count after the game is finished. Empire games should not end until the game duration limit is reached, unless all players agree to concede earlier to one player. Players should generally concede to a player who owns 4 capital regions and/or 52 regions, as calculated below.

Calculating Prestige

Victory levels are based on the number of regions and naval pieces owned by each nation (known as a nation's "Prestige", expressed as "victory region count ~ naval pieces"):

- For all nations, regions containing 2 uprising markers count as ½ what they otherwise would
- For all nations, regions in North Africa, except Egypt, count as ½ region
- For the purpose of calculating Victory Levels, Egypt is *not* considered to be part of North Africa. Egypt is treated as a normal minor nation for calculating Victory Levels.
- For all nations, foreign-owned capital regions count as many regions as that capital region would provide *production points* to the nation that owns it, if the owning nation were controlled (see **Production Points**). Native-owned capital regions count as 1 region.
- All non-capital regions owned by Russia outside the Russian homeland count as ½ region
- All non-capital regions owned by Spain outside the Spanish homeland and North Africa count as 2 regions
- All non-capital regions owned by Prussia outside the Prussian homeland and North Africa count as 2 regions
- Subtract 6 from the French region count
- Add 2 to the Austrian region count
- Any remaining squadrons of **Neutral Minor Navies** count as independent navies of size 1 squadron for determining Great Britain's Victory Level

National Victory Levels

❖ **Total Victory** (Very rare - this nation is destined to rule the world)

All Nations, except Great Britain:

- Own more regions than the next two largest nations combined; and
- Retain ownership of all its own homeland regions

Great Britain:

- Own more regions than any other single nation; and
- No other nation owns more than 16 regions (as calculated above); and
- Have a navy that has more naval pieces than the next two largest navies combined; and
- Retain ownership of all its own homeland regions

❖ **Major Victory** (These nations dominate Europe and will have advantages in the next war)

All Nations, except Great Britain:

- Own more regions than every other nation; and
- Retain ownership of all its own homeland regions

Great Britain:

- No other nation owns more than 16 regions (as calculated above); and
- Have a navy that has more naval pieces than the next two largest navies combined; and
- Retain ownership of all its own homeland regions

❖ **Minor Victory** (These nations are still important players on the world stage)

All Nations, except Great Britain:

- The two nations owning the most regions (or tied with both or the lesser – so there can be more than two), besides nations with Total or Major Victory levels; and
- Retain ownership of all its own homeland regions

Great Britain:

- Have a navy that has more naval pieces than the next two largest navies combined; and
- Retain ownership of all its own homeland regions

❖ **Survival** (These nations have not improved their position much, if at all.)

All Nations, including Great Britain:

- Retain ownership of all its own homeland regions

❖ **Defeat** (These nations are still independent, but have been reduced in strength. They will probably fade into the status of minor powers.)

All Nations, including Great Britain:

- Retain ownership of at least one of its own homeland regions, but not all

❖ **Extinction** (These no longer exist. They have been tossed on the scrap heap of history.)

All Nations, including Great Britain: All homeland regions are owned by other nations

Example: France owns its homeland regions and 10 outside North Africa, including Berlin. Britain owns its homeland regions, including Ireland which is in uprising (1 marker), and 4 outside North Africa. Great Britain's navy (squadrons + Admirals) is larger than the next two nation's navies combined. Russia owns its homeland regions and 6 outside North Africa. Austria owns its homeland regions and 4 outside North Africa. Prussia owns no regions. Spain owns its homeland regions, 4 in North Africa including 1 with 2 uprising markers, and 2 outside North Africa (Spain unwisely perhaps concentrated on North Africa). The Ottomans own their homeland regions, Egypt, 1 in North Africa, and 7 outside North Africa, 5 of these have 2 uprising markers in them.

<u>Nation</u>	<u>Calculated Regions for Victory</u>	<u>Victory Level</u>
France	$10 + 9 + 6 \text{ (Berlin)} - 6 = 19$	Major Victory
Great Britain	$8 + 4 = 12$	Minor Victory
Russia	$13 + 6/2 = 16$	Minor Victory
Austria	$7 + 4 + 2 = 13$	Minor Victory
Prussia	0	Extinction
Spain	$6 + 3/2 + 1/4 + 2*2 = 11 \frac{3}{4}$	Survival
Ottoman Empire	$7 + 1 \text{ (Egypt)} + \frac{1}{2} + 2 + 5/2 = 13$	Minor Victory

Player Scores

A player's score is calculated for a game as follows:

Player's score = $\frac{\text{the sum of (each nation's score * number of months the player controlled it)}}{\text{the sum of the number of months the player controlled each nation}}$

A nation's score is 5 for Total Victory, 4 for Major Victory, 3 for Minor Victory, 2 for Survival, 1 for Defeat, and 0 for Extinction. If a player controlled a nation for any part of a month, that month is used to calculate his score. Games conceded before the game duration limit score 5 for the winner, and the normal score at the point the game ended for other players. Players who abandon a game score 0 points. Replacement players who are still engaged in a game at its end score the same as an original player, or they may choose to receive no score for that game.

Example: Continuing the above example, the nation scores would be

France	4
Great Britain	3
Russia	3
Austria	3
Prussia	0
Spain	2
Ottoman Empire	3

If the game lasted 60 months, and the French player controlled France for the entire game, the Ottomans for 15 months, and Spain for 5 months, his player score would be:

$$((4 * 60 \text{ France}) + (3 * 15 \text{ Ottomans}) + (2 * 5 \text{ Spain})) / (60 + 15 + 5) = 295 / 80 = \mathbf{3.6875}$$

If the Russian player controlled Prussia for 12 turns, his player score would be:

$$((3 * 60 \text{ Russia}) + (0 * 12 \text{ Prussia})) / (60 + 12) = 180 / 72 = \mathbf{2.5}$$

SEQUENCE OF PLAY

Strategy is the art of making use of time and space. Space we can recover; lost time, never.

- Napoléon

The game is played in a sequence of movement and production rounds. Both kinds of rounds are divided into major nation turns. The Standard Major Nation Turn Order is France, Great Britain, Prussia, Russia, Ottoman Empire, Austria, then Spain. This is the same order as the portraits around the map board, starting with France.

Each scenario description specifies the starting month, year and major nation turn (this is usually but not always France). **Movement Turns** are divided into phases as follows:

1. **Sea Movement and Naval Battles**
2. **Land and Amphibious Movement**
3. **Land Battles**

All actions in a phase must be complete before beginning the next phase. The **Land Battles** phase is further organized into a detailed sequence of events, as explained in that section.

Production Rounds occur at the end of each of the *March, June, September* and *December* movement rounds. Production rounds begin with the option to try the political action **Enforce Continental System**, and in September only, determining the fate of Spain's **Colonial Trade**. Then each nation takes a **Production Turn**, divided into phases as follows:

1. **Disbanding Militia**
2. **Training Militia**
3. **Calculating Production Points**
4. **Spending Production Points**

All actions in a phase must be complete before beginning the next phase. The round ends after all nations check for **Harsh Campaigns, Successful Uprisings, and Lines of Communication**.

At the beginning of the second and all subsequent movement rounds, move the Month marker to the corresponding space on the Month track, and if appropriate move the Year marker to the next year. Remove any markers corresponding to the new month on the Grace Period chart (see **Sue for Peace**). Then **Roll for Political Action Points**, and begin the French movement turn.

Roll for Political Action Points

As the first step of each movement round except the first, each controlled nation with at least one native-owned and liberated capital rolls one die. On a roll 5 or higher, the nation gains a PAP.

Since players may start using political actions at the start of any movement turn, even before any pieces are moved, the next section in this manual presents the **Political System** of CTG NIE.

POLITICAL SYSTEM

War is the continuation of politics by other means.

- Carl von Clausewitz

At the highest level, Napoleon in Europe is a game of international politics. Your ultimate goals are political in nature. In Team games you try to make the opposing coalition **Sue for Peace**, while in Empire games you seek to extend the territory you control, or stabilize the balance of power in Europe. Your armies, navies, and leaders are merely tools you use to attain these political goals.

Regions and Nations

The main elements of the political system are regions and nations.

Regions are divided per the map shading into major nations' homeland regions and non-homeland regions. Regions "outside a nation's homeland" include all non-homeland regions and the homeland regions of other major nations.

Nations are either minor or major. Nations own regions. Minor nations never own more than one region. Major nations are further identified as player or non-player. Player nations are always controlled by a player. Non-Player major nations are either controlled by a player, or uncontrolled by any player. The player controlling a non-player nation may change, and a controlled non-player nation may become uncontrolled. At all times, every nation has a status of minor, player, controlled non-player, or uncontrolled non-player. Uncontrolled non-player nations are usually just called uncontrolled nations. Player and controlled non-player nations together are often referred to collectively as controlled nations.

Diplomatic Status

Every pair of major nations is always either at war, neutral, or allied with each other. This diplomatic status (relationship) between two nations affects nearly everything in the game. Nations at war with each other are enemy nations, nations neutral to each other are neutral, and allies are allied. Friendly in this manual refers to belonging to the "nation in question", *not* its common meaning outside the game as belonging to the "nation in question or one of its allies".

There is also a kind of sub-type of the neutral status, namely having or not having Right of Passage. Unlike the always bi-directional relationships enemy, neutral, and allied, Right of Passage is a one-way relationship. For example, Prussia may have granted Right of Passage to Russia; but Russia may not have granted Right of Passage to Prussia. Having Right of Passage is not possible or applicable between enemy, allied, or minor nations.

Minor nations do not have a diplomatic status regarding major nations, except that a minor nation that resists an annexation is enemy to the annexing nation until the annexation is resolved. Major nations that have ceased to exist, due to losing their last region when suing for peace, are always neutral to all other major nations. In CTG NIE, controlled non-player nations *do not* necessarily have the same diplomatic status with other nations as their controlling player's player nation.

Political Action Points (PAPs)

Political Action Points (PAPs) are the game's diplomatic currency. All major nations may have or owe PAPs at any time, but may only collect and spend PAPs when controlled. PAPs can be collected at the start of each movement round, during production rounds, after certain land and naval battles, when capitals are captured, and when an enemy nation sues for peace. Nations spend PAPs to be able to try **Political Actions**.

Spending PAPs is mostly voluntary. Nations may keep their PAPs unless required to spend them due to being forced to **Sue for Peace**. Nations may *owe* PAPs *only* if they have less than 3 PAPs when *forced* to **Sue for Peace**. If a nation owes PAPs, any new PAPs the nation gains must be spent immediately toward paying the debt.

A player nation's PAPs may be spent as if they belonged to a non-player nation, if it is controlled by the same player. However, a non-player nation's PAPs *cannot* be spent for a player nation. If a non-player nation is forced to spend more PAPs than it currently has, these PAPs can be owed indefinitely by the non-player nation, instead of being taken from the player nation's collection.

Ownership Markers

Use the ownership markers (circular markers with flags corresponding to each major nation) to indicate the regions owned by each nation, diplomatic relationships between nations, nation's commitment roll modifiers, and the number of PAPs in each nation's collection.

Regions containing an ownership marker are owned by the major nation shown on the marker. Homeland regions without an ownership marker are owned by their native nation. Non-homeland regions without a marker are owned by their minor nation. Ownership markers are also placed and updated as necessary on the Diplomatic Chart, Right of Passage, Grace Period, and Capital Capture charts (details are explained in the political actions sections below and in **Capturing Capitals**). The collected PAPs for each nation should be placed in the area around Napoleon's picture at the top of the map board, to show how many PAPs each nation has collected. If a nation owes PAPs, place a stack of its markers there under a coin, to show how many PAPs the nation owes.

Political Actions

All political relationships in the game are driven by political actions. For example, gaining ownership of regions is only possible by means of certain political actions. So, understanding the available political actions is crucial to success in playing the game.

The 15 political actions available in CTG NIE are as follows:

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❖ Declare War	24
❖ Sue for Peace	25
❖ Conclude Armistice	28
❖ Form Alliance	28
❖ Break Alliance	28
❖ Recruit Minor Nation	29
❖ Annex Minor Nation	30
❖ Restore Region	32
❖ Abandon Region	32
❖ Foment Uprising	33

❖ Suppress Uprising	33
❖ Grant Right of Passage	34
❖ Rescind Right of Passage	34
❖ Enforce Continental System	34
❖ Control Non-Player Nation	34

Players may voluntarily try political actions for any of the nations they control, as long as the conditions are right for the type of political action, and the nation has sufficient resources available (for example, most actions require spending PAPs) to take it. Political actions may be attempted by any major nation at any time, except:

- *During Rolls for PAPs* – from the start of a movement round until rolling for PAPs is done
- *At the Start of Movement Turns* – the player controlling the major nation whose turn it is has the option to try a political action at the start of that turn, before anything else happens. The other nations then have a chance to try political actions.
- *During Naval Battles or Port Attacks* – from the time an interception attempt or port attack is declared until all squadrons involved in the battle have had a chance to retreat to a port, and any **Commitment Rolls** and **Sue for Peace** are resolved
- *During Land Battles* – from the time the first nation rolls for initiative until any resulting **Consequences of Land Battles** are resolved. The only exception is **Grant Right of Passage**. A Right of Passage can be granted to a nation with retreating pieces at the time they retreat.
- *At the End of Movement Turns* – from the end of the last battle until the start of the next turn. The only events that can occur during this time are **Commitment Rolls** for captured capitals and the resulting **Sue for Peace**.
- *During Production Rounds* – from the start of production rounds until the next movement turn. The only exception is **Enforce Continental System**.
- *During Diplomatic Rounds* – except in Internet games, when a nation starts a voluntary political action, after that action is resolved, each of the other controlled nations have the opportunity (in standard turn order, starting after the nation that took the first action) to initiate *one* voluntary political action, before the first nation may take another political action or the moving nations can continue the turn. This is called a *Diplomatic Round*. Concluding an armistice or forming an alliance only counts as an action for the nation that comes first in the Diplomatic Round, and must occur on their turn in the Diplomatic Round. Be aware that the order of nations in Diplomatic Rounds can have a strong effect on political activity. You should give other players time to react after each political action.

Outside of Diplomatic Rounds and the start of movement turns, when more than one nation has the option and wants to take a political action at the same time, they must follow the standard turn order, starting with the nation whose turn it is.

Whenever a player starts a political action, it must be completely resolved before any other political actions can be started, except as described in the political action descriptions below.

Declare War

Being at war allows a nation to invade enemy territory, capture enemy capitals, restore enemy regions, defend minor nations against enemy action, chase enemy armies through neutral major nations, and carve up enemy nations after they sue for peace. Major nations must be at war before they can battle on land or sea. Nations at war return to neutrality when one sues for peace or they conclude an armistice.

Controlled nations may declare war on other major nations within these conditions:

- War cannot be declared on a former enemy during its Grace Period (see **Sue for Peace**)
- In a Team game, the nations cannot be on the same team
- The nations cannot be controlled by the same player
- The nations cannot be allied or already at war with each other (i.e. they must be neutral)
- The nation declaring war must first rescind the Right of Passage it has granted (if any) to the target nation (even though it costs 0 PAPs, Rescinding starts a Diplomatic Round)

It costs 1 PAP if the nation has an ally already at war with the proposed enemy, or 2 PAPs otherwise.

When war is declared, move both nations' markers from the Neutral box on the Diplomatic Chart to the War! box. Nations that start the scenario at war begin with their markers stacked on top of each other at the top of the War! box. As each nation goes to war during the game, their enemies' markers are placed in their box from top to bottom, in the order in which they go to war. The order is significant in determining the spoils of war (see **Sue for Peace**). Simultaneous declarations of war are not possible after the scenario starts, so there will be no *stacks* of markers in the War! box beyond those there at the *beginning* of a scenario. If the target nation had granted Right of Passage to the declaring nation, remove its marker from the Right of Passage chart. If the declaration ends a Grace Period, remove the relevant markers from the Grace Period chart (see **Sue for Peace**).

When war is declared on an uncontrolled nation, choose a player to take control of that nation:

- If there were any nations at war with the declaring nation before the declaration of war, choose the player from the group of players controlling those nations
- If there were no nations at war with the declaring nation before the declaration of war, all eligible nations get a chance to declare war on the declaring nation (at the normal cost in PAPs). This is an exception to the rule requiring finishing a political action before another is started. If one or more nations declare war on the declaring nation, choose the player from the group of players controlling these nations.
- If there is still no nation at war with the declaring nation, choose the player from the whole group of players other than the player controlling the declaring nation. In a Team game, the uncontrolled nation joins the team (French or Anti-French) opposed to the nation that declared war, and the player taking control must be chosen from that team.
- If there is more than one player in the group to choose from, player with the fewest total pieces (land + naval) belonging to all the nations he controls decides if he wants to take control. If there is a tie, choose between them with a random die roll, with equal probability for each nation. If that player declines, the player with the next fewest total pieces gets to decide, and so on. The last player among those eligible must take control if the rest decline.

The chosen player places one of his player nation's markers on the uncontrolled nation's flag at the top of the Diplomatic Chart. This shows that the player has taken control of that nation.

After gaining control of an uncontrolled nation this way, the player may immediately form alliances between the newly controlled non-player nation and any nation *he* controls (but not nations his team members control) *at the normal cost in PAPs*. This is part of the Declare War action.

When an uncontrolled nation becomes controlled, the controlling player may immediately spend all the controlled nation's saved production points, as if it were that nation's production turn. Pieces purchased this way are placed immediately, as if it were that nation's production turn.

Sue for Peace

Suing for peace represents losing a war with all enemy major nations and accepting their terms of surrender. Suing for peace can be either voluntary or forced. Failing a commitment roll (see **Commitment Rolls**) is the only way to be *forced* to sue for peace.

A nation must be at war to sue for peace. The suing-nation becomes neutral to all major nations as soon as the sue for peace process is started (but wait until the proper time, described below, to adjust the markers on the Diplomatic Chart). It ends every alliance and Right of Passage the suing-nation currently has, as well as making *suing* non-player nations uncontrolled.

A nation at war may voluntarily sue for peace as long as it has at least 3 PAPs. In a Team game, a nation must have the agreement of all players on its team before it can voluntarily sue for peace.

Regardless of whether suing for peace is voluntary or forced, it costs a nation 3 PAPs to pay for the surrender. These PAPs are never paid to another nation, they just go back into the nation's stockpile of markers when they are paid. If the nation does not have enough PAPs to pay for a non-voluntary surrender, it owes the PAPs it cannot pay and must pay off this debt before spending PAPs on anything else. Forced suing for peace is the only way a nation may owe PAPs. To record PAPs owed by a nation, place a stack of the number of PAPs it owes under a coin in the area on the board near Napoleon's portrait.

