

Scenarios

The scenarios represent different points in Napoleon's career, and one later "what if" scenario. Some changes, clarifications and corrections have been made to many of the scenarios from the original manual, including commitment ratings, piece type, number, location or nationality; and some changes in ownership of regions. See page 16 in the manual for more details on setting up pieces and markers at the start of each game.

Scenario I 1796: The Rise of Napoléon

It has been almost a year since Prussia and Spain dropped out of the first coalition against the French Revolution. The British and Austrians, with their Piedmontese allies, continue to wage war on the young Republic. Fortunately for France, a great military commander is about to walk onto the stage of history. Napoléon has just been given his first major command: The ragtag French "Army of Italy" as it prepares to invade Italy. They have no shoes, no food, and no pay, but at least they are outnumbered.

Historically, Napoléon led them to victory and began his meteoric rise to Emperor. Can you win against the odds and build an empire?

Players and Game Type

Team

- 2 Players: France: Britain: Britain controls Austria
- 2 Players: France: Austria: Austria controls Britain
- 3 Players: France: Britain: Austria

Empire

- 2 Players: France: Britain: Britain controls Austria
- 2 Players: France: Austria: Austria controls Britain
- 3 Players: France: Britain: Austria
- 4 Players: France: Britain: Austria: Russia
- 5 Players: France: Britain: Austria: Russia: Prussia
- 6 Players: France: Britain: Austria: Russia: Prussia: Spain
- 7 Players: France: Britain: Austria: Russia: Prussia: Spain: Ottomans

Starting Conditions

- First Turn: April, 1796, France
- Great Britain and Austria are allies and at war with France
- France, Great Britain and Austria each have 3 PAP's; other controlled nations each have 2 PAP's; uncontrolled nations each have 1 PAP

Scenario Specific Rules

- No nation may move during the first round, except the French land pieces beginning the scenario in Provence, unless to retreat from a lost battle. *This is meant to simulate their indecision about what to do next, as well as the fact that Napoleon grabbed the initiative.*
- No nation may spend PAP's in the first round
- No pieces may enter Switzerland before 1798. No nation may try to recruit it before 1798.

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:6)	X	10	10	10	8	10	9
Great Britain (C:6)	10	X	8	8	9	7	9
Prussia (C:7)	10	9	X	9	10	9	10
Russia (C:7)	10	9	9	X	10	8	10
Ottoman Empire (C:9)	9	9	10	10	X	10	11
Austria (C:7)	9	8	8	8	10	X	9
Spain (C:9)	9	9	10	10	11	9	X

[illegible]

Scenario II 1800: The Second Coalition

A second war has been raging for two years. After fighting in Switzerland and Italy, the Russians have withdrawn their forces from the conflict. Napoléon has just returned from disastrous adventures in Egypt and Syria to find Austrian armies once again at the French borders. Naples, the Vatican, and Portugal are fighting along side Austria, the Ottomans, and Great Britain in the Second Coalition. Napoléon takes control and looks to repeat his campaign of 1796 in Italy.

Players and Game Type

Team

- 2 Players: France: Britain: Britain controls Austria and Ottomans
- 2 Players: France: Austria: Austria controls Britain and Ottomans
- 3 Players: France: Britain: Austria: Britain controls Ottomans
- 3 Players: France: Britain: Austria: Austria controls Ottomans
- 4 Players: removed because Ottomans should be non-player in this Team scenario

Empire

- 2 Players: France: Britain: Britain controls Austria and Ottomans
- 2 Players: France: Austria: Austria controls Britain and Ottomans
- 3 Players: France: Britain: Austria: Britain controls Ottomans
- 3 Players: France: Britain: Austria: Austria controls Ottomans
- 4 Players: France: Britain: Austria: Ottomans
- 5 Players: France: Britain: Austria: Ottomans: Russia
- 6 Players: France: Britain: Austria: Ottomans: Russia: Prussia
- 7 Players: France: Britain: Austria: Ottomans: Russia: Prussia: Spain

Starting Conditions

- First Turn: April, 1800, France
- Great Britain, Austria, and the Ottoman Empire are allies and at war with France
- France, Great Britain, Austria and the Ottoman Empire each have 3 PAP's; other controlled nations each have 2 PAP's; uncontrolled nations each have 1 PAP

