

Game of Napoleonic Diplomacy and Warfare

EMPIRES in ARMS

Beginners Guide to EIA

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The Avalon Hill
Game Company



Quick Rules Reference & Tips How NOT to Get Screwed

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Political Phase:

- a. Diplomacy Step
 - i. Talk to everyone especially France & England and pick ONE side to be on. Don't get too cute and try to play one off the other because it will come out and you will be left alone.
- b. Declarations of War Step
 - i. Remember that you have to be able to enter each district in a minor country this month or it will go back to neutral (lapse of war 4.6.6. page 21)
 1. Naples & Sicily (multi-district minor cost 2 political points to DOW)
 2. Denmark & Norway (multi-district minor cost 2 political points to DOW)
 3. Sweden & Finland (multi-district minor cost 2 political points to DOW)
 - ii. Know which minors have corps and navies and plan/prepare your forces accordingly. Be sure you can pay for supply (especially beginning of game)
 1. Special hint to Great Britain, do not declare war upon minors with navies early in the game as France will probably get control of them and use them against you.
 - iii. Be careful of declaring war upon too many minors at one time because your at war enemy could get control of them (+2 to die roll) and immediately surrender to you and keep some of these minors (especially Prussia & Austria Vs France)
 - iv. Be careful declaring war during an economic month! Always consult the Victory Point chart when deciding when to DOW
- c. Call to Allies Step
 - i. Remember, the Attacker does NOT get to call his allies unless the Defender call theirs first! So the Defender can prevent the Attacker from calling allies!
- d. The Peace Step
 - i. Remember, that it cost the same amount of political points to surrender to any number of enemies.
 1. You pay the more expensive costs if you give some enemies a conditional (-5pp) and others an unconditional (-8pp) surrender. You pay -8pp in this example.
 - ii. Remember that you have to surrender to ALL enemies if you surrender to anybody that is not within your home border! Your home border does NOT include your conquered/Free minors! (4.4.2.1 page 16)
 - iii. Countries that are sued for peace must write Conditional (you must accept) or Unconditional (you may accept). Be careful of being stuck fighting when you choose Unconditional. It is a common screw to have others write Conditional and tricking someone else to write Unconditional
 1. Remember you can force an ally to break your alliance (-2 political points) if they accept a peace without you accepting a peace
 - iv. France & GB have required peace conditions that must be chosen and other players can screw them if they are included in a multination peace deal. (11.9.2.2 page 100)
 1. France: must choose ACCESS (C5) & REMOVE 2 FLEETS (C1c) in order to be at peace with GB. So if GB surrendered to France & Spain, then Spain could chose C5, C1a or B1 and screw France! Spain would still get their peace (conditional or unconditional) and force France & GB to still be at war!
 - a. Remember a Victory/Peace Condition can only be chosen ONCE by the victors
 - i. First at war picks first (competitive die roll for ties)
 2. GB: must choose Remove Napoleon (C6) however every victor must also choose this condition as one of their conditions. So if just 1 country does NOT choose C6, then GB remains at war with France!

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- e. The Creating Alliance Step
 - i. Do not make too many alliances as you only get +1 political point for making the alliance and can lose -2 political points if you declare war upon an ally or do not answer a call to war from an ally.
 - 1. Alliances allow you to combine movement, give/receive money from each other during Economic Phases and cede territory during an economic phase if you are not at war (1 territory per econ phase)
 - 2. Alliances prevent you from rolling for control of a minor country your ally is attacking
 - 3. Always consult the Victory Point chart when deciding when to ally. Sometimes it is better to wait a month if it doesn't get you an extra Victory Point!
- f. Minor Country Control Step
 - i. Consult the "Minor Countries Chart" to see your bonuses for rolling for control of minor
 - 1. Remember, you can't roll to control a minor your ally is attacking
 - 2. +2 if you are at war with the country attacking the minor
 - 3. +1 if new country has become DOMINANT (-1 for France or GB if they lose it)
 - 4. The attacker does NOT lose a political point if nobody will take control of the minor
 - 5. Controlling player sets up the army corps anywhere in the country and the fleets in any port or adjacent sea zone to a port
 - 6. If more than 1 major power DOWs a minor, then they both write down if they are backing down or not
 - a. If 1 backs down, then the other is still at war with minor as normal, but the backed down country still loses 1 political point per minor district
 - b. If neither back down, then one of the following happens:
 - i. If both in a mandatory peace condition, then they both must back down and both still lose 1 political point per district
 - ii. If not in enforced peace, but 1 has corps in the other's homeland, then that one cannot DOW so it must back down and lose the pp(s)
 - iii. If not in enforced peace, and 1 at war with unbesieged enemy corps in home province, then must back down and lose pp(s)
 - iv. Basically, if you can't legally DOW the other player, then you must back down and lose the pp(s) (4.6.4 page 20)
 - v. If there is nothing preventing the major powers from going to war, then both are considered to have declared war upon the other and BOTH lose the appropriate number of political points
 - vi. No Calls to Allies are allowed for this scenario!
 - ii. If a major power starts the minor country control step in the **INSTABILITY ZONE**, then all its conquered minors become neutral unless there is an unbesieged HOME corps of that major power (not a minor corps) in the minor country.
 - 1. An enemy corps or garrison captures control of the minor instead of it becoming neutral
 - a. Political points are not lost by previous owner
 - b. 1 political point is gained per province!
 - iii. If a major power starts the minor country control step in the **FIASCO ZONE**, then all its conquered minors & Free States become neutral!

Conquered
Minors Only!

Conquered
Minors &
Free States!

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1. An enemy corps or garrison captures control of the minor instead of it becoming neutral
 - a. Political points are not lost by previous owner
 - b. 1 political point is gained per province!

FIASCO ZONE											Status Modifiers
Can Loose Conquered Minors & Free States!											
Victory Points	0	1	1	1	1	2	2	2	2	3	-2
Political Status Adjustment	+3	+3	+3	+3	+3	+3	+3	+3	+2	+2	
Economic Loss #	5	5	5	4	4	4	3	3	3	2	

INSTABILITY ZONE											Status Modifiers
Can Loose Conquered Minors											
Victory Points	3	3	3	4	4	4	4	5	5	5	-1
Political Status Adjustment	+2	+2	+2	+2	+2	+2	+2	+2	+1	+1	
Economic Loss #	2	2	1	1	1	1	1	2	1	1	

NEUTRAL ZONE											Status Modifiers
Victory Points	5	6	6	6	7	7	7	8	8	8	0
Political Status Adjustment	+1	+1	+1	+1	0	0	-1	-1	-1	-1	
Campaign Setup			Turkey	Austria	Spain		Russia		Britain	Prussia	

DOMINANT ZONE											Status Modifiers
Victory Points	9	9	10	10	11	11	12	13	14	15	+1
Political Status Adjustment	-2	-2	-2	-2	-2	-3	-3	-3	-3	-3	
Campaign Setup		France									

- g. Breaking Alliance Step
 - i. Any major power may break an alliance at the cost of -2 political points
- h. Free State Declaration Step
 - i. May declare any conquered minor country with corps/navy as a Free State.
 1. Benefits of Free State
 - a. They get double the manpower and money
 - b. Get more corps and fleets to control
 - c. Conquered minors become neutral if you are in the Instability Zone without an unbesieged corp. Free States don't! (10.5.2.1 page 82)
 2. Negatives of Free State
 - a. May never be reverted back to conquered minor
 - b. Remember you are now building inferior troops but you will have more corps. This may or may not be a good idea for GB & France due to building troops with a low moral of 1.0 – 2.0 instead of troops with moral of 4.0 – 5.0
 - c. Free State money must be spent during the econ phase on new troops and maintenance and can't be saved. You don't use this money to supply these Free State troops! (8.2.3 page 67 & 8.5.5 page 70)
 - d. Free State manpower is not counted toward the Total Final Victory Point calculation like conquered minors are counted (8.1.3.2.3.1 page 64)
 - i. Declaration of Combined Movement (between allies)
 - i. Great Britain gets to pick when it goes during the naval phase
 - ii. France gets to pick when it goes during the land phase
 - iii. Combined movement is actually "SLOW MOVEMENT" and the combined allies go at the SLOWEST countries turn in the naval and land phase. So France can choose to pull up or down other counties during the land phase and Great Brian can do the same during the naval phase
 - iv. Combined movement allows allies to do the following:

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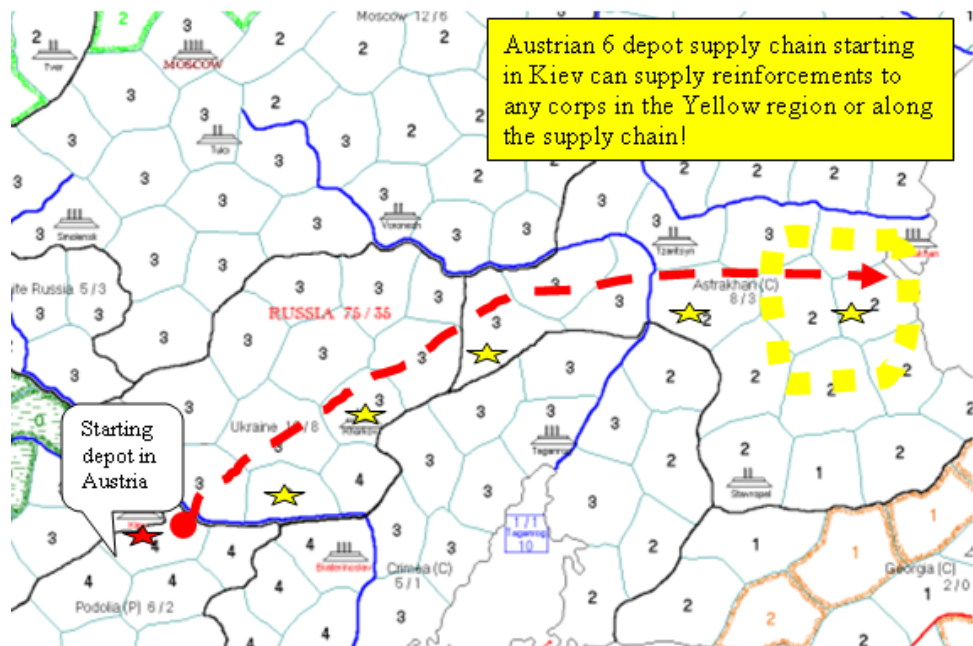
1. Be transported by each others navies
2. Be fed from each others depots
 - a. Allows your ally to feed your troops from their depot using THEIR money
3. Allows allies to ALMOST move together at the same time. However, they do move separately (7.3.8 page 41) this gets a little tricky.
 - a. The combined stack must choose which country moves first during their combined turn and then move all of those forces.
 - i. This gives that player the opportunity to move into cities (can only hold so many troops), extend its depot chain, eat enemy depots (thus not paying for supply).
 - ii. The big advantage to this is if one of the allies is NOT at war with ALL of the countries in the neighboring stack but the other is
 1. Example: Austria & Prussia *combined* & BOTH at war with Russia. However, Russia is *combined* & stacked with Great Britain in an adjacent territory. Austria is at war with Great Britain, but Prussia is NOT at war with Great Britain.
 - a. Prussia is allowed to move 1st and moves into the GB/Russian province. This forces GB to retreat (abandon Russia) or to immediately DOW Prussia & loose political points if it wants to stay and help Russia fight.
 - i. No call to allies is allowed

