



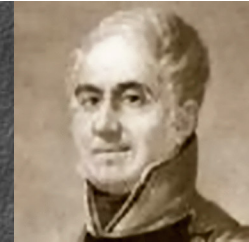
<div>  <div> <h1>Ottoman Empire</h1> <h2>Pasha Mohammed Ali</h2> </div>  </div>		
Initiative + 1 Each Cavalry or Irregular Cavalry + 2 At least one General + 1 Friendly region not in uprising Apr – Nov: ≥ 5 Opponent sets up 1st ≥ 7 ¼ start in Rout Area ≥ 9 ½ start in Rout Area	Political Actions + 1 Suppress Uprising + 1 Annex Nation in North Africa + 1 Restore Region in North Africa Tactical Battles + 1 Ottoman Charge in the same area Quick Battles + 1 Each assisted Attack, 2 Attacks	Forced March <div> <div></div> <div>Elim</div> <div>Stop</div> <div>Move</div> </div> Tan Piece 2-5 6-7 8+ + 2 Horse Artillery + 1 At least one General in destination Forced March only possible with Tan Infantry or Horse Artillery

<div>  <div> <h1>Ottoman Empire</h1> <h2>National Distinctions</h2> </div>  </div>		
Advantages Mohammed Ali Large Initial Empire (16) Can buy Militia and IC Difficult to invade, due to Harsh Campaigns Troops do not suffer Harsh Campaigns in North Africa Controls passage between Aegean and Black Seas	Disadvantages Cannot buy Infantry, Elite Infantry, Cavalry, Heavy Cavalry, or Horse Artillery (can buy max 1 Artillery) Naval Battles (purple squadrons -1) Less income from Regions & Capitals, and unfavorable diplomatic rating Arabian uprisings, cannot Train Militia <div>Native income: 9</div> <div>Skirmishing available: never</div>	Piece Costs <div> <div>Militia</div> <div>3</div> </div> <div> <div>Irregular Cavalry</div> <div>6</div> </div> <div> <div>Artillery (max 1 on map)</div> <div>18</div> </div> <div> <div>General</div> <div>12</div> </div> <div> <div>Admiral (max 1)</div> <div>25</div> </div> <div> <div>Naval Squadron (max 1)</div> <div>15</div> </div> <div> <div>PAP</div> <div>10</div> </div>



Spain

General Castaños



Initiative

- + 1 Each Cavalry or Irregular Cavalry
- + 2 At least one General
- + 1 Friendly region not in uprising

Apr – Nov:
≥ 5 Opponent sets up 1st
≥ 7 ¼ start in Rout Area
≥ 9 ½ start in Rout Area

Political Actions

- + 1 Restore Region in Spain

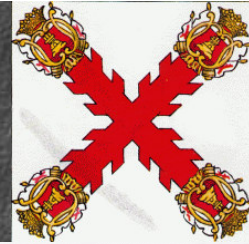
Forced March

Piece	Elim Stop Move		
	2-5	6-7	8+
+ 2	Horse Artillery		
+ 1	At least one General in destination		



Spain

National Distinctions



Advantages

Empire Victory Conditions:
non-capital regions
outside Spanish
homeland and North
Africa count as 2

No Reverse Grace Periods

Difficult to invade, due to
Harsh Campaigns

Hard to Suppress Uprisings

Colonial Trade

Disadvantages

Very low native income, and
unfavorable diplomatic rating

Cannot buy EI, HC, or more than 1
General besides Castaños, who is only
available if Spain is invaded

All homelands can be annexed in one
turn, and Madrid before the others

Native income:	13
Skirmishing available:	never

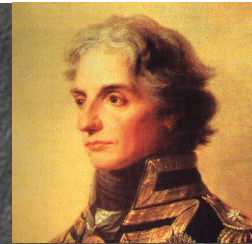
Piece Costs

Infantry	6
Cavalry	9
Artillery	10
Horse Artillery	13
General	12
Admiral (max 1)	25
Naval Squadron (max 1)	15
PAP	10



Great Britain

Viscount Nelson



Initiative	Naval Battles & Port Attacks	Forced March
<div>+ 1 Each Cavalry or Irregular Cavalry</div> <div>+ 2 At least 1 General or Wellington</div> <div>+ 3 Friendly region not in uprising</div> <div>Apr – Nov:</div> <div>≥ 5 Opponent sets up 1st</div> <div>≥ 7 ¼ start in Rout Area</div> <div>≥ 9 ½ start in Rout Area</div>	<div>+ 1 Naval Battles & Port Attacks</div> <div>Nelson is always killed if eliminated</div>	<div><div>Piece</div><div>Elim</div><div>Stop</div><div>Move</div><div>2-5</div><div>6-7</div><div>8+</div></div> <div>+ 2 Horse Artillery</div> <div>+ 1 Elite Infantry</div> <div>+ 1 At least one General in destination</div>