Scenario Specific Rules

- Russia must make a commitment roll if it loses 3 (instead of 6) or more pieces in any single land battle before January 1803

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:5)	X	10	9	9	10	10	6
Great Britain (C:6)	10	X	9	9	9	8	10
Prussia (C:7)	10	9	X	9	10	9	10
Russia (C:7)	10	9	8	X	10	9	10
Ottoman Empire (C:9)	10	9	10	10	X	10	11
Austria (C:7)	10	8	8	9	10	X	10
Spain (C:9)	8	10	10	10	11	10	X

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Scenario III 1802: Peace and Options

The Peace of Luneville in February 1801 and Amiens in March 1802 gave Napoléon the freedom to choose a path for France. He chose to build up the Grande Armée and strengthen France's position in Germany and Italy. Historically, increasing tensions from the Netherlands to Malta led to open war with Great Britain by 1803.

Players and Game Type

Empire

- 2 Players: France: Britain
- 2 Players: France: Austria
- 2 Players: France: Russia
- 3 Players: France: Britain: Austria
- 3 Players: France: Britain: Russia
- 3 Players: France: Austria: Russia
- 4 Players: France: Britain: Austria: Russia
- 5 Players: France: Britain: Austria: Russia: Prussia
- 6 Players: France: Britain: Austria: Russia: Prussia: Spain
- 7 Players: France: Britain: Austria: Russia: Prussia: Spain: Ottomans

Starting Conditions

- First Turn: April, 1802, France
- Controlled nations each have 2 PAP's; uncontrolled nations each have 1 PAP

Scenario Specific Rules

- No nation may Declare War before July 1802
- In the Production Turn following September 1803, France gains 15 extra production points, representing the Louisiana Purchase

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:5)	X	10	9	9	9	10	7
Great Britain (C:6)	10	X	9	9	9	7	10
Prussia (C:7)	9	9	X	9	9	9	9
Russia (C:7)	9	9	9	X	10	9	9
Ottoman Empire (C:9)	10	10	10	10	X	10	11
Austria (C:7)	10	8	8	9	10	X	9
Spain (C:9)	8	10	10	10	11	9	X

Note that Great Britain has troops in Egypt but does not have a Right of Passage through the Ottoman Empire. The first chance the British player gets, he must move these troops out of Egypt, gain Right of Passage through Ottoman territory, or form an Alliance with the Sultan.

Map Setup	Infantry	Elite Infantry	Militia	Cavalry	Heavy Cavalry	Irregular Cavalry	Artillery	Horse Artillery	General	National Hero	Naval Squadron	Uprising	Ownership
France		1			1								
Paris	5			2			2			1			
Brittany	1										2		
Picardy	2			1									
Lorraine	3			1									
Provence	1										1		
Belgium	1												1
Holland													1
Switzerland													1
Piedmont													1
Milan	3			1			1						1
Great Britain													
London (Nelson)	3				1					1	2		
Cornwall	1										3		
Ireland	1												
Gibraltar	1										2		1
Egypt	1	1		1			1						
Prussia		1			1								
Berlin	5			2			2						
Pomerania	1												
Silesia	1												
East Prussia	2												
Grand Duchy of Warsaw	1												1
Hanover	1												1
Russia		1			1								
St. Petersburg	5			1			1				2		
Moscow	4			1			1						
Lithuania	1												
Ukraine	1					1							
Don Basin						1							
Ottoman Empire													
Constantinople			5			4							
Anatolia			1								2		
Armenia			2										
Syria			1										
Egypt			2									1	1
Moldavia			2										1
Wallachia			1										1
Bulgaria													1
Serbia			1									1	1
Bosnia													1
Albania			1										1
Macedonia													1
Greece													1
Austria		1			1								
Vienna	6			2			2			1			

Scenario IV 1805: Dash for the Danube

The war between Great Britain and France seemed stalemated, with France confident on land and Britain still dominating the seas. By proclaiming himself Emperor of France and King of Italy, and murdering the Duke of Enghien, Napoléon provoked the monarchies of Europe into forming the Third Coalition. Their plans included invading Italy and Bavaria (Napoléon's ally), while Britain and Sweden recovered Hanover. Meanwhile the navies of France and Spain threatened to combine to support a massive invasion of England.