2. Reinforcement Phase:

- a. Naval Reinforcement (page 22)
 - i. Naval leaders may be added or removed to/from any fleet that isn't blockaded AND besieged at the same time. Otherwise, they can be placed
 - ii. New fleet counters are purchased during the past Economic Phase (good for 3 months) and can be placed with any fleet in a home nation port (not at sea or a minor port). Ships can be transferred between these fleets. Also, new ships due this month during reinforcements may be placed in this new fleet marker.
 1. Blockading does NOT prevent reinforcement SHIPS from being placed!
 2. Reinforcement ships may be delayed (unlike land forces)
 3. Free State ships must be added to their fleets in their home port!
- b. Land Reinforcement (page 23)
 - i. Used for regular army & cavalry, guard, artillery and militia units only
 1. Not used for feudal, insurrection, guerillas, Freikorps or Cossacks
 2. Guard & Cavalry units can convert to Infantry if they can't be placed, but Artillery is eliminated if it cannot be placed.
 - ii. Army leaders may be added or removed to/from any corps that isn't besieged. They may be removed from corps that fails to disembark.
 1. Leaders can also be placed in units that are in reinforcement supply
 - iii. New corps counters are purchased during the past Economic Phase (good for 3 months) and can be placed with any unbesieged home nation city or with any unbesieged friendly corps that is in reinforcement supply!
 - iv. Corps that occupy the same space during the reinforcement phase may transfer units between themselves (this is only time this is allowed)
 1. You may deplete and remove corps markers at this time. However, removed corps markers are not available again until repurchased in future econ phase.

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- v. Major Power's garrisons may be placed in any unbesieged home province city and can only be placed in conquered minors or Free States if they are in a valid Reinforcement Supply chain.
 1. Reinforcement Supply consists of a valid supply chain that starts at an unbesieged home nation city and extends up to 6 depots away for non-militia troops and can be 1 space from a valid depot.
 - a. Militias can depot chain the same but can only be 3 depots long
 - b. Note: New reinforcements arrive first, then corps can detach garrisons.
 - i. So you cannot detach garrisons from a corps in order to make room for these new reinforcements!
 2. Free States may place their units within their unbesieged minor cities



Sea Supply: Cost same as normal supply! [page 45]

- Requires depot on both sending & receiving ports with unblocked path and a ONE fleet at either port (not in sea zone between the ports). These can be used to extend the supply chain!
 - Supply only blocked if either port is blockaded! Enemy fleet at seas DO NOT block this supply.
 - **DOES ALLOW REINFORCEMENTS**

GB Fleet at Port Plymouth (Home Province port) with depot. Note: not blockaded

This is the Sea Supply chain source

Spanish Port of Corunna is not blockaded and has a GB depot.



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3. Naval Phase:

a. Naval Movement

- i. Great Britain decides when it moves during the naval phase
 1. It should always move last unless there is a pressing need to get ahead of an enemy at war fleet. Moving last enables GB to do a kind of double move by moving last in 1 turn and first in the next turn.
- ii. The fleet(s) that is moving is considered the PHASING FLEET and all other countries fleets are considered NON-PHASING FLEETS
 1. These terms are used in explaining interceptions and evasion attempts
- iii. Most actions costs 1 movement point but it is free to enter or leave blockade boxes

Naval Movement Point Costs		Mvpts
Move to any SEA ZONE from PORT that touches the blockade box		1
Move into PORT from any SEA ZONE that touches the blockade box		1
Move into BLOCKADE BOX from any SEA ZONE that touches the blockade box		1
Move from BLOCKADE BOX into any SEA ZONE that touches the blockade box		1
Move from BLOCKADE BOX to PORT		0
Move from PORT to BLOCKADE BOX		0

- iv. We are playing with option rule 12.2.3 (Large Fleets) which reduces the movement of large fleets from 7 movement points (mvpt) down to 4 movement points.
 1. Any fleeing STARTING it's movement stacked with other fleets (its own or combined movement) loses 1 movement point per fleet in excess of 1 fleet
 2. Any fleet transporting a corps and/or an Invasion Supply Depot loses 1 movement point
 3. A stacked fleet can always move at least 4 spaces

Large Fleet Movement Penalties	
2 fleets stacked	-1
3 fleets stacked	-2
4 or more fleets stacked	-3
Transporting any # of corps &/OR Invasion Supply Depot	-1
Maximum penalty of -3 movement points!	

- v. Fleets may be added to or dropped off from a stacked fleet anywhere and at any time during the naval move. So fleets can be picked up in blockade boxes, ports or sea zones
 1. Remember the large fleet penalty only applies to fleets that START their movement with other fleets!
 2. Be very careful of fleets combining and rolling up your coast! Just one fleet that is at war with GB that is left unblockaded can lead to an invasion of GB. Be sure that the fleet guarding the Lille crossing arrows is huge!
 - a. It is a common tactic to have an unblockaded fleet sail through a GB blockade, combine with the large blockaded fleet and sail out to fight the GB blockade fleet. If this combined fleet wins this battle, then they will attack the Lille crossing arrow fleet to open the door for the waiting French army to invade England!

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- vi. Fleets may also transport army corps. They can transport up to 10 army factors per fleet and these army corps can be divided over multiple fleets. (optional rule 12.2.4)
 - 1. Fleets in combined movement can also transport allied corps and leaders
 - 2. Corps and fleets have to start in the same port to be transported. You have to be in a port to transport any corps or leaders.
 - a. Example: The French 1st corps can hold 28 factors and can be transported by 3 fleets. So 3 fleets would be transporting this 1 corps of 28 factors (25 Inf & 3 Cav)
 - b. Be careful allowing allies to transport your troops because you have no control over where they take your corps. They can drop them off on an island of nowhere or worse they can keep them out at sea during the land phase and not let them disembark!
 - i. Any corps that fails to disembark (get off ship) die immediately but leaders are just retired off the board for 1 month!
 - 1. Disembarking uses all your corps movement
 - a. You can disembark in a port or along a coast
- b. Naval Interception
 - i. Naval interception happens during the naval movement phase, but I am breaking it out separately here to highlight it. It does NOT occur after all movement is complete, but rather whenever a fleet or Stacked Fleet is adjacent to or in the same sea zone as an enemy fleet or Stacked Fleet (at war).

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1. Fleets may move through areas containing other fleets (even enemy fleets) with NO restrictions on movement, except that they may be interrupted by INTERCEPTION. In that case an interception combat is IMMEDIATELY FOUGHT and the phasing player (player whose naval phase it is) may continue moving that fleet if it wins the interception battle. Otherwise it must retreat and its movement is stopped!
- ii. Naval Interception Procedure [Non-Phasing Player Action]
 1. Whenever an enemy fleet or Stacked Fleet is adjacent or in the same seas zone as the phasing player's fleet an interception can be attempted
 - a. Pick the fleet or stack of fleets to attempt to intercept
 - i. Roll 1d6 to see if successful (want low numbers)
 1. Admiral Nelson provides -1 to roll
 - a. Adjacent Sea Zones successful: 0, 1
 - i. Success means naval combat
 - b. Same Sea Zone successful: 0,1,2,3
 - i. Success means naval combat

Naval Interception Procedure	
Roll 1d6 and consult following table:	
Admiral Nelson -1 to die roll	
Adjacent Sea Zone Successful Interception =	0,1
Same Sea Zone Successful Interception =	0,1,2,3

2. You can attempt to intercept the following fleets:
 - a. Any fleet that you are at war with
 - b. Any neutral fleet that is transporting corps that you are at war with (you have either option):
 - i. Neutral transporting fleets using combined movement with an enemy maybe attacked without declaring war
 1. So you can smack them without declaring war!
 - ii. Neutral transporting fleets using combined movement with an enemy maybe immediately declared war upon (lose political points) even during ENFORCED PEACE
 1. No allies are called for this declaration
 - c. Non-Blockaded fleets/Stacked Fleets in port can intercept adjacent seas zones to their blockade box
 - d. Only 1 Fleet Stack may attempt to intercept per sea zone! So you must decide which Fleet Stack will attempt the interception if multiple Fleet Stacks qualify for that seas zone interception
 - i. The same Fleet Stack that failed to attempt an adjacent sea zone interception is still eligible to attempt a second interception if the phasing fleet continued its move into its sea zone or ANOTHER adjacent sea zone.
 1. See the following diagram that shows Great Britain Fleet Stack 1's multiple attempts to intercept the Spanish fleet
3. Blockading fleets may NOT intercept fleets moving into port or adjacent seas zones! They are totally focused on watching the ships in port. They automatically intercept fleets leaving port!

Note: Phasing player may force the Blockading player to intercept them and fight them in the Blockade Box. This allows a wind

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The **Non-Phasing** Player can NOT EVADE:
Blockade Box or Port battles

Non-Phasing Player's EVASION Procedure
Roll 1d6
Successful Evasion (Naval Retreat procedure) = 1,2

Spain can end movement in this SEA ZONE w/o combat if GB fails to intercept!

Intercept Attempt #2

Intercept Attempt #1

Spain is Phasing Player
GB is Non-Phasing

Intercept Attempt #3 for 1st fleet
OR (can only do one of them!)
Intercept Attempt #1 for 2nd fleet

You must choose which fleet you want to intercept for each sea zone.
You only get 1 chance per sea zone!

Blockading Fleets (in Blockade Box)

- 1) **Can NOT intercept** fleets entering the blockaded port from an outside sea zone **UNLESS enemy fleet wishes it!**
- 2) **Automatically** intercepts all fleets leaving the port!
- 3) **Can NOT attempt to intercept adjacent sea zones!**

Non-blockaded Fleets in Port can intercept adjacent sea zones!

May attempt interceptions on the following:

- 1) At War Fleets
- 2) At War Army being transported by neutral

Neutral transporting fleets using combined movement with enemy maybe:

- 1) Attacked w/o DOW (NO pps lost)
- 2) Can immediately DOW neutral (pps lost) even during ENFORCED PEACE (allies not called)

Spain wants to sneak past the GB #1 Fleet (Nelson's Fleet) & GB wants to intercept them. Spain could move into GB's sea zone & perform a naval combat if GB passes on Evade option. However, in this example they are trying to avoid battle.

Sea Zone Interception Procedure
Roll 1d6
Adjacent Sea Zone success = 0, 1
Same Sea Zone success = 0,1,2,3
Admiral Nelson - 1 to die roll
You want low numbers to succeed
Success means Naval Combat!
EVASIONS NOT ALLOWED!

