

AGE OF NAPOLEON

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A STRATEGIC BOARDGAME BY RENAUD VERLAQUE
REVISED EDITION



AGE OF NAPOLEON

CONTENTS

- 1.0 Introduction
- 2.0 Components
- 3.0 Diplomatic Situation
- 4.0 Military Organization
- 5.0 General Course of Play
- 6.0 Game Objectives
- 7.0 Diplomacy Phase
- 8.0 Insurrection Phase
- 9.0 Strategy Phase
- 10.0 Reinforcement Phase
- 11.0 Campaign Phase – General
- 12.0 Campaign Phase – Movement
- 13.0 Campaign Phase – Battle
- 14.0 Surrender Phase
- 15.0 Winter Attrition Phase
- 16.0 Victory Check Phase

1.0 INTRODUCTION

Age of Napoleon 1805-1815 is a two-player game that is based on the rise and fall of one of the greatest military commanders in history: Napoleon I, Emperor of the French. The goal of the French player is to achieve domination of the European continent, while the goal of the Coalition player is to force Napoleon's abdication once and for all.

The game contains three different scenarios, starting in 1805 (the main scenario), 1809, and 1813. Players familiar with the game are able to finish the 1813 scenario in 45 to 60 minutes.

2.0 COMPONENTS

Each copy of **Age of Napoleon 1805-1815** contains:

- 1 gameboard
- 1 rules booklet
- 55 playing cards
- 1 scenarios booklet
- 162 game pieces
- 2 dice
- 2 player aid cards

If any of these parts are missing or damaged, we apologize for the inconvenience and ask that you contact us to receive any redistribution parts needed. Please notify:

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2.1 The Gameboard

The gameboard is a simplified representation of Europe at the beginning of the 19th century. Each area is named after a region of Europe, which usually is the aggregation of several historical regions. Most area names are in their native language, while others are in English (see 3.1).

2.1.1 Map Terms



2.1.1.1 Two areas are “adjacent” if they share a common border; for instance Bohmen and Banat are adjacent.

2.1.1.2 For the purpose of sea reinforcements (see 10.4), movement (see 12.4), or retreats (see 13.4.2), a “coastal” area is an area bordering an ocean or sea **other than the Black Sea**. Please also note that Westfalen is not a coastal area.

2.1.1.3 A “capital” area is an area containing the capital of a major country as indicated by the presence of that country's flag.

2.1.1.4 “Marsh,” “mountain” and “barren” areas are specifically marked on the gameboard. Icons are used for mountain and marsh areas, while the names of barren areas are written in white characters (i.e., all Spanish areas except Cataluña; Westgalizien; Ostgalizien; Transylvanien; Ungarn; Grenzregion; OstPreußen; Polen; Sverige; and all Russian areas). Note that any lake shown on the map is to be ignored for gameplay.

2.1.1.5 A “home” area is an area of the same nationality as a corps (see 2.2.1) being considered.

Examples: All French areas are home areas to French corps other than those supplied by French minor allies and dominions. Bayern is a home area to both the Lefebvre and Wrede corps which are made available to France and Österreich, respectively, when controlling Bayern.

2.1.2 Additional Gameboard Features

The gameboard includes the Prisoners Box (where temporary corps losses are kept until the next reinforcement phase); the Battle Box (where corps engaged in battle are lined up); and the Battle Losses Box (where corps lost in battle are placed while the battle is being resolved).

The gameboard also includes a game turn record track, a campaign round record track, and holding boxes for the *Radetzky*, *Britannia* and *Stein* markers.



2.2 The Game Pieces

2.2.1 Corps Playing Pieces



2.2.1.1 The basic military unit in **Age of Napoleon 1805-1815** is called a “corps” and represents a senior Napoleonic commander, his staff, and about 40,000 troops.

Design Note: *While some countries did not even have a corps structure in place, the term “corps” is used here out of convenience.*

2.2.1.2 Corps are color-coded as follows: white for the Austrians and their lone minor ally (Bayern); red for the British and their four minor allies; blue for the French and their ten minor allies; black for the Prussians and their lone minor ally (Sachsen); green for the Russians and their lone minor ally (Sverige); and yellow for the Spaniards.