Then Napoléon surprised and confounded his enemies in the Austerlitz Campaign, his greatest military success. Turning from his planned invasion of England, Napoléon force marched the Grande Armée across France and into Germany, surrounding an Austrian army in October at Ulm. Continuing his whirlwind campaign, he captured Vienna, then defeated the combined Austrian-Russian armies in December at Austerlitz, driving Austria and Russia out of the war. The Allies' only success came at the decisive Battle of Trafalgar, where Admiral Horatio Nelson defeated the combined French and Spanish fleet after it sailed out from Cadiz.

Players and Game Type

Team

- 2 Players: France: Britain: France controls Spain: Britain controls Austria, Russia
- 2 Players: France: Austria: France controls Spain: Austria controls Britain, Russia
- 3 Players: France: Britain: Austria: France controls Spain: Britain controls Russia
- 3 Players: France: Britain: Austria: France controls Spain: Austria controls Russia
- 4 Players: France: Britain: Austria: Russia: France controls Spain
- 5 Players: France: Britain: Austria: Russia: Spain

Empire

- 2 Players: France: Britain: France controls Spain: Britain controls Austria, Russia
- 2 Players: France: Austria: France controls Spain: Austria controls Britain, Russia
- 3 Players: France: Britain: Austria: France controls Spain: Britain controls Russia
- 3 Players: France: Britain: Austria: France controls Spain: Austria controls Russia
- 4 Players: France: Britain: Austria: Russia: France controls Spain
- 5 Players: France: Britain: Austria: Russia: Spain
- 6 Players: France: Britain: Austria: Russia: Spain: Prussia
- 7 Players: France: Britain: Austria: Russia: Spain: Prussia: Ottomans

Note: More experienced players should be on the French team in this scenario.

Starting Conditions

- First Turn: September, 1805, Austria
- Great Britain, Austria, and Russia are allies as are France and Spain. Spain is at war with Great Britain. France is at war with Great Britain, Austria and Russia.
- France has 4 PAP's; Great Britain, Austria, Russia and Spain each have 3 PAP's; other controlled nations each have 2 PAP's; uncontrolled nations each have 1 PAP

Scenario Specific Rules

- The pieces starting in Sweden and Sicily may not move until November 1805

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:5)	X	11	10	10	9	10	7
Great Britain (C:6)	11	X	9	8	9	8	10
Prussia (C:7)	10	9	X	9	10	9	10
Russia (C:7)	9	9	9	X	10	8	10
Ottoman Empire (C:9)	10	9	10	10	X	10	11
Austria (C:7)	10	8	9	8	10	X	10
Spain (C:8)	9	10	10	10	11	10	X

Map Setup	Infantry	Elite Infantry	Militia	Cavalry	Heavy Cavalry	Irregular Cavalry	Artillery	Horse Artillery	General	National Hero	Naval Squadron	Uprising	Ownership
France		2			2			1					
Paris	2												
Brittany	2										2		
Picardy	7			2			2			1	1		
Belgium	3			1			1						1
Holland	2												1
Hanover	2			1									1
Switzerland	1												1
Piedmont	1												1
Milan	3			1			1						1
Bavaria	2			1									1
Western Spain											2		
Great Britain		1			1								
London	3			2			1						
Cornwall	1												
Ireland	1												
Gibraltar	1												1
Finland													1
Sweden	2			1									1
English Channel											2		
North Sea											1		
North Atlantic											3		
Bay of Biscay											2		
Mid Atlantic									1	2			
Sicily	1												1
Prussia		1			1								
Berlin	6			2			2						
Pomerania	1												
Silesia	2												
East Prussia	1												
Grand Duchy of Warsaw	2												1
Russia		1			1								
St. Petersburg	2			1			1				2		
Moscow	2												
Lithuania	3			1			1						
Volhynia	3			1			1						
Ukraine	1					1							

[illegible]

Scenario V 1806 – 1807: Who's Next?

With Austria subdued, Napoléon picks a fight with Prussia, knowing that a victory would leave him totally dominant in Central Europe. One year after Ulm, an unprepared Prussia joins Britain, Russia and Sweden in the Fourth Coalition.