Major nations at war with the nation suing for peace gain PAPs as follows:

- 2 PAPs for the nation (or nations if there is a stack of markers in the suing-nation's War! box) with markers at the top of the suing-nation's War! box (see **Declare War**)
- 1 PAP for a nation *one*-step down from the top of the suing-nation's War! box

Next, all the major nations that were at war with the defeated nation hold a Congress. A Congress is made up of rounds (congress-rounds), with each nation in the congress performing one of four actions (see next page) each round. Nations take their turns (congress-turns) within a congress-round in the order of the markers from the top down in the suing-nation's War! box, with any ties resolved by following the standard major nation turn order (France, then Britain, etc.). The Congress ends after a round in which all nations pass. One of the following four actions *must* be chosen per congress-turn by the nation whose congress-turn it is (the congress-nation). However, if the congress-nation can take back (through restoration) one of its own homeland regions from the suing-nation, it must do so first, before choosing any other actions during the Congress. A congress-nation may not annex one of its allies' (or a team member's in a Team game) homeland regions (owned by the suing nation), but it may restore such a region.

1. **Annex Region** – The congress-nation may annex any one region (other than one of its allies' or team member's homeland regions) owned by the suing-nation. It costs 2 PAPs to annex a suing-nation's native-owned homeland region (*and each congress-nation may annex at most ONE of these per CONGRESS, unless the suing-nation is Spain*), and 1 PAP to annex a region outside the suing-nation's homeland. The congress-nation pays 1 or 2 PAPs, removes the suing-nation's marker in the region if present, and places its own marker in the region. The order regions may be annexed is:
 - All regions owned by the suing-nation outside of its homeland must be annexed before any of *its* native-owned homeland regions can be annexed
 - Except for Madrid, all the other regions the suing-nation owns must be annexed before any of its *capital* regions can be annexed

When a Spanish homeland region is annexed, regardless of which nation owned it, place an uprising marker there, unless it contained one already.

If a suing-nation's last region is lost, it is considered extinct: it loses all its pieces, production points, and PAPs, and any PAP debt it owes is erased. Any national heroes lost this way are neither killed nor captured, instead they may be bought if the nation is re-created. An extinct nation always stays neutral to all other major nations. A player nation is still a player nation after it becomes extinct, but unless the player controls other nation, he will not have a lot to do (time to order pizza?). The nation will exist as a memory, as a powerless government in exile, until another nation restores one of its homeland regions.

2. **Restore 1 or 2 Regions** – The congress-nation may remove the suing-nation's ownership of 1 or 2 regions outside the suing-nation's homeland. The congress-nation pays 1 PAP, removes one of the suing-nation's ownership markers on the map board and any uprising markers present in the same region, then removes another of the suing-nation's ownership markers (if desired) and any uprising markers present in the same region. This action returns each region to independent minor nation status if it is a non-homeland region, or to the native nation if it is a homeland region.

This action may result in recreating a nation whose government has gone into exile per **Annex Region** above. The government is re-established even if its restored regions do not include its capital. Until its capital is liberated, the nation is no longer extinct (it gains production points, can build pieces, can make commitment rolls, etc.), but simply does not own its own capital (and thus cannot roll for PAPs).

3. **Free Russian Serfs** – If the suing-nation is Russia, the congress-nation may cause uprisings in 1, 2 or 3 Russian homeland regions owned by Russia that the congress-nation occupies with troops and that do not contain an uprising marker. The congress-nation pays 1 PAP, places an uprising marker in the region, then chooses up to two more *other* such regions in which to place uprising markers.
4. **Pass** – The congress-nation may choose to do nothing in its turn and therefore pass. This can be voluntary or because the nation cannot choose any other action. Once a nation passes, it passes in all subsequent rounds of the Congress. When all nations in the Congress pass in a round, the Congress is over.

Next, suing for peace imposes a 12-month Grace Period on all major nations that were at war with the defeated nation (even if the defeated nation is extinct after the Congress). None of the nations that were at war with the defeated nation may **Declare War** on it for a period of 12 months, unless the defeated nation ends the Grace Period early. A defeated nation may end its Grace Period early (and remove all the markers) by *declaring war on any major nation*. No other actions besides declaring war on a major nation will end a Grace Period early. Place one of the markers of each of the war winning nations on the current month in the defeated nation's row on the Grace Period chart. Remove the markers at the start of that movement round in the next game year. The 12-month Grace Period protecting a nation does not prevent it from declaring war on any nation.

Suing for peace also imposes a 6-month Reverse Grace Period on the suing-nation, preventing it from declaring war on any of the nations *it was at war with*. Spain, however, never has a Reverse Grace Period. Also, Reverse Grace Periods lasts 12 months for France, unless Napoléon has been killed or captured when France sues for peace (this represents a temporary period of exile for Napoléon). Place Napoléon on Corsica during such a French Reverse Grace Period. During its Reverse Grace Period, the suing-nation may only **Form Alliance** with or voluntarily **Grant Right of Passage** to the nations *it was at war with*. A Reverse Grace Period can be ended early only if one of the nations the suing-nation was at war with declares war on the suing nation. That can only happen (the old enemy can only declare war on the suing nation) if the suing-nation first breaks its Grace Period by declaring war on a third party. The restrictions on forming alliances and granting Right of Passage are lifted at the same time as the restriction on declaring war. Place one of the suing-nations markers 6 (or 12) months ahead in each of the war winning nations' rows on the Grace Period chart. Remove the markers at the start of that movement round.

After adjusting the Grace Period chart, adjust markers as needed on the Diplomatic Chart to reflect the changes in diplomatic status resulting from the end of the suing nation's involvement in the war. On the Captured Capitals chart, remove any markers on the suing nation's capitals, and any of the suing nation's markers on other nations' capitals. All Rights of Passage involving the suing-nation are rescinded. Remove any PAPs on the suing nation's portrait on the map board. If the suing-nation's hero (see **National Heroes**) was captured, it is returned (available for purchase again).

Next, all nations with at least one piece occupying a region owned by the defeated nation gain Right of Passage through the defeated nation. This Right of Passage cannot be voluntarily rescinded. It ends immediately when either the defeated nation's Reverse Grace Period ends or the nation has no pieces occupying any of the defeated nation's regions. Adjust the Right of Passage Chart as needed.

If the suing-nation is a non-player nation, it becomes uncontrolled. *Other* nations besides the suing-nation that are controlled by the same player remain controlled, even non-player nations. Adjust markers on the flags on the Diplomatic Chart to reflect the changes. If the suing-nation is a player nation in a Team game, the player nation remains on its original team, even though it is neutral to all major nations. All team game restrictions still apply. If the suing-nation is a non-player nation in a Team game, it joins the Uncontrolled team.

Since uncontrolled nations are not allowed to move their pieces, the final step in the **Sue for Peace** political action, *only if the nation suing for peace is now uncontrolled*, is bringing its pieces home. The player who recently controlled the nation does this for all the nation's pieces:

- All of the nation's remaining land pieces are moved to one or more friendly capital regions (divide between Moscow & St. Petersburg per the player's choice) (if there is such a region), or moved to one or more friendly homeland regions (if there is such a region), or moved to one or more friendly regions outside its homeland, in that order.

- All of the nation's remaining naval pieces are moved to a port in one or more of its friendly homeland regions (the player's choice) that the ships would be allowed to reach in a non-winter Sea Movement phase (if there is such a port), or to a port in one or more of its friendly regions outside its homeland that the ships would be allowed to reach in a non-winter Sea Movement phase (if there is such a port), or are moved out of the port they are in to an adjacent sea area, or are left in the sea area where they are, in that order.

The changes in diplomatic status and ownership of regions may require controlled nations to begin **Withdrawing** and/or **Leaving Closed Port**. It could also liberate a capital region (see **Capturing Capitals**) owned by a nation previously at war with the suing-nation.

Conclude Armistice

Enemy major nations may end the state of war existing between them by spending 1 PAP each. Both must agree to conclude the armistice before PAPs are spent. Move their markers in each other's War! box on the Diplomatic Chart to the Neutral box. If this clears a spot in the list of nations at war with either nation, shift up any markers of nations below the cleared spot. If this ends the only war a nation was involved in, remove any PAPs on that nation's portrait on the map board. Concluding an Armistice does not affect the controlled/uncontrolled status of any nation. This may require **Withdrawing** and may liberate a capital (see **Capturing Capitals**).

In a Team game, all players on both the French and Anti-French teams must agree to this action before any nations can conclude an armistice (see **Control Non-Player Nation** for the exception).

Form Alliance

Alliances between nations were a key feature of the Napoleonic Wars. In the game, having an alliance has many consequences, including being able to move in an ally's movement turn, moving freely through the ally's regions and ports, moving squadrons together in groups, aiding the ally in interception attempts, using the ally's squadrons for amphibious movement, helping rally troops and gain the General or combined arms bonus in tactical battles, being able to defend the ally's capital from being captured or liberated, making it harder for enemy nations to take control of controlled non-player nations, making it harder for the two nations to go to war, and reducing the cost of declaring war on common enemies. In short, having an alliance makes it easier to work effectively with other nations when conducting a war.

Two controlled neutral major nations may form an alliance by spending 1 PAP each. Both must agree to form the alliance before the PAPs are spent. Uncontrolled nations (and minor nations) cannot form alliances. A nation that has sued for peace usually cannot form alliances except with its former enemies until 6 months after it sued for peace (see **Sue for Peace**). The nation's markers in each other's Neutral box on the Diplomatic Chart are moved to the Alliance box. If either had given the other Right of Passage, remove these markers from the Right of Passage chart. In a Team game, a nation may not form an alliance with a nation on the other team.

Break Alliance

A controlled major nation may end an alliance it has with another major nation by spending 1 PAP. The markers in each nation's Alliance box are moved to the Neutral box. A player may not break an alliance between two nations without having control of at least one of them. In a Team game, a nation may not break an alliance it has with a nation on its own team. This may require **Withdrawing** and/or **Leaving Closed Port**.

Recruit Minor Nation

Major nations can gain ownership of regions outside their homeland in 4 ways: by persuasion (**Recruit Minor Nation**), by force (**Annex Minor Nation**), by defending them from enemy attack (**Annex Minor Nation**), and by carving them out of defeated empires (**Sue for Peace**).

A controlled nation may try to persuade a minor nation (except Gibraltar) to join forces with the major nation's empire, by spending 2 PAPs and rolling at least 10 on 2 dice per the following (except none of these modifiers apply to attempts to recruit Denmark, if Denmark has been native-owned continuously since the start of the game):

- Add 2 to the roll if the minor nation is in uprising
- Add 1 to the roll if the nation making the attempt occupies the region with at least 1 General
- Add 1 to the roll if the nation making the attempt occupies the region with at least 1 Admiral
- Add 1 to the roll if the nation making the attempt occupies the region with troops

If the attempt is successful, the major nation gains ownership of the region and its military forces. Place one of the nation's ownership markers in the region. Any uprising markers there are *not* removed. If there is a minor navy squadron (see **Neutral Minor Navies**) in the region's port, replace the squadron with a squadron of the major nation's color. The recruiting nation then rolls to determine the pieces to be placed in the region as follows (the results in parentheses are the result in the 15 regions (minor nations) north of Switzerland besides Moldavia):

If the region is outside of North Africa:

- Roll 1 die for Infantry: 1-4: number of Infantry shown on the die, 5-6: roll again
- Roll 1 die for Cavalry: 1-3: 1 Cavalry, 4-6: 2 Cavalry (6: 1 Cavalry and 1 Heavy Cavalry)
- Roll 1 die for Artillery: 1-3: 0 Artillery, 4-6: 1 Artillery (6: 1 Horse Artillery)

If the region is in North Africa:

- Roll 1 die for Militia: 1-4: number of Militia shown on the die, 5-6: roll again
- Roll 1 die for Irregular Cavalry: 1-2: 1 Irregular Cavalry, 3-4: 2 Irr. Cav., 5-6: 3 Irr. Cav.

Use the color of the recruiting nation for these pieces. If owned by a moving nation, these new troops may move in the current turn, unless there are enemy or neutral troops in the region when they are created.

This may require **Withdrawing** and/or **Leaving Closed Port**.

If the attempt is not successful, there are no negative effects except the (painful!) loss of 2 PAPs.

Many of the pieces and non-homeland regions "belonging" to the major nations in the game actually represent soldiers and lands of relatively independent minor states, which were allied with the major powers of the era. For example, Bavaria, Saxony, and Denmark were kingdoms allied with Napoleon, Sweden was at times an ally of Great Britain and/or Russia, the Austrians had an important ally in Piedmont for a while, and Wellington's army at Waterloo was primarily Belgian, Dutch, and Hanoverian. Inspiring such minor nations to willingly "ally" with a major nation is a dramatic way to raise new forces and extend the reach of the empire.

Annex Minor Nation

Using troops to subject a minor nation (annexing) is more certain to succeed than persuasion (recruiting), however an annexed region does not provide an army for the conqueror. The minor nation may even fight back successfully. The **Annex Minor Nation** political action is different than the Annex option under **Sue for Peace**.

A controlled nation may try to force a minor nation to join its empire, by spending 1 PAP, *as long as the annexing nation occupies the minor nation with troops*.

For any minor nation except Denmark, Sweden, or Gibraltar, the annexing nation must roll 1 die to determine whether the minor nation resists or allows itself to be absorbed. Denmark and Sweden always resist, and Gibraltar never resists. As the first step in annexing (i.e. before the roll), all eligible nations get a chance to declare war (at the normal costs in PAPs) on the annexing nation. This is an exception to the rule requiring finishing a political action before another is started. The minor nation resists the annexation unless a 6 or higher is rolled on 1 die with the following modifiers:

- Add 1 to the roll if the annexing nation occupies the minor nation with 4-6 troops
- Add 2 to the roll if the annexing nation occupies the minor nation with at least 7 troops
- Add 1 to the roll if the annexing nation occupies the minor nation with at least 1 General
- Add 1 to the roll if the minor nation is adjacent to a region owned by the annexing nation
- Subtract 1 from the roll if there are any nations at war with the annexing nation
- Add 1 to the roll if the minor nation is in uprising

After a minor nation resists (and only if it resists), but before the roll for new pieces, all eligible nations get *another* chance to declare war on the annexing nation, at the normal costs in PAPs. This is an exception to the rule requiring finishing a political action before another is started. The annexing nation then rolls to determine the pieces to be placed in the minor nation as follows (the results in parentheses are the result in the 15 regions north of Switzerland besides Moldavia):

If the minor nation is outside of North Africa:

- Roll 1 die for Infantry: 1-4: number of Infantry shown on the die, 5-6: roll again
- Roll 1 die for Cavalry: 1-3: 1 Cavalry, 4-6: 2 Cavalry (6: 1 Cavalry and 1 Heavy Cavalry)
- Roll 1 die for Artillery: 1-3: 0 Artillery, 4-6: 1 Artillery (6: 1 Horse Artillery)

If the minor nation is in North Africa:

- Roll 1 die for Militia: 1-4: number of Militia shown on the die, 5-6: roll again
- Roll 1 die for Irregular Cavalry: 1-2: 1 Irregular Cavalry, 3-4: 2 Irregular Cavalry, 5-6: 3 Irregular Cavalry

When a minor nation resists, after the rolls for pieces, it becomes temporarily “at war” with the annexing nation, and may join the empire of the major nation (if any) that has been at war the longest with the annexing nation. In case of a tie (markers stacked in the annexing nation’s War! box), break the tie as follows:

- If one of the tying nations has troops closer to the minor nation (counting sea areas as one region – ports do not affect this), the minor nation may join that nation

- If more than one tying nation has troops *in* the minor nation, the minor nation may join the nation with the most troops in the minor nation
- If still tied, choose randomly between them with a die roll, with an equal probability for each nation

The chosen major nation may decide it does not want the minor nation to join its empire, for example to avoid having to roll for commitment if the annexation battle is lost. In that case the next most eligible nation (e.g. the nation that has been at war the second longest with the annexing nation) decides if it wants the minor nation to join its empire, and so on.

If the minor nation joins a nation's empire, place one of the nation's markers in the region, use the nation's pieces for the new pieces placed in the region, and replace any neutral minor squadron in the region's port with a squadron of the nation's color. Except for not having to pay any PAPs, and the possibility of losing the neutral minor squadron if the annexation battle is lost, the minor nation has effectively joined the nation as in **Recruit Minor Nation**.

If a resisting minor nation does not join a major nation, use light blue pieces for the new pieces placed in the minor nation. Choose a player who will fight as well as possible to direct the light blue troops in the upcoming annexation resistance battle. Choose the player as follows:

- The player should not control a nation allied with the annexing nation, if possible
- In Team games, the player cannot be on the same team as the annexing nation
- Within the eligible group, choose the player with the fewest total pieces (land + naval) belonging to all the nations he controls. If there is a tie, choose with a random die roll.

If the minor nation resists the annexation, *or* there are any troops of a nation at war with the annexing nation in the region, one or more annexation battles are fought immediately in the region. If the resisting minor nation did not join a major nation, then its light blue pieces are considered to be at war with *only* the annexing nation, i.e. not with any troops in the region allied with or neutral to the annexing nation. These battles are fought as described in **Resolving Land Battles**, except if the minor nation did not join a major nation, it may not choose to retreat during the battle, and if forced to retreat, all its light blue land pieces are eliminated (these do count as eliminated in battle).

After the battles are over, any light blue land pieces remaining in the region are eliminated. If the light blue pieces *won* the battle, pieces eliminated this way do *not* count as eliminated in battle.

If there are any remaining troops belonging to the annexing nation in the region immediately after all battles in the region are resolved, the annexation attempt has succeeded. If it succeeds, remove any other nation's marker there (placed there because the minor nation just joined the major nation) and place one of the annexing nation's markers in the region. Any uprising markers are *not* removed. If the annexation attempt succeeds and the nation's port contained a neutral minor squadron at the start of the attempt, the annexing nation rolls 1 die:

- On a roll of 6: the squadron joins the annexing nation and remains in the port (replace the squadron with a squadron of the annexing nation's color)
- On a roll of 2-5: the squadron is eliminated
- On a roll of 1: the squadron is eliminated if the minor nation did not join a major nation, or remains part of the major nation it joined and must immediately leave the enemy port (see **Leaving Closed Port**)

The options for annexed fleets reflect the following historical examples. Britain invaded Denmark in 1807 to keep the Danish navy out of Napoleon's hands, but did not have the manpower available to provide permanent crews for all of the captured warships. Since Britain only fitted four of the fifteen seized battleships, Britain did not gain full military value from confiscating the Danish fleet. When the French occupied Portugal, the Portuguese navy sailed immediately to Brazil for the remainder of the Napoleonic Wars, denying the use of these ships to either side. The capture of the Dutch fleet in Holland in 1795 was an unusual operation achieved by a swift French cavalry force.

