

CTG Napoleon in Europe Tracking II

Captured Capitals								
<i>This capital</i>	Paris	London	Berlin	St. Petersburg	Moscow	Constantinople	Vienna	Madrid
<i>was last captured in this nation's turn</i>								

Grace Period												
<i>This nation</i>	<i>is protected from declarations of war by these nations until this round starts</i>											
France	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Great Britain	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Prussia	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Russia	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Ottoman Empire	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Austria	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Spain	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec

Right of Passage	
<i>This nation</i>	<i>has Right of Passage through</i>
France	
Great Britain	
Prussia	
Russia	
Ottoman Empire	
Austria	
Spain	

CTG Napoleon in Europe Land Reference

Pieces	Cost	Move	Battle Actions	Combat Defense	Special	Harsh Campaigns	1 die for Attrition
Militia	3	1	1	1	Square only on 4, 5, 6, cannot leave homeland or North Africa, only Prussia after 1812 or Ottomans can buy		Roll per piece occupying an enemy region not in uprising, or friendly/allied in uprising, in Russia, Spain, North Africa, Portugal, Ottoman Empire, or Warsaw except Generals, Russian Irregular Cavalry, or pieces in their own homeland
Infantry	6/5	1 (2FM)	1	2	Can force march, replace 2 Militia in Production Turn (Infantry cost 5 for Austria only)		
Elite Infantry	8	1 (2FM)	1	3	Can force march, buy max 1 per turn, Spain cannot buy		
Irregular Cavalry	6	2	2	1	Can avoid infantry charges, only Ottomans or Russia can buy		
Cavalry	9	2	2	2	Can avoid infantry charges (Britain can buy max 2 land pieces (inf + cav + art + Gen) per production round)		
Heavy Cavalry	11	2	2	3	Can avoid infantry charges, buy max 1 per turn, Spain cannot buy		
Artillery	10	1	1	1	Cannot be charged when with infantry or cavalry, Ottomans can buy 1 at cost 18	- 1	Heavy Cavalry
Horse Artillery	13	1 (2FM)	2	1	Cannot be charged when with infantry or cavalry, can force march, avoid infantry charges, fire once per turn		
General	12	3	2	N/A	Can move one region before and requires no squadron for amphibious movement, cannot block fire or move	1-2	<i>After Production Turns:</i> Eliminated after December or March turn in Russia unless adjacent to the Black Sea
Admiral	25/18	N/A	N/A	N/A	Must stay aboard naval squadron at all times (Admirals cost 18 for Great Britain only)	1	Eliminated in other season/region
Naval Squadron	15	Any	N/A	N/A	Can escort transports for amphibious landings, buy max 1 per turn		

Initiative		2 dice vs. 2 dice
+ 2		<i>For each nation with an enemy in the region:</i>
+ 1		At least one friendly General in region
+ 1		Each friendly Cavalry or Irregular Cavalry
+ 1		French 1800-1812
+ 1		In friendly region without uprising
1-4		<i>Results of highest roll – highest enemy roll (Apr-Nov):</i>
5-6		Choose attacker and defender (<i>in Dec-Mar, also</i>)
7-8		Choose attacker and defender, opponent sets up first
		Choose attacker and defender, opponent sets up first, ¼ enemy troops start in Rout Area
9 +		Choose attacker and defender, opponent sets up first, choose nations in battle if attacker or defender, and ½ enemy troops start in Rout Area if all enemy in battle

Pursuit				1 die to Hit		
Pursuing Piece	Target Piece					
	=> To Hit	cavalry	infantry	Artillery	Horse Artillery	General
	cavalry	5 +	3 +	4 +	5 +	5 +
	infantry or Horse Artillery	-	4 +	5 +	6 +	6 +
- 1	Target piece in Rout Area					
+ 1	Battle ended by any piece moving into enemy rear rank					
If losing side has cavalry outside Rout Area: <ul style="list-style-type: none">Only cavalry may pursueMust first target & eliminate cavalry outside Rout Area Eliminate cavalry and Elite Infantry in Area before Generals						

Rally		2 dice to Rally		
Rallying Piece	Target Piece			
	=> To Rally	Elite Infantry	other type	Militia, British or Irregular Cavalry
	General	7 +	8 +	9 +