Players and Game Type

Team

- 2 Players: France: Britain: France controls Spain: Britain controls Prussia, Russia
- 2 Players: France: Russia: France controls Spain: Russia controls Prussia, Britain
- 3 Players: France: Britain: Russia: France controls Spain: Britain controls Prussia
- 3 Players: France: Britain: Russia: France controls Spain: Russia controls Prussia
- 4 Players: France: Britain: Russia: Prussia: France controls Spain
- 4 Players: France: Britain: Russia: Spain: Britain controls Prussia
- 4 Players: France: Britain: Russia: Spain: Russia controls Prussia
- 5 Players: France: Britain: Russia: Prussia: Spain

Empire

- 2 Players: France: Britain: France controls Spain: Britain controls Prussia, Russia
- 2 Players: France: Russia: France controls Spain: Russia controls Prussia, Britain
- 3 Players: France: Britain: Russia: France controls Spain: Britain controls Prussia
- 3 Players: France: Britain: Russia: France controls Spain: Russia controls Prussia
- 4 Players: France: Britain: Russia: Prussia: France controls Spain
- 4 Players: France: Britain: Russia: Spain: Britain controls Prussia
- 4 Players: France: Britain: Russia: Spain: Russia controls Prussia
- 5 Players: France: Britain: Russia: Prussia: Spain
- 6 Players: France: Britain: Russia: Prussia: Spain: Austria
- 7 Players: France: Britain: Russia: Prussia: Spain: Austria: Ottomans

Starting Conditions

- First Turn: September, 1806, Prussia
- Great Britain, Prussia, and Russia are allies as are France and Spain. Spain is at war with Great Britain. France is at war with Great Britain, Prussia and Russia.
- Austria has a Grace Period from France ending at the start of January 1807
- France has 3 PAP's; Great Britain, Prussia, Russia and Spain each have 2 PAP's; Austria and the Ottoman Empire each have 1 PAP

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:5)	X	11	10	10	9	9	8
Great Britain (C:6)	11	X	8	8	9	9	10
Prussia (C:6)	10	8	X	7	10	9	10
Russia (C:7)	10	8	7	X	10	9	10
Ottoman Empire (C:9)	10	9	10	10	X	10	11
Austria (C:7)	9	9	9	9	10	X	9
Spain (C:9)	9	10	10	10	11	9	X

[illegible]

Scenario V.V 1808: Spanish Pride

The Treaty of Tilsit established peace with Russia in July 1807, leaving only Great Britain and Sweden at war with France. Napoléon believed Britain would accept peace on his terms, as they had in 1802, if he could block their trade with Portugal and Spain. In order to enforce the trade embargo, a French army conquered Portugal (with Spanish assistance) in December 1807. But Spain, though allied with France, was unwilling to enforce Napoléon's Continental System. Overconfident after his military successes in central Europe, and misunderstanding the Spanish national character, Napoléon attempted to "solve" this problem by sending a large and inexperienced army into Spain, supposedly to help resist a British invasion. He then revealed his true intentions by placing the Spanish royal family under house arrest and proclaiming his own brother to be King of Spain.

The French never overcame the passionate Spanish resistance to the new foreign king. The "Guerrilla War" there drained France of men, morale, and prestige, and led to the downfall of Napoleon's vast empire. While the Empire grew in size for a few more years, early 1808 marked the high point of his success. Can you succeed where the Emperor failed, in conquering his unsteady ally? Or will you explore what might have happened had Napoléon not invaded Spain?

Players and Game Type

Team

- 2 Players: France: Britain: Britain controls Ottomans: France controls Russia, Prussia, Spain
- 3 Players: France: Britain: Ottomans: France controls Russia, Prussia, Spain
- 4 Players: France: Britain: Ottomans: Russia: France controls Prussia, Spain
- 5 Players: France: Britain: Ottomans: Russia: Spain: France controls Prussia
- Russia and Prussia start on the French Team; the Ottomans start on the Anti-French Team

Empire

- 2 Players: France: Britain: Britain controls Ottomans: France controls Russia, Prussia, Spain
- 3 Players: France: Britain: Ottomans: France controls Russia, Prussia, Spain
- 4 Players: France: Britain: Ottomans: Russia: France controls Prussia, Spain
- 5 Players: France: Britain: Ottomans: Russia: Austria: France controls Prussia, Spain
- 6 Players: France: Britain: Ottomans: Russia: Austria: Spain: France controls Prussia
- 7 Players: France: Britain: Ottomans: Russia: Austria: Spain: Prussia