Whether the annexation attempt is resisted or not, all pieces of the annexing nation in the region at the time of the attempt, and any other nation's pieces that fought there in an annexation battle, may *not* move again during the current turn (except to retreat from battle). The annexation itself does not count as moving the pieces, i.e. it does not prevent the nation from moving other pieces in another turn that round. Other pieces may move as normal into or through the region in the same turn after or before the annexation attempt. If the annexation failed and additional pieces move in, another annexation attempt may occur.

Restore Region

Major nations may lose ownership of regions in these ways: after losing a war (**Sue for Peace** – by Annex or Restore), by revolt (**Successful Uprisings**), by abandoning it (**Abandon Region**), by local enemy action (**Restore Region**), and by losing an annexation battle (**Annex Minor Nation**).

A major nation may try to remove another major nation's ownership of any region, except a native-owned homeland region, restoring ownership to the original owner (per the map colors), by spending 1 PAP and rolling at least 10 on 2 dice per the following:

- The nation making the attempt must be at war with the nation that owns the region
- The nation making the attempt must occupy the region with at least 3 troops
- There must be no troops *of the nation that owns the region or one of its allies* occupying the region *or occupying any adjacent region*
- Add 1 to the roll if the nation making the attempt has at least 1 General in the region
- Add 1 to the roll if the nation making the attempt owns an adjacent region
- Add 1 to the roll if the region is in uprising

If the attempt is successful, the ownership marker in the region is removed, returning it to independent minor nation status if it is a non-homeland region, or to the native major nation if it is a homeland region. Any uprising markers in the region are also removed.

This may require **Withdrawing** and/or **Leaving Closed Port**, and could affect **Capturing Capitals**. This also may result in recreating a nation whose government has gone into exile. The government is re-established even if its restored regions do not include its capital. Until its capital is liberated, the nation is no longer extinct (gains production points, can build pieces, can make commitment rolls, etc.), but simply does not own its own capital (and thus cannot roll for PAPs).

Abandon Region

Surprisingly enough, it can sometimes be a good idea to give up ownership of a region. Perhaps to aid an ally, or to try to raise troops via **Recruit Minor Nation**.

A nation may voluntarily give up ownership of any region it owns outside its homeland, by spending 1 PAP for a region owned by a player nation, or 2 PAPs for a region owned by a non-player nation. Remove the ownership marker in the region and any uprising markers in the region.

This may require **Withdrawing** and/or **Leaving Closed Port**, and could affect **Capturing Capitals**. This also may result in recreating a nation whose government has gone into exile. The government is re-established even if its restored regions do not include its capital. Until its capital is liberated, the nation exists (gains production points, can build pieces, can make commitment rolls, etc.), but simply does not own its own capital (and thus cannot gain PAPs).

Foment Uprising

Political unrest plays an important role in CTG NIE. Uprisings severely undermine the authority of a region's nominal owner. The various effects of uprisings are described in **Calculating Regions and Naval Squadrons Owned for Victory Levels, Raising Militia, Amphibious Movement, Amphibious Landing, Production Points, Placing Pieces, Harsh Campaigns, Successful Uprisings, Lines of Communications, Annex Minor Nation, Recruit Minor Nation, Restore Region, and Gaining Initiative**.

A major nation may try to foment (cause) an uprising in a region by spending 1 PAP and rolling 3 or higher on 1 die per the following:

- The region must be Ireland, Vendee, Don Basin, Arabia, a foreign-owned homeland region, or a non-homeland region other than Gibraltar (Gibraltar can never be in uprising)
- A nation cannot try to cause an uprising in a region owned by a nation on its own team, or in any region owned by a nation he controls, or in a region already in uprising
- Add 1 to the roll if the region is a foreign-owned homeland region

If the attempt is successful, place one uprising marker in the region. When one or two (see **Successful Uprisings**) uprising markers are in a region, that region is in uprising. Causing an uprising is considered to always be done in secret, so even the nation causing the uprising may benefit from it, for example in an attempt to annex, restore or recruit the region.

Suppress Uprising

A major nation may try to suppress an uprising in a region it owns, if it occupies the region with at least 2 pieces, by spending 0 PAPs and rolling at least 8 on 1 die per the following:

- Add 1 to the die roll for every friendly land piece occupying the region
- Subtract 1 for every enemy land piece occupying the region

Also, a natural roll of 5 or 6 is required for success in a Spanish homeland region. If the attempt is successful, remove all uprising markers in the region. If it fails, the nation chooses one of its pieces occupying the region to eliminate. Trying to suppress an uprising is always optional. Trying to suppress an uprising stops movement of all friendly land pieces in that region at the time of the attempt for the rest of the round. More attempts to suppress the uprising may be made (at any time) as long as there are at least two friendly land pieces occupying the region.

Grant Right of Passage

A nation unable or unwilling to join another in a formal alliance may be allowed to grant a Right of Passage through its territory. Having a Right of Passage permits movement into *any* regions or ports the granting nation owns, as long as there is not another condition preventing movement (for example, the presence of enemy troops while retreating). The nation granting Right of Passage cannot restrict the regions or ports the nation with Right of Passage can enter, although the player of the granting nation can certainly *ask* the granted nation to stay out of certain areas.

A controlled nation may grant Right of Passage to a *neutral* (only) controlled nation at a cost of 0 PAPs. Place a marker reflecting this on the Right of Passage chart. Uncontrolled nations cannot grant or receive Right of Passage. A nation that has sued for peace usually cannot voluntarily grant Right of Passage except to its former enemies until 6 months after it sued for peace (see **Sue for Peace**). Right of Passage may be granted to a nation with retreating pieces at the time they retreat, except following an annexation battle.

Rescind Right of Passage

A nation may rescind a Right of Passage it has voluntarily granted, at a cost of 0 PAPs. Remove the relevant marker from the Right of Passage chart. Right of Passage is automatically rescinded between two nations whenever they become allied, go to war, or when either sues for peace.

This may require **Withdrawing** and/or **Leaving Closed Port**.

Enforce Continental System

Many believe Napoleon's ultimate political goal was to force or persuade Great Britain to accept peace with his regime, in order to consolidate the worldwide gains of his Empire. One way he tried to achieve this was a ban on trade with Great Britain. It is easier to achieve peace this way with Britain in the game than it was historically. This balances British amphibious invasions being easier to accomplish in the game than they were historically.

France may compel Britain to roll for commitment (see **Commitment Rolls**) at the start of every *production* round, if Britain is the only major nation at war with France AND Paris is liberated. It costs France 1 PAP each time France compels Britain to check commitment this way. France may force Britain to roll up to 2 times within one production round, as long as France has a PAP to spend for each roll. Britain adds a PAP to its portrait on the map board for each roll it passes, as in a normal commitment roll. If Britain fails one of these rolls, instead of suing for peace, Britain and France immediately conclude an armistice, per **Conclude Armistice**, except there is no further cost in PAPs. This political action may be used in both Team and Empire games.

Control Non-Player Nation

When a nation declares war on an uncontrolled non-player major nation, a player takes control of the non-player nation as described under **Declare War**. Players may also try to take control of non-player nations through diplomatic means via **Control Non-Player Nation**. It costs extra PAPs to take control of a nation at war with a nation controlled by the player or on his team, or allied with the other team. Success in taking control represents convincing the non-player nation's government to follow the wishes of the player's player nation. There are limits on what players can do with non-player nations under their control.

A player may try to gain control of a non-player nation (either uncontrolled or controlled by another player), by spending 2 PAPs (or more - see below) of the player's player nation (only), by rolling the applicable Diplomatic Rating (see below) *or higher* on 2 dice per the following:

- If the non-player nation is at war with any nations the player controls, the player's nations must have enough PAPs to conclude armistices to end these wars
- In a Team game, if the non-player nation is at war with any nations on the player's team, his team member controlling those nations must agree to the attempt to take control (because it will end their war with the non-player nation), and the player nation OR his team member nations at war must have enough PAPs to conclude armistices to end these wars
- In a Team game, a player may not try to gain control of a non-player nation controlled by a member of his own team, unless the team member consents
- In a Team game, if the non-player nation is allied with any nations except those on the player's team, the player must have enough PAPs (1 per alliance) to break the alliances
- Add 4 to the roll if the non-player nation is controlled by another player and that player gives his consent to the attempt to take control

The Diplomatic Rating for an attempt to control a non-player nation is found on each scenario's **Major Nation Ratings** chart. The left column identifies the player nation making the attempt; the top row identifies the target nation. Only *player* (not non-player) nations can try this political action.

If the attempt is successful, remove any marker on the controlled nation's flag at the top of the Diplomatic Chart and place one of the player nation's markers on the flag. This shows the player has taken control of the non-player nation. If the attempt fails, the cost is always only 2 PAPs.

After gaining control of a non-player nation, the player must immediately conclude armistices between nations he controls (and any nations on his team in Team games) that are at war with each other, at the normal cost in PAPs. At least one of these PAPs must come from the player nation or the nation he already controls (or the team member nation); the other can come from the newly controlled non-player nation. Armistices must be concluded instead of suing for peace to end these wars; these armistices do not require the consent of the other team. Similarly, in a Team game any alliances with the other team must be broken immediately. Finally, the player *may* form alliances between the newly controlled non-player nation and any nation *he* controls (not nations his team members control) *at the normal cost in PAPs*. These three kinds of political actions are considered to be part of the Control Non-Player Nation action.

Example: In a Team game in Scenario IV the British player controls Russia while the French player controls the Ottomans. The Ottomans are at war with Russia and allied with France. The Ottomans have no PAPs. If Britain tries to take control of the Ottomans (i.e. away from France), the cost in PAPs if successful would be 2 (basic cost) + 2 (conclude armistice with Russia) + 1 (break alliance with France) = 5 PAPs, 1 of which could come from Russia. Britain would also have to roll at least 9 (per the scenario description). If Britain rolled less than 9, the cost for the failed attempt would be only 2 PAPs.

When an *uncontrolled* nation becomes controlled, the controlling player may immediately spend all the controlled nation's saved production points, as if it were that nation's production turn. Pieces purchased this way are placed immediately, as if it were that nation's production turn.

Once a non-player nation becomes controlled, it can be controlled by different players, but cannot change back to uncontrolled status *while it is at war*. If a non-player nation concludes an armistice, it

remains controlled. If a non-player nation sues for peace, it becomes uncontrolled (see **Sue for Peace**). When a *player* nation sues for peace, any *non-player* nations controlled by that player *remain controlled* (by that player).

The player controlling a non-player nation may voluntarily return the non-player nation to uncontrolled status (i.e. “release” it) if the non-player nation is neutral to *all* major nations. This imposes a 1-year Grace Period protecting the non-player nation against all other nations controlled by the player (and on the player’s team in a Team game) at the time the player releases control. Players may only release nations when they would be allowed to try a political action. Even though this is not really a political action, it does start a Diplomatic Round.

Team Games: Teams and Political Action Restrictions

In Team games, there are three teams of nations: the French team, the Anti-French team, and the Uncontrolled team. The Uncontrolled team consists of any uncontrolled non-player nations. Players are considered part of their player nation’s team. Players always start on either the French or Anti-French team. Players never change teams, even if their player-nation becomes neutral to all major nations, but non-player nations join the team of the player who controls them only while they are controlled, whether they are at war or neutral.

Example: at the beginning of Scenario VI the team affiliations could be as follows:

- *French team:* *France (player nation)*
 Russia (non-player nation controlled by French player)
- *Anti-French team:* *Great Britain, Austria (player nations)*
 Spain (non-player nation controlled by British player)
 Ottoman Empire (non-player nation controlled by Austrian player)
- *Uncontrolled team:* *Prussia (uncontrolled non-player nation)*

Team games should be played as *only* two-sided games, with all players on a team working toward victory *for their team*. Players are discouraged from trying to benefit their player nation at the expense of other nations on the same team. The following rules are intended to help each side focus on playing as a team. In Team games, players are restricted as follows:

- A nation cannot be at war with a nation on its own team
- A nation cannot be allied with a nation on another team
- A nation cannot voluntarily **Sue for Peace** without agreement from all players on its team
- A nation cannot annex one of its team member’s homeland regions during a Congress, but it may restore such a region
- A nation may not **Conclude Armistice** with a nation on another team unless all players on both sides agree
- A nation may not **Break Alliance** against a nation on its own team
- A player may not control the pieces of a minor nation resisting annexation by a member of his own team
- A nation may not **Foment Uprising** in a region owned by a nation on its own team
- A player cannot attempt **Control Non-Player Nation** against a nation controlled by a player on the same team, unless the player controlling the non-player nation consents

It is *not* required that all nations on the same team must be allied with each other, *or* that they are all have to be at war with all the nations on the other side. Controlled nations do not have to be at war with any nation, however all nations that are at war must be controlled.

Empire Games: Diplomacy and Negotiation

In Empire games, players are encouraged to conduct diplomacy to accomplish their goals. There need not be any set alliances or enemies in Empire games. Anything and everything should be open to discussion, but players do not have to follow through on their promises. Let all diplomats beware! Players who trust their “friends” too much are likely to find a well-placed dagger suddenly sprouting from their back. Almost anything can happen in an open ended Empire game. There are no special restrictions on political actions for Empire games. To speed up play, players should try to conduct talks and make plans when it is not their turn to move.

Trading Assets And Voluntary Abandonment

There is no trading allowed in the game, except of captured National Heroes. The only other possibilities for directly transferring any asset between nations are Great Britain’s ability to give away production points, the ability to abandon ownership of another nation’s homeland region using the political action **Abandon Region**, and the ability of a player nation to spend PAPs for (but not give PAPs to) a non-player nation controlled by the same player. Pieces, production points and PAPs cannot be voluntarily eliminated. It is possible to offer to abandon a region in order to allow another nation to try to subsequently annex or recruit it.

MOVEMENT ROUNDS AND TURNS

Within each movement round, controlled nations take their turns in the standard turn order, as described under **Sequence of Play**. Turns for uncontrolled nations are completely skipped.

A key feature of having an *alliance* with another nation is that nations may usually *move their pieces* in an allied nation's turn. The most important restriction is that a nation may only move its pieces (except for **Retreating** and **Leaving Closed Port**) in *one turn within each movement round*. Whenever a nation moves one piece (land or naval), except for **Retreating** and **Leaving Closed Port**, that is the last turn in the current round *any* of that nation's pieces may move. If a nation is *required* to move (for example due to **Withdrawing**) and can, it must do so; this does prevent the nation from moving in a turn later in the round. Movement turns are *not* separate for land and naval pieces, if either a land or naval piece moves (except for **Retreating** and **Leaving Closed Port**), none of the nation's pieces may move in a later turn within the same round.

The second restriction is that if any allies of the nation whose turn it is are at war with each other (or become at war during the turn), none of the those allies (who are at war with each other) may move in that turn (or must stop moving immediately if they go to war).

The turns of uncontrolled nations are skipped, but not the turns of controlled nations that moved earlier in the turn. Even in a controlled nation's turn where no movement is possible, other things can happen such as political actions, battles, liberating capital regions, **Commitment Rolls**, etc.

A nation may move all its pieces in a turn (unless they have moved in a previous turn in the current round – or were involved in an annexation, or helped suppress an uprising, or captured a capital, see **Land Movement**) if they become allied with the nation whose turn it is during the turn. If a nation begins moving in an allied nation's turn, but does not remain allied with that nation throughout the turn, it may still continue moving all its pieces during that turn, until it becomes at war with either the nation whose turn it is or one of its allies.

If the nation whose turn it is becomes uncontrolled during its turn, the turn is still played out as if the nation had remained controlled throughout the turn. In this case the player whose turn it is is considered to be the last player who controlled the nation whose turn it is. The significance is that the player whose turn it is chooses the order in which battles are resolved.

In the following sections, “moving player” or “moving nation” applies to any player/nation taking their movement turn in the current turn. This usually includes the player whose turn it is, but might not if that player moved earlier (or intends to move later) in the round.

The player controlling a nation does not need to declare in which turn the nation is moving. He simply moves when he chooses to move or when he must. A nation that has the option to be a moving nation or not in the current turn is considered non-moving until the player controlling the nation moves a piece or declares that the nation is moving that turn.

After all movement turns are finished for the current round, roll if needed for ending the game using the Sudden Death method (see **Choose Game Duration Limit**). Then each nation that did not pass a commitment roll during the round (you will just have to remember this) removes one PAP from their nation's portrait on the map board, if any are there. Finally, go through **Production Rounds** if the current month is March, June, September, or December.

SEA MOVEMENT AND NAVAL BATTLES

Moving nations may move any of their naval pieces (squadrons and Admirals) in this phase. Moving nations must stop moving if they go to war with another moving nation during the turn.

How Admirals Move

An Admiral is always assigned to a squadron (is on board the squadron) and cannot move or fight independently of the squadron. Each Admiral moves wherever and whenever his squadron moves. Admirals may transfer from one squadron to any other friendly squadron in the same sea area or port *at any time* during a Sea Movement and Naval Battles phase in which his nation may move. At most one Admiral can be on board a particular squadron at any time.

Example: Great Britain is at war with Russia, allied with Prussia, and has 6 squadrons and 1 Admiral in the Baltic Sea. Denmark is an (independent) minor nation and has its own squadron in its port. Britain uses 2 squadrons and the Admiral to make a port attack on the squadron in Denmark's port, which results in no losses for either side. The Admiral then transfers to one of the 4 squadrons that have not "moved" yet. The 2 squadrons that attacked Denmark retire into the port in East Prussia. The other 4 squadrons and the Admiral enter the Gulf of Bothnia and attempt to intercept and destroy a Russian fleet there.

How Squadrons Move

A moving nation's squadrons may move through any number of adjacent sea areas or ports in its turn with the following restrictions:

1. A squadron cannot move after it has fought in a naval battle or port attack in the same turn
2. A squadron cannot move for the rest of a turn after it has been present in a sea area when any *moving* nation tries to intercept in that sea area
3. A squadron cannot enter a sea area or port it has occupied earlier in the same turn
4. A squadron cannot move from the Black Sea to the Aegean Sea or vice versa without the consent of the nation or nations owning Constantinople *and* Anatolia. Uncontrolled nations owning either region cannot give consent to move between these sea areas.
5. A squadron cannot enter an enemy port (i.e. a port in a region owned by an enemy major or minor nation) unless the region is occupied only by friendly troops (or allied troops also at war with the owning nation)
6. A squadron cannot enter a port owned by a neutral major nation without a Right of Passage
7. A squadron cannot enter a port in a region occupied by enemy troops, unless the region is also occupied by friendly or allied troops also at war with all enemy troops in the region
8. A squadron cannot enter a port occupied by an enemy squadron (except in a port attack)
9. A squadron cannot enter or leave the Baltic Sea or Gulf of Bothnia from December through March. Any squadrons and Admirals in either area at the start of December are eliminated.

