

CAMPAIGN

1974 Waddington's

The history of Europe in the 23 years following the French Revolution records an extraordinary series of military campaigns and shifting alliances. Napoleon Bonaparte set out to dominate the Continent, thereby producing opposing coalitions that at different times involved almost every country in Europe and at times included Russia. A brief resume of those fascinating years is given in the accompanying folder.

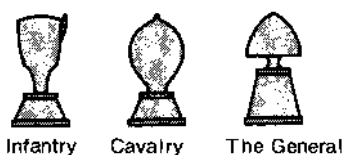
Although no attempt has been made to parallel the Napoleonic wars, this period of history has been used as the inspiration for the game "Campaign". Each player sets out to be a "Napoleon" and to win the game by the outright defeat of his opponents or by the acquisition of large areas of territory.

When there are four players, alliances can be made - and broken — from the start. With three players, alliances should only be made against a third force that is threatening to dominate the game. When only two players are involved there can, of course, be no alliances. In order to help players to learn the game Campaign, two sets of rules have been prepared. Players are advised to start by playing to the Introductory game rules and when they have mastered this version, they can more easily follow the additional rules governing the full, Standard game.

Contents

Playing board: 4 sets of playing pieces, in different colours, comprising 1 General, 9 infantry and 9 cavalry units; 6 sets of 4 Town Cards of different colours; 4 Alliance Cards; 2 dice.

THE PLAYING PIECES



The Board

This is a representation of Europe and western Russia, giving six areas of approximately equal size. These areas are — France, Prussia, Russia, Austria, Italy and Spain.

Each country has four provincial towns, five of them have Capital cities. France and Prussia are the same colour but these two countries are never used together as bases in the same game. Italy is never used as a base.

In the centre is an area corresponding to the central European mountain range — other features, sea and forests, are used to provide obstacles to troop movements and to denote national boundaries.

Playing pieces may not move on to or over any square that is marked as sea, forest or mountain. They are only allowed to move from one country into another by crossing the frontier rivers or the red, frontier lines.

Object of the Game

The game is won outright by the player who either: -

1. captures all his opponents' capitals.
2. when 2 or 4 players are playing, the game is won by the first player to capture 8 towns of any colour but not including the 4 in his own country. He still wins the game even if his own 4 provincial towns have been lost to his opponents.
3. with three players, 10 towns must be captured.

THE INTRODUCTORY GAME

1. Preparation

For 4 players

The four countries used as bases are France, Russia, Austria and Spain. Prussia is *not* used as a base.

Place the Generals on the Capital squares of matching colour. Place 4 infantry and 4 cavalry pieces on the starting squares indicated on each side of the Generals. Extra pieces should be left, easily accessible, in the box.

Distribute the Town and Alliance cards. Each player will begin with the five cards of his own colour in front of him for all to see. The Prussia and Italy cards are placed in any convenient space near the board.

Throughout the game all the Town and Alliance cards must be easily visible to all the players.

For 3 players

Players may select any one country as their base — the game will develop differently according to which ones they choose. An obvious choice would be Spain, Prussia and Austria but other combinations are possible. France and Prussia cannot be used as base countries at the same time.

For 2 players

Each player controls two armies, but may only move one army per turn, therefore, each army must be moved on alternate turns.

Players may select any one country other than Italy as their base. France and Prussia cannot be used as base countries at the same time. The possible combinations are too numerous to mention here but a typical choice would be Spain, Prussia and Austria.

2. The dice

The two dice are always thrown together at each player's turn. They are used only to *move* the pieces, they are *not* used to determine the outcome of an attack.

The dice throw may be used to move just one, or several pieces. For example, with a throw of 7 a player can move one piece 7 times, 7 pieces once each or make any combination of moves that totals 7.

Players are not compelled to use the full dice throw.

3. The Cards

There are two kinds of Town cards; twelve have a red circle, the other twelve have a yellow circle.

When any town, of either colour, is captured, the corresponding Town card is claimed. The player keeps the card until the town is captured by another player, when it must be surrendered.



The Alliance cards match the colours of the playing pieces. They are simply used as evidence that two players have entered into an alliance - and each player will hold the card of his ally.

4. Movement of the pieces

Although the luck of the dice throw can vitally affect the game, it is essential that players understand fully how the playing pieces are moved and how attacks must be planned if they are to be successful. To further help in learning the movement of the pieces diagrams and instructions are printed on the edge of the playing board.

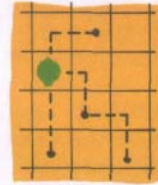
The General

This piece moves *one* square at a time, in *any* direction, horizontally.

This is the only piece that can capture a town — by simply moving on to it.