Starting Conditions

- First Turn: January, 1808, France
- France and Spain are allied and at war with Great Britain. Russia is at war with the Ottomans.
- Prussia has granted Right of Passage to France
- Prussia and Russia have a Grace Period from France ending at the start of July 1808
- France has 6 PAP's; Great Britain, Austria, Spain, Russia and the Ottoman Empire each have 0 PAP's, and Prussia has – 3 PAP's

Scenario Specific Rules

- If France controls Spain, France can conclude an armistice between Spain and all nations at war with Spain at no cost and without the other nations' consent. Then France must break its alliance with Spain (if it has one) and immediately release control of Spain; this does *not* cause the normal 1-year Grace Period protecting Spain from France.

- France can compel Britain to roll for commitment only *once* per production round via Enforce Continental System, unless France owns all regions in Spain and Portugal, and there are no uprisings there
- In each production round that France tries Enforce Continental System, Britain's diplomatic rating vs. Russia (which starts at 11) decreases by 1

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:5)	X	11	10	10	10	10	10
Great Britain (C:6)	11	X	10	11	9	9	9
Prussia (C:8)	11	11	X	11	10	11	11
Russia (C:8)	9	10	10	X	9	10	10
Ottoman Empire (C:9)	10	10	10	10	X	10	10
Austria (C:8)	10	9	10	10	10	X	10
Spain (C:9)	10	10	10	10	10	10	X

[illegible]

Map Setup	Infantry	Elite Infantry	Militia	Cavalry	Heavy Cavalry	Irregular Cavalry	Artillery	Horse Artillery	General	National Hero	Naval Squadron	Uprising	Ownership
Great Britain													
London	3	2		1	1		1						
Ireland	1												
Gibraltar	2												1
Sicily	2												1
Sweden	3			1									1
Baltic Sea											2		
North Sea											1		
English Channel											1		
North Atlantic											2		
Bay of Biscay											2		
Mid Atlantic											2		
Gulf of Marseilles											2		
Prussia													
Berlin	1												
Pomerania	1												
Silesia	1												
East Prussia	1												
Russia													
St. Petersburg	3	1			1		1				2		
Moscow	1			1			1						
Minsk-Smolensk	1												
Novgorod	1												
Lithuania	3						1			1			
Volhynia	1			1									
Ukraine	1												
Don Basin						1							
Caucasus	1					1							
Moldavia	1												
Wallachia	3					1	1						
Serbia	1												
Ottoman Empire													
Constantinople			2			1					1		
Anatolia			1										
Armenia			4			2							
Syria			1										
Egypt			2			1				1			1
Moldavia													1
Wallachia													1
Bulgaria			6			1							1
Serbia												1	1
Bosnia			1										1
Albania			1										1
Macedonia			3										1
Greece													1
Austria													
Vienna	5	1		1	1		1			1			

Scenario VI 1809: The Austrian Phoenix and the Spanish Quagmire

Napoléon defeated Prussia quickly in 1806 at the battles of Jena and Auerstadt, then went on to press the Russians deep into Poland. By the Treaty of Tilsit, signed in July 1807, Russia joined France as an uneasy ally in the Continental System against Great Britain. Next, Britain removed the Danish fleet from Copenhagen, driving Denmark finally into alliance with Napoleon, while the French occupied Portugal. Napoléon made a costly political miscalculation in 1808 by placing his brother on the throne of Spain, creating a debilitating ulcer for France that would never heal. In August 1808 the British landed in Portugal, and actually transported its French occupiers back to France on British ships! Meanwhile Tsar Alexander took Finland from Sweden, and was fighting a minor war with Russia's old enemy, the Ottomans. Seeing an opportunity for revenge, Austrian Emperor Franz I declared war on France again in April 1809, calling for uprisings against Napoleon all across Germany.