Fire			2 dice to Hit		
		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 +
- 1	Target is Elite Infantry or skirmishing (both: -2)				
+ 1	Target is Militia or Irregular Cavalry				
+ 1	Firing piece is Elite Infantry				
- 1	Firing piece is Militia, Horse Artillery or skirmishing				
+ 1	Firing piece is unsquared British infantry after skirmishers fire				
< 0	<i>Results of modified roll – To Hit:</i>				
< D	No effect				
< D	Target routed (D = Target’s Combat Defense)				
=> D	Target eliminated				
	<i>Results of natural (unmodified) To Hit roll:</i>				
12	One enemy General eliminated				

Militia Form Square		1 die to Square
4 +		Militia forms square

Forced March		2 dice to Move	
Marching Piece	Result		
	Eliminated	Stop	Move
	2-5	6-7	8 +
+ 2	Piece is Horse Artillery		
+ 1	Piece is Elite Infantry		
+ 1	Piece is French (1800 to 1812 inclusive), not in Winter		
+ 1	At least one friendly General in destination region		

Charge / Countercharge		2 dice vs. 2 dice
+ 2		<i>Apply to attacking piece’s roll if attacking piece is:</i>
- 4		cavalry attacking unsquared infantry
- 2		cavalry attacking squared infantry
- 2		infantry attacking cavalry
+ 3		Any type attacking artillery
+ 1		French infantry attacking after skirmishers fire
+ 1		Heavy Cavalry attacking (not defending)
+ 1		Countercharging (but + 2 if c’charging into British cavalry)
+ 1		<i>Apply to either piece’s roll if piece is (or has):</i>
- 1		Elite Infantry or Heavy Cavalry
- 1		Militia, Irregular Cavalry, or skirmishing infantry
+ 1		General in same Battle Area
+ 1		infantry + cavalry + artillery in same Battle Area
= 0		<i>Results of higher – lower roll:</i>
= 0		No effect
1-D		Losing piece routed (elim. if cavalry charged squared infantry)
> D		Losing piece eliminated (D = Target’s Combat Defense)
		<i>Results of natural (unmodified) roll:</i>
12		One enemy General eliminated
10-12		Charging (not charged) Infantry becomes Elite Infantry

Quick Battle		¼ casualties artillery or cavalry		1 die to Hit		
skrm vs. no cav = +1 for I & EI	Militia Irregular Cavalry	6	-1 unless inf + cav + art	Artillery	2 +	1 die + CD ≥ 6 => regroup
	Infantry Cavalry	5 +		Horse Artillery	3 +	
	Elite Infantry Heavy Cavalry	4 +		General	per piece type or ≥ 3 rally	

Overrunning Generals				1 die to Hit	
Moving Piece					
=> To Hit	skirmishing infantry	non-skirmishing infantry or cavalry	Militia	artillery	General
General	4 +	5 +	6	-	-

CTG Napoleon in Europe Naval Reference

Intercepting Squadrons		1 die to Avoid
	<i>Order for declaring interception attempts:</i> 1) Squadrons watching a port, 2) Moving nations, 3) Other non-moving nations	
+ 1	Each Admiral in the intercepted nation’s fleet	
- 1	Every 4 (rounded down) squadrons in the intercepted nation’s fleet	
- 1	Every 2 (rounded down) squadrons in the intercepting nation’s fleet	
- 1	Each Admiral in the intercepting nation’s fleet	
- 1	If the intercepted squadrons are moving out of port, between Mid Atlantic & Barbary Coast or Aegean Sea & Black Sea	
2 +	Interception avoided, unless natural roll of 1	
< 2	Interception succeeds (and a naval battle follows), unless natural roll of 6	

Naval Battles		2 dice vs. 2 dice
+ 1	Each squadron or Admiral on side	
+ 1	If at least one British squadron on side	
- 1	If at least one purple Ottoman squadron on side	
	<i>Results of high roll – low roll:</i>	
0	No winner	
1-2	Low side loses 1 squadron	
3-4	Low side loses 2 squadrons	
5 +	Low side loses 3 squadrons	
	<i>Results of natural (unmodified) roll:</i>	
10+	One enemy Admiral eliminated	