Cavalry

These pieces *must* move two squares at a time, i. e. a dice throw of 3 moves a Cavalry piece 6 squares. They can only move horizontally or vertically — never diagonally, but they can make right angle turns.



Cavalry pieces must move 2 squares - in a straight line or in right-angle movements

Infantry

These pieces move only one square at a time. They only move diagonally.



Infantry pieces move 1 square in any direction diagonally

Pieces may not jump over one another. Only one piece may occupy any one square.

5. Capturing Towns

Only a General can capture a town — simply by moving on to the Town square. It must remain there until the next turn. When a town is captured, *at the end of the turn* the player claims the Town card.

Pieces attacked and defeated are removed from the board *at the end of the turn* (See Section 9). Players cannot, therefore, attack and remove a piece from a Town square — and capture the town — in the same turn.

A General can take a piece and capture a town in the same move if it can move on to an unoccupied town square which also puts it in an attacking position.

All the towns on the board are there to be captured - not just those in the countries used as bases by the players.

6. Capturing a Capital

A Capital can only be taken after all the provincial towns in that country have been captured and are still held. When this happens the defeated player is out of the game regardless of who is holding them.

7. Alliances

To make an alliance, players simply agree to be allies and then exchange Alliance cards.

Each player may only move his own pieces but he can consult his ally before doing so.

A player must not cross any border into his ally's territory without his consent.

The Alliance may be broken by either player at any time during the game by simply announcing his intention and taking back his Alliance card.

It is perfectly legitimate for a player to plan secretly to attack his declared ally but he may not break the alliance and attack his former ally in the same turn. He must declare his intention to break the alliance (taking back his Alliance card) during one turn, and attack at his next turn. This gives his former ally one clear turn to re-deploy his forces if he wishes.

8. Commencing play

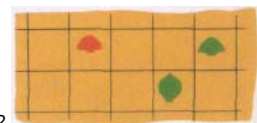
Decide the order of play by, in turn, throwing both dice. The player with the highest score will begin.

The first player throws both dice and moves whatever pieces he wishes — up to the total of his dice throw. For example, with a throw of 7 he can move 1 piece 7 times, 7 pieces once each, or he can make any combination of moves that total 7.

The player on his left then takes his turn, and so on round the board.

9. Attack and defence

Cavalry and Infantry pieces have the same value ('strength') of 1, in both attack and defence. Generals also have a value of 1 when attacking but they have a value of 2 when they are defending. Therefore any two pieces correctly positioned can capture a Cavalry or Infantry piece but it takes three pieces to capture a General



Green cannot successfully attack Red **because** an attacking General has a value of only 1. A defending General has a value of 2.

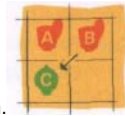
Pieces are attacked and taken when superior forces are positioned on adjacent squares. They do not actually move on to their opponent's square but they must be in positions where a one-square move, *along the line in which they are allowed to move*, would take them on to the opponent's square.

To attack, therefore, infantry pieces must be touching at a corner, cavalry pieces must be touching along the side and the General can be in either position.

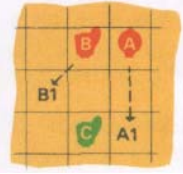




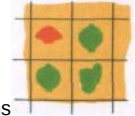
Cavalry piece A can attack infantry piece C (it has a common boundary) but B cannot attack C because their squares only touch at a corner and it is not allowed to move diagonally.



Piece A, which must move diagonally, cannot attack C but B can.



When pieces A and B are moved forward to position A1 and B1, piece C is attacked and taken - and removed from the board.



The General (defence value 2) is successfully attacked by three pieces (total value 3) all in correct attacking positions

Only one piece may be attacked in any one turn. The attacking player must say which piece it is he is attacking and he may not change his target once he has made a move.

Allied forces may act as closely as they wish. Opposing pieces can be taken by any mixed, allied force.

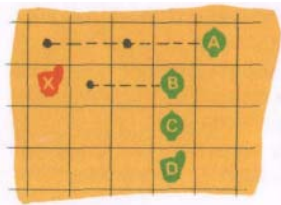
Infantry and cavalry pieces successfully attacked must be removed from the board. A defeated piece is removed from the board *at the end of the turn*.

Captured Generals are *not* removed from the board. (See Section 11)

When working out their attacking moves, players are not allowed to move pieces, let go and pick them up again. Once a piece has been moved and let go it must not be touched again in that turn.

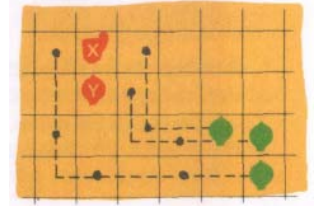
Examine the following examples carefully so that the "attack" rules are fully understood.