Players and Game Type

Team

- 2 Players: France: Britain: Britain controls Spain, Austria, Ottomans: France controls Russia
- 2 Players: France: Austria: Austria controls Spain, Britain, Ottomans: France controls Russia
- 3 Players: France: Britain: Austria: Britain controls Spain: Austria controls Ottomans: France controls Russia
- 4 Players: France: Britain: Austria: Spain: Spain controls Ottomans: France controls Russia
- 5 Players: France: Britain: Austria: Spain: Russia: Spain controls Ottomans
- 6 Players: France: Britain: Austria: Spain: Russia: Ottomans
- Note: Russia starts on the French Team, while the Ottomans start on the Anti-French Team

Empire

- 2 Players: France: Britain: Britain controls Spain, Austria, Ottomans: France controls Russia
- 2 Players: France: Austria: Austria controls Spain, Britain, Ottomans: France controls Russia
- 3 Players: France: Britain: Austria: Britain controls Spain: Austria controls Ottomans: France controls Russia
- 4 Players: France: Britain: Austria: Spain: Spain controls Ottomans: France controls Russia
- 5 Players: France: Britain: Austria: Spain: Russia: Spain controls Ottomans
- 6 Players: France: Britain: Austria: Spain: Russia: Ottomans
- 7 Players: France: Britain: Austria: Spain: Russia: Ottomans: Prussia

Starting Conditions

- First Turn: April, 1809, Austria
- Great Britain, Austria, and Spain are allies and at war with France
- The Ottoman Empire and their “ally” Sweden are at war with Russia
- France has Right of Passage through Russia and vice versa; Austria, Britain, and Spain have Right of Passage through the Ottoman Empire and vice versa
- Austria has 4 PAP's; France, Great Britain, Russia and the Ottomans each have 2 PAP's; Prussia has 1 PAP; Spain has 0 PAP

[illegible]

Scenario VII 1812: Into Russia with Love

After subduing the Austrians in 1809, Napoléon married the Austrian Archduchess Marie Louise and ruled most of Europe by appointing his brothers and sisters as royalty. Tsar Alexander, however, grew tired of the Continental System that restricted Russia's trade with Britain, and so declared an end to the Russian alliance with France on the last day of 1810. In return, Napoléon invaded Russia in June 1812.

Never start a land war in Russia! Alexander realized he could not make peace while the invader occupied Russian soil, in part due to Napoléon's threat to free the serfs. The Russian General Kutusov's scorched earth policy worked and by the end of the year, Russia had gobbled up one of the mightiest armies that had ever been assembled. Napoléon's reputation of invincibility was now as tattered as his army, and his vast empire hung by a thread.

Players and Game Type

Team

- 2 Players: France: Britain: France controls Prussia and Austria: Britain controls Spain and Russia
- 2 Players: France: Russia: France controls Prussia and Austria: Russia controls Spain and Britain
- 3 Players: France: Britain: Russia: France controls Prussia and Austria: Britain controls Spain

Empire

- 2 Players: France: Britain: France controls Prussia and Austria: Britain controls Spain and Russia
- 2 Players: France: Russia: France controls Prussia and Austria: Russia controls Spain and Britain
- 3 Players: France: Britain: Russia: France controls Prussia and Austria: Britain controls Spain
- 4 Players: France: Britain: Russia: Austria: Austria controls Prussia: Britain controls Spain
- 5 Players: France: Britain: Russia: Austria: Prussia: Britain controls Spain
- 6 Players: France: Britain: Russia: Austria: Prussia: Spain
- 7 Players: France: Britain: Russia: Austria: Prussia: Spain: Ottomans

Starting Conditions

- First Turn: June, 1812, France
- Great Britain, Spain, and Russia are allies and at war with the alliance of France, Prussia and Austria
- France, Great Britain, and Russia each have 2 PAP's; Prussia, Austria, and the Ottoman Empire each have 1 PAP; Spain has 0 PAP's

Scenario Specific Rules

- While France controls Prussia, Prussian pieces inside Berlin may not move
- While France controls Austria, Austrian pieces inside Vienna may not move
- While France controls Prussia, Prussia may gain but not spend production points in its production turns
- While France controls Austria, Austria may gain but not spend production points in its production turns
- The British and Russian Diplomatic Ratings with both Austria and Prussia go down 1 point for every Russian piece in the Prussian homeland after November 1812
- Austria may not declare war on France before Prussia does
- When Prussia becomes at war with France, Prussia's Commitment Rating changes to 4

- When Austria becomes at war with France, Austria's Commitment Rating changes to 5
- In an Empire game, France may not break the alliance with Austria or Prussia (and vice versa), until the January 1813 turn; in a Team game, these alliances can never be voluntarily broken while both nations are on the same team
- On Great Britain's production turn following September 1812, Britain must eliminate 3 of its naval squadrons (sent to the war with the U.S.)
- From the production round following December 1812 to the production round following December 1814, Great Britain rolls 2 dice during each of its production turns to determine how many production points are lost due to the war with the U.S. This represents resources being sent to fight the war in North America and trade being lost to American privateers.