Port Attacks		2 dice vs. 2 dice
+ 1	Each squadron or Admiral on side (max 2 squadrons + 2 Admirals on moving side)	
+ 1	If at least one British squadron on side	
- 1	If at least one purple Ottoman squadron on side	
+ 2	Side defending in Port	
	<i>Results of high roll – low roll:</i>	
0	No winner	
1-2	Low side loses 1 squadron	
3-4	Low side loses 2 squadrons	
≥5	Low side loses 3 squadrons	
	<i>Results of natural (unmodified) roll:</i>	
10+	One enemy Admiral eliminated	

Production Points from Capital Regions				
	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

Intercepting Transports		1 die to Avoid
+ 1	Each naval piece in the sea area at war with enemies there of the moving piece	
- 1	Each enemy naval piece in the sea area, if the moving piece is not a General	
- 1	Every 3 (rounded down) enemy naval pieces in the sea area, if the moving piece is a General	
- 1	Next to embarkation area, or between Mid Atlantic & Barbary Coast or Aegean Sea & Black Sea	
2 +	Moving piece avoids enemy squadrons, unless natural roll of 1	
< 2	Moving piece eliminated, unless natural roll of 6	

Amphibious Landing		1 die to Land
	Roll per piece landing if enemy > friendly + allied troops at war with enemy troops in destination	
+ 1	If destination region is in uprising or friendly or allied (max modifier + 1)	
1-2	Landing piece eliminated	

Leaving Enemy Port		1 die to Escape
	Roll for every squadron forced to leave an enemy (not neutral) owned port	
1-2	Squadron and any Admiral on board eliminated	

Sequences
Movement Turns: <ul style="list-style-type: none">• Sea Movement and Naval Battles• Land and Amphibious Movement• Land Battles
Battle Turns: <ul style="list-style-type: none">• Cavalry Phase, Artillery Phase, Infantry Phase, General Phase
Consequences of Land Battles: <ul style="list-style-type: none">• Pursuit (this step occurs only after Tactical Battles)• Retreat (can retreat to enemy occupied region if enemy are at least equaled by allied + friendly)• Capturing Artillery (roll one die per eliminated artillery on losing side, it is captured on a 6)• Gaining PAP’s for Land Battles (1 for winning major battles, 1 for eliminating 4 enemy pieces)• Capturing Capitals (mark on the Captured Capitals chart as needed)• Commitment Rolls (for losing 6 pieces and the battle or Napoléon)• Leaving Closed Port (if required after commitment rolls are complete)
Production Rounds: <ul style="list-style-type: none">• Enforce Continental System• France may gain a PAP, followed by Colonial Trade (in September)• Production Turns: Disbanding Militia, Training Militia, then Collect and Spend Production Points• Harsh Campaigns• Successful Uprisings (regions with 2 uprising markers are restored on a roll of 1 or 2 on 1 die)• Lines of Communications (isolated troops and squadrons are eliminated on a roll of 1 on 1 die)

Production Points from Non-Capital Regions
<ul style="list-style-type: none">• From any region in uprising or occupied by enemy troops: 0• 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 gains 3 more points• Then, nations not at war gain an extra 1/5 (round fractions down) of their calculated points• Finally, uncontrolled nations gain only 1/3 (round fractions down) of their calculated points

CTG Napoleon in Europe Political Reference

Gaining PAP's	
At the start of Movement Rounds, roll 1 die per controlled nation owning a liberated capital: <ul style="list-style-type: none">1 if 5 + (no roll on the first round)	
During Production Rounds: <ul style="list-style-type: none">1 for France before January 1809 if Napoléon is in Paris and Paris is liberated1 at cost of 10 production points	
1 for winning a naval battle with 4 + squadrons on the losing side, if it loses 2 + squadrons	
1 for winning a major land battle (6 + troops involved on both sides)	
1 for eliminating 4 + enemy pieces in any land battle	
1 for capturing a capital region <i>Except repeats; Pieces present may not move further</i>	
After Sue for Peace: <ul style="list-style-type: none">2 for the nation(s) at war the longest with the suing-nation1 for a nation at war second longest with the suing-nation	