2.2.1.3 Each corps has a “fresh” (front) side and a “spent” (back) side, with the latter being marked by a horizontal stripe of a different color and the numbers in red. Corps become spent as a result of march attrition and combat.

2.2.1.4 In addition to the name of its commander and its country of origin, each corps has three ratings. From left to right these are:

Battle rating (a value from 1 to 8), which measures the combat worthiness of the commander and his troops.

Movement rating (a value from 1 to 4), which determines the movement allowance of the corps.

Seniority rating (a value from 1 to 8), which indicates how many corps, including his own, the commander can lead when assigned to army leadership.

2.2.1.5 All corps that are not on the gameboard but are available are said to be in the “reserve.” Pieces in the reserve are kept on the table near the gameboard.

2.2.1.6 Several corps have a special availability rule, denoted by the presence of a key word in the top right hand corner of the playing piece, which must be checked whenever they are to be deployed.

2.2.1.7 A “minor allied” corps is a corps in the color of a major country, but labeled with a minor country’s name. Such a corps is available to a player only when he controls both the relevant major country and the minor country. If a player loses control of either, the minor allied corps must immediately be removed from the map.

Example: Charles-John is normally available to the player controlling both Russia and Sverige. If that player loses control of either Russia or Sverige, Charles-John must be removed from the map. As an aside, note that Charles-John and Bernadotte can co-exist on the map, even though historically they are one and the same.

2.2.1.8 All other corps require a certain triggering event in order to become available, as follows:

- All five Austrian “*Radetzky*” corps become available—meaning they are placed in the reserve, not deployed—immediately after the *Radetzky* card has been played.
- All six Prussian “*Stein*” corps become available immediately after the *Stein* card has been played.
- All four Spanish “*Insurrection*” corps become available upon Spain becoming an insurgent country (see 8.2).
- All nine Russian “*Invasion*” corps become available all at once only after Russia has been invaded by at least one enemy corps. **However**, even if Russia has not yet been invaded, one “*Invasion*” corps of the owning player’s choice becomes available every time Russia permanently loses one corps to march attrition, battle or winter attrition.

2.2.2 Alignment Markers



Alignment markers are used to keep track of the diplomatic alignment of all countries (see 3.2). In the case of a major country, the marker must be placed in its capital area only.

AGE OF NAPOLEON

2.2.3 Radetzky, Britannia and Stein Markers

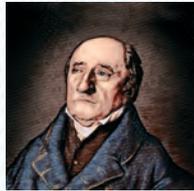
Once the *Radetzky*, *Britannia* or *Stein* events are in effect, put the respective markers in the boxes on the gameboard as a reminder. These markers do not have any other function.



Radetzky



Britannia



Stein

2.2.4 Game Turn and Campaign Round Markers



The game turn marker helps keep track of the yearly game turn, from 1805 to 1815. The campaign round marker helps keep track of the campaign round (see 11.1).

2.3 The Playing Cards

2.3.1 The game includes a deck of 55 playing cards that is used by both players. Each card tells a player in which phase(s) it may be played as an event and lists its effect(s).



2.3.2 Most of the card texts should be self-explanatory, but see 20.0 where some of the more “complex” cards have examples and/or notes.

2.3.3 Instead of being played for their events, cards can also be used to rally spent armies (see 10.5), move armies (see 12.0) or intercept with armies (see 12.6).

2.3.4 All uses are mutually exclusive and all cards must be discarded after being used.

2.3.5 A player may play any number of cards in any of the phases as long as they are played in the appropriate phase(s).

2.3.6 Play order as specified for the phase is usually irrelevant when it comes to playing cards, with major exceptions being the Diplomacy Phase and Battle Resolution.

2.3.7 If there is any need to know who played a card for event first, the French player has priority (i.e., chooses who played first) in 1805-1810 and the Coalition player has priority in 1811-1815.

2.3.8 Unless specifically prohibited, any card can be played by either side. If the text of a card says that both players may do something, only the player who is actually playing the card must follow its instructions.