Leaving Closed Port

If a major nation's fleet is in a port it could not enter due to (5), (6), (7) or (8) under **How Squadrons Move**, it must *immediately* leave the port by moving into an adjacent sea area (also see **Raising Militia** and **Consequences of Land Battles**). Such a port is a closed port, as opposed to a normal "open" port the fleet could enter. Do not wait for the nation's next movement opportunity (movement turn) to leave the port. This movement follows immediately after the action that caused

it occurs (and before any other actions can be taken except **Raising Militia**), and is in addition to any normal sea movement. This movement does not prevent the nation from moving later in the round (not even the squadron itself). Any fleet forced to leave a port adjacent to the Baltic Sea or Gulf of Bothnia from December through March is eliminated.

When more than one nation's fleet has to leave the same closed port at the same time, the first to leave is the fleet belonging to the nation most hostile to the nation owning the port (or to the troops occupying the region if they closed the port). The hostility of a fleet is from most to least: enemy, neutral without Right of Passage, neutral with Right of Passage, minor nation, ally, friendly. In case of a tie, roll randomly (with an equal probability for each tied nation) to see which nation's fleet must leave first. After each nation's fleet leaves, the situation may change such that the remaining fleets need not leave the port.

When a fleet is forced to leave an enemy (i.e. not neutral, and not just enemy occupied) port, roll 1 die for each squadron in that fleet leaving. On a roll of 1 or 2 the squadron is eliminated. An Admiral is lost if the squadron he is attached to is eliminated.

All of a nation's squadrons leaving a closed port must leave at one time as a fleet, and may not form a combined fleet with any other nation's squadrons. The chance to intercept a fleet leaving a closed port is the same as when trying to intercept it leaving an open port (consider the leaving fleet's nation a moving nation for this purpose, and any enemy fleets in the sea area as belonging to non-moving nations); but the *leaving* fleet may *not* try to intercept a fleet already in the sea area.

Example: Squadrons of Britain, the Ottomans, Spain and Portugal occupy the port in Portugal while all these nations are neutral to each other, and no major nation owns Portugal. Britain also has squadrons in the Mid Atlantic. Britain lands troops in Portugal, then declares war on the Ottomans! The Ottoman fleet moves immediately into the Mid Atlantic (but does not have to roll for survival, since Britain does not own Portugal), and the British fleet may intercept it.

Intercepting Squadrons

In order to fight naval battles (other than port attacks), fleets must be intercepted. Interceptions only occur when enemy ships are in the same sea area. There are 2 ways fleets may be intercepted:

- A moving nation's fleet, that has not moved during the current **Sea Movement and Naval Battles** phase, may try once during that phase to intercept one enemy fleet in the same sea area, *before* the moving nation's fleet is engaged in a naval battle there or any friendly squadrons move *into* that sea area during that phase.
- As a fleet moves into a sea area, it may try once to intercept one enemy fleet there. Immediately after the fleet moves into the sea area and resolves or declines its interception attempt (including any resulting battle), every non-moving enemy fleet there *that has not fought in a battle since the moving fleet moved into that sea area* may try once to intercept one moving nation's fleet. Exceptions: fleets **Leaving Closed Port** can be intercepted but may not intercept, and fleets "watching" (see below) a port can try to intercept fleets leaving the port before the leaving fleets can try to intercept.

Fleets of two or more moving nations may form a combined fleet as long as they currently occupy the same sea area or port, are all allied to each other, and are moving in the same turn. Non-moving nations never join combined fleets. Each player controlling squadrons in the combined fleet must declare their participation in the combined fleet before it moves, otherwise the fleets move

separately. The advantage of a combined fleet is it allows squadrons from more than one nation to enter a sea area or port at the same time. The disadvantage is that only one of the nations may make an interception attempt as the combined fleet enters the sea area. Only one nation's fleet in a combined fleet may try to intercept enemy fleets. Players controlling the combined fleet must decide which nation's fleet will intercept each time they have an opportunity to attempt to intercept.

When trying to intercept in a sea area that has fleets of more than one enemy nation, the intercepting nation must say *which enemy nation's fleet it is trying to intercept*. Only enemy fleets can be intercepted. There is always one nation intercepting and one nation being intercepted.

The order in which fleets may try to intercept is important, as the intercepting nation may have more control over the battle than the intercepted nation. Interceptions may be tried in this order:

- If a fleet is moving out of a port into a sea area occupied by enemy fleets, the enemy fleets get the first chance to intercept (the enemy fleets are considered to be "watching" the port)
- Then any moving nations get a chance to intercept (except fleets **Leaving Closed Port**, these never get a chance to intercept)
- Then any other non-moving nations get a chance to intercept
- Whenever there is a tie, break ties randomly – with an equal probability for each nation

The intercepting player declares the interception attempt, and if both the intercepting and intercepted nations agree to the interception (decided right before the roll), then it succeeds without rolling. But if the intercepted nation wishes to avoid interception, the intercepted nation rolls 1 die and avoids the interception on a roll of 2 or higher per the following:

- Add 1 to the roll for each Admiral in the intercepted nation's fleet
- Subtract 1 from the roll for every 4 squadrons in the intercepted nation's fleet, rounded down (fleet size includes all squadrons already in the sea area plus those currently moving in)
- Subtract 1 from the roll for every 2 squadrons in the intercepting nation's fleet, rounded down (fleet size includes all squadrons already in the sea area plus those currently moving in)
- Subtract 1 from the roll for each Admiral in the intercepting nation's fleet
- Subtract 1 from the roll if the intercepted nation's fleet is moving out of a port
- Subtract 1 from the roll if the intercepted nation's fleet is moving from the Mid Atlantic to the Barbary Coast or vice versa (through the Straits of Gibraltar)
- Subtract 1 from the roll if the intercepted nation's fleet is moving from the Black Sea to the Aegean Sea or vice versa (through the Bosphorus / Dardanelles Straits)

However, interception succeeds on a natural roll of 1 and fails on a natural roll of 6, regardless of modifiers. When an interception succeeds (i.e. the intercepted nation fails to avoid interception), a naval battle is fought immediately (before any other movement or political actions may occur).

Example: It is Spain's turn, Spain is allied with France, and Russia is at war with France and Spain. Britain is at war with France, but neutral to Spain and Russia. France and Spain, after declaring they are moving as a combined fleet, enter the English Channel from the North Atlantic, where squadrons of Russia and Britain are waiting. Spain states he wants to intercept Russia, Russia declines to be intercepted, so Russia rolls a 6 and so avoids the interception. Spain's attempt prevents France from attempting an interception, since they are formed into a combined fleet. Britain is randomly selected on the non-moving side and says he wants to intercept France. France declines to be intercepted and rolls a 1, so Britain successfully intercepts France.

Note that moving multiple individual squadrons into a sea area, one at a time, in order to cause multiple interceptions within one turn, is called a Nelson Blitz.

Naval Battles

Naval battles only occur after a successful interception. If there are more than two fleets in the sea area (or port for a port attack), determine the nations joining each side as follows:

- First the intercepting nation chooses fleets in the sea area to join it on the intercepting side, from those *at war with the intercepted nation and not at war with any nation on the intercepting side*
- Then the intercepted nation chooses fleets in the sea area to join it on the intercepted side, from those *at war with all nations on the intercepting side and not at war with any nation on the intercepted side*

Example: Continuing the example in the previous section, in that case Britain would probably want to choose Russia to be on his (the intercepting) side. Since Britain is not at war with Spain, Spain cannot join the intercepted side. So France fights alone in this naval battle on the intercepted side. If Britain had been at war with Spain, Spain could have fought along side France. Finally, if Spain's interception attempt had succeeded, Britain would not have been able to fight along side Russia, since Britain is neutral to Spain.

The intercepting and intercepted players then each roll 2 dice per the following:

- Add 1 to the roll for each squadron or Admiral in the battle on the player's side
- Add 1 to the roll if there is at least one British squadron on the player's side
- Subtract 1 from the roll if there is at least one purple Ottoman squadron on the player's side (does not apply to tan Ottoman squadrons)

Compare the modified totals of each side. The side with the smaller total (if there is such a side) loses the naval battle and some naval squadrons based on the difference between the two totals:

<u>Difference</u>	<u>Loss</u>
0	No loss and neither side wins or loses
1 or 2	Lose 1 squadron
3 or 4	Lose 2 squadrons
5 or more	Lose 3 squadrons

If there is more than one nation on a side losing squadrons, the intercepting or intercepted nation on the losing side chooses which squadrons to lose.

If one side rolls a natural 10, 11 or 12 (i.e. before modifiers), one Admiral (if any are present) on the other side is eliminated. If there is more than one nation on a side losing Admirals, the intercepting or intercepted nation on that side chooses which Admiral(s) to lose.

After both squadron and Admiral losses are taken, if a nation has more Admirals than squadrons left in the sea area (or port – see **Port Attacks** below), the excess Admirals are eliminated. Admirals cannot transfer to another *nation's* squadron to avoid elimination.

Surviving fleets on both sides may then retreat to a port adjacent to the sea area they are in that they are allowed to enter per (5), (6), (7), or (8) in **How Squadrons Move**. This is in addition to any normal sea movement. The losing side determines its retreats first, or the non-moving side if neither side won, or select randomly if there is not a moving side. If any squadron of a particular nation retreats to a port, all squadrons of that nation (i.e, the whole fleet) must retreat to that port. Fleets of different nations can retreat to different ports. Retreating to a port does not prevent the nation from moving pieces (even the pieces that retreated) in a turn later in the round.

The side winning any naval battle involving at least 4 squadrons on the losing side gains 1 PAP IF the losing side lost at least 2 squadrons in the battle. If there is more than one nation on a side winning a PAP, the intercepting or intercepted nation on that side chooses who gains the PAP.

If Great Britain loses 3 squadrons and an Admiral in a naval battle (or port attack), Britain must immediately roll for commitment, as described in **Commitment Rolls**. No other nation has to roll for commitment due to naval battles.

In battles between sailing ships of the line, the primary objective was to capture the enemy's ships. Thus, although in a real naval battle both sides would take losses, in the game only one side takes losses; the losses of the winning side are considered to be made up by the repairable ships captured from the losing side.

Port Attacks

Squadrons that may still move per (1) and (2) under **How Squadrons Move**, may attack enemy fleets or neutral minor navies in an adjacent enemy or minor nation's port. Exception: even though Constantinople is adjacent to the Black Sea, squadrons in the Black Sea may not attack the port in Constantinople. The Bosphorus protects the port in Constantinople from attacks from the Black Sea. Port attacks are resolved in the same way as **Naval Battles** except:

- The player of a moving nation just declares which nation is intercepting (attacking) and which is intercepted (defending), and the interception automatically succeeds. Each player with eligible squadrons on the moving side must declare if they are joining the port attack.
- Add 2 to the roll of the non-moving side defending inside the port's fortifications
- At most 2 squadrons and 2 Admirals of the moving side may join in each port attack
- Defending squadrons cannot retreat to another port at the end of the port attack
- Attacking squadrons can retreat to a port adjacent to any sea area adjacent to the attacked port
- Admirals that participated in the port attack are eliminated if they are in excess of the number of their nation's squadrons left of the squadrons that attacked the port after losses are taken from the port attack, i.e. Admirals who participated in a lost port attack *cannot* transfer to squadrons in the same sea area that did not participate in the port attack, to escape going down with their ship

LAND AND AMPHIBIOUS MOVEMENT

Moving nations may move their land pieces in this phase, but must stop if they go to war with another moving nation during the turn.

Land Movement

Land pieces may move from the region they occupy to an adjacent region per the following:

1. It costs a piece 1 movement point to enter each region; a piece must stop moving for the rest of the round when they have no more movement points (but see **Forced March** and **Retreat**)
2. Pieces may not enter a region owned by a neutral major nation without having a Right of Passage from the owning nation, unless there is at least one enemy piece in the region
3. Pieces must stop moving for the rest of the round after being present in a region containing enemy or neutral troops (enemy or neutral Generals alone do not stop movement), unless all troops in the region were present and neutral at the start of the current movement turn
4. Pieces must stop moving for the rest of the round after capturing a capital
5. Pieces of a nation making an annexation attempt that are present in the minor nation at the time of the attempt, any nation's pieces that fight in an annexation resistance battle, and any pieces used to suppress an uprising must stop moving for the rest of the round
6. Pieces must stop moving for the rest of the round after moving amphibiously
7. A Militia piece (other than Prussian Militia after 1812 or an Ottoman Militia) occupying one of its own homeland regions may not leave its own homeland
8. A non-Ottoman Militia piece occupying a region in North Africa may not leave North Africa
9. Prussian Militia cannot enter North Africa even after 1812 (but they may BE there as a result of **Recruit Minor Nation** or **Annex Minor Nation**)
10. Pieces may not move during a political action, unless allowed by the political action
11. If Denmark has been native-owned continuously since the start of the game, land pieces may only enter Denmark if their nation will subsequently attempt Annex Minor Nation against Denmark in the current turn. The nation must have the PAP ready for annexation before its pieces enter Denmark, and must attempt the annexation unless Denmark becomes foreign-owned in the current turn.

Forced March

In April through November, Infantry, Elite Infantry, and Horse Artillery, that could move if they had another movement point, may try to gain one extra movement point (once per round, during the turn they move) by forced marching. As each individual piece tries to force march, the piece's player announces the piece's destination and rolls 2 dice per the following:

- Add 1 to the roll if the piece is Elite Infantry, 2 if the piece is Horse Artillery
- Add 1 to the roll if the piece is French (between 1800 and 1812 inclusive), but this does not apply when rolling for **Winter March**
- Add 1 to the roll if there is at least one friendly General in the destination region

On a modified roll of 8 or higher the move is successful and the piece moves to the destination. If the modified roll is 5 or less, the piece is eliminated. A modified roll of 6 or 7 means that the piece stops (it has used a movement point but does not move). Apply the result immediately.

Winter March

In December through March, as each non-General land piece (one at a time) tries to enter a region occupied by enemy troops (including during a **Retreat**), the piece rolls as if making a Forced March. All types of pieces roll as if they are Infantry, except Elite Infantry roll as Elite Infantry, and Militia may not make such a move. All Forced March modifiers apply, except the +1 for French pieces. It costs 1 movement point to try such a move, and cavalry with another movement point remaining may try again or move elsewhere if stopped on their first try.

Raising Militia

A major nation raises 2 Militia pieces (4 in London, Cornwall, Midlands, and Wales) at most once per turn when enemy troops invade (attempt to move into) one of its native-owned homeland regions, unless the region is in uprising or is already occupied by enemy troops. Troops already occupying the region when the nations go to war (or the region changes ownership) do not raise Militia.

Raising Militia happens *before* **Leaving Closed Port**, **Winter March**, or an **Amphibious Landing** but *after* a **Retreat**. Thus newly raised Militia can prevent (or delay) **Leaving Closed Port**, force **Winter March**, or fight an **Amphibious Landing**, but cannot block a **Retreat**.

Amphibious Movement

Players may embark land pieces from a coastal region, declare the pieces' destination region and final adjacent sea area, move them through a path of adjacent sea areas, and land them in the destination region (following those steps for each piece, one piece at a time) per the following:

- All the restrictions under Land Movement apply, in addition to the following
- The moving nations must have friendly or allied naval squadrons in the final adjacent sea area at least equal to the number of all moving nations' troops declaring that destination region and final sea area in that turn. *Allied squadrons may only be used if a piece of their nation would be allowed to land in the destination region, per (2) under Land Movement.* Generals do not require the presence of a naval squadron to move, but are always still subject to interception (see **Intercepting Transports**). Squadrons may be used to land pieces in more than one turn within a round, but may only land one piece in the same turn.
- From December through March, the destination region cannot be occupied by enemy troops, unless **Crossing Straits**. This includes regions that would raise Militia due to the landing. When **Crossing Straits** in December through March into enemy occupied territory, each unit has to roll one at a time as it moves for both **Winter March** and **Amphibious Landing**.
- From December through March, pieces may not pass through the Gulf of Bothnia or the Baltic Sea, unless they are crossing from Denmark to Sweden or vice versa.
- The *embarkation region must contain a port* adjacent to the first sea area if the destination region is occupied by enemy troops, is more than one sea area away from the embarkation region, is in uprising, is enemy, is neutral, or is a minor nation. Moving pieces (except Generals) amphibiously without embarking at a port is called an amphibious evacuation.
- If the destination region is enemy or occupied by enemy troops, the embarkation region must be friendly or allied, and not in uprising.
- The nation owning the escorting squadrons gets the first chance to use the squadrons for landings, i.e. before any allies moving in the same turn may use the squadrons for landings.

- Pieces moving amphibiously cannot move from the Black Sea to the Aegean Sea or vice versa without the consent of the nation or nations owning Constantinople *and* Anatolia. Uncontrolled nations owning either region may not give consent to move between these.
- Non-General pieces cannot have moved on land in the same turn. Generals may move one region *before* embarking from a port; but if the General could not move farther after entering the embarkation port per (3), (4), (5) or (6) under **Land Movement**, the General cannot move amphibiously in the same round.

Intercepting Transports

If enemy naval squadrons occupy any sea areas along an amphibious movement path, the moving player rolls to determine if the transports (land pieces moving on the water) are intercepted (i.e. eliminated). As each piece moves into a sea area occupied by enemy naval squadrons, the moving player rolls 1 die; the piece avoids the enemy on a modified result of 1 or higher per the following:

- Add 1 to the roll for each naval piece in the sea area that is at war with an enemy of the moving piece that is present in that sea area
- Subtract 1 from the roll for each enemy naval piece present if the moving piece is not a General
- Subtract 1 for every 3 enemy naval pieces if the moving piece is a General, rounded down
- Subtract 1 from the roll if the sea area is adjacent to where the moving piece embarked from
- Subtract 1 from the roll if the moving piece is moving from the Mid Atlantic to the Barbary Coast or vice versa, or from the Black Sea to the Aegean Sea or vice versa

However, a piece always avoids interception on a natural roll of 6 and is always intercepted and destroyed on a natural roll of 1, regardless of any modifiers.

Amphibious Landing

As each piece lands amphibiously in its destination region, if the region is occupied by more enemy troops than friendly troops plus allied troops at war with at least some of the enemy troops, the moving player rolls 1 die. Add one to the roll if the destination region is in uprising, friendly or allied (max total modifier is +1). On a modified result of 1 or 2, the piece trying to land is eliminated. As troops are landed successfully, the balance of troops in the region may change so rolls for later pieces become unnecessary.