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c. Naval Combat

- i. Naval combat can occur in a blockade box, a port or out at sea. The winner is the side that loses fewer ships. The loser must retreat to its nearest unblockaded port within 7 spaces or be retreated 1 sea space by the victor. However, if the loser cannot retreat, then the entire fleet is destroyed!
 1. You can only attack fleets that you are at war with even if they announced combined movement.
 - a. However, you can attack neutral fleets if they are transporting enemy (at war) troops or in port where enemy troops could be transported (i.e. announced combined move).
 - i. Example: GB can attack Spanish fleets if they announced combined movement with France and are docked at a port where there is a French corp. There doesn't even have to be a French fleet at the port!
 - ii. Example 2: You cannot attack the Spanish ships (not a war) in a combined French/Spanish fleet out at sea if no enemy troops are loaded on Spanish ships. If you attack the French, the Spanish just watch this battle.
 2. You can only attack 1 enemy countries fleet at sea, in port or blockade box if you are at war with multiple fleets and they have NOT declared combined movement. This is a rare and weird scenario, but you would have to pick which enemy to attack.
 - a. Example: Enemy France & enemy Spain did NOT declare combined movement, but they decided to share the same port. England could attack either the French fleet or the Spanish fleet. The non-attacked enemy fleet would just watch and doesn't have to flee the port.

ii. Naval Combat Procedure

1. Determine if non-phasing player wishes to EVADE if battle in the open sea (not port or blockade box)
 - a. They roll 1d6 to evade the attacker
 - i. Successfully evade and perform naval retreat = 1,2
2. Determine WIND GAUGE (who shoots first)
 - a. Phasing player attacking port fleets automatically gets it, but fires after any port guns
 - i. Port guns must be manned!
 - b. Blockading Non-Phasing player getting attacked from the portside automatically gets it (i.e. fleet coming out of port to fight)
 - c. Roll 1d6 ("6" is the modified maximum)
 - i. +1 Great Britain
 - ii. +1 Admiral Nelson
 - iii. High Roll gets the WIND GAUGE
 1. Nobody gets if tied
 - a. Example: British with Nelson roll a natural 6 and France rolls a natural 6 is a tie. GB doesn't get to add +2 for anything over "6"
 - d. The WIND GAUGED player shoots first and his opponent takes casualties BEFORE they return fire.
 - i. This is often the difference in battle between fleets of similar sizes
3. Resolve combat

Note: Fleet with Nelson is +2

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- a. Wind Gauged player rolls 1d6 with maximum modifier of +/- 1 for the battle
 - i. +1 Great Britain
 - ii. -1 Austrian or Prussian fleet present
 - iii. Consult "Casualty Percentage Table" for number of ships lost
 1. This number of ships is removed from the non-wind gauged player
 - a. If multinational fleet present, then ratio the losses
- b. Non-Wind Gauged player rolls 1d6 with maximum modifier of +/- 1 for the battle
 - i. +1 Great Britain
 - ii. -1 Austrian or Prussian fleet present
 - iii. Consult "Casualty Percentage Table" for number of ships lost
 1. This number of ships is removed from the wind gauged player
 - a. If multinational fleet present, then ratio the losses
 - c. Surviving fleet with least losses wins the battle
4. Naval Retreats (**normal rules**)
 - a. Looser retreats to closest home or allied unblockaded port within 7 spaces of their choice
 - i. Be sure to flee to a manned port so the harbor defenses (guns) can be used to support you if the enemy attacks you in port
 1. If you are forced to flee from the port (because it isn't manned and enemy corps gain control of blockaded port, then you will loose all your ships)!
 - ii. Victor can follow with any number of fleets and blockade this fleet
 - iii. No interception allowed
 - b. Looser chooses to allow the victory to retreat them 1 adjacent space out at sea.
 - i. No interception allowed

Do not retreat to a port that doesn't have a garrison or corps manning the port guns (harbor defense)

Battle Site	Evasion Roll?	Naval Retreats	
		Phasing	Non-Phasing
SEA ZONE battle	1,2	Normal rules	Normal rules
BLOCKADE BOX battle	na	Back to blockaded port	Normal rules
PORT battle	na	Back to blockade box	Stays in port

5. Political Points

- a. The battle is worth 1 political point for each fleet of the enemy up to a maximum of 3 political points
 - i. Great Britain is +/- 1 political point in addition if Nelson was present for the battle (4 max)
 1. Example: GB had Nelson & 2 fleets verses Frances 4 fleets with GB winning the battle
 - a. France looses 3 political points because they lost with 4 fleets (3 political point max)
 - i. France would have won 2 political points if they had won the battle

Nelson only helps or hurts GB political points & is not counted by his adversaries.

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- b. GB gains 3 points because the loser had 4 fleets (3 max political points) and +1 because Nelson was present and won the battle.
 - i. GB would have lost 4 political points if they had lost the battle



- Naval Combat Procedure**
- 1) Determine WIND GAUGE (shoot first)
 - a. Phasing Player attacking port fleet gets it, but fires after any port guns
 - b. Blockading Non-Phasing player getting attacked from the portside gets it (i.e. fleet coming out of port to fight)
 - c. Roll 1d6 ("6" is modified maximum)
 - i. +1 GB
 - ii. +1 Nelson
 - iii. High roll gets it
 - iv. Nobody gets it with a tie
 - 2) Resolve Combat
 - a. Roll 1d6 (max of +/- 1 for each side)
 - i. +1 GB fleet present
 - ii. -1 German fleet present
 - iii. Surviving fleet with least losses wins
 - b. Loser Retreats all fleets to one NEAREST unblockaded port (including allies if loser wants to) w/n 7 movement points.
 - i. Winner can follow & blockade with all or part of fleet
 - ii. No Interceptions allowed by either side during retreat
 - iii. If no port available or if the loser wants to, then they retreat 1 sea area chosen by winner
 - 3) Political Points
 - a. +1 pp per fleet of losers fleet (max 3)
 - i. +1 pp winner has Nelson (max 4)
 - ii. -1 pp loser has Nelson (max 4)

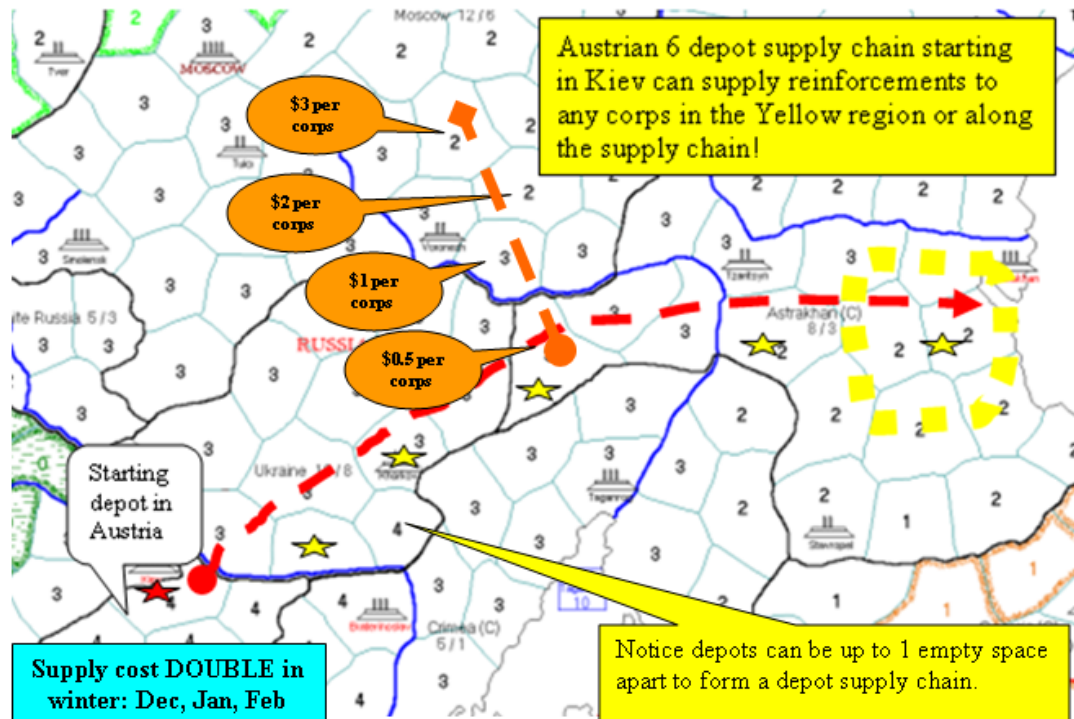
4. Land Phase:

- a. France decides when it moves during the land phase
 - i. It should always move last unless there is a pressing need to get ahead of an enemy. Moving last enables France to do a kind of double move by moving last in 1 turn and first in the next turn.
 1. France is the only country that can move 4 spaces, so a French double move is 8 – 10 spaces if they force march. Always KNOW how far Napoleon is away from you if you are at war with France!
- b. Depot Removal & Creation Step

Quick Rules Reference & Tips How NOT to Get Screwed

- i. Remove any depots
 1. May transfer any depot garrisons to unbesieged cities or corps in that area
- ii. Build new depots
 1. Depots cannot be placed where unbesieged enemy corps, Cossacks, Freikorps or Guerrillas is in the area unless a friendly unbesieged corps is also present.
 2. In any home or minor country unbesieged city
 - a. If the depot is in an area with a port that becomes besieged but remains unblockaded, then place the depot within the port city
 - i. This is the only time a depot is inside a city!
 1. Enemy could have a depot in port area with you having a depot in the unblockaded besieged port
 3. Where an existing corps started it's movement if 1 or 2 spaces away from an existing depot in a valid supply chain
 4. Cannot add new depot in a neutral minor country unless you are at war with it
 5. Cannot add new depot in another major power unless you have permission, are at war with it or have formal access
- iii. Depot Supply Source
 1. Any unbesieged city within your home or minor countries
 - a. You want to trace your supply to a home area city (not a minor city) so that you can receive reinforcements!
- iv. Valid Supply Chain
 1. Depot chain that can trace itself back to the Depot Supply Source without unbesieged enemies breaking this chain.
 - a. Can be traced across sea zones via SEA SUPPLY
 - b. Can be traced across crossing arrows unless the surrounding area contains an enemy fleet
 - c. Allies can use their depots to supply their allies (do not have to be in Combined Movement). However, the owner of the depot must pay the cost for supply. (page 17 7.4.2.2)

Only 1 depot can be in a land or sea area



Quick Rules Reference & Tips How NOT to Get Screwed

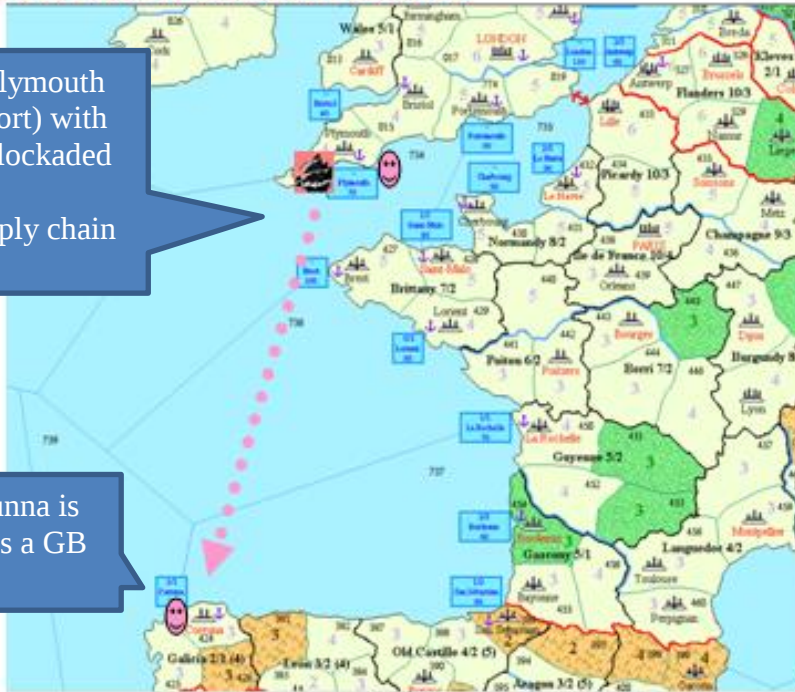
Sea Supply: Cost same as normal supply! [page 45]

- Requires depot on both sending & receiving ports with unblocked path and a ONE fleet at either port (not in sea zone between the ports). These can be used to extend the supply chain!
 - Supply only blocked if either port is blockaded! Enemy fleet at sea DOES NOT block this supply.
 - **DOES ALLOW REINFORCEMENTS**

GB Fleet at Port Plymouth (Home Province port) with depot. Note: not blockaded

This is the Sea Supply chain source

Spanish Port of Corunna is not blockaded and has a GB depot.