Example: The French player plays the *Talleyrand* card. Only he may follow its instructions (i.e., convert one Coalition member into a neutral country or convert one neutral country into a French ally); the Coalition player may do nothing.

2.3.9 No card is ever removed from the game after it is played; it is always and immediately placed face up in the discard pile after being shown to the opponent.

2.3.10 Note that some cards may be played only once as events, as specified by their text.

2.3.11 Players can look through the discard pile at will.

2.3.12 **Special Rule:** Whenever *Britannia*, *Continental System*, *Napoleonic Dynasty*, *Radetzky*, *Stein* or *Territorial Concessions* is discarded by a player, it can be immediately picked up by the other player on the condition that the latter discards one card from his hand. All such cards are identified with a red title.

2.3.13 **Special Rule:** *Britannia*, a card that allows the Coalition to move by sea and is critical to moving British corps out of Britain, immediately comes into effect if neither Österreich nor Preußen nor Russia is a Coalition member.

2.4 The Player Aid Cards

Age of Napoleon 1805-1815 includes two Player Aid Cards. They list the most important charts and tables and should be kept handy by the players.

Note that the Ref(ormed) Preußen and Österreich numbers on the various tables apply only once *Stein* and *Radetzky*, respectively, are in effect.

2.5 The Scenarios and More Booklet

The Scenarios and More Booklet includes the set-up for three scenarios, optional rules, parts of a sample game of *Age of Napoleon 1805-1815*, a manifest of the playing cards, and design notes.

2.6 The Dice

The game contains two dice, one for each player. Several game functions are resolved by rolling a die.

2.7 Abbreviations

The following abbreviations are used throughout the rules:

BR	Battle Rating	MR	Movement Rating
CM	Coalition Member	NC	Neutral Country
FA	French Ally	SR	Seniority Rating
FD	French Dominion	TBM	Tie Breaker Modifier
IC	Insurgent Country		

3.0 DIPLOMATIC SITUATION

3.1 Europe in the Age of Napoleon

3.1.1 Major Countries

There are six major countries in **Age of Napoleon 1805-1815**: Britain, France, Österreich (Austria), Preußen (Prussia), Russia and Spain.

Each major country, with the exception of Britain, comprises 6 or more areas.

3.1.2 Minor Countries

There are 13 minor countries in 1805: Bayern (Bavaria), Danmark (Denmark), Italia (Italy), Hannover, Holland, Napoli (Naples), Lo stato della Chiesa (Papal States), Pommern (Pommerania), Portugal, Sverige (Sweden), Schweiz (Switzerland), Westfalen (Westphalia) and Württemberg.

Each minor country comprises one area only.

3.1.3 Detachable Areas

3.1.3.1 In the 1805 set-up, Tirol (Tyrol) and Dalmatien (Dalmatia) are part of Austria, while Polen (Poland/Grand Duchy of Warsaw) and Sachsen (Saxony) are part of Preußen. These four areas may be detached and turned into minor countries with the status of French dominions (see 3.7) when the French player plays the *Territorial Concessions* card.

Design Note: *Historically, Sachsen was not part of Preußen, only under its influence; but it was simpler to make Sachsen a detachable area of Preußen. It is also for simplicity's sake that Polen is comprised of one detachable Prussian area only instead of including Westgalizien.*

3.1.3.2 A detached area is usually returned to its original ruler—i.e., Tirol or Dalmatien to Österreich; Polen or Sachsen to Preußen—when re-conquered (see 14.1).

3.1.3.3 While detached, Tirol always becomes insurgent (see 3.4) whenever Österreich becomes a Coalition member (see 3.3) or an insurgent country itself.