Crossing Straits

Crossing Straits is a special form of amphibious movement and landing used between Sweden and Denmark, Constantinople and Anatolia, Gibraltar and Andalusia, Gibraltar and Western Spain, and Sicily and Naples. Yes, Gibraltar is really a peninsula and not an island, but this rule represents Gibraltar's role as a sea-dominated fortress. Note that troops in Sweden cannot invade Denmark via Crossing Straits because Sweden has no port adjacent to the Baltic Sea or the North Sea. Crossing is *identical* to moving amphibiously except:

- The moving nation does not require any naval squadrons to escort the moving land pieces. This is the **ONLY** way for non-General pieces to move amphibiously without squadrons.
- The move can only go through one sea area
- Straits can be crossed from December through March, including "through" the Baltic Sea

Withdrawing

Whenever a land piece becomes located in a region owned by a neutral major nation without a Right of Passage, and no enemy piece occupies the region, it must withdraw on the earliest possible turn, using land or amphibious movement, unless the conditions requiring the piece to withdraw change before the piece has an opportunity to withdraw. Exception: withdrawal is not required if Right of Passage is granted or the nations go to war *within the same turn as it would have to move*. At the earliest turn means in the current turn, if the piece may still move in the current turn and has movement points remaining, or else during the next land movement phase in which the nation may move. This may require the nation to move during a particular ally's turn or during its own, instead of moving later in another nation's turn.

Pieces are not required to force march when withdrawing, but they may try to if they wish. Pieces with movement points remaining after withdrawing from one region do not *have* to move farther in the same turn, but may, at the withdrawing player's choice, if they are not stopped by any of the conditions under **Land Movement** or **Amphibious Movement**.

The piece *must* withdraw using normal movement if it can. Only when a piece is surrounded by neutral-owned regions (without a Right of Passage) that are un-occupied by enemy troops, and amphibious movement is also impossible (not just dangerous), it can move to a region *owned by the owner of the region it is in*, and must choose the region along one of the shortest paths to a destination region the piece could enter normally, if it were adjacent to the destination region or via amphibious movement. The restriction concerning moving between the Black Sea and the Aegean Sea (or vice versa) during amphibious movement is lifted in this case, if the owner of the region the piece is in owns either Constantinople or Anatolia. The shortest path is determined using the number of rounds it would take using normal movement (at the piece's maximum movement rate) to move to the normally allowed region, if the current ownership of regions and locations of troops did not change during the withdrawal. If there are multiple same-distance paths, the moving player may choose which region to enter, however the region entered must not be a region the piece withdrew from this turn or in a previous turn, unless the "old" region is now closer (i.e. not equal distance) to an allowed region than the region the piece is in. If a piece must withdraw but still cannot (due to lack of ships for amphibious transport, or being blocked by neutral-owned regions owned by a major nation other than the nation owning the region it occupies, etc.), it simply remains where it is with no other penalty or action required (or possible).

Example: Britain and Spain are allied and have just forced the non-player Ottoman Empire to Sue for Peace, returning the Ottomans to uncontrolled status. Spain has no fleet. Austria is a player nation neutral to both Britain and Spain, while Russia is uncontrolled. France and Prussia are at war with Britain and Spain, but they have no pieces close to the Ottoman Empire. Regions are owned as in the setup for Scenario I. Britain and Spain defeated the Ottomans on Spain's turn, and so they both must begin withdrawing from the Ottoman Empire on Britain's turn in the following round (assuming they remain allied). The combined British/Spanish army is in Albania. If either Britain or Spain has a Right of Passage from Austria, that nation's army must withdraw to Illyria. If Austria does not grant Right of Passage, the shortest path out of the Ottoman Empire is through the port at Greece (or Constantinople) via Macedonia, since there is no friendly or allied region adjacent to the Adriatic or Ionian Sea to use in an amphibious evacuation. Cavalry and Generals may move more than one region per turn along this path, as can pieces that successfully force march. After amphibiously transporting the British troops from Greece, Britain decides to break the alliance with Spain (perfidious Albion!), stranding the Spaniards there (because the Spaniards have no friendly or allied squadrons to use for amphibious movement). Spain must immediately gain some ships of its own or an ally's, or start marching toward Cyrenaica.

LAND BATTLES

All land battles occur in this phase, other than annexation battles fought earlier in the turn.

Sequence of Regions

The player whose turn it is decides the order of regions in which battles occur. He first chooses any region occupied by two or more nations at war (with each other) to resolve the first battle. After fully resolving the first battle (see **Consequences of Land Battles**), resolve any further battles and their consequences *in that region*. More than one battle may be fought in the same turn in regions occupied by more than two nations' pieces. The sections **Gaining Initiative** and **Choosing Sides**, below, further explain the sequence of battles within a region. All battles start with **Gaining Initiative**, **Choosing Sides**, and **Sizing the Battle**. After resolving all battles in a region, the player chooses another region occupied by nations at war, and so on until no regions are occupied by warring nations.

Gaining Initiative

As the first step in resolving each land battle, roll 2 dice for each *nation* occupying the region and having at least one enemy piece in the region, with the following modifiers:

- Add 2 to the roll if there is at least one friendly General in the region (if the General is one of the **National Heroes** the bonus might be 3 or 4 instead of 2)
- Add 1 to the roll for each friendly Cavalry or Irregular Cavalry (not Heavy Cavalry)
- Add 1 to the nation's roll if the nation is France (between 1800 and 1812 inclusive)
- Add 1 to the roll if in a *friendly* region not in uprising

Break any ties for the highest roll by the tied nations (only) re-rolling with the same modifiers. The nation with the highest final modified roll out of all nations present gains the initiative for that battle.

For battles in *April through November*, subtract the highest final modified roll of an enemy nation from the final modified roll of the nation that gained initiative, to find by how much the nation gained initiative. For battles occurring in *December through March*, consider the nation with initiative to have gained initiative by less than 5, regardless of the rolls. The amount by which a nation gained initiative can be significant, depending on the size and type of the battle.

Having initiative represents the ability to gather intelligence on the position and size of enemy forces, as well as the ability to achieve operational surprise. It can also indicate successful maneuvering intended to draw the enemy into unfavorable situations. In the 1815 Waterloo Campaign, Napoleon gained both the strategic initiative (per the scenario setup) and the operational initiative in Belgium. Leadership within the French army, however, was not as strong or deep as it had once been. The lack of French leadership, combined with other factors such as the quality of the Allied leadership, left Napoleon without the perfect grasp of initiative he needed to beat the odds and completely dominate the course of operations in Belgium. Napoleon wanted to fight separate battles against the armies of Blücher and Wellington, defeating them in detail. However, growing problems in maintaining the initiative denied the French their chance to destroy the Prussians before turning to crush Wellington's army. Napoleon had to fight both Blücher and Wellington at effectively the same time. In game terms, the French can be considered to have won the initiative for the 1815 campaign in Belgium by 7 or 8, with the Prussian troops starting outside the Rout Area (and some French troops) representing the forces engaged at Wavre on the day of the main battle at Waterloo.

Maneuvering prior to joining battle was a critical element in Napoleonic warfare. Napoleon and the French Army excelled at gaining advantage over their slower and less flexible opponents before the main battle began. The goal was to divide the enemy army and defeat the pieces in detail, or envelop the enemy forces and compel their surrender. Speed, organization, and initiative were required when concentrating forces at the critical point and effectively “marching to the sound of the guns.” Before the other nations of Europe adapted to their tactics, the French often used their superior capabilities in March and Maneuver to defeat armies larger than their own.

Choosing Sides

The nation with initiative chooses which *two* nations occupying the region will be the attacker and defender. Naturally, they have to be at war with each other. The nation with initiative does not have to choose to be the attacker or defender, as long as there are other nations at war with each other in the same region. Usually the nation with initiative should choose to be the attacker, but there are a few situations where it can be advantageous to be the defender. After determining which individual nations are the attacker and the defender:

- If the attacker and defender are the only nations at war with another nation in the region, skip ahead to **Sizing the Battle**
- If initiative was gained by less than 9:
 - ❖ The attacker chooses armies in the region to join it on the attacking side, from those *at war with the defender and not at war with any nation on the attacking side*
 - ❖ The defender then chooses armies in the region to join it on the defending side, from those *at war with all nations on the attacking side and not at war with any nation on the defending side*
- If initiative was gained by at least 9, and the nation with initiative is the attacker or defender, that nation chooses exactly which nations join on *both sides* of the battle. For example, a nation may choose to fight a battle against only one enemy nation, knowing it will fight one or more battles afterwards against other enemy nations in the region if it wins the first battle.

All nations on a side must be at war with *all* nations on the *other* side. *No* nations on a side can be at war with *any* nations on the *same* side. Friendly, allied or neutral pieces *never* fight on opposite sides of the same battle. If they were allowed to, the same player might control troops on both sides of a battle, among other complications. Enemy pieces never fight on the same side in any battle. These observations apply to all types of battles, on land and at sea.

Sizing the Battle

All pieces in a region belonging to a nation participating in the battle must join the battle. A battle is a major battle if there are at least 6 *troops* (Generals do not count) on *both* sides. A battle is a minor battle if there are less than 6 troops on *either* side.

Battle Type

The three types of battles are **Tactical Battles**, **Quick Battles**, and **Arresting Generals**. The chosen game options (see **Agree on Any Optional Rules**) determine when to use **Quick Battles** instead of **Tactical Battles**. Use **Arresting Generals** if the only pieces on either side are Generals.

Arresting Generals

If the *only* pieces on *both* sides are Generals, the defending side retreats, and there is no **Pursuit**. If the *only* pieces on *one* side are Generals, it loses the battle and suffers **Pursuit** and **Retreat**.

Quick Battles

Quick Battles don't use the battle board. Initiative has no effect besides **Choosing Sides**. The number of troops involved (see **Sizing the Battle**) only affects PAPs awarded for victory. Each side takes turns attacking the other side. The attacking side takes its turn first, followed by the defending side. This pair of *turns* makes up a Quick Battle *round*. Each piece can attack unless it was routed in a previous round, is retreating, or is a General using its rally ability. All pieces must attack or rally if they can. Pieces attack by rolling 1 die per attacking piece, with hits scored as follows:

<u>Type of Piece</u>	<u>Hit Scored on This Number or Higher on 1 Die</u>
Militia	6
Irregular Cavalry	6
Infantry	5
Cavalry	5
Elite Infantry	4
Heavy Cavalry	4
Horse Artillery	3
Artillery	2

All pieces except Militia and Irregular Cavalry get a -1 to their roll unless at least one infantry, cavalry, and artillery attack on their side in the current turn. Infantry and Elite Infantry get a +1 to their roll, if their nation has skirmishing ability and the enemy side contains no un-routed cavalry.

Generals (only) can either attack or rally in their turn. To try a rally, roll one die; on a 3 or more the player controlling the General chooses one piece in the General's own or an allied army that routed or will rout this round (actually choose the piece at the time casualties are selected for the General's side, but roll rallies for the attacking side's Generals in the attacking turn), and makes that piece "un-routed" (thus reducing his side's casualties by 1 for that round). Any net negative casualties for a round are ignored. To try a General assisted attack, make a roll for any piece in the General's own or allied army. Each troops piece can make at most 1 such assisted attack per turn.

At the end of each turn the side being attacked chooses which of their pieces rout, 1 land piece routs per hit. If there are more hits than attacked pieces, ignore the "extra" hits. Every fourth piece routed on a side in a particular battle must be cavalry or artillery (if possible). If there is more than one nation on a side choosing routing pieces, the attacker or defender on that side may choose the routing pieces. *Routing pieces can always attack or rally during the round they rout.*

A side can choose to **Retreat** (the attacker or defender on that side makes this decision), except on the attacking side's first turn. Make the decision to attack or retreat before any pieces on that side attack or rally for that turn. If the attacking side chooses to retreat, none of its pieces attack or rally on that turn. If the defending side chooses to retreat, *only its pieces routed that round* attack or rally on that turn.

The battle ends when either side voluntarily retreats or all its pieces rout (but pieces routed in the last round still attack), thus losing the battle. If all pieces on both sides rout in the same round, the side with fewer pieces remaining after the regroup rolls (explanation coming, keep reading) loses the battle

and must **Retreat**. If there is the same number of pieces remaining on both sides after such a “tied” battle, the side with the first nation in the standard turn order wins.

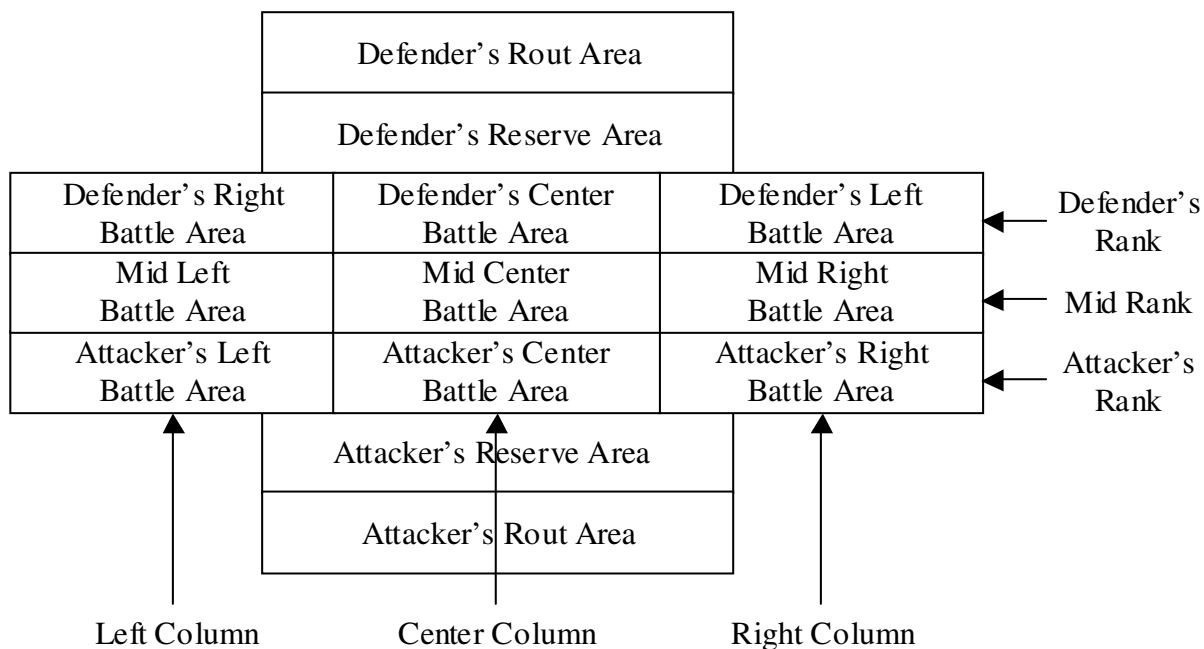
After the battle ends, but before **Retreat**, each player makes a regroup roll on 1 die for each of their routed pieces. Add the piece’s Combat Defense (use 3 for a General) to the roll. If the modified result is 6 or higher, the piece survives the battle and rejoins its army; 5 or less means the piece is eliminated. The rally bonus of any National Hero present does not apply to this regroup roll. There is no **Pursuit** after Quick Battles, but handle **Retreat** and **Capturing Artillery** as in Tactical Battles.

Example: A French army of 1 General, 6 Infantry, 2 Elite Infantry, 4 Cavalry and 3 Artillery must fight an Austrian army of 1 General, 8 Infantry, 2 Cavalry, 1 Heavy Cavalry and 1 Artillery. France wins the initiative and chooses to be the attacker. France rolls 7 hits. He rolls a 3 to rally with his General, resulting in a casualty avoided from the upcoming Austrian attack. The Austrian sets aside 6 Infantry and 1 Cavalry. The Austrians counterattack with their 8 Infantry getting 5 hits, their Cavalry no hits, their Heavy Cavalry 1 hit, and their Artillery 1 hit. Despite taking heavy losses from the French attack, Austria attacks with his General, making a General-assisted attack with his Artillery. It hits, for a total of 8 hits; France chooses to save a cavalry with their rally. The French remove 6 Infantry and 1 Elite Infantry. France decides to press the attack instead of retreating. France rolls only 3 hits and again rallies. The Austrians take their last Cavalry and 2 Infantry, which attack but cause no more hits, and retreat with 1 General, 1 Heavy Cavalry and 1 Artillery, along with 1 Cavalry and 3 Infantry that passed the regroup rolls after the battle. France saves 3 Infantry via regroup rolls and so is left with 1 General, 3 Infantry, 1 Elite Infantry, 4 Cavalry and 3 Artillery. France gains 1 PAP for winning this major battle and another due to eliminating 4 enemy pieces; Austria gains 1 PAP for eliminating 4 pieces.

Tactical Battles

The rules from this point through **Pursuit** describe Tactical Battles.

Tactical Battles use the battle board. The battle board is divided into Battle Areas, Reserve Areas, and Rout Areas. Battle Areas are grouped into Ranks and Columns as follows:



Areas are *adjacent* if their borders touch on their front, rear or sides (not diagonal). The front direction for the attacker is toward the Defender's Rank, and for the defender toward the Attacker's Rank. All three columns (Left, Center, Right) are used for major battles. Only the Center Column is used for minor battles. There is no upper limit to the number of pieces that may occupy an Area.

If a nation on either side won initiative by 5 or more, the other side sets up unhidden first on the battle board, followed by the side of the nation with initiative. Otherwise each side sets up at the same time, hidden by a divider in the Mid Rank (use Reference Cards as dividers).

Each side deploys their pieces on the battle map in their own Rank and Reserve Area, and possibly their Rout Area. Pieces may be required to set up in their side's Rout Area as follows:

- If a nation on a side won initiative by 7 or more, $\frac{1}{4}$ (round down) of the other side's troops (not counting Generals) must start in their Rout Area. The players on the side without initiative choose these troops, with any disputes being resolved by the attacker or defender (see **Choosing Sides**) on the side without initiative.
- If a nation on a side won initiative by 9 or more, and all its enemy nations in that region are participating in the battle, $\frac{1}{2}$ (round down) of the other side's troops (not counting Generals) must start in their Rout Area. The players on the side without initiative choose these troops, with any disputes being resolved by the attacker or defender (see **Choosing Sides**) on the side without initiative.

All of each side's pieces (except those required to start in their Rout Area) must be placed on the board in their own Rank (i.e. not the Mid Rank) or their Reserve Area, and *at least one non-General piece must be placed in each of their own side's Battle Areas*. Pieces face forward initially, except Militia (outside the Rout Area) may be setup facing backward (i.e. in square formation). Also any regular Infantry or Elite Infantry (outside the Rout Area) of nations with "Skirmishers *en grandes bandes*" capability may start in skirmishing formation (see **Skirmishing**).

Players on the same side generally setup and control their own pieces. However if there is any disagreement among players on the same side about where to setup pieces, the attacker or defender on that side chooses.