Invasion Supply: Cost the same as normal supply!

- Requires a depot at sending end and another depot on the fleet that is adjacent to what you want to supply. These can't be used to extend a supply chain only supply along adj coast (End supply chain line).
 - **NO REINFORCEMENTS ALLOWED**

Invasion Supply is the end of the supply line and cannot be extended further! The British ship can only supply the 9 provinces along the sea coast in this example.



Quick Rules Reference & Tips How NOT to Get Screwed

c. Land Movement Step

- i. France gets to pick when it goes during the land phase
 1. If Combined Movement is being performed, then movement is actually “SLOW MOVEMENT” and the combined allies go at the SLOWEST countries turn in the land phase. So if France is combined with another country, they can choose to pull down other countries to ANY lower position during the land phase.
 2. Combined movement allows allies to do the following during land phase:
 - a. Allows allies to ALMOST move together at the same time. However, they do move separately (7.3.8 page 41) this gets a little tricky.

Turkey can stand down UNBESIEGED feudal corps during their land phase. This can be done any month!

Turkey can call up feudal troops and place them in their home province during any Turkish land phase. Stood down troops cannot be called up the same month!

Great way for Turkey to cheaply & quickly move troops back from campaigns (i.e.

1. The combined ALLIES must **choose which country moves first** during their combined turn & then move all of those forces (**move every unit on map before other ally moves**).

- a. This gives that player the opportunity to move into cities (can only hold so many troops), extend its depot chain, eat enemy depots (thus not paying for supply), and forage for supplies.

2. The big advantage to this is if one of the allies is NOT at war with ALL of the countries in the neighboring stack but the other is

- a. Example: Austria & Prussia *combined* & BOTH at war with Russia. However, Russia is *combined* & stacked with Great Britain in an adjacent territory. Austria is at war with Great Britain, but Prussia is NOT at war with Great Britain.

- i. Prussia is allowed to move 1st and moves into the GB/Russian province. This forces GB to retreat (abandon Russia) or to immediately DOW Prussia & loose political points if it wants to stay and help Russia fight.

- ii. No call to allies is allowed

- ii. Units can move their maximum and still use depot supply (i.e. France (4)) or they can move an extra space and Force March. Any units that force march cannot use depot supply and they must forage!

- iii. Corps that don't plan on using depots supply during the supply step (next step) must now FORAGE (7.4.1.1) to feed each corps.

No cost to move into city

Terrain	Movement Costs	
	Non-Winter	Winter
Clear	1	1
Forest	1	1
Mountains	2	2
Marsh	2	2
Crossing River w/o corps on otherside	1	1
Crossing River with corps on otherside	2	2
Crossing Arrows	2	2

Roll 1d6 for each corps & compare to Forage Value of the lowest forage value area.

Lose 1 unit for each # above the modified forage value

+1 (+2 max) for each unbesieged corps in area

+2 if winter

+1 if Force Marched

-1 if in Major Power's Territory (Conquered/Home/Free)

-1 for each unused movement point

Quick Rules Reference & Tips How NOT to Get Screwed

Corps with
1 factor are
great for
slowing
down
enemv

- iv. A corps must cease movement if it enters an area with an unbesieged enemy corps unless it is a **Cossack, Freikorps or Guerilla (these are irregulars and not corps)** in which case it can keep moving.
 - 1. If there is a city within the area, then the phasing player asks the defender if they are inside or outside of the city. If they are inside the city, then the phasing player can continue moving. If they are outside the city, then there is a battle.
 - 2. Cossacks or Freikorps are not required to stop when they enter an area with an unbesieged enemy corps!
 - a. Guerillas are required to stop!
- v. Regular corps may drop off or pickup garrison units along the way
 - 1. Artillery corps cannot pickup or detach garrison units
 - a. Neither can feudal or insurrection corps
 - 2. Cavalry only & Guard units can detach garrisons units but cannot pickup garrison units and add them to their corps
 - 3. Detachments cannot empty a corps
 - 4. Minor corps can only pickup or detach within their minor country
 - a. They cannot garrison outside of their minor country
 - 5. City Garrisons can be regular units, converted guard/cavalry, militia, of Insurrection or Feudals corps, or Cossacks, Freikorps, Guerillas irregulars
 - a. City can hold up to 5 times the number of spires as a garrison
 - 6. Depot Garrisons can be regular units, converted guard/cavalry, militia, of Insurrection or Feudals corps, or Cossacks, Freikorps irregulars
 - a. Guerillas cannot garrison depots!
 - b. Depots can hold 10 factors
 - i. Depot within a besieged port city does NOT add extra factors as the garrison is still limited to number of spires within the city (7.3.3.5.3)
- vi. Troops disembarking off ships use all of their movement points (doesn't matter if they land in port or coastal landing)
 - 1. Count as having "crossed river" for combat tables
- vii. Corps moving into an enemy area with an enemy depot
 - 1. Ungarrisoned depot area maybe
 - a. Destroy the depot
 - b. Convert the depot to its own if it is part of a valid supply chain
 - i. This is done BEFORE any new depots are bought & placed this round. So you can't extend a chain with a depot you just bought this round!
 - c. Destroy the depot and feed 1 corps if it ends its movement here
 - 2. Garrisoned depot area maybe
 - a. The garrison decides to whether to destroy the depot and flee or to fight and not destroy the depot
 - i. If the garrison destroys the depot, then they can immediately retreat to the areas unbesieged city or to surrender
 - 1. They can't destroy it and stay and fight
 - 2. If the garrison is too large to fit into the city, then part can flee into the city and the rest surrender
 - a. Corps cannot be split this way!

Quick Rules Reference & Tips How NOT to Get Screwed

- ii. If the garrison does NOT destroy the depot, then they stay and fight. If the attacking corps defeat the garrison, then the following happens:
 1. Convert the depot to its own if it is part of a valid supply chain (THE NEXT TURN)
 - a. Can't use it for supply this turn!
 2. Destroy the depot
 3. Destroy depot & feed 1 corps if it ends its movement here
- d. Supply Step
 - i. Supply can be accomplished by paying for it using depot supply or by living off the land (foraging) and not paying for it. Each corps chooses which method it uses for supply
 - ii. Foraging procedure
 1. Normal foraging and besieged supply are the two types of foraging
 - a. Normal foraging uses the following procedure
 - i. **Base Forage Value** (0-6) is the lowest forage value you traveled ignoring the area you started your move.
 - ii. Calculate your **Forage Modifier**

Foraging Modifiers	
You want low #s.	
For every unbesieged corps (allies, neutrals & enemies) in the area you ended movement (+2 max modifier)	+1
If the corps force marched	+1
During winter (Dec, Jan, Feb)	+2
Every unused movement point (besieging consumes all movement)	-1
Foraging in own country (home, conquered or free state)	-1

- iii. Subtract the **Modified Forage Roll** & the die roll from the **Base Forge Value**

1. Lose 1 factor for every negative number

Leaders retire instead of die for forage losses

France has gotten their supply chain cut & must forage in Russia in the WINTER. Napoleon uses 3 of his 4 movements to attack Tula with 8 corps.

BASE FORAGE VALUE: 2
FORAGE MODIFIER: +3
FORAGE DIE ROLL: 5

Base Forage Value – Forage Modifier – Forage Die Roll = # of forage deaths if negative

Remember this is done for each of the 8 corps! (New die roll for each corps)

Foraging Die Roll is "5" for the 1st corps to forage. So that corps would loose "6" factors due to foraging in the winter!

$2 - 3 - 5 = -6$ factors lost

Lowest Forage Value is the **BASE FORAGE VALUE**

FORAGE MODIFIER: +3
 -1 for unused movement point
 +2 for winter
 +2 for more than 1 corps foraging

Quick Rules Reference & Tips How NOT to Get Screwed

b. Besieged Supply procedure

- i. The number of city spires = Besieged Forage Value
- ii. The number of garrison units in the city penalize the foraging by +1 for every 5 units (+2 max penalty)

Leaders are CAPTURED instead of dying in forage losses

Besieging enemy can use depot supply or the Area Forage Value. Not the Besieged Value

All movement is used in besieging city!