10. Examples of attacking moves



One Red infantry piece X is isolated. Green has a large force but only A and B can attack (and take) X because C and D cannot be moved into attacking positions. A dice throw of 3 is sufficient for Green to take the Red piece.

Green has a dice throw of 8. He must attack X not Y because he cannot get two pieces alongside Y. In order to attack X however Y, because it is a supporting piece i. e. adjacent to X, must be NEUTRALISED. See paragraph 14 in Standard Game.



It is important to note that even with a high dice throw and a heavy troop concentration it may still be impossible to capture an opposing piece because the attacking troops cannot be moved into correct attacking positions.

11. Capturing a General

When a General is attacked and taken, at the end of the attacking player's turn the following steps must be taken: -

1. If there are *any* "foreign" troops, of any nationality, inside the Capital area of the defeated General, these must be moved outside and placed on any of the squares on the perimeter of his country.
2. The defeated General must be moved to its starting position on the Capital square.
3. All troops of the defeated General must be moved back to starting positions in the Capital area.

The player with the defeated General misses his next turn. Having missed one turn he may re-enter play in the usual way He may not be attacked again until after this second turn.

12. Breakthroughs

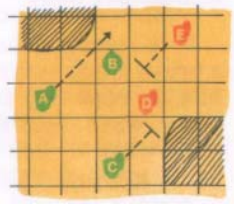


Pieces may not pass through opposing lines unless there is a clear gap of at least one square. Infantry pieces and Generals can pass between adjacent units of their own side.

Piece A can pass between B and C but not between X and Y. Both C and D can pass between Y and Z.

Pieces may not pass between one friendly and one hostile piece, nor between a hostile piece and a natural obstacle. They can pass between a friendly piece and a natural obstacle if the points on the diagonal are not covered.





A can pass between the natural obstacle and friendly piece B.
C cannot pass between the natural obstacle and the hostile piece D.
E cannot pass between one friendly and one hostile piece.

Winning the Game

The game is won outright by the player who either: -

1. captures all his opponents' capitals.
2. when 2 or 4 players are playing, the game is won by the first player to capture 8 towns of any colour but not including the 4 in his own country. He still wins the game even if his own 4 provincial towns have been lost to his opponents.
3. with three players, 10 towns must be captured.

In case no decisive victory is achieved it is advisable to set a time limit for the end of the game. The player holding the largest number of towns when the deadline is reached would be the winner.

Losing the Game

A campaign is lost — and the player is out of the game when: -

1. he loses his Capital.
2. he is left with a General but no troops.



THE STANDARD GAME

All the introductory rules are used, together with the following additional rules.

13. Additional troops

In the Standard game the "red" towns have a new significance. When a player captures a "red" town, *at the end of the turn* he takes the corresponding Town card and *he also claims one infantry or cavalry piece*, according to the symbol shown in the circle. He may place this extra piece on any empty square adjacent to the Town square. At the same time the player who previously held the Town card must remove from the board a corresponding infantry or cavalry piece of his own. He must take the piece that is closest to the town just captured. If the losing player does not have a correct piece he must discard an incorrect one. This applies to *all* red towns — including those in a player's own country.

It is assumed that at the start of the game the red towns in a player's own country are already "occupied" by him and he has the troop units in his army.

It is important to remember that playing pieces gained by taking towns are lost again immediately the towns are taken by another player. Such pieces are, in effect, "tied" to red towns and are gained and lost with them.

If a player takes an opposing piece, and in the same turn his General is able to move on to a red-circle Town square, at the end of his turn he will remove the piece attacked. He will also *gain* a piece, and the player losing the town *will lose another piece*.

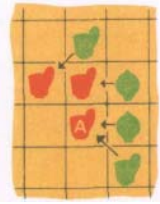
14. Supporting pieces

A piece being attacked is supported by any other pieces adjacent to it. They do not have to be in their particular "line of movement" in relation to the piece they are supporting. So long as they are on squares that touch the square (at side or corner) of the piece being attacked, they are supporting that piece. Therefore, before a piece can be taken, every adjacent piece must be "engaged" (and so, neutralised) by an attacking piece of equal value. A closely-grouped force can, therefore, be very difficult to attack — as were the

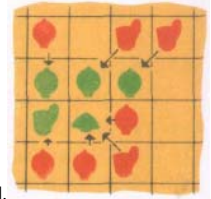


In both these examples, if any one of the four pieces were attacked, all the other three would have to be neutralised by other attacking pieces.





It takes a force totalling 4 in value, and correctly positioned, to take any one of these three pieces. In this case, A is taken.