Great Britain

National Distinctions



Advantages	Disadvantages	Piece Costs
Nelson and Wellington 6/08	Land Piece Production (max 2 per turn)	Infantry 6
Island Home & Gibraltar	Enforce Continental System	Elite Infantry (max 1) 8
Separate Victory Conditions	Naval Battle Commitment Roll	Cavalry 9
Naval Battles (+1)	Ireland subject to uprisings	Heavy Cavalry (max 1) 11
Cost of Admirals (18)	Cavalry countercharge / rally	Artillery 10
Fire +1 after skirmishers fire		Horse Artillery 13
Colonial Trade		General 12
Can Give Away Treasury		Admiral (max 1) 18
	Native income: 26	Naval Squadron (max 1) 15
	Skirmishing available: 1806	PAP 10



Great Britain

Duke of Wellington



Initiative		Tactical Battles		Forced March				
+ 1	Each Cavalry or Irregular Cavalry	- 1	Enemy artillery Attacks in region			Elim	Stop	Move
+ 2	At least 1 General or Wellington	+ 1	Attacks by British Elite Infantry in same area		Piece	2-5	6-7	8 +
+ 3	Wellington	+ 2	Each Rally	+ 2	Horse Artillery			
+ 1	Friendly region not in uprising	Quick Battles		+ 1	Elite Infantry			
	- 2			Enemy artillery Attacks in region	+ 1	At least one General in destination		
				+ 1	Each assisted Attack			
	Apr – Nov:	+ 1	Each Rally, 3 Rallies					
≥ 5	Opponent sets up 1st							
≥ 7	¼ start in Rout Area							
≥ 9	½ start in Rout Area							



Great Britain

National Distinctions



Advantages	Disadvantages	Piece Costs
Nelson and Wellington 6/08 Island Home & Gibraltar Separate Victory Conditions Naval Battles (+1) Cost of Admirals (18) Fire +1 after skirmishers fire Colonial Trade Can Give Away Treasury	Land Piece Production (max 2 per turn) Enforce Continental System Naval Battle Commitment Roll Ireland subject to uprisings Cavalry countercharge / rally Native income: 26 Skirmishing available: 1806	Infantry 6 Elite Infantry (max 1) 8 Cavalry 9 Heavy Cavalry (max 1) 11 Artillery 10 Horse Artillery 13 General 12 Admiral (max 1) 18 Naval Squadron (max 1) 15 PAP 10



Russia

Prince Kutuzov



Initiative

- + 1 Each Cavalry or Irregular Cavalry
- + 2 At least 1 General or
- + 3 Kutuzov before 1800
- + 1 Friendly region not in uprising

Apr – Nov:
≥ 5 Opponent sets up 1st
≥ 7 ¼ start in Rout Area
≥ 9 ½ start in Rout Area

Tactical Battles

- + 1 Russian infantry Charge in the same area before 1800
- 1 Pursuit attacks against Russians
- + 1 Each Rally

Quick Battles

- + 1 Each assisted Attack before 1800
- + 1 Each Rally, 2 Rallies

Forced March

	Elim	Stop	Move
Piece	2-5	6-7	8 +
+ 2	Horse Artillery		
+ 1	Elite Infantry		
+ 1	At least one General in destination		



Russia

National Distinctions



Advantages

Kutuzov
Difficult to invade, due to Harsh Campaigns
Distance from France
Can buy Irregular Cavalry
Irregular Cavalry immune to Harsh Campaigns

Disadvantages

Empire Victory Conditions (count ½)
Two capital regions
Serf Uprisings if Russia Sues for Peace
Don Basin subject to uprisings

Native income:	28
Skirmishing available:	1811

Piece Costs

Infantry	6
Elite Infantry (max 1)	8
Irregular Cavalry	6
Cavalry	9
Heavy Cavalry (max 1)	11
Artillery	10
Horse Artillery	13
General	12
Admiral (max 1)	25
Naval Squadron (max 1)	15
PAP	10