Example besieged supply of Moscow:

BESIEGED FORAGE VALUE: 4

UNIT MODIFIER: +2

FORAGE DIE ROLL: 5

BESIEGED FORAGE VALUE - # UNIT MODIFIER - FORAGE DIE ROLL = # of forage deaths if negative

So $4 - 2 - 5 = -3$

(3 Russian garrisons die in Moscow)

Moscow can hold up to 20 garrison units (5 per spire). It is now garrisoned with 15 units

The # of Spires = Besieged Forage Value

+1 is added to the die roll for every 5 units (up to a +2 max modifier).

iii. Depot Supply

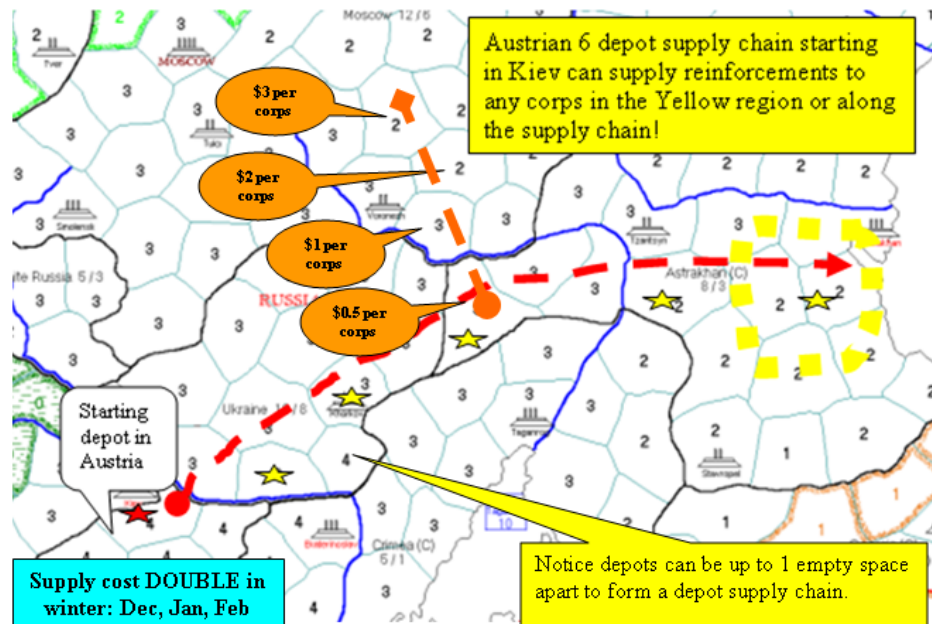
1. Corps can be fed from normal depot supply, sea depot supply, invasion depot supply or besieged port depot supply

a. NORMAL DEPOT SUPPLY (up to 3 spaces away)

- i. Regular, insurrection & feudal corps always require supply

1. Cossacks, Freikorps & Guerrillas do not need supply unless they are being besieged as part of a city garrison

Round costs up



Quick Rules Reference & Tips How NOT to Get Screwed

b. SEA DEPOT SUPPLY

- i. Cost the same as normal depot supply
- ii. Requires a depot on BOTH the sending & receiving ports with unblocked path and ONE fleet at either port (not in the sea zone between the ports).
 1. Supply blocked if either port is blockaded
 - a. Enemy fleets at sea do NOT block

Depot in a port city is **IMMEDIATELY** removed when there is no longer an unblockaded Sea Supply Source



Sea Supply allows for reinforcements

c. INVASION DEPOT SUPPLY

- i. Cost the same as normal depot supply
- ii. Requires a depot at the sending end and another depot on the fleet that is adjacent to what you want to supply
 1. Invasion Supply is the end of the supply chain & it can't be extended and reinforcements cannot be placed here

There can only be **ONE** Invasion Depot per sea zone!
You can block other countries!

Depot is **IMMEDIATELY** removed if fleet moves.



Invasion Supply does NOT allow for reinforcements

Quick Rules Reference & Tips How NOT to Get Screwed

d. BESIEGED PORT DEPOT SUPPLY

- i. Cost the same as normal depot supply
- ii. Requires an unblockaded friendly controlled port
 1. The depot is moved into the city if the port is besieged (only time a depot allowed in a city)
 - a. Cost \$0.5 to supply besieged garrison if using Sea Supply
 - b. Cost \$1.0 to supply besieged garrison if using Invasion Supply

e. Land Combat Step

		Do your corps have to stop when entering area with this enemy?						Do your corps gain a political point fighting this enemy corps?						Can my corp end turn w/o fighting in same area as enemy?										
		Enemy Corps Type						Enemy Corps Type						Enemy Corps Type										
		Regular	Feudal	Insurrection	Guerilla	Cossack	Friekorp	Regular	Feudal	Insurrection	Guerilla	Cossack	Friekorp	Regular	Feudal	Insurrection	Guerilla	Cossack	Friekorp	Can my whole corps garrison city?	Can my whole corps garrison depot?	Can my corp drop off garrison factors?	Can my corps be shipped by sea?	Can my corps be a Corps on Loan?
Your Corps Type	Regular	Y	Y	Y	N	N	N	Y	Y	Y	N	N	N	N	N	N	Y	N	N	Y	Y	Y	Y	Y
	Feudal	Y	Y	Y	N	N	N	Y	Y	Y	N	N	N	N	N	N	Y	N	N	Y	Y	N	Y	Y
	Insurrection	Y	Y			N		Y	Y			N		N	N			N		Y	Y	N	N	N
	Guerilla	N	N			N		N	N			N		Y	Y			N		Y	N	N	N	N
	Cossack	N	N	N	N		N	N	N	N	N		N	N	N	N	N	N	N	Y	Y	N	N	N
	Friekorp	N	N			N		N	N			N		N	N			N		Y	Y	N	N	N

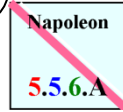
Guerillas use a different combat system than all other units

- i. Land combat can be Field Combat, Limited Field Combat, Trivial Combat or Siege Combats
 1. Field Combat involves combat of two armies meeting outside of a city to fight.
 - a. Select Attack/Defense chits for the 1st day (3 rounds of battle)
 - i. A new chit is selected if battle goes into a 2nd day
 - ii. Consider the following when selecting your chit
 1. Terrain modifiers & how they help the attacker & defender
 2. Know if the Russian Commander is the OVERALL commander of the stack, then they benefit from using Defend anywhere.
 - a. They have to be the overall commander; it isn't treated like 7.5.2.10.2.2.1 Cavalry Leader present which specifically says they just have to be in stack.
 3. Leader comparison and how much advantage you will have
 4. Size & type of troops you are fighting
 - a. You don't want to outthink the pick when you are attacking a tiny army you can easily destroy
 5. Adjacent allies that can reinforce the battle in round 2 or 3
 - b. Announce if either side chose OUTFLANK
 - i. Outflanking force splits their army into a pinning & outflanking force
 1. Pinning force includes the following
 - a. All leaders
 - b. All garrison units on depots
 - c. At least 1 non-artillery corps
 - d. All guerillas
 - e. All artillery units

DEFEND in the mountains!

Quick Rules Reference & Tips How NOT to Get Screwed

There is no split into a pinning force for OUTFLANK if the defender chose CORDON



2. Outflanking force includes the following
 - a. At least 1 non-artillery corps
 - b. All Cossacks
 - c. All Freikorps
- c. Reveal Attack/Defense chits & consult “**Operational Possibilities Chart**”
 - i. Resolve “Withdrawal” attempt
 1. Roll 1d6 and successfully withdraw if the roll is less than your leaders Strategic Rating (leaders 1st #)
 - a. Napoleon (Red 5)
 2. Cavalry only armies automatically withdraw unless they are being attacked by a cavalry only army
 3. No pursuit for these withdrawals
 - d. Reveal army strength (troop makeup #'s and morale)
 - e. Determine “**Combat Resolution Chart**” modifiers
 - i. Any committing the Guard?
 - ii. Terrain modifiers
 - f. Determine dice roll modifiers
 - i. Test for CAVALRY SUPERIORITY
 1. +1 if you have TWICE the number of cavalry
 - ii. Compare both armies’ leaders Tactical Rating using the “Commander Chart” table.

NOTE: There can never be > +1 to the COMBAT RESOLUTION CHART with respect to TACTICAL RATING bonus & CAVALRY SUPERIORITY bonus.

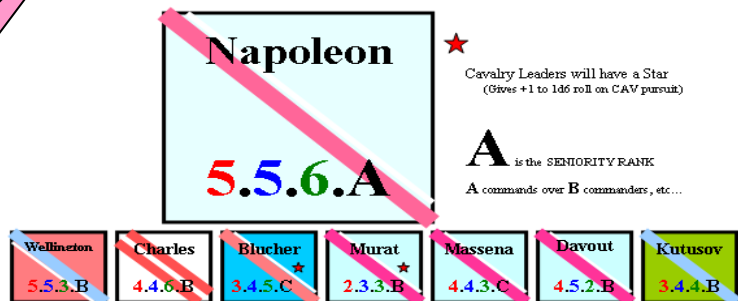
So if you have +1 for Cavalry Superiority, then your +1 for Tactical Rating comparison is ignored!

Roll for adjacent army reinforcements starting in the 2nd & 3rd rounds of combat.

Roll leader or corps STRATEGIC RATING

1. This is recalculated every round of combat!
 - a. Reinforcements, corps losses, etc.
2. This is a combination of the leaders 2nd & 3rd numbers
 - a. Napoleon “5” if commanding 1-6 corps
 - b. Napoleon “4” if commanding 7-12 corps
 - c. Napoleon “3” if commanding 13+ corps

Leader Counter Details



STRATEGIC RATING

Used to see if adjacent army can **REINFORCE** neighboring battle @ start of 2nd & 3rd rounds of combat

- -1 if army currently in MOUNTAINS, FOREST, MARSH or wants to reinforce across a RIVER

Used to see if an army can **WITHDRAW** from a battle

OUTFLANK use this rating on 2nd round of combat to see if outflanking force arrives.

- -1 on 1d6 battling in FOREST, MOUNTAINS, MARSH
- +2 on 1d6 at start of 3rd round of combat

TACTICAL RATING

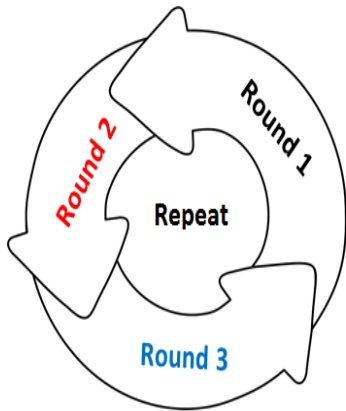
The **Tactical Maximum Number (6)** is the max number of corps Napoleon can control and keep his **(5) Tactical Rating**

- So if there are 7-12 corps, then -1 [Tactical Rating is reduced from 5 to 4]
- So if there are 13+ corps, then -2 [Tactical Rating is reduced from 5 to 3]

Use this modified rating to compare to enemy commanders Tactical Rating in Field Combats on the “COMMANDER CHART”. This gives a -1, 0, +1 to the 1d6 roll

NOTE: There can never be > +1 to the COMBAT RESOLUTION CHART with respect to TACTICAL RATING bonus and CAVALRY SUPERIORITY bonus. So if you have +1 for Cavalry Superiority, then your +1 for Tactical Rating comparison is ignored!