To capture the General requires a force totalling 7. Four pieces neutralise the supporting troops and three more are required to take the General.

Only the piece chosen for attack can be supported. Supporting pieces cannot themselves be supported.



To attack and take piece A, only three Green pieces are necessary. X neutralises B, so Y and Z can take A. Piece B, a supporting piece, is not itself supported by C or D.

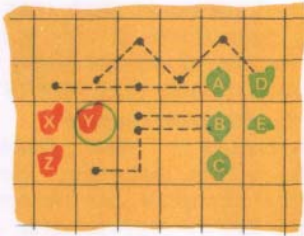
Remember — To support — pieces of all kinds have only to be adjacent.

A General supporting another piece is in a defending position. It therefore takes two other pieces to neutralise it. (See Section 9.)

To attack, infantry pieces must be touching at a corner, cavalry pieces must be touching along the side and the General can be in either position.

Allied forces may act as closely as they wish in supporting each other's troops.

Green would like to take Red piece Y and so clear the town for his General to take later. Although he has five pieces, and a dice throw of 11, X is the only piece he can take. In attack his General has a value of only 1 so he would need both B and E to take Y. But if he uses B in this way he cannot neutralise Z because C, although near, can in fact



only attack X.

15. Capturing a General

When a General is attacked and taken, at the end of the attacking player's turn the following steps must be taken: -

1. If there are any "foreign" troops, of *any* nationality, inside the Capital area of the defeated General, these must be moved outside and placed on any of the squares on the perimeter of his country.

2. The defeated General and any remaining troops, wherever they are, must be moved to appropriate positions in the Enlistment area. If some or all of the remaining troops are "tied" to towns they will almost certainly be quickly lost as other players re-capture the towns.

Therefore, a player whose General has just been captured is given the opportunity of recruiting more troops.

He is allowed to recruit one new cavalry *or* infantry piece (he may choose which) if he has only —

a. 1 troop piece and no red Town cards

orb. 1 troop piece more than red Town cards in his possession.

He is allowed to recruit one cavalry *and* one infantry piece if he has only -

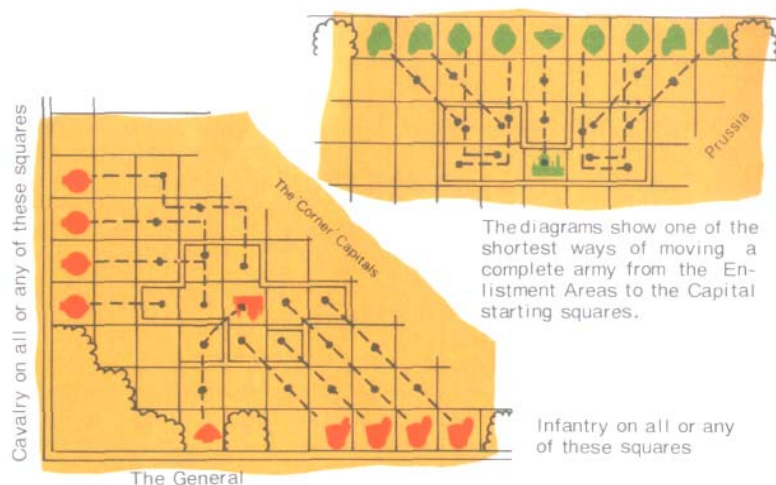
a. an equal number of troop pieces and red Town cards or b. more red Town cards than troop pieces

If he holds more than four of either infantry or cavalry pieces (there is only space for 4 of each on the board) he must bring any additional units into the Enlistment Area when earlier units have been moved away towards the capital.

16. Re-entering play

Before a "new" General and his army may engage in hostilities they must "mobilise" in the Capital. The player must therefore use his next few turns to move his army from the Enlistment Area on to the correct Capital starting squares.





As soon as all pieces are on the starting squares, or all possible starting squares are occupied (supposing there are more than 4 infantry and/or cavalry pieces) at the following *turn* they can be moved off as at the start of the game.

No other player may attack the Capital or any pieces being mobilised until mobilisation is complete — i. e. every possible piece is on a correct starting square.

There is, however, nothing to prevent an opponent from hindering mobilisation by interposing troops between Enlistment area and Capital area.

As players become more experienced they will recognise the parallels between the moves they make and the military and political strategies of the Napoleonic years — the strength of the closely grouped force, but the slowness of its movement; the quick successes of the very light force, but its vulnerability to sudden counter attack; the need of allies when menaced by a skilful (and perhaps lucky) opponent, but the need to keep open a line of retreat should the ally prove untrustworthy... Campaign is a game to be studied as well as played.