Prussia

Prince Blücher



Initiative	Tactical Battles	Forced March
<div><div>+ 1</div>Each Cavalry or Irregular Cavalry</div> <div><div>+ 2</div>At least 1 General or</div> <div><div>+ 3</div>Blücher from 8/1813</div> <div><div>+ 1</div>Friendly region not in uprising</div>	<div><div>+ 1</div>Pursuit attacks by Prussians</div> <div>Quick Battles</div> <div><div>+ 1</div>Each assisted Attack</div> <div><div>+ 1</div>Each Rally</div>	<div><div>Elim</div><div>Stop</div><div>Move</div></div> <div><div>Piece</div><div>2-5</div><div>6-7</div><div>8 +</div></div> <div><div>+ 2</div>Horse Artillery</div> <div><div>+ 1</div>Elite Infantry</div> <div><div>+ 1</div>At least one General in destination</div>
<div>Apr – Nov:</div> <div><div>≥ 5</div>Opponent sets up 1st</div> <div><div>≥ 7</div>¼ start in Rout Area</div> <div><div>≥ 9</div>½ start in Rout Area</div>		



Prussia

National Distinctions



Advantages	Disadvantages	Piece Costs		
Blücher	Low native income	Infantry	6	
Empire Victory Conditions:		Elite Infantry (max 1)	8	
non-capital regions		Cavalry	9	
outside Prussian		Heavy Cavalry (max 1)	11	
homeland and North		Artillery	10	
Africa count as 2		Horse Artillery	13	
		General	12	
Can buy Militia after 1812		Admiral (max 1)	25	
(these cannot enter Africa)	Native income:	18	Naval Squadron (max 1)	15
			PAP	10
Capital Commitment Rolls	Skirmishing available:	1813	Militia after 1812	3



Austria

Archduke Charles



Initiative	Tactical Battles	Forced March
+ 1 Each Cavalry or Irregular Cavalry	- 1 Pursuit attacks against Austrians	Elim Stop Move Piece 2-5 6-7 8 +
+ 2 At least 1 General or Charles	Quick Battles	
+ 1 Friendly region not in uprising	+ 1 Each Rally	+ 2 Horse Artillery
	Production	+ 1 Elite Infantry
Apr – Nov:	+ 3 Production Points when in Austrian native-owned homeland	+ 1 At least one General in destination
≥ 5 Opponent sets up 1st		
≥ 7 ¼ start in Rout Area		
≥ 9 ½ start in Rout Area		



Austria

National Distinctions



Advantages	Disadvantages	Piece Costs
Charles	Skirmishing never available	Infantry 5
Cost of Infantry (5)		Elite Infantry (max 1) 8
Empire Victory Conditions:		Cavalry 9
Add 2 Austrian regions		Heavy Cavalry (max 1) 11
		Artillery 10
		Horse Artillery 13
		General 12
		Admiral (max 1) 25
		Naval Squadron (max 1) 15
		PAP 10
	Native income: 22	
	Skirmishing available: never	



France

Emperor Napoléon



Initiative	Tactical Battles	Forced March
+ 1 Each Cavalry or Irregular Cavalry	+ 1 French Generals' Charge/Rally	Elim Stop Move Piece 2-5 6-7 8 +
+ 2 At least 1 General or Napoléon	+ 1 French arty / Elite Attack in area	
+ 4 Friendly region not in uprising	+ 2 Each Rally	
+ 1 France 1800 thru 1812	Quick Battles	+ 2 Horse Artillery
Apr – Nov:	+ 1 French General's rolls in region	+ 1 Elite Infantry
≥ 5 Opponent sets up 1st	+ 1 Each assisted Attack, 3 Attacks	+ 1 At least one standard General in destination, but not Napoléon
≥ 7 ¼ start in Rout Area	+ 1 Each Rally, 2 Rallies	+ 2 Napoléon in destination
≥ 9 ½ start in Rout Area	French CR = 8 if killed or captured	+ 1 French 1800 thru 1812 (except in winter)



France

National Distinctions



Advantages	Disadvantages	Piece Costs
Napoléon	Effects of losing Napoléon:	Infantry 6
Enforce Continental System	Extra commitment roll	Elite Infantry (max 1) 8
Initiative 1800-1812	Commitment Rating goes up to 8	Cavalry 9
Forced March 1800-1812	Empire Victory: Subtract 6 regions	Heavy Cavalry (max 1) 11
Charge after skirmishers fire	Reverse Grace: Lasts 12 months	Artillery 10
Colonial Trade	Vendee subject to uprising	Horse Artillery 13
	Native Income: 30	General 12
	Skirmishing available: 1796	Admiral (max 1) 25
		Naval Squadron (max 1) 15
		PAP 10