Pieces should be kept in well-arranged formations within their Battle Area. Pieces eliminated in a battle should be lined up behind the rock or wooden fence on the battle board, to keep track of how many pieces were eliminated in the battle (see **Consequences of Land Battles**).

Tactical Battle Sequence

Tactical Battles are fought in a series of battle turns divided into phases as follows:

- **Battle Turn**

- ❖ **Cavalry Phases**

- Attacker's Cavalry Phase

Attacker's cavalry may *Move* or *Charge*

Defender's unsquared non-skirmishing infantry may *Square* if charged

Defender's forward facing cavalry may *Countercharge* after a charge

- Defender's Cavalry Phase

Defender's cavalry may *Move* or *Charge*

Attacker's unsquared non-skirmishing infantry may *Square* if charged

Attacker's forward facing cavalry may *Countercharge* after a charge

- ❖ **Artillery Phases**

- Attacker's Artillery Phase

Attacker's artillery may *Move* or *Fire*

- Defender's Artillery Phase

Defender's artillery may *Move* or *Fire*

- ❖ **Infantry Phases**

- Attacker's Infantry Phase

Attacker's unsquared non-skirmishing infantry may *Move, Charge, Fire, Square, or Deploy As Skirmishers**

Attacker's skirmishing infantry may *Move, Charge, Fire, or Recall Skirmishers**

Attacker's squared infantry may *Fire* or *Unsquare*

Defender's forward facing cavalry may *Countercharge* after a charge

Defender's cavalry, skirmishing infantry, and Horse Artillery may *Avoid* a charge

- Defender's Infantry Phase

Defender's unsquared non-skirmishing infantry may *Move, Charge, Fire, Square, or Deploy As Skirmishers**

Defender's skirmishing infantry may *Move, Charge, Fire, or Recall Skirmishers**

Defender's squared infantry may *Fire* or *Unsquare*

Attacker's forward facing cavalry may *Countercharge* after a charge

Attacker's cavalry, skirmishing infantry, and Horse Artillery may *Avoid* a charge

- ❖ **General Phases**

- Attacker's General Phase

Attacker's Generals may *Move* or *Rally*

- Defender's General Phase

Defender's Generals may *Move* or *Rally*

- **Next Battle Turn**

and so on until the battle is over. **Winning the Battle** describes the ways **Tactical Battles** end.

* *Deploy As Skirmishers* and *Recall Skirmishers* are only possible for regular and Elite Infantry of nations with “*Skirmishers en grandes bandes*” capability (see **Skirmishing**).

Battle Action Points

Each piece has a number of battle action points it can spend each battle turn, listed by type under **Pieces**. These limit the *actions* the piece can accomplish in one battle turn. Each piece must spend all the battle action points it is going to use in the current phase before any other piece on the same side may spend battle action points (so you must finish a piece's move before moving another piece).

Cavalry Actions

At the start of each side's Cavalry Phase, that side's cavalry all face forward. Cavalry-type pieces face backward immediately after they use their *last available* action for that battle turn, and after they have been countercharged or charged (unless they avoid the charge). Cavalry-type pieces facing backward are reforming for another charge. Whenever cavalry enter their Rout Area (i.e. when they are routed), they face forward immediately at no cost in battle action points.

Cavalry-type pieces outside their Rout Area may:

- *Move* or *Charge* in their Cavalry Phase
- *Countercharge* after a enemy piece charges any piece in their opponent's Cavalry or Infantry Phase, but only if the cavalry is facing forward
- *Avoid* a charge in their opponent's Infantry Phase

Artillery Actions

Even though they have 2 battle action points, Horse Artillery may only Fire *once* per battle turn.

Artillery-type pieces outside their Rout Area may:

- *Move* or *Fire* in their Artillery Phase
- Horse Artillery may *Avoid* a charge in their opponent's Infantry Phase

Infantry Actions

While squared, infantry face backward; when unsquared they face forward. When skirmishing, place infantry on a Light Infantry marker. Any time infantry enter their Rout Area (i.e. when they are routed), they immediately unsquare and stop skirmishing at no cost in battle action points.

Infantry-type pieces outside their Rout Area may:

- *Move*, *Fire*, or *Charge* in their Infantry Phase if they are unsquared
- *Square* or *Deploy As Skirmishers* (if their nation has Skirmishers *en grandes bandes* capability) in their Infantry Phase if they are unsquared and non-skirmishing
- *Recall Skirmishers* in their Infantry Phase if they are skirmishing
- *Unsquare* or *Fire* in their Infantry Phase if they are squared
- *Square* if charged in their opponent's Cavalry Phase while unsquared and non-skirmishing
- *Avoid* a charge in their opponent's Infantry Phase if they are skirmishing

General Actions

Generals may not Rally except in their Reserve Area. Generals never enter their Rout Area.

Generals may:

- *Move* or *Rally* in their General Phase

Tactical Movement

All pieces except squared infantry may Move on the battle board during their own phase. It costs 1 action point to Move from one Area to another Area. Follow these rules for Tactical Movement:

- Pieces may only Move to an adjacent Area
- Piece may not voluntarily Move into the Rout Area
- Pieces in the Rout Area may not Move to the Reserve Area except by **Rallying**
- Pieces may not Move to an Area occupied by enemy troops
- Pieces may only Move sideways from an Area adjacent to enemy troops to another Area adjacent to enemy troops *if* the moving side (including friendly, allied and neutral troops) has *more* troops than the adjacent enemy troops in *both* Areas. If skirmishing infantry are present in an Area, no non-skirmishing infantry are counted on the skirmishing infantry's side in that Area, but each skirmishing infantry there counts as 3 troops. Squared infantry count ½. The piece that is moving and any Generals present do not count.

Overrunning Generals

A piece may Move into a Battle Area occupied only by enemy Generals if it could enter the Area if the Generals were not there. This Move costs 1 battle action point; there is no extra cost for “attacking” the Generals. If the moving piece is cavalry or infantry, the moving player rolls 1 die for each General and eliminates it on a modified roll of 5 or more per the following:

- Subtract 1 if the moving piece is Militia
- Add 1 if the moving piece is skirmishing infantry

If the enemy Generals survive the roll, or if the moving piece is artillery or a General, the surviving enemy Generals immediately fall back to the adjacent Area in their rear direction, without costing them a battle action point in their next General Phase.

Attacking Generals

Generals may not attack or be attacked directly (except per **Overrunning Generals** and **Pursuit**). However, in any Fire, Charge, or Countercharge combat against troops in a Battle Area occupied by a General, if the roll is a natural 12, one enemy General in the target Battle Area is eliminated. The attacker or defender (see **Choosing Sides**) on the side losing the General decides which one to lose.

Attacking Troops

Troops may make Fire, Charge, and Countercharge attacks against enemy troops, within range and in the proper phase, subject to restrictions explained in **Firing**, **Charging**, and **Countercharging**. Attacks must be into a Battle Area in *front* of the attacking piece, never diagonal or sideways.

The player controlling the attacking piece declares the pieces attacking and being attacked, then resolves that attack (and any resulting Countercharges) before declaring other attacks.

Firing

Fire attacks represent volleys of musket or artillery fire directed at the enemy from a distance. This is a safe method in the sense that the firing piece cannot be routed or eliminated, but it is usually less likely to have an effect on the target piece than a charge attack.

Infantry-type pieces have a range of 1 Battle Area and so may Fire only into the adjacent forward Battle Area. Artillery-type pieces have a range of 2 Battle Areas; however they may never Fire through an Area occupied by troops (Generals by themselves in an Area do not block Artillery Fire). Artillery *may* fire into a Mid Battle Area from their Reserve Area if the intervening Battle Area is free of troops, but *may not* fire from a Mid Battle Area into the enemy’s Reserve Area.

Skirmishing infantry in a battle area prevent enemy pieces from firing at non-skirmishing infantry (but only infantry) in that battle area. The skirmishing infantry are screening the other infantry.

For each piece making a Fire attack, the player controlling the firing piece chooses a target piece and rolls 2 dice per the following (all modifiers are cumulative):

- Subtract 1 from the roll if the target piece is skirmishing or Elite Infantry (subtract 2 if the target piece is skirmishing and Elite Infantry)
- Subtract 1 from the roll if the firing piece is Militia, Horse Artillery, or skirmishing
- Add 1 to the roll if the target piece is Militia or Irregular Cavalry
- Add 1 to the roll if the firing piece is Elite Infantry
- Add 1 to the roll of up to 3 firing unsquared non-skirmishing British infantry in a Battle Area per British skirmishing piece that fired from that Battle Area in that battle phase. The bonus is limited to +1 per attack, regardless of how many skirmishing pieces fired.

Example: There are 9 unsquared British infantry in a Battle Area. Two are in skirmishing formation. In their Infantry Phase, both skirmishing pieces make fire attacks. Then up to 6 of the non-skirmishing infantry (but not the last one) may add +1 to a fire attack in that Infantry Phase.

Subtract the To Hit number shown on this chart from the modified roll:

Target Piece					
Firing Piece	=> To Hit	Unsquared infantry	Squared infantry	cavalry	artillery
	Unsquared infantry	9 +	8 +	8 +	10 +
	Squared infantry	10 +	9 +	9 +	11 +
	Long Range artillery	9 +	7 +	8 +	10 +
	Short Range artillery	7 +	5 +	6 +	8 +

If the result is less than 0, nothing happens. If the difference is at least 0, but not as much as the target piece’s Combat Defense (1, 2 or 3, depending on the piece type, see **Pieces**), the target piece is routed. If the difference is equal to or more than the target’s Combat Defense, the target piece is eliminated.

Charging

In a Charge attack, troops charge up to an enemy piece to engage in hand-to-hand combat. Charging troops do not move into the enemy's Battle Area, regardless of which side wins the Charge combat. The way Charge attacks are handled depends on the types of pieces charging and being charged:

- Artillery and Horse Artillery may not be charged as long as there are infantry or cavalry in the same Battle Area. The infantry and/or cavalry are covering the artillery.
- Non-skirmishing infantry may not be charged as long as there are any skirmishing infantry in the same Battle Area with the non-skirmishing infantry. The skirmishing infantry are screening the other infantry.
- Cavalry-type pieces Charge unsquared non-skirmishing infantry in a three-step process. First, the cavalry threatens a charge against the targeted infantry. This costs the cavalry 1 battle action point. Then the targeted infantry decides whether or not to Square (see **Squaring**). Finally the cavalry decides whether or not to keep **Carrying Through the Charge**. The Charge attack is over if the cavalry chooses not to carry through the charge.
- Infantry-type pieces Charge cavalry, skirmishing infantry, and Horse Artillery in a two-step process. First, the charging infantry declares the target piece. This costs the charging infantry 1 battle action point. Then the target piece decides whether or not to Avoid the charge (see **Avoiding**). If the target piece chooses not to Avoid the charge, go to **Carrying Through the Charge**. The Charge is over if the target piece Avoids the charge.
- Any other type of charge costs the charging piece 1 battle action point and the players go straight to **Carrying Through the Charge**.

Carrying Through the Charge

Carrying Through the Charge does not cost any additional battle action points. To resolve a Charge combat, the players controlling the charging and charged pieces both roll 2 dice per the following (all modifiers are cumulative):

- Add 2 to the roll of cavalry charging unsquared infantry
- Subtract 4 from the roll of cavalry charging squared infantry
- Subtract 2 from the roll of infantry charging cavalry
- Add 3 to the roll of a piece charging artillery
- Add 1 to the roll of charging (i.e. attacking, not defending) Heavy Cavalry
- Add 1 to the roll of Elite Infantry or Heavy Cavalry (so add 2 total for Heavy Cavalry when it is *attacking*, and 1 total when it is *being attacked*)
- Subtract 1 from the roll of Militia, Irregular Cavalry, or skirmishing infantry
- Add 1 to the roll of a piece in a Battle Area with at least one friendly or allied General
- Add 1 to the roll of a piece in a Battle Area with at least one infantry, cavalry, *and* artillery (combined arms bonus), all of which must be friendly or allied
- Add 1 to the roll of up to 3 charging non-skirmishing French infantry in a Battle Area per French skirmishing piece that fired from that Battle Area in that battle phase. The bonus is limited to +1 per attack, regardless of how many skirmishing pieces fired.

Example: There are 9 French infantry in a Battle Area; two are in skirmishing formation. In their Infantry Phase, both skirmishing pieces make fire attacks. Then up to 6 of the other infantry (but not the last infantry) may add +1 to a charge attack they make during that Infantry Phase.

The piece with the higher (if any) modified roll wins the Charge combat. Use the losing piece's Combat Defense to determine if it is eliminated or just routed. Subtract the losing piece's roll from the winning piece's roll to determine by how much the losing piece lost. If it lost by up to its Combat Defense (1, 2 or 3, depending on the piece type, see **Pieces**), the piece is routed. If it lost by more than its Combat Defense, it is eliminated. If they tie, nothing happens. *Exception:* if cavalry win a Charge combat against squared infantry, the infantry is always eliminated instead of routed.

If a regular Infantry makes a Charge attack *in its own Infantry Phase*, and rolls a natural 10, 11 or 12, and wins or ties the Charge combat, the Infantry is immediately promoted to Elite Infantry (i.e. replaced by an Elite Infantry of the same color).

Squaring and Unsquaring

Unsquarred non-skirmishing infantry may form square (or try) when charged by cavalry. Square formation provides protection against cavalry charges, but makes the piece immobile, incapable of Charging, more vulnerable to Fire attacks, and prevents it from deploying as skirmishers. Trying to Square in the opponent's Cavalry Phase costs no battle action points. Infantry and Elite Infantry may Square without having to roll for success. As each Militia tries to Square, it rolls 1 die and successfully forms square on a roll of 4, 5 or 6. When infantry successfully form square, face the piece backward. If the piece fails to Square, nothing happens. Any type of non-skirmishing unsquarred infantry may also Square at a cost of 1 battle action point during its Infantry Phase.

Any squared infantry may spend 1 battle action point to Unsquare in its own Infantry Phase. To Unsquare, face the piece forward.

Avoiding

Cavalry-type pieces, skirmishing infantry, and Horse Artillery may Avoid a charge when targeted by a charging *infantry* piece. Avoiding does not cost a battle action point. Pieces avoiding a charge do *not* change their facing. To Avoid a charge, move the piece backward one adjacent Area.

Countercharging

Cavalry-type pieces *facing forward* (i.e. not reforming for another charge) may make a Countercharge attack in the enemy's Cavalry Phase or Infantry Phase as follows:

- Cavalry-type pieces may Countercharge an enemy infantry or cavalry immediately after that same enemy piece carries through a Charge attack against a different piece in the same Area as the Countercharging cavalry
- Cavalry-type pieces may Countercharge non-skirmishing infantry even if skirmishing infantry are present in the same Battle Area
- More than one cavalry may Countercharge before other attacks are resolved
- Resolve the Countercharge as a Charge, except that a Countercharged infantry may not Square, the Countercharging cavalry always carries through the Charge, and add 1 to the Countercharging cavalry's roll (for the shock effect of a short-range, well-ordered charge against a disordered enemy) (add 2 instead when countercharging into British cavalry)

Cavalry-type pieces that survive charge combat are turned to face backward after they Countercharge *or are countercharged*. Countercharges can "steal" cavalry battle action points this way, since a countercharged cavalry might not have used all its battle action points for the current Cavalry Phase.

Skirmishing

Unsquarred regular or Elite Infantry outside their Rout Area may Deploy As Skirmishers if they are presently non-skirmishing and their nation has Skirmishers *en grandes bandes* capability. Nations have Skirmishers *en grandes bandes* capability as follows:

- France always
- Great Britain beginning January 1806
- Russia beginning January 1811
- Prussia beginning January 1813

Other nations never have the capability. Pieces in skirmishing formation represent clouds of troops deployed in open order to screen troops following behind them in column or line formation, or simply to present a more difficult target to enemy fire attacks. It costs 1 battle action point to shake out as a skirmish line (Deploy As Skirmishers) or to reform into tighter formation (Recall Skirmishers). Placing a Light Infantry marker under a piece designates it as being in skirmishing formation (i.e. it is skirmishing). Having no marker indicates the piece is non-skirmishing.

Skirmishing infantry are more difficult to hit with Fire attacks, but much more vulnerable to cavalry charges. In addition to their screening function, skirmishing pieces can enhance the offensive capability of French and British infantry in the same Battle Area (see **Firing** and **Carrying Through the Charge**). They also have an effect on lateral **Tactical Movement**.

“It became customary for French column attacks to be preceded by hosts of skirmishers; indeed, so prolific were these troops that on occasion the skirmish-screen was so thick that it was mistaken by the enemy for a first line of regularly arrayed infantry. The ability to skirmish in this manner . . . was not restricted to those troops designated as ‘light’ (i.e., the regimental light companies or light infantry battalions); on occasion, whole battalions or brigades might be deployed in this manner, so that light infantry tactics were no longer the preserve of ‘specialists’. The effect of a host of skirmishers or tirailleurs deployed in front of the main body was two-fold. Firstly, its musketry, delivered not in volley but ‘at will’ and often ‘aimed’, galled and disordered the enemy line, which was largely powerless to reply, as artillery-fire was less effective against skirmishers (they being not so tightly packed as a line or column), and for the same reason musketry delivered in volley would strike many fewer men than if the target had been in line. Secondly, the cloud of tirailleurs would screen from the enemy’s gaze the maneuvers of the main body which followed them, so that they would burst upon the enemy line with a degree of surprise . . . The key to this method of attack was the continued firing of the skirmishers, who reformed in the column intervals and kept up their accurate, rapid fire.”

Rallying

Generals in their Reserve Area may try to Rally their nation’s or an allied nation’s troops in their Rout Area. Each Rally attempt costs 1 battle action point. Generals may not Rally if there are no friendly or allied troops in their Rout Area. The player announces which piece in the Rout Area is being rallied, rolls 2 dice, and is successful on a roll of 8 or more with the following modifiers:

- Add 1 to the roll if the rallied piece is Elite Infantry
- Subtract 1 from the roll if the rallied piece is Militia, Irregular Cavalry, British Cavalry, or British Heavy Cavalry

If successful the rallied piece is immediately moved to its Reserve Area. If not, nothing happens.