Quick Rules Reference & Tips How NOT to Get Screwed



**BEWARE of Turkish
Feudal cavalry
pursuit!**

- g. Roll for Adjacent Reinforcements the end of each combat round 1,2, & 3
 - i. You can reinforce across a river
 - ii. Leaders Strategic Rating can be affected
 - iii. **Note: Final Morale Levels are NOT affected by reinforcements**
- h. Commit the GUARD
- i. Fire the ARTILLERY
- j. Roll the DICE (1d6)
 - i. Remove casualties & morale loss
 - 1. Can remove militia until you take 2.0 morale loss
 - ii. Win if you kill everyone or break their morale
 - 1. Pursuit after combat
 - a. Roll 1d6 compare to chart
 - i. Add +1 to roll if you have Cavalry leader
 - ii. Losses are taken based on your total number of cavalry in pursuit
 - iii. These losses are cavalry losses!
- k. Retreats after losing combat
 - i. The loser is retreated 1 space by the victor in the direction of its nearest depot (entire stack moves to closest allied depot).
 - 1. If you are surrounded, then you can be retreated through the enemy into the next adjacent area.
 - ii. If no depot, then towards the nearest controlled national capitol
 - iii. Cannot retreat a crossing arrow or onto ships
 - iv. If you cannot retreat (on an island), then your forces surrenders
 - 1. Also, all failed amphibious assault forces surrender

Allied Depot (clarification)

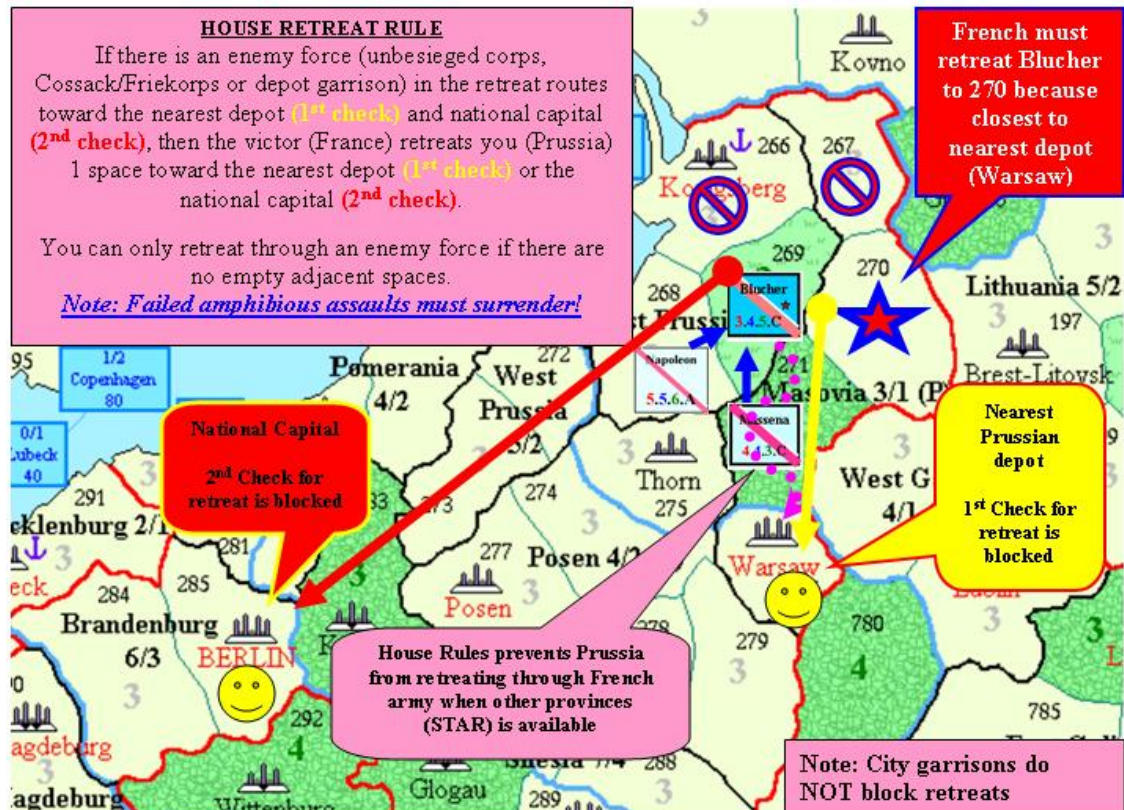
You can only retreat to depots of troops in the retreating stack. So if Austria/Prussia stack is retreated they cannot be moved toward their Russian ally's depot if there are no Russian's stacked with them.

HOUSE RETREAT RULE

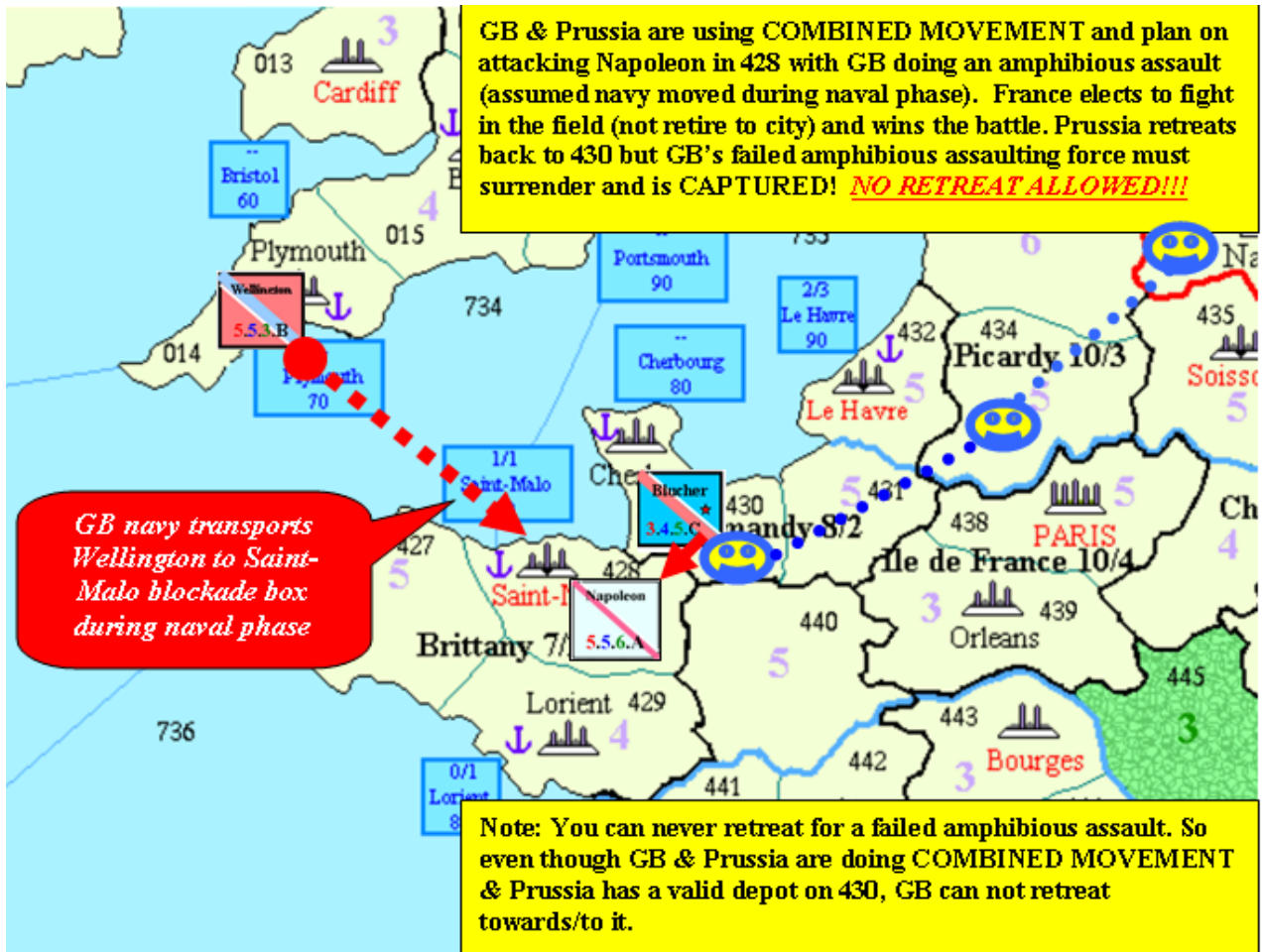
If there is an enemy force (unbesieged corps, Cossack/Friekorps or depot garrison) in the retreat routes toward the nearest depot (**1st check**) and national capital (**2nd check**), then the victor (France) retreats you (Prussia) 1 space toward the nearest depot (**1st check**) or the national capital (**2nd check**).

You can only retreat through an enemy force if there are no empty adjacent spaces.

Note: Failed amphibious assaults must surrender!



Quick Rules Reference & Tips How NOT to Get Screwed



1. Political Points

Political Points for Win/Lose Field Combats

½ Political Point per corps (+/-3 max)

>= corps with 20 count as 2 corps

French Player Napoleon Adjustment

+1 if Nappy wins

-2 if Nappy loses

NAPOLION only helps or hurts FRANCE'S political points & is not counted by his adversaries.

+1 vp WIN

-2 vp LOSE

- The battle is worth 1/2 political point for each corps of the enemy up to a maximum of 3 political points
- France is +1/-2 political point in addition if Napoleon was present for the battle

- Example: GB 2 corps verses Frances 4 corps & Napoleon with GB winning the battle

- France loses 4 political points because they lost

- 2 (4 French corps) -2 (Napoleon) = -4 political points

- France would have won 2 political points if they had won the battle

- GB gains 2 points because they beat 4 French corps

- GB would have lost 1 political points if they had lost the battle

- Limited Field Combat is when a side is attempting to remove the siege of a city and they attack the enemy corps besieging the city. The relieving force as well as any number of besieged garrison attacks the besieging force.

- Pick chits just like normal field battle

- Battle just last just 1 day (3 rounds) and cannot carry over into a second day of battle

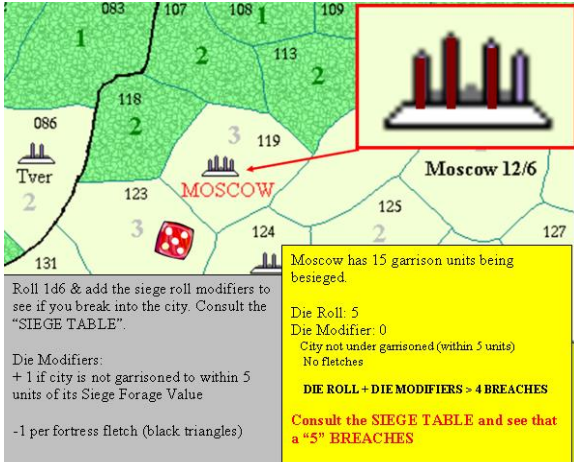
- The siege remains if the relieving force fails to win

Quick Rules Reference & Tips How NOT to Get Screwed

- a. The besieged defenders garrison cavalry cannot pursue or be pursued!
 - i. All other cavalry can pursue for both sides
 - b. Political Points occur just like normal field combats
3. Trivial Field Combat is when one side initially consists solely of garrison factors on a depot, Cossacks, Freikorps &/or Guerillas not in a city.
 - a. No chits
 - b. Commander & cavalry superiority modifiers used
 - c. Combat is on 5-2 table for both sides all 3 rounds of the battle
 - d. No political points gained or lost
4. Siege Combat
 - a. A besieging army may elect to launch an “assault” attempt to break into a besieged city. The following procedure is used.

Political Point
gained if a corps was
being besieged or a
Fortress.

No *POLITICAL*
***POINTS* are ever**
lost!



Roll 1d6 & add the siege roll modifiers to see if you break into the city. Consult the “SIEGE TABLE”.

Die Modifiers:
+ 1 if city is not garrisoned to within 5 units of its Siege Forage Value
- 1 per fortress fletch (black triangles)

Moscow has 15 garrison units being besieged.