Spending PAP's	
Declare War	1 from a nation with an ally at war with the target nation 2 from a nation without an ally at war with the target nation <i>War cannot be declared on a former enemy in the Grace Period, a nation controlled by the same player, an ally, or a nation given Right of Passage by the declaring nation</i>
Sue for Peace	3 from suing-nation In Congress: 2 to Annex a suing-nation's native homeland region <i>First outside native homeland, next homeland (max 1 per nation except Spain) or Madrid, then capitals</i> <i>Causes uprisings in Spanish homeland regions</i> 1 to Annex any other region <i>Cannot annex ally's homeland</i> 1 to Restore 1 or 2 regions <i>First restore own regions, removes any uprisings</i> 1 to Free Russian Serfs <i>Cause uprisings in 1-3 occupied homeland regions</i> 0 to Pass <i>Ends the Congress for passing nation</i>
Conclude Armistice	1 each
Form Alliance	1 each
Break Alliance	1
Recruit Minor Nation	2
Annex Minor Nation	1 <i>Pieces present may not move further</i>
Restore Region	1 <i>Removes any uprisings</i>
Abandon Region	1 if player, 2 if non-player <i>Removes any uprisings</i>
Foment Uprising	1
Suppress Uprising	0 <i>Pieces present may not move further</i>
Grant Right of Passage	0
Rescind Right of Passage	0
Enforce Continental System	1 <i>Only allowed at start of production turns, Britain must be the only nation at war with France, Paris must be liberated</i>
Control Non-Player Nation	2 (plus 2 / armistice and 1 / alliance) Only by <u>player nations</u>
A player nation my spend PAP's for a non-player nation controlled by the same player	

Recruit Minor Nation		10 + on 2 dice
+ 1	At least one friendly General in minor nation	
+ 1	At least one friendly Admiral in minor nation's port	
+ 1	At least one friendly non-General piece in the minor nation	
+ 2	Minor nation is in uprising (Gibraltar may never be recruited)	

Raising Minor Nation Troops	
Roll when a major nation successfully recruits a minor nation or a minor nation resists annexation attempt	
Minor Nation outside North Africa (results in () below apply if north of Switzerland except Moldavia): <ul style="list-style-type: none">1 die for Infantry: 1-4: number of Infantry shown on the die, 5-6: roll again1 die for Cavalry: 1-3: 1 Cavalry, 4-6: 2 Cavalry (6: 1 Cavalry and 1 Heavy Cavalry)1 die for Artillery: 1-3: 0 Artillery, 4-6: 1 Artillery (6: 1 Horse Artillery)	
Minor Nation in North Africa: <ul style="list-style-type: none">1 die for Militia: 1-4: number of Militia shown on the die, 5-6: roll again1 die for Irregular Cavalry: 1-2: 1 Irreg. Cavalry, 3-4: 2 Irregular Cavalry, 5-6: 3 Irregular Cavalry	

Annex Minor Nation		does not resist on 6 + on 1 die
	Must occupy the minor nation with troops; Denmark & Sweden always resist; Gibraltar never resists; roll to see if annexing nation gains the squadron; pieces there must stop moving for the round	
+ 1	At least one friendly General in minor nation	
+ 1	4-6 troops occupy the minor nation	
+ 2	7+ troops occupy the minor nation	
+ 1	Minor nation is adjacent to any region owned by the annexing nation	
- 1	Annexing nation is at war with at least one major nation	
+ 1	Minor nation is in uprising (roll for squadron: 1: resisting or eliminated, 2-5: eliminated, 6: annexing)	

Restore Region		10 + on 2 dice
	Must be at war with the owner and occupy the region with 3+ troops; owner must have no friendly or allied troops in the region or an adjacent region, or allied squadrons in the region's port	
+ 1	At least one friendly General in region	
+ 1	Minor nation is adjacent to any region owned by the restoring nation	
+ 1	Minor nation is in uprising	

Foment Uprising		3 + on 1 die
	Must be Ireland, Vendee, Don Basin, Arabia, foreign-owned homeland region, or non-homeland (not Gibraltar) region; not owned by player	
+ 1	Foreign-owned homeland region	

Suppress Uprising		8 + on 1 die
	Must own region; lose 1 piece on failed roll; pieces must stop for the round; in Spain need natural 5+	
+ 1	Each friendly land piece in the region	
- 1	Each enemy land piece in the region	

Control Non-Player Nation		Diplomatic Rating + on 2 dice
	Diplomatic Rating found on each scenario's Major Nation Ratings chart. Only player nations may try to control.	
+ 4	Non-player nation controlled by a player who consents to the attempt	