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:5)	X	11	10	11	8	9	11
Great Britain (C:6)	11	X	10	7	9	10	7
Prussia (C:9)	10	10	X	10	9	9	10
Russia (C:5)	10	8	10	X	10	10	8
Ottoman Empire (C:9)	9	10	9	10	X	9	11
Austria (C:8)	9	10	9	10	9	X	10
Spain (C:7)	11	9	10	10	11	10	X

Map Setup	Infantry	Elite Infantry	Militia	Cavalry	Heavy Cavalry	Irregular Cavalry	Artillery	Horse Artillery	General	National Hero	Naval Squadron	Uprising	Ownership
France	5				3		1						
Paris	4			1			2				3		
Brittany	1												
Picardy	1												
Provence	1										1		
Belgium	1												1
Holland	1												1
Hanover													1
Switzerland													1
Piedmont													1
Milan	2												1
Venice													1
Tuscany													1
Papal States													1
Naples	3			1									1
Illyria													1
Tyrol													1
Bavaria													1
Baden-Wurt													1
Hesse-Berg													1
Thuringia													1
Westphalia													1
Saxony	2			1									1
Silesia	16			6			6	2	1				
Grand Duchy of Warsaw	3			1			1						1
Denmark													1
Mecklenburg													1
Madrid	6			1			1				1	1	

[illegible]

Scenario VIII 1813 – 1814: Defending the Empire

After the horrific retreat out of Russia through Poland, and into Germany, there wasn't much left of the Grande Armée. Napoléon rushed back to France to raise a brand new army. Meanwhile, the Russian army, led by swarms of Cossacks, marched west to avenge the invasion of Russia. They advanced through Poland and into Prussia, giving the Prussians the chance to join them and declare war on Napoléon. Even Sweden, ruled by a former Marshal of France, attacked Napoleon. The War of German Liberation had finally begun.

Things were coming apart for the French Empire, but it was not too late. A new army of conscripts was marching east out of France. Napoléon could still work his magic on the battlefield and reverse the setback in Russia. However, the ulcer in Spain continued to sap French strength.

Historically, Austria remained neutral until August 1813. After fierce campaigns in Germany, Spain, and France, Napoléon was forced to abdicate on April 11, 1814.

Players and Game Type

Team

- 2 Players: France: Britain: Britain controls Spain, Prussia, Russia
- 2 Players: France: Russia: Russia controls Spain, Prussia, Britain
- 3 Players: France: Britain: Russia: Britain controls Spain: Russia controls Prussia
- 4 Players: France: Britain: Russia: Prussia: Britain controls Spain
- 5 Players: France: Britain: Russia: Prussia: Spain

Empire

- 2 Players: France: Britain: Britain controls Spain, Prussia, Russia
- 2 Players: France: Russia: Russia controls Spain, Prussia, Britain
- 3 Players: France: Britain: Russia: Britain controls Spain: Russia controls Prussia
- 4 Players: France: Britain: Russia: Prussia: Britain controls Spain
- 5 Players: France: Britain: Russia: Prussia: Austria: Britain controls Spain
- 6 Players: France: Britain: Russia: Prussia: Austria: Ottomans: Britain controls Spain
- 6 Players: France: Britain: Russia: Prussia: Spain: Austria
- 7 Players: France: Britain: Russia: Prussia: Spain: Austria: Ottomans

Starting Conditions

- First Turn: March, 1813, Prussia
- Great Britain, Spain, Russia, and Prussia are allies and at war with France
- France, Great Britain, Prussia, and Russia each have 2 PAP's; Austria and the Ottoman Empire each have 1 PAP; Spain has 0 PAP's

Scenario Specific Rules

- From the production round following December 1812 to the production round following December 1814, Great Britain rolls 2 dice during each of its production turns to determine how many production points are lost due to the war with the U.S. This represents resources being sent to fight the war in North America and trade being lost to American privateers.
- When Austria becomes at war with France, Austria's Commitment Rating changes to 5

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:5)	X	11	11	10	9	9	11
Great Britain (C:6)	11	X	7	8	9	8	7
Prussia (C:4)	10	9	X	8	10	9	9
Russia (C:7)	10	8	7	X	10	8	8
Ottoman Empire (C:9)	10	10	10	10	X	10	11
Austria (C:7)	9	9	9	10	10	X	9
Spain (C:7)	11	9	10	10	11	9	X

[illegible]

Scenario IX 1815: Not Again!