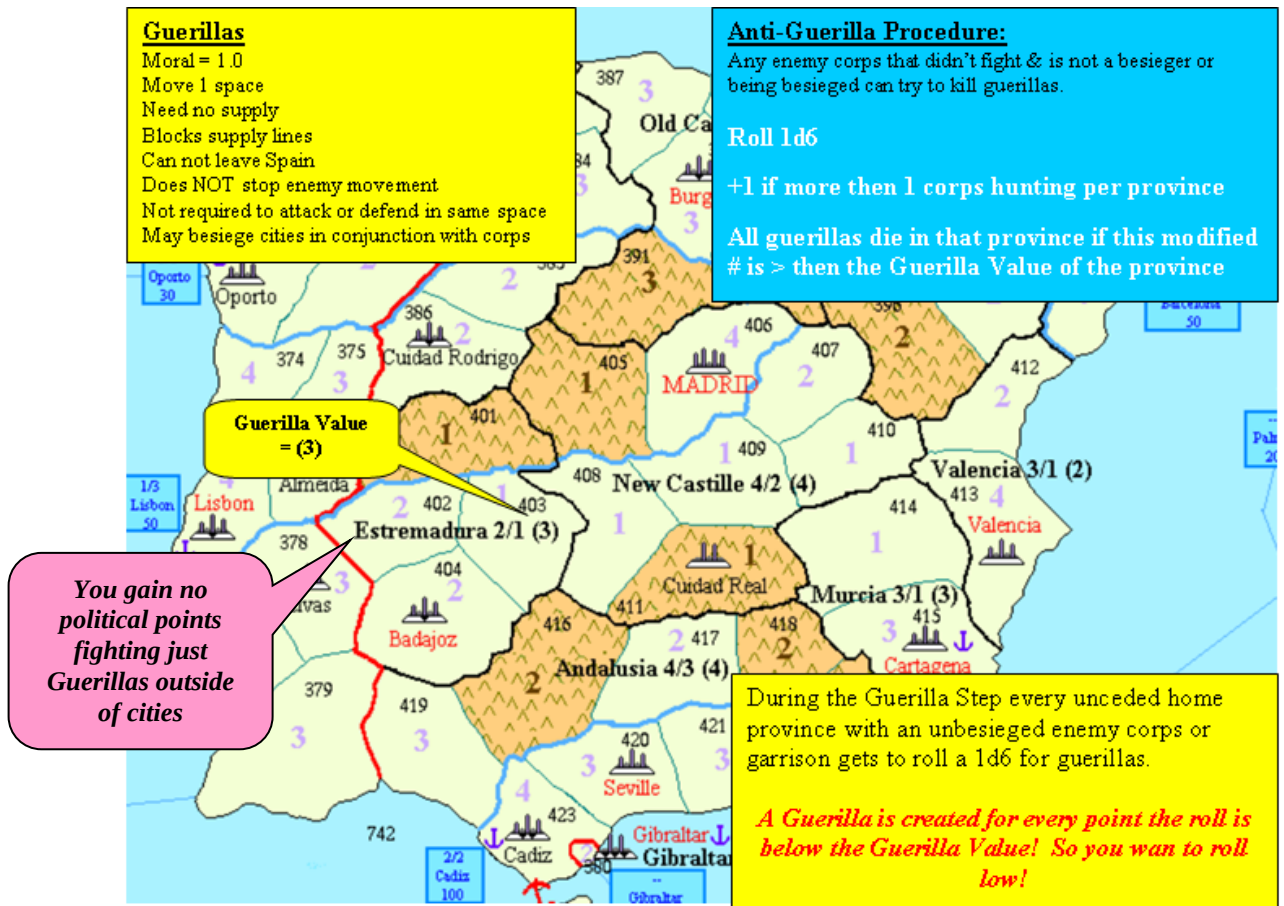
Die Roll: 5
Die Modifier: 0
City not under garrisoned (within 5 units)
No fletches

DIE ROLL + DIE MODIFIERS = 4 BREACHES

Consult the SIEGE TABLE and see that a “5” BREACHES

- f. Guerilla Step
 - i. Guerillas are special land forces available to Spain when invaded by an enemy. They use a different combat system from every other unit.
 - ii. Creating Guerilla factors (2 ways)
 1. A guerilla factor is created in an area if Spain loses a field or limited field combat involving Spanish corps inside an uncaded home province.
 - a. Guerillas do not pop up in Portugal or any former Spanish provinces taken from France in past wars
 2. For every uncaded home province with an unbesieged enemy corps or garrison a 1d6 die is rolled to see if guerillas appear
 - a. A guerilla is created for every point the roll is below the provinces Guerilla Value.
 - b. Guerillas are removed when no enemy forces are inside of an uncaded home Spanish province (not minors or free states)
 - iii. No political points are gained or lost when fighting guerillas out in the open because this is a Trivial Combat

Quick Rules Reference & Tips How NOT to Get Screwed



g. Conquest Step

- i. Control flags are changed to show the conquest of minor countries & their change of control.
 1. Minor's capital was occupied & controlled by unbesieged forces since last month
 - a. Adjust political points display
 - i. Note: Conquest Step is after the Peace Step. So if you were due to conquer a minor this month but did a peace settlement with the current controlling player this month, then THAT player retains control of the minor!

Beware of Peace Settlements! Good tactic to keep a minor country you are about to loose

5. Economic Phase

- a. Performed every 3 months (March, June, September & December)
 - i. Victory Points Step

The 1st major power to declare does not include MP in victory calculation

1. Receive Victory Points based on your location on the POLITICAL STATUS display chart. This is calculated before the "slide" number
 - a. GB can deduct up to 1/3 of its Victory Points and subtract this 1/3 # from ONE major power with which GB is currently at war
2. Player(s) that reaches their VP total goal (without manpower totals) CAN declare themselves a winner
 - a. Now determine if there are any other co-winners by adding controlled & unbesieged home nation & conquered nation manpower totals. These manpower totals are also treated as Victory Points & added to current VPs to see if you reach your VP goal. If so, then you are a CO-WINNER!

Quick Rules Reference & Tips How NOT to Get Screwed

3. If nobody has met their VP total, then on the last round everyone adds their manpower totals (as above) to see if there are any winners.
 - a. GB wins if no country reaches their required VP by the end of the game
- ii. Money Collection Step
 1. Money Collection
 - a. Cannot collect ANY \$ (taxes or trade) if it's Nations Capital is occupied & unbesieged
 - i. **Russia** does **not** collect if **either** Moscow or St Petersburg are occupied and unbesieged
 - b. Taxation collection is done by collecting income from unbesieged provincial capitals
 - i. Cannot collect from provincial capitals if they are occupied & unbesieged
 - c. GB Trade declares their trading partners and you get the larger trade value on each port that isn't occupied by an unbesieged enemy or blockaded
 - i. GB also trades with itself & neutral minors
 - ii. Ice lines block trade in winter
 - iii. Turkey can block Black Sea trade
 - iv. GB can't trade with countries it is at war
 - d. US Trade
 - i. GB gets an extra \$30 for trading with US (unless at war)
 - ii. All Major Powers except GB gets double their largest eligible port
 1. GB can stop US Trade if at war with major power
 - a. If so, then there is a chance GB is at war with US. It does NOT pay to prevent US Trade, but if you must, then read 8.2.1.2.2.2.2 (page 67)
 2. Minor Free States do NOT trade with US
 - e. SEPTEMBER Spanish Gold
 - i. Colonial trade for Spain determined by rolling 2d6 and consulting the "Spanish Gold Convoy Table".
 1. If at war with GB
 - a. -2 to die roll & GB captures 15 gold if modified roll is less then 2
 2. Must have at least 1 open port to collect the gold
 2. Minor Free States get double the money from taxation to be used to purchase troops/ships
 - a. Can trade with GB but not the US (**this trade value is NOT doubled**)
 - b. Only used to purchase of new troops/ships or paying for maintenance
 - i. Cannot save money to pay for supply (major power must pay)
 - ii. Money not spent on new purchases/maintenance is lost
 - iii. Manpower Collection Step
 1. Manpower collection is done by collecting manpower from unbesieged provincial capitals. Major powers collect it form both Home & Conquered Minors).
 - a. Cannot collect from provincial capitals if they are occupied & unbesieged
 - b. Loosing your National Capital only prevents you from loosing manpower in that province! It is not like \$.
 2. Minor Free States get double the manpower to be used to purchase troops/ships
 3. Only Prussia can save manpower; all other unused manpower is lost!
 - iv. Money Lending/Borrowing

It is just not worth the risk for GB to prevent US Trade!

Free States cannot have a SAVINGS ACCOUNT

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**Bank of Spain,
should charge
small fee for this
transfer**

1. Allies may lend or give money to their minor Free States or to their allies
 - a. This ally can in turn funnel the money, usually for a small fee, to another country that they are allied.
 - i. All loans are UNENFORCEABLE
 - ii. Example: Spain is allied to France & Russia, Russia & France are NOT allied, France wants to send money to Russia (i.e. bribe) but doesn't want to ally with him. So he sends the money to Spain, who then can keep it all or send any portion of it to Russia.
- v. Lost National Capital Political Point Penalty
 1. Loose the following political points if your national capital is occupied by unbesieged enemy forces
 - a. London or Paris (-3)
 - b. Berlin, Constantinople, Vienna (-2)
 - c. Madrid, Moscow, St Petersburg (-1)
- vi. Money & Manpower Expenditure Step
 1. Maintenance paid now per the "Purchase/Cost Chart"
 - a. Major power can pay for Free States (not vice-verse)
 - i. If major power can't pay, then they are BANKRUPT
 2. Pay formal debts incurred from formal peace conditions
 - i. If major power can't pay, then they are BANKRUPT
 3. Pay informal debts (optional ...you can stiff these suckers)
 - i. If major power can't pay, you are NOT BANKRUPT
 4. Buy new troops/ships per the "Purchase/Cost Chart"
 5. Buy new corps &/or fleet markers
 - a. You must have an available marker to purchase and these are only good for 3 months. They are lost if not used within those 3 months
 - i. Great idea to always have at least 1 corps marker bought to convert a garrison into a moveable corps
 1. Great for cutting supply lines
 6. Save money to use to pay for supply for the next 3 months!
 - a. You never know when someone will declare war upon you and you may need to create new depots and move your forces (high supply cost), so create a war chest with a lot of money in savings.
- vii. Political Point Status Adjustment Step
 1. Adjust (i.e. slide or shift) the political points shift on the "Status Card Political Status Display" (SCPSD)
 - a. Study your current position on the SCPSD chart before deciding to make an alliance. You gain 1 political point for making the alliance, but it may not help you convert it to more Victory Points during the Econ Phase.
 - i. Review you SCPSD position and try to make the alliance when it will move you into a higher "Victory Points" total on the SCPSD
 1. See Examples below

**Save even more
money in
DECEMBER
Winter cost 2x**

**When bidding on
countries remember to
calculate the Econ Phase
Victory Point Target you
have to average over 44
Econ Phases.**

**This is how you win the
game!**

	Victory Points (w/o bid)	"The General" Suggested Max Bid	Econ Phase VP Target (44 econs)
Britain	330	30	8.2
France	360	30	8.9
Russia	305	20	7.4
Austria	300	15	7.2
Prussia	290	10	6.8
Spain	295	10	6.9
Turkey	285	0	6.5

Remember you drift towards 7 victory points doing nothing

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FIASCO ZONE											Status Modifiers
Victory Points	0	1	1	1	1	2	2	2	2	3	-2
Political Status Adjustment	+3	+3	+3	+3	+3	+3	+3	+3	+3	+2	
Economic Loss #	5	5	5	4	4	4	3	3	3	2	

INSTABILITY ZONE											Status Modifiers
Victory Points	3	3	3	4	4	4	4	5	5	5	-1
Political Status Adjustment	+2	+2	+2	+2	+2	+2	+2	+2	+1	+1	
Economic Loss #	2	2	1	1	1	1					

NEUTRAL ZONE											Status Modifiers
Victory Points	5	6	6	6	7	7	7	8	8	8	0
Political Status Adjustment	+1	+1	+1	+1	0	0	-1	-1	-1	-1	
Campaign Setup			Turkey	Austria	Spain		Russia		Britain	Prussia	

DOMINANT ZONE											Status Modifiers
Victory Points	9	9	10	10	11	11	12	13	14	15	+1
Political Status Adjustment	-2	-2	-2	-2	-2	-3	-3	-3	-3	-3	
Campaign Setup		France									

Russia is offering to ally with Spain & Turkey during the diplomacy phase of an econ month. Neither country is worried about Russia attacking them; both want an alliance with Russia. However, both only looking at this alliance as a way of gaining a political point in order to gain an additional Victory Point THIS ECON PHASE. Should they make the alliance this month?