Winning the Battle

Tactical Battles end in one of these ways:

- When a piece (other than a General) Moves into one of the opponent's (rear) Battle Areas (after resolving any **Overrunning Generals** due to the Move), the battle ends in victory for the moving piece's side, and the other suffers **Pursuit, Retreat, and Capturing Artillery**
- When a side voluntarily concedes defeat, which can only happen after the first battle turn is over and at the start of one of that side's phases (before that side has used any action points in that phase, and including phases when no actions are possible), the battle ends in victory for the other side and the retreating side suffers **Pursuit, Retreat, and Capturing Artillery**
- If no piece on either side Fires, Charges, tries to Rally, or Moves forward from a Battle Area into a Battle Area for two entire battle turns, the battle ends in victory for the defender's side and the attacker's side suffers **Pursuit, Retreat, and Capturing Artillery**

Pursuit

Pursuit is skipped if all remaining pieces on the defeated side cannot retreat, since those pieces will be eliminated in **Retreat**. Otherwise the winning side may pursue the defeated side, as follows:

- If the defeated side has any cavalry remaining outside their Rout Area when the battle ends, only cavalry may pursue, even if the defending cavalry are eliminated during the pursuit
- Otherwise all infantry, cavalry, and Horse Artillery outside their Rout Area may pursue

For each piece that can pursue, the pursuing player may choose one target piece (if there is a type of defeated piece available that the pursuing piece may target), roll 1 die, and eliminate the target on a modified roll of 5 or more per the following:

- If the defeated side has any cavalry remaining outside their Rout Area when the battle ends, these cavalry must be targeted and eliminated (by the pursuing cavalry) first
- Any cavalry or Elite Infantry in the same Area as a General on the defeated side must be eliminated before the General can be targeted
- Horse Artillery and infantry may not target cavalry
- Add 1 to the roll if the battle ended by any piece moving into the opposing side's rear rank
- Add 1 to the roll for Horse Artillery or infantry pursuing infantry
- Add 2 to the roll for cavalry pursuing infantry
- Add 1 to the roll for cavalry pursuing foot Artillery
- Subtract 1 from the roll for Horse Artillery or infantry pursuing Horse Artillery or Generals
- Subtract 1 from the roll if the target piece is in its Rout Area

After each roll, the pursuing player may choose an eligible target piece for another eligible pursuing piece, and so on. After pursuit is complete, all pieces in the Rout Areas rejoin their army.

Consequences of Land Battles

The aftermath of battle is resolved in this order:

1. **Pursuit** (this step occurs only after Tactical Battles)
2. **Retreat** (can retreat to enemy occupied region if allied+friendly at least equal enemy)
3. **Capturing Artillery** (roll one die per eliminated artillery, it is captured on a 6)
4. **Gaining PAPs for Land Battles** (1 for winning major battles, 1 for eliminating 4 pieces)
5. **Capturing Capitals** (mark on the Captured Capitals chart as needed)
6. **Commitment Rolls** (for losing 6 pieces and the battle or Napoléon)
7. **Leaving Closed Port** (if required after commitment rolls are complete)

Retreat

Pieces on a side that must retreat at the end of a battle follow the normal movement rules under **Land and Amphibious Movement** except as follows:

- All pieces on the defeated side must try to leave the region immediately after the battle. Retreat is not optional. All nations on the defeated side leave at the same time.
- All types of retreating pieces have one and only one movement point for the retreat. The “regular” movement points they have remaining for the round are irrelevant.
- They cannot attempt **Forced March** but may be subject to **Winter March**
- They may not use amphibious movement
- They may retreat even if they moved earlier in the round. Also, retreat movement does not prevent a piece from moving or participating in a battle later in the round.
- They may not enter a region occupied by *more* enemy troops than friendly plus allied troops who are at war with some enemy troops there. Note that **Raising Militia** occurs *after* a Retreat, so **Raising Militia** does not stop a retreating army from entering a region.
- Each defeated nation’s pieces may retreat to a different region, but all defeated pieces belonging to the *same nation* must retreat to the *same region*

If a defeated army does not have a region it can retreat to, eliminate all its pieces. If an army retreats to a region where its Militia cannot enter, eliminate its Militia. A retreating army made up entirely of Militia must retreat to a region the Militia can enter, if possible. Eliminate a piece if it cannot retreat due to failing a Winter March roll.

Capturing Artillery

After **Retreat**, the winning side (only) rolls 1 die for each eliminated enemy artillery (horse or foot). The winning side captures it on a roll of 6. If there is more than one nation on the winning side, the attacker or defender on the winning side decides which nation gains the artillery. Replace the eliminated artillery with an artillery piece of the same type in the capturing nation’s color; this artillery has now joined the capturing nation’s army. Skip Capturing Artillery if the only nation on the winning side is a minor nation (which is possible in annexation battles).

Gaining PAPs for Land Battles

The side winning a *major* battle gains 1 PAP. Any side in any size battle also gains 1 PAP, if at least 4 pieces, including Generals, on the other side were eliminated in the battle. Pieces eliminated during **Pursuit**, or because they could not retreat, do count. If there is more than one nation on a

side gaining one or more PAPs, the attacker or defender on that side decides how to divide the PAPs between those nations. Minor nations do not get PAPs for annexation battles.

Capturing Capitals

A capital region is always either *liberated*, *captured*, or *annexed*. Native-owned capital regions begin each game *liberated*. A liberated capital region is *captured* when it is occupied by troops at war with its native nation, native-owned, AND un-occupied by any friendly or allied troops (*after Raising Militia*). It is captured at that time by all the nations at war with its native nation that occupy the capital with troops. Any troops entering the region *after* it was captured, but *before* it is liberated, *do not* capture it again. A captured capital remains captured until liberated or annexed. All troops that capture a capital cannot voluntarily move for the rest of the round.

When a capital is captured, one of the capturing nations gains 1 PAP, but *only* if this is the *first* time the capital has been captured since the capital's nation last sued for peace, or since the start of the game. If the capturing nations cannot agree which one gets the PAP, roll randomly to decide (with an equal probability for each nation).

For each captured capital, record the major nation *whose turn the capital region was captured in* by placing that nation's marker on the Captured Capitals chart. The capital's native nation must then make a commitment roll at the *end of each of the recorded nation's movement turns*, including the turn the capital was captured in, if the marker is still on the chart at that time. Russia has to roll twice, if both Moscow and St. Petersburg are captured. See **Ending Movement Turns** for the exact timing of these rolls. The exception to this is *Prussia never makes capital commitment rolls until all Prussian homeland regions are un-occupied by Prussian troops*.

A captured capital region is *liberated* when it becomes both native-owned and un-occupied by troops at war with its native nation. For example, when the capital's native nation sues for peace, or all enemy troops retreat after a battle, or all enemy troops simply leave. When a capital is liberated, remove its marker from the Captured Capitals chart. The capital remains liberated until it is recaptured or annexed.

Example: December 1805 finds Britain, Austria, and Russia at war with France and her ally Prussia. Britain and Austria are allied. All Prussian pieces have been destroyed, without Prussia failing a commitment roll. Berlin is still owned by Prussia, empty of enemy troops, occupied by French troops, and so is liberated. In Britain's turn, both British and Austrian armies enter Berlin. Two Prussian Militia rise up to help the French defend Berlin. The French and Prussians lose the ensuing battle, and all French and Prussian pieces there are eliminated. Berlin thus becomes captured. A British marker is placed on Berlin on the Captured Capitals chart. Prussia passes its commitment roll at the end of Britain's turn. Russia moves next in its own turn and enters Berlin; this does not cause a Prussian commitment roll (or raise more Militia) since Berlin remained captured from an earlier turn. Britain and Austria move out of Berlin in Britain's next turn, leaving Berlin occupied by Russia, preventing its liberation. At the end of Britain's turn, Prussia must roll for commitment again.

Commitment Rolls

Major nations vary in their ability to keep fighting a war after suffering significant losses in battle or losing their capital city. Their ability to resist being forced to **Sue for Peace** after major setbacks is reflected in their Commitment Rating. Each major nation has a Commitment Rating for each scenario. Find it in the Major Nation Ratings section of the scenario description, next to the name of the nation and the letter “C”.

A major nation at war with at least one major nation must make a commitment roll when any of the following occur:

- Any of the nation’s own capital regions is captured as described in **Capturing Capitals** and **Ending Movement Turns**
- The nation loses at least 6 pieces (including Generals) in any land battle *lost* by their side. The losing nation must make one commitment roll for every 6 such pieces lost in the battle.
- For France, if Napoléon is killed or captured
- For Great Britain, if it loses at least 3 naval squadrons and at least 1 Admiral in a single naval battle or port attack (see **Naval Battles**)
- For Great Britain, when France tries the **Enforce Continental System** political action

Make the roll(s) after fully resolving the battle (or other action, such as Enforce Continental System), including **Pursuit** and/or **Retreat**, that caused the commitment roll. Rolls for capturing capitals take place at the end of turns. If more than one nation must roll for commitment at the same time, they roll in *reverse* standard turn order, starting with Spain. If a nation is still at war with any major nation when it is its turn to roll for commitment, it must make the roll. To make a commitment roll, the nation rolls 2 dice, and subtracts one from the roll for every PAP on the nation’s portrait at the edge of the map board. If the modified result is *equal to* or *higher than* the nation’s Commitment Rating, the nation passes the commitment roll, and adds a PAP to the nation’s portrait at the edge of the map board. If the result is lower than the Commitment Rating, the nation must immediately **Sue for Peace**. A nation that sues for peace does not have to make any further commitment rolls required for events that occurred prior to suing for peace.

More Battles in the Same Region

After a battle ends, and any pursuits, retreats and/or consequences are resolved, start again at **Gaining Initiative**, unless there are no longer any pieces of nations at war in the region.

Ending Movement Turns

Battles are fought until there are no regions occupied by pieces of nations at war. No voluntary political actions may be started between the end of the last battle and the start of the next turn.

After resolving the last battle and all its consequences, end of turn capital **Commitment Rolls** may be required for nations whose capital (or capitals) is captured. If more than one nation must make a commitment roll, they roll in *reverse* standard turn order, starting with Spain. If a nation is still at war with any major nation when it is its turn to roll for commitment, it must make the roll.

PRODUCTION ROUNDS

Production rounds allow nations to build up new military forces. This is also the time to check for **Disbanding Militia**, **Harsh Campaigns**, **Successful Uprisings**, and **Lines of Communications**.

A production round occurs after the *March*, *June*, *September* and *December* movement rounds. No political actions may be taken during a production round except **Enforce Continental System**.

At the start of each production round, France may be able to try **Enforce Continental System** (see **Enforce Continental System** for the conditions when this may be possible). Next, France receives 1 PAP if the date is before 1809, Napoléon is in Paris, and Paris is liberated. Nations may then gain production points through **Colonial Trade** (see below). Finally, each major nation, even if uncontrolled, takes a production turn in the standard turn order.

After Spain's production turn is over, nations roll if necessary for **Harsh Campaigns**. Next check for **Successful Uprisings** and finally **Lines of Communications**. Then begin the next movement round.

Colonial Trade

Colonial Trade occurs only once per year, in the production round immediately following *September*. The player controlling Spain, or France if Spain is uncontrolled, rolls 2 dice: their sum is how many production points are available that year. That player then decides (if Spain owns both regions) to trace all these points through one of the Bay of Biscay to Asturias, or the Mid Atlantic to Western Spain. The destination region must be owned by Spain (if neither region is owned by Spain, there is no Colonial Trade). If Britain has any squadrons in the designated region and is at war with Spain, Britain may take 1 production point per squadron for their own treasury, regardless of the presence of any other squadrons in the sea area. Next, if there are any production points remaining, France has any squadrons in the designated region, and France is at war with Spain, France may take 1 production point per squadron they have there for their own treasury, regardless of the presence of any other squadrons in the sea area. Spain then gains any remaining production points. Add these to Spain's total production points for the round before multiplying for peace and/or uncontrolled status.

Production Turns

The nation taking its production turn disbands any Militia if required (see **Disbanding Militia**), then trains any Militia if desired (see **Training Militia**), then calculates and may spend its production points. Record each nation's saved production points on the Production Points chart.

Disbanding Militia

If the nation is not at war, eliminate all its Militia pieces, except for Militia in North Africa, Ottoman Militia and, after 1812, Prussian Militia. This applies even to uncontrolled nations.

Training Militia

If the player wants to train any Militia, he must do so before buying new pieces. Training Militia consists of replacing any two friendly Militia pieces occupying the *same* region with one friendly Infantry. He places the Infantry in the region the two Militia pieces came from. He can do this in as many regions as desired. Uncontrolled nations and the Ottoman Empire may not train Militia.

Calculating Production Points

Calculate the production points gained from regions owned by a nation as follows:

- From any region in uprising (see **Foment Uprising**) or occupied by enemy troops: 0
- From a capital region:

When owned by:	<u>Native Nation</u>	<u>Ottomans</u>	<u>Other Foreign Nation</u>
Paris:	12	3	6
London:	12	3	6
Berlin:	12	3	6
St. Petersburg:	3	1	2
Moscow:	3	1	2
Constantinople:	3	3	2
Vienna:	10	2	5
Madrid:	3	1	2

- From regions in North Africa except Egypt: 1
- From all other regions if owned by Ottomans: 1, if owned by another major nation: 2
- If Archduke Charles is in an Austrian native-owned homeland region, Austria gets 3 points
- After the above are calculated, add an additional 1/5 (round fractions down) of the nation's production points to its total if it is *not currently at war with any nation*
- Uncontrolled nations gain only 1/3 (round fractions down) of their production points

Spending Production Points

Production points of controlled nations may be spent or saved at the controlling player's discretion. Nations cannot spend more production points than they have, i.e. cannot go into debt. The number of pieces available in the game does *not* limit the number of pieces that may be purchased (use whatever pieces or markers are available as needed). It is not required to purchase PAPs even if the nation owes PAPs. Production points may be spent thus:

- Only Prussia after 1812 (i.e. starting with the production turn of March 1813), and the Ottoman Empire at any time, can purchase Militia
- Only Russia and the Ottoman Empire can purchase Irregular Cavalry
- Spain cannot purchase Elite Infantry or Heavy Cavalry, and can have at most 1 General in addition to its National Hero (Castaños) at any time. The non-Hero general can represent La Romana, who was the highest regarded Spanish general in this period.
- The Ottoman Empire can only spend production points on Militia, Irregular Cavalry, Generals, Admirals, Naval Squadrons, and PAPs with one exception: the Ottomans can have at most 1 Purple regular foot Artillery (this special piece costs the Ottomans 18 production points to build, but is otherwise treated as a normal Artillery)
- Nations allowed to purchase Elite Infantry may purchase at most 1 Elite Infantry per turn
- Nations allowed to purchase Heavy Cavalry may purchase at most 1 Heavy Cavalry per turn
- Nations may purchase at most 1 naval piece (i.e. a squadron *or* an Admiral) per turn
- Great Britain may purchase at most 2 land pieces during each of its production turns
- Pieces that cannot be placed immediately (see **Placing Pieces** below) cannot be purchased

<u>Type</u>	<u>Production Point Cost</u>
Political Action Point (PAP)	10
Militia	3
Infantry	6 (5 for Austria)
Elite Infantry	8
Irregular Cavalry	6
Cavalry	9
Heavy Cavalry	11
Artillery	10 (18 for the Ottomans)
Horse Artillery	13
General, including National Hero Generals	12
Admiral	25 (18 for Great Britain)
Naval Squadron	15

As long as Great Britain is controlled, Great Britain may give production points to other major nations during its own production turn. Great Britain may give production points to an uncontrolled nation but not to any nation with which it is at war.

Uncontrolled nations cannot spend production points. An uncontrolled nation's production turn is over after recording its saved points on the Production Points chart. When an uncontrolled nation becomes controlled during a movement turn, the controlling player may immediately spend all the controlled nation's saved production points, as if it were that nation's production turn. Pieces purchased this way are placed immediately.

Placing Pieces

Place newly purchased land pieces in a friendly native-owned homeland region. Place naval pieces in a port either in a friendly native-owned homeland region, or for France only, in Belgium, if Belgium is French owned. After placing a squadron in a particular port, another squadron cannot be placed (built) in that port during the 3 next production rounds. To mark this, place a small die showing "1" near the port containing a newly build squadron. At the *end* of each following production round, increment all such dice, removing them when "4" is reached; new squadrons may not be placed at a port until its die is removed. Admirals must be placed in a port containing at least one friendly squadron.

Pieces *cannot* be placed in a region (or in a port in a region) that is enemy occupied or in uprising.

Harsh Campaigns

After Spain's production turn is over, all nations check for attrition due to stragglers, deserters, hunger, thirst, cold, heat, and illness, as well as hostile action of the local population, as follows:

- Roll 1 die for every non-General land piece (except Russian Irregular Cavalry anywhere, and troops in their own native homeland) occupying an *enemy* region *not in uprising* in the native homeland regions of Russia, the Ottoman Empire, Spain, Portugal, Duchy of Warsaw, or North Africa, or a *friendly or allied* region there *in uprising*. Purple Ottoman troops are considered to be in their own native homeland in North Africa.
- Subtract 1 from the roll if the piece is Heavy Cavalry

- If the next movement round is January or April, for pieces in a Russian homeland region not adjacent to the Black Sea, the piece is eliminated on a roll of 1 or 2
- For all other pieces, the piece is eliminated on a roll of 1

This may liberate a capital (see **Capturing Capitals**) and/or require **Leaving Closed Port**.

Successful Uprisings

After checking for Harsh Campaigns, uprisings in foreign-owned regions owned by controlled nations may succeed in overthrowing their current government, as follows:

- Roll 1 die for every region (owned by a *controlled* major nation) containing 2 uprising markers. On a roll of 1 or 2 the uprising succeeds, and all uprising and ownership markers in that region are removed.
- Then add 1 uprising marker to each *foreign-owned* region (owned by a *controlled* major nation) containing only 1 uprising marker

This may require **Withdrawing** and/or **Leaving Closed Port**, and could liberate a capital (see **Capturing Capitals**). This also may result in recreating a nation whose government has gone into exile. The government is re-established even if its restored regions do not include its capital. Until its capital is liberated, the nation exists (gains production points, can build pieces, can make commitment rolls, etc.), but simply does not own its own capital (and thus cannot roll for PAPs).

Lines of Communications

As the last step in Production Rounds, each nation (in reverse standard turn order) must check the lines of communications for all its armies and fleets.

A secure line of communications exists if a path of zero or more of regions and/or sea areas free of enemy land (except any Generals) and naval pieces can be traced from a friendly region to the region the army occupies.

Friendly or allied troops must occupy any independent minor nations, enemy or neutral regions, and any regions in uprising along the path. Friendly or allied squadrons must occupy any sea areas along the path, except where the path crosses straits identified in **Crossing Straits**. The path can only go from a region to a sea area if the region has a port adjacent to that sea area. The path can go from a sea area to any region. Paths through sea areas *cannot* be traced through the Baltic Sea or Gulf of Bothnia from December through March, or from the Aegean Sea to the Black Sea or vice versa without the permission of the owner of Constantinople and Anatolia, as in naval movement.