Sensing opportunity in the divisions between the powers collected for the Congress of Vienna, and widespread dissatisfaction with the Bourbon King Louis XVIII, Napoléon left Elba to lead France once again. The veteran troops, and many of the Grande Armée's generals, rushed to rejoin their Emperor. Nearly all of Europe put aside their differences to rid themselves of this man who had frustrated them for almost 20 years.

With some of the same characteristic speed and skill of old, the French army crossed into Belgium on June 15, 1815, achieving surprise and intent on defeating the forces of Wellington and Blücher in detail. Only one week later, following the disaster at Waterloo, Napoléon abdicated again, and was blocked from his desire to escape to the United States. He surrendered himself to the British on July 15. Can you do better?

Players and Game Type

Team

- 2 Players: France: Britain: Britain controls Spain, Austria, Prussia, Russia
- 3 Players: France: Britain: Prussia: Britain controls Spain, Austria: Prussia controls Russia
- 4 Players: France: Britain: Prussia: Austria: Britain controls Spain: Prussia controls Russia
- 5 Players: France: Britain: Prussia: Austria: Russia: Britain controls Spain

Empire

- 2 Players: France: Britain: Britain controls Spain, Austria, Prussia, Russia
- 3 Players: France: Britain: Prussia: Britain controls Spain, Austria: Prussia controls Russia
- 4 Players: France: Britain: Prussia: Austria: Britain controls Spain: Prussia controls Russia
- 5 Players: France: Britain: Prussia: Austria: Russia: Britain controls Spain
- 6 Players: France: Britain: Prussia: Austria: Russia: Spain
- 7 Players: France: Britain: Prussia: Austria: Russia: Spain: Ottomans

Starting Conditions

- First Turn: June, 1815, France
- Great Britain, Russia, Prussia, Austria and Spain are allies and at war with France
- All nations have 0 PAP's

Scenario Specific Rules

- The General in Paris cannot move until France wins a major battle

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:8)	X	10	10	10	9	9	10
Great Britain (C:6)	10	X	9	9	10	9	8
Prussia (C:6)	10	9	X	9	10	9	9
Russia (C:7)	10	10	10	X	10	10	10
Ottoman Empire (C:9)	10	10	10	10	X	10	11
Austria (C:7)	9	9	10	10	10	X	9
Spain (C:9)	10	10	10	10	11	10	X

[illegible]

Scenario X 1820: Every Man for Himself

After the Napoleonic Wars ended, the diplomats divided the spoils, and Europe settled into one of the longest periods of sustained peace that it has ever known. But what if balance of power politics had led to alliances and instability as it eventually did in 1914?

Players and Game Type

Empire

- 2 Players: Each player picks a nation (any). Then they each pick one nation to be their “ally” (controlled). Roll to see who picks first, or choose the allied nation randomly.
- 3 Players: Same as 2 Player
- 4 Players: Each player picks a nation (any)
- 5 Players: Same as 4 Player
- 6 Players: Same as 4 Player
- 7 Players: Same as 4 Player

Starting Conditions

- First Turn: March, 1820 (use 1800 on the track and add 20 years), France
- Nations controlled by the same player are allies
- All nations have 4 PAP's

Scenario Specific Rules

- Nations may setup their pieces in any regions they own, even outside their homeland; naval squadrons must start in a homeland port
- National Heroes are not available in this scenario

Major Nation Ratings	France	Britain	Prussia	Russia	Ottomans	Austria	Spain
France (C:7)	X	9	9	9	9	9	9
Great Britain (C:6)	9	X	9	9	9	9	9
Prussia (C:7)	9	9	X	9	9	9	9
Russia (C:7)	9	9	9	X	9	9	9
Ottoman Empire (C:8)	9	9	9	9	X	9	9
Austria (C:7)	9	9	9	9	9	X	9
Spain (C:9)	9	9	9	9	9	9	X

[illegible]

[illegible]