Spain should **NOT ALLY** because they are currently going to get 7 victory points and not slide (0 shift) and the +1 political point shift from the new alliance doesn't give them enough movement on the chart to move up to 8 victory points. Also, notice the political point gained for the alliance is IMMEDIATELY LOST in the new shift (-1). So Spain will never gain any victory points for this alliance if done this month! Spain should make 2 new alliances this month or wait to ally next econ.

Turkey **SHOULD ALLY** this econ month because they will collect 8 victory points instead of 7 victory points this econ phase. However, they will also slide back 1 space due to the Political Status Adjustment and will only collect 7 Victory Points the NEXT econ phase. This shows the natural drift back towards 7 victory points.

- b. It is crucial that you understand how this slide/drift works! The Chart is weighted to slide every country to 7 political points. So you will end up getting 7 political points if you do nothing for a long time. This is great for countries with low political point requirements like Turkey, Spain & Prussia. So you can win the game by doing nothing! You don't want to declare war (lose 3 political points) needlessly. The flipside is that France and any high bid countries must always be doing something to gain political points because their average bid requirement is greater than 7.
2. Located in the **INSTABILITY** or **FIASCO** ZONE
 - a. Roll 1d6 if there is an "Economic Loss #". If the roll is not > this number the only ½ the available major power's money & manpower are collected.
- viii. Civil Disorder Step
 1. If all of your national & provincial capitals are occupied by unbesieged forces during this step, then you are out of the game.
 - a. Remove all troops & ships from the map
 - b. Home Provinces revert to control of the major power occupying its provincial capital
 - i. If none, to major power controlling national capital

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- c. Conquered minors revert to control of the major power occupying the national capital
- d. Free States revert to control of the major power occupying its capital
 - i. If none, then they become neutral minors
- e. At war major power gain 5 political points
- ix. Ceding Step
 - 1. A major power may cede 1 ceded province, conquered minor or Free State to an ally during any econ phase as long as no enemy forces are within that minor. So a country may cede provinces even while at war.
 - a. Multi-district minors may be ceded as whole or individual districts. Only 1 thing can be ceded during an econ phase at a cost of 1 political point.
 - i. It only costs 1 political point to cede Sweden & Finland together
 - 1. Remember these can be ceded separately during multiple econ phases if you want to drag it out
 - 2. If a Free State is ceded, then the new owner must immediately decide if it is going to be a conquered minor or continue to be a Free State
 - a. If a Free State, then all forces stay and now belong to new player
 - b. If a Conquered Minor, then all troops eliminated, but the fleet strengths are documented for future use
 - 3. A major power cannot cede their own home nation provinces, but can cede other major power home nation provinces they won in earlier peace settlements
- x. New Political Combinations Step (page 86)
 - 1. These countries can be combined into a new Free State combination
 - a. Poland (anyone)
 - i. Requires Warsaw & 1 other (P) province
 - ii. 1 political point to create
 - b. Kingdom of Italy (France, Austria, Spain)
 - i. Requires Lombardy, Papacy, Venetia & Illyria
 - ii. 1 political point to create
 - 1. -1 political point for each province lost
 - c. Kingdom of Westphalia (France or Prussia)
 - i. Requires Hanover, Hesse & Magdeburg
 - ii. 1 political point to create
 - 1. -1 political point for each province lost
 - d. Kingdom of Bavaria (France or Prussia)
 - i. Requires Bavaria & Tyrol
 - ii. 1 political point to create
 - 1. -1 political point for each province lost
 - e. Confederation of the Rhine (France, Austria or Prussia)
 - i. Requires 5 minors with corps & 3 non-corps minors from the following:
 - 1. Corps: Hanover, Hesse, Baden, Bavaria, Saxon, Wurttemberg
 - 2. Non-Corps: Berg, Duchies, Kleves, Mecklenburg, Tyrol
 - ii. 2 political points to create
 - iii. -1 political point for each province lost
 - f. Ottoman Empire (France, Great Britain, Turkey, Spain)
 - i. Requires any 6 of the following:

Look to cede provinces to allies before your enemy enters them. Forces enemy to declare on ally if they want the province!

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1. Algeria, Cyrenica, Egypt, Morocco, Palestine, Syria, Tripolitania, Tunisia
 - a. If Turkey controls, then these Ottoman corps morale becomes 2.0 for infantry & 3.0 for cavalry
 - ii. 2 political points to create
 - iii. -1 political point for each province lost
- g. Kingdom of Two Sicilies (Starts this way in Grand Campaign)
 - i. Requires Naples & Sicily
 1. Naples has corps & is the major capital
 2. Sicily has fleet
2. Alternate Dominate Powers
 - a. Read to see for your country (page 96)
- xi. Levy Step
 1. New Cossacks/Freikorps are placed on the map
 - a. Cossacks anywhere within (C) province
 - b. Austrian Freikorps anywhere within Vienna province
 - i. Available starting March, 1809
 - c. Prussian Freikorps anywhere within Berlin province
 - i. Available starting March, 1813
 2. Excess Cossacks are removed from the map
 3. December Levy Step
 - a. Feudal corps brought to full strength
 - i. Turkey may bring any or all of its feudal troops up to full strength by removing them from their current location (as long as they are not being besieged) and placing them in their home province (as long as there isn't an unbesieged enemy corps in this province)
 1. This includes
 - a. Eliminated corps
 - b. Unbesieged current corps on the map
 - c. Partially depleted corps that were stood down

OTHER FEUDAL RULES:

Turkey can stand down UNBESIEGED feudal corps during their land phase. This can be done any month!

Turkey can call up feudal troops and place them in their home province during any Turkish land phase. Stood down troops cannot be called up the same month!

INSURRECTION CORPS:

Enemy corps, Cossacks or Freikorps crossing border triggers POSSIBLE placement of IC within these 4 provinces.

Can wait for multiple corps to cross border before placing IC.

- b. Austrian Insurrection corps (*15 Militia & 3 Regular Cavalry*) brought to full strength
 - i. Austria may bring any of its UNBESIEGED insurrection corps up to full strength so long as any 1 of the 4 border provinces (Illyria, Military Border, Transylvania, Hungary) is controlled and doesn't contain an unbesieged enemy corps.
 1. This includes
 - a. Eliminated corps
 - b. Unbesieged current corps on the map
 - c. Partially depleted corps that were stood down

- xii. Ump Control Step

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1. Not using
6. Time Record Phase
 - a. Winter (January, February & December)
 - i. Non-Winter Zone: North Africa, Palestine, Corfu, Cyprus, Rhodes, Crete, Malta, Majorca

MISCELLANEOUS RULES:

1. ACCESS

- a. Minor Country Access
 - i. Any major power can move through & trace supply through neutral minors
 1. Must be at war with minor to have depots or garrisons in neutral minor
- b. Major Power Access
 - i. Formal Access granted from Unconditional Surrender pick C.5.
 1. May garrison anywhere except capital cities
 2. May move ANYWHERE without permission
 - ii. Written Access is a written contract made between allies that states access conditions
 1. Garrison?
 2. Movement?
 3. Depots?
 4. Termination criteria
 - iii. Informal Access is voluntary access granted to another major power (don't have to be allied). The major power can rescind this access at anytime, but must allow the other major powers troops CURRENTLY INSIDE the major power to exit the exact same way as they enter it.
 1. You do NOT have to allow new troops to enter your country even if they just passed through your country.
 - a. Example: Prussia gives France informal access so France can get to Russia. Prussia can allow a couple of French corps to enter Russia (just left Prussia), still have French troops within Prussia and tell France to get out and access is cancelled. This would isolate the French forces in Russia and probably cut their supply!
 - iv. Forced Access is telling the declining major power to go to hell and marching into their country anyway! You loose 1 political point per declining major power entered every turn you are within their borders.
 1. The declining major power has the option of immediately declaring war upon you unless they are restricted by the normal DOW restrictions (normal call to allies)
 - a. Can't if during enforced peace or they have corps in your country
 - b. They get this chance EVEYTIME a corps is moved within their border!
 2. Must be at war with major power to have depots or garrisons

**Do NOT
trust
Informal
Access!
Get it in
writing!**

2. INSTABILITY & FIASCO ZONES

- a. If a major power starts the minor country control step in the **INSTABILITY ZONE**, then all its conquered minors become neutral unless there is an unbesieged HOME corps of that major power (not a minor corps) in the minor country.
 - i. An enemy corps or garrison captures control of the minor instead of it becoming neutral
 1. Political points are not lost by previous owner
 2. 1 political point is gained per province!
- b. If a major power starts the minor country control step in the **FIASCO ZONE**, then all its conquered minors & Free States become neutral!
 - i. An enemy corps or garrison captures control of the minor instead of it becoming neutral

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1. Political points are not lost by previous owner
2. 1 political point is gained per province!

3. OPTIONAL RULES

- a. Channel Arrow between Lille (France) and Portsmouth (GB)
 - i. GB needs to guard with a huge fleet
 - ii. France needs to have a large corps ready to invade GB
 - iii. Army corps on both sides do NOT prevent a fleet from blocking this crossing!
- b. Danish/Swedish Crossing Arrows
 - i. Corps &/or garrisons in Copenhagen & Malmo prevent fleet from blocking crossing!
- c. Proportional Naval Losses
- d. Cavalry Superiority
 - i. Twice the number of cavalry
- e. Cavalry Withdrawals
 - i. Defending cavalry only has its strategic value increased by +1 for withdrawals
- f. Peace Treaty Limited Access
 - i. You have 6 months to get your forces home after a war