If an army or fleet does not have a secure line of communications, roll a die for every piece in the army or fleet besides Generals and Admirals. Eliminate the piece on a roll of “1”. Admirals may transfer to a “safe” friendly squadron in the same sea area, if any are available, to avoid being eliminated along with their current squadron.

This may liberate a capital (see **Capturing Capitals**) and/or require **Leaving Closed Port**.

National Heroes

National Heroes are Generals (or an Admiral) with extra abilities. They can be created (purchased) by their nation in the same way and at the same cost as Generals, unless they have been killed or captured during the game. The exceptions are Wellington, who cannot be created until June 1808, Nelson, who cannot be created after October 1805, and Castaños, who cannot be created unless there are enemy troops in a Spanish homeland region. Nelson appears in all scenarios prior to October 1805. Each nation may only buy its own Hero.

Each exceptional leader has the special abilities as noted below. It is important to remember that *all bonuses below are in ADDITION to the leader's standard bonuses as Generals or Admirals*:

Napoléon (France)	+ 2 Initiative (so + 4 including the standard General bonus) + 1 Forced March (so +2 including the standard General bonus) + 1 PAP if in Paris (and Paris is liberated) during any Production Round
	Tactical Battles Gives + 1 charge and rally bonus to other French Generals in same region + 1 attacks by French artillery or Elite Infantry in same battle area + 2 each rally attempt
Napoléon Bonaparte, French Emperor, The Little Corporal, “Corsican Ogre”	Quick Battles + 1 assisted attack and rally of other French Generals in same region 2 extra assisted attacks (so total of 3 including standard General attack) + 1 each assisted attack 1 extra rally (Heroes still must choose <i>either</i> attack or rally each round) + 1 each Rally attempt
Wellington (Great Britain)	+ 1 Initiative
	Tactical Battles - 1 all artillery attacks against Wellington's side in the same region + 1 attacks by British Elite Infantry in the same battle area + 2 each rally attempt
Arthur Wellesley, Duke of Wellington, “The Iron Duke”	Quick Battles - 2 all artillery attacks against Wellington's side in the same region + 1 each assisted attack 2 extra rally attempts + 1 each Rally attempt
Charles (Austria)	+ 1 Initiative + 3 Production Points if in Austrian native-owned homeland region during any Production Round
	Tactical Battles - 1 all Pursuit attacks against Austrian pieces in the same region
Archduke Charles, brother of Austrian Emperor Francis I	Quick Battles + 1 each Rally attempt
Blücher (Prussia)	+ 1 Initiative starting August 1813 (represents being joined by Gneisenau)
	Tactical Battles + 1 all Pursuit attacks made by Prussian pieces in the same region + 1 each rally attempt
Gebhard Leberecht von Blücher, Prince of Wahlstadt, “Marshal Forward”	Quick Battles + 1 each assisted attack + 1 each Rally attempt

Kutuzov (Russia) Mikhail Kutuzov, Prince of Smolensk, also represents Barclay de Tolly & the legendary Suvorov	+ 1 Initiative before 1800 (represents Suvorov)
	Tactical Battles + 1 Russian infantry charge in same area pre 1800 (represents Suvorov) - 1 all Pursuit attacks against Russian pieces in the same region + 1 each rally attempt
	Quick Battles + 1 each assisted attack before 1800 (Suvorov) 1 extra rally + 1 each Rally attempt
Castaños (Spain) Francisco Castaños, Victor of Bailen	+ 1 Restore Region in Spain
	Tactical Battles – none
	Quick Battles – none
Mohammed Ali (Ottoman Empire) Ottoman Pasha of Egypt, but fought against the Ottoman Sultan	+ 1 Suppress Uprising + 1 Annex Minor Nation + 1 Restore Region in North Africa
	Tactical Battles + 1 Ottoman charge in same battle area
	Quick Battles 1 extra assisted attack + 1 each assisted attack
Nelson (Great Britain)	+ 1 Naval Battles and Port Attacks
	Horatio Nelson, Viscount of the Nile

When Nelson is eliminated, he is killed. When any other Hero is eliminated, he rolls 1 die:

- On a 1: the Hero is killed, on a 2-5: the Hero is wounded, on a 6: the Hero is captured

Killed Heroes are immediately removed permanently from the game. Wounded Heroes go back into their nation's force pool and can be purchased and placed as normal in any production round.

Captured Heroes are given to a nation, usually one with at least one piece present (participating in a battle, for example) when he was captured. If more than one enemy major nation has at least one piece present at his capture and they cannot agree on which major nation gets the Hero, they roll to decide (with an equal probability for each nation). If no major nations are directly involved (possible in an annexation battle or suppress uprising), the Hero is openly auctioned among *all* controlled nations. Each nation may bid up to its saved production points to acquire the Hero. If the final bids are tied, decide between them with a die roll. The winner pays their bid in production points (these are not given to any nation, they are just taken from the winner). A captured Hero can be given to any other nation at any time, for example in return for their own Hero, or as the price for abandoning a region, etc. The only way a captured Hero *must* be repatriated (given back to his original nation) is if the captor nation becomes neutral to the Hero's nation. Captured Heroes are held off the map and may *not* be killed by their captors. Repatriated Heroes go back into their nation's force pool and can be purchased and placed as normal in any production round.

Players may not ever kill or capture Heroes under their control, whether captured or not.

If Napoléon is killed or captured, but not wounded, France's Commitment Rating changes to 8 (after **Pursuit**, **Retreat**, and **Capturing Artillery** if it happened during a battle), then France makes a commitment roll. This roll is in addition to any commitment rolls required for losing a battle or Paris (these are also made with a Commitment Rating of 8). If Napoléon is returned to France after being captured, the French Commitment Rating is NOT restored to its original value, but France may then be able to collect a PAP at the start of **Production Rounds** when Napoléon is in Paris.

Strategy

In Team games, simply build troops (including via Recruit Minor Nation) and attack enemy capitals and armies while protecting your own. The French side in a Team Game can often win with a successful **Enforce Continental System** roll.

For Empire games, consider the following general strategic ideas.

The victory conditions and length of the game should be kept in mind at all times. Develop both short-term and long-term strategies. Keep plans flexible and exploit opportunities. Consider “backing up” to draw the enemy out of position and hit them after building up a stronger force in your homeland. Learn the capabilities of all the National Heroes and use them carefully. Launching an invasion without sufficient Generals and cavalry in your army can be disastrous. A large army by itself, without enough cavalry or Generals, is in danger of being out maneuvered and even destroyed by a smaller but faster and better-led army, particularly by the highly mobile armies of France. Consider buying Horse Artillery to accompany the cavalry and Elite Infantry as a rapid reaction force, either for defense or attack. Leave a trail of troops in regions behind your front lines (i.e. garrison your supply lines), otherwise enemy troops may retreat forward and wreak havoc in your rear areas. Protect your cavalry, and *always protect your capital!*

France is intentionally the most powerful nation. The French are often at least as strong as two or more of the weaker powers combined. The other powers must watch France closely and form effective coalitions against it, or France will raise its flag in every corner of Europe. France's relative power will decline in the later years, so France must expand sooner rather than later or face ultimate defeat. Mobility and well-calculated aggression are the keys to success with France. Divide and conquer your opponents separately. Use but do not lose Napoléon – this is critical. Keeping your navy in port is usually the best way to counter the British advantage at sea. Build squadrons, but guard them from destruction via amphibious invasion.

Great Britain must remain focused on naval superiority at all times, and look for opportunities to influence events on the continent. If at all possible, Britain should avoid engaging in major battles it could lose, as failing a commitment roll can be devastating. Do not neglect defense from amphibious assault, be ready to quell a revolt in Ireland, and be sure to garrison Gibraltar. Look for ways to gain defensible territory, especially in the Mediterranean. Make the best use of amphibious actions, including landing your allies' troops. Buy Elite Infantry to represent Britain's famous advanced fire control tactics. Nelson and Wellington are irreplaceable and must be used only in well-calculated risks. Buy another Admiral to travel with and protect Nelson. Protect your expeditionary armies.

By the beginning of the Napoleonic Wars, Prussia's highly trained army has become outmoded, leaving Prussia weaker relative to other nations than under Frederick the Great. Prussia is surrounded by potential enemies, and has two great assets: Berlin, and its resistance to capital commitment rolls. Caution, attention to detail in calculating risks, and effective diplomacy are required for Prussia to survive, and to have any hope of leveraging its starting position into victory.

Russia's strength lies in its vast agrarian land holdings, and distance from France. The Tsar should build up military strength to defend Russia's long borders before launching too many foreign expeditions. Seek to dominate Scandinavia, and wait to make the decisive advance into central Europe until after the other powers have weakened their armies in local power struggles. Be ready to quickly support the Austrians and Prussians against Napoleon when needed. A Black Sea fleet is expensive but could be decisive against the Ottomans. Use the ice that blocks the Baltic in the winter to your advantage, if possible. Kutuzov should often be kept in reserve to help the main Russian army defend Mother Russia. An alliance with Britain is ideal, allowing the Royal Navy to transport Russian artillery, cavalry, and infantry.

The Ottomans are weak in battle but need only defend their vast empire to succeed, since they start most scenarios as the largest or second largest empire. Production is low in the Ottoman Empire but the regions all count normally for calculating victory levels. Build the one available Artillery to stiffen resistance in a key battle – probably defense of Constantinople. Hordes of Irregular Cavalry with a General or two and a mass of Militia can provide a good offensive force against distracted Austrians or Russians – and are useful for suppressing any uprisings. It may be worthwhile to expand into North Africa, with armies commanded by Mohammed Ali, if the other powers are not threatening the northern borders.

Austria is vulnerable from every direction, and will have to use creative diplomacy and strategy to survive. Flexible diplomacy is important to the Habsburg emperor. Austria has few advantages (besides cheap infantry) and must rely on skill to suppress the revolutionary propaganda and armies of France. Italy might provide the most useful allies and resources, but be aware of the politics all across Europe before taking any actions. Try to annex or recruit Bavaria as quickly as possible, since enemy troops raised there threaten Vienna. Convince Great Britain to contribute production points. Archduke Charles is a good leader who is as valuable during peacetime as during war.

The once mighty Kingdom of Spain is only a shadow of its former glory, although the widespread colonial empire still remains. Historically at this time Spain was even weaker than in the game, due in part to a series of ineffective rulers. Spain has natural defenses and is certain to fight a tough guerrilla war against any invaders, but on offense it will be fortunate if it can both hold onto the Duke of Parma's lands in Tuscany and expand its ownership anywhere outside the Iberian peninsula. Beware the dangers of attacking the fortress of Gibraltar.

Design Notes

After trying a few NIE games, I started writing the CTG NIE Manual to provide my local gaming group many hours of gaming fun, without having to spend valuable time and frustration during the game to clarify, interpret or make up the rules. The main goals were to:

- Collect or cross reference everything related to each topic in one place
- Provide a logical order for organizing the rules
- Anticipate nearly all situations – very difficult for a basically free form *multi-sided* game
- Clarify the game by standardizing on a set of optional rules
- Make everything consistent, including use of terminology
- Eliminate some unbalancing loopholes and unrealistic rules
- Make the rules 'tight' enough to make meaningful competition possible
- Add some historical detail

I set out at first just to make it a clarification of the existing rules, but ended up changing more and more as I went along, so that now it is a quite different game. I tried to keep the spirit of the original game wherever possible.

Some of the main differences from the 1st Edition NIE Manual are:

- Light Infantry / skirmishing is completely revised – to better fit the tactics of the period
- National Heroes is new, and goes far beyond the original advanced Napoleon rule
- Most PAPs will be acquired by rolling for them
- Non-player nations act more like player nations, i.e. they are politically independent of their parent nation, can collect and spend PAPs, etc.
- The Empire victory conditions are more balanced, and now provide numerical scores
- There is more order imposed in the sequence of movement and execution of political actions, etc. Also, the player whose turn it is chooses the sequence of battles.
- The list of political actions is expanded, e.g. Diplomatic Overtures are broken into several kinds of action (Form Alliance, Recruit Minor Nation, Control Non-Player Nation, etc.)
- Alliances have more benefits than before overall
- Restore Region allows removing ownership of non-homeland regions outside a Congress
- Enforce Continental System dramatically affects the strategy of Team games
- Uprisings are harder to start but have many more effects once started
- A third party cannot end your war with a non-player nation without your consent by taking control of it (i.e. controlled nations cannot be uncontrolled by a DO)
- Squadrons have to move before any amphibious movement
- Neutral troops do not block entry into minor nations – the basic condition for movement is less restrictive than before
- Some of the pieces, e.g. Horse Artillery, have more capabilities (Generals move 3, etc.)
- Militia are raised for inland as well as amphibious invasions, but only 2 at a time
- Amphibious landings and some straits/fortress crossings are handled differently
- Only nations at war with each other ever fight each other in battles
- It is possible with luck and enough cavalry and Generals to attack and defeat multinational armies in detail (separately) within a region
- It is more valuable now to fight when outnumbered, and costs more PAPs to Sue for Peace
- Battles are won by moving into (not just clearing) your opponent's Battle Area
- Pieces can retreat to the region an attacking army came from, which forces garrisoning your 'supply lines' – this can actually have a surprisingly large effect on overall strategy
- There are rules included that make getting to each scenario's starting conditions possible from earlier scenarios, within the rules of the game – such as for Spain
- Spanish uprisings are very difficult to suppress, and Russia is vulnerable to freeing the serfs – giving these nations slightly more of a historical feel
- Production point values for capitals are upgraded to give more meaning to the Spanish and Russian capitals, as well as the other capitals
- Purple seems to fit the Ottomans better than Tan – and white (new Austrian color) pieces (except horses) just do not look right (to me anyway) on the otherwise colorful board
- The costs of pieces are more balanced, taking into account all their capabilities in this rule set, and the rules for purchasing & promoting Elite Infantry, etc. are changed
- Spain is more limited in the types of troops it can buy
- Buying naval pieces is restricted to one per turn
- Buying Heavy Cavalry is restricted to one per turn for all nations that can buy them

- Harsh Campaigns includes Spain and Russia but also Portugal, North Africa, the Duchy of Warsaw, and the Ottoman Empire
- Heavy cavalry are affected more by Harsh Campaigns than other types of pieces
- There is no direct trading (of regions, etc.) allowed
- The scenarios are updated, clarified, nations start with more PAPs, Commitment Ratings are changed to suit history, and some descriptive details are added
- Rolling high is always good, rolling low is always bad (inverted some tables)
- There is less need to remember what happened earlier in the turn, or where pieces came from
- A completely new scenario called *1808: Spanish Pride*, optimized for CTG rules
- Several ports have been added
- A map aid to clarify the map changes around Gibraltar is included
- The Baltic Sea and Gulf of Bothnia are impassable from December to March each year
- Sue for Peace has some different results, including Reverse Grace Periods
- Players are no longer eliminated when their nation is defeated in Team games
- There are more ways to Intercept Squadrons
- Initiative is affected by region ownership and uprisings
- Fire combat is handled differently (with one roll, like Charging, instead of two)
- Colonial Trade is new, showing the source of conflict between Britain and Spain
- Provided Commander Cards and a few other play aids
- Added Winter March, Capturing Artillery, Disbanding Militia, Training Militia, Successful Uprisings, and Lines of Communications
- The Pursuit “to hit” numbers are changed, based on Clausewitz’s “On War”
- There are many changes in the scenarios, based upon a great deal of historical research and in some cases needed for better game play. Some were found in playtesting, but more playtesting is still needed.
- There are *many* changes besides those listed here. Do not assume anything is the same.

I especially like the addition of National Heroes, which add a lot toward creating national ‘flavor’. The Napoleonic Era brought forth some of the most distinctive and colorful military commanders the world has ever seen. In keeping with the game’s high level of abstraction, only one National Hero General is available per nation, in addition to Great Britain’s Hero Admiral, Lord Nelson.

CTG NIE is *not* an attempt to make the ultimate, most realistic, most complicated NIE-type game. It should be first and foremost playable, and roughly on a similar level with other plastic miniatures games. It’s more complicated than Axis & Allies partly because the rules encompass a game system instead of a single scenario. It’s somewhere between the complexity of Axis & Allies and Empires in Arms. I wanted to focus on the high-level grand strategy, politics, and diplomacy rather than miniatures-like tactical or logistical details. It is still rather complicated in its details though, unfortunately. The following is a partial list of things intentionally left out of this version:

A more historical Tactical Battles system

An expanded tactical battles system is in development, based on years of reading concerning Napoleonic tactics, including insights from Clausewitz’s “On War”. This will illustrate how reserves were used in this period, will show the effects of “disorder”, and will eventually include tactical terrain. Tactical naval battles are in the works also.

The deck of cards

A custom deck of “random event” cards may be added in a later version. Many of the effects of Eagle’s cards are included in this version, for example in some scenario specific rules.

Fortresses

Leaving out the complexities of fortresses and sieges is a major area keeping CTG NIE from being complete as an historical simulation. For instance, the lack of fortresses severely distorts the time required to complete campaigns in the game, as compared to the length of the historical campaigns (NIE campaigns often occur too quickly). All the rules I've considered would eventually dominate the course of events, resulting in a too different and too slow game for my taste. For a strategic Napoleonic game at this level, focused on economics, supply, and fortresses, see OSG's La Guerre de l'Empereur, <http://www.napoleongames.com/la-guerre.html>.

Time Delayed Orders and Production

Even in the areas where this game approaches being a simulation, it simulates only *results*, instead of the methods used to achieve the results. A huge consideration for every strategic, operational and tactical decision made in the Napoleonic period was the time delay between giving orders and the orders being carried out. This was true for diplomacy, production, military orders, etc. Leaders had to imagine how situations would evolve in the future, and base their orders on that understanding. Since there is mostly no delay between commands and actions in NIE, players are relieved of most of this brain burning exercise, but the game's value as a simulation is severely reduced accordingly. There are of course many other areas in which this game intentionally gives up accuracy for playability or game balance (etc.), such as manpower and gearing limits, region specific effects, morale, realistic attrition for both sides during battles, more accurate (nation-specific) probabilities for PAP rolls, and defensive political actions.

Two Region Minor Nations

This just didn't seem necessary or particularly realistic. For example, Sweden kept back significant forces in Sweden while Finland was being conquered. The Neapolitans certainly didn't put up resistance of double the rolls for an annexation attempt. In my opinion these areas function more historically (i.e. as they *acted* in history) when they are treated as separate regions.

I have enjoyed playing CTG NIE and doing the research involved in coming up with these rules. Even though it's taken hundreds of hours more than I thought it would, it's all been worthwhile. I hope you will enjoy playing CTG NIE. Feel free to contact me if you ever want to fire up a game.

- Alan Richbourg

It is easier to make a theory for tactics than for strategy.

- Carl von Clausewitz