3.2 Diplomatic Alignment – General

3.2.1 Diplomatic alignment, not occupation by military forces, indicates which player controls (or not) each country.

3.2.2 There are five types of diplomatic alignments:

- Coalition member (Coalition control)
- Insurgent country (limited Coalition control)
- Neutral country (uncontrolled)
- French ally (French control)
- French dominion (French control)

3.2.3 There are several ways to change a country's diplomatic alignment. The most common are summarized here:

3.2.3.1 Diplomatic Action (see 7.0): Some cards (*Napoleon I*, *Talleyrand*, *Pitt*, *English Gold*, *Metternich* and *Alexander I*) allow the players to change the diplomatic alignment of neutral or enemy countries during the Diplomatic Phase or *Peace Talks*. Note that Britain, France, French dominions, occupied major countries (but see 3.5.5), insurgent countries and Coalition members that were previously insurgent countries are immune to enemy diplomacy. Österreich, Preußen and Russia can only be turned into French allies if they are occupied by French-controlled forces.

3.2.3.2 Insurrection (see 8.0): The Coalition player can turn a French dominion or French-occupied neutral country, but not a French ally, into an insurgent country by playing an *Insurrection* card during the Insurrection Phase, but if the insurrection fails the country becomes a French dominion.

3.2.3.3 Military Conquest and Surrender (see 14.0): By occupying an enemy country's capital area—or the entire country in the case of a minor country—and meeting some other requirements, a player can force that country to surrender at the end of the Campaign Phase. Depending on the situation, the conquered country will become neutral, a Coalition member, a French ally or a French dominion. Note that Britain can never be conquered and that the surrender of France results in a decisive victory for the Coalition player.

3.2.4 Diplomatic alignment always applies to a whole country; therefore the different areas of a major country can never have different diplomatic alignments, even though some may be occupied by enemy armies.

Note: This rule does not apply to detached areas, which always have a different diplomatic alignment than the major country from which they were detached.

3.2.5 Diplomatic alignment affects victory conditions (see 6.0), card hand size (see 9.0) and corps availability (see 4.0 and 10.0).

3.3 Coalition Members (CMs)

3.3.1 In all three scenarios, some countries start the game as Coalition members.

3.3.2 During the game, the Coalition player can turn a country into a Coalition member through diplomacy, a successful insurrection or military conquest.

3.3.3 The French player can only change the alignment of Coalition members through diplomacy or military conquest.

3.3.4 Previously insurgent Coalition members are immune to French diplomacy (see 3.4.4) and are subject to special surrender rules (see 14.2.1).

AGE OF NAPOLEON

3.4 Insurgent Countries (ICs)

3.4.1 In the 1809 and 1813 scenarios, some countries start the game as insurgent countries.

3.4.2 During the game, the Coalition player can turn a French dominion or a neutral country occupied by French-controlled troops into an insurgent country by playing an *Insurrection* card.

3.4.3 Insurgent corps can only fight to free their own countries from French rule (see 10.3).

3.4.4 An insurgent country is always immune to French diplomacy and cannot be forced to surrender during the Campaign Phase. However, the French player may convert an insurgent country into a French dominion by meeting the conditions necessary to defeat an insurrection (see 8.1).

3.4.5 An insurgent country may become a Coalition member in the Insurrection Phase (see 8.2).

3.5 Neutral Countries (NCs)

3.5.1 In the 1805 and 1809 scenarios, some countries start the game as neutral countries.

3.5.2 A neutral country is not controlled by either side and does not provide any corps, cards or even free passage to either side (see 3.5.4).

3.5.3 During the game, either side can render a country neutral through diplomacy or military conquest.

3.5.4 Violating a country's neutrality (see 12.7) always results in its joining the other side and changing its diplomatic alignment from neutral country to Coalition member or French ally, as the case may be.

Note: Special neutrality violation rules apply to a neutral major country whose capital area remains occupied by the side to which it surrendered last (see 14.2.4).

3.5.5 An occupied neutral country is always immune to the non-occupying side's diplomacy; however, *Metternich* and *Alexander I* can still be played by the Coalition player to turn Österreich and Russia, respectively, into Coalition members.

3.5.6 A French-occupied neutral country can be subject to insurrection (see 8.3).

3.6 French Allies (FAs)

3.6.1 In all three scenarios, some countries start the game as French allies.

3.6.2 During the game, the French player can turn a country into a French ally through diplomacy or military conquest.

3.6.3 The Coalition player can change the diplomatic alignment of a French ally through diplomacy or military conquest, but cannot play an *Insurrection* card against it.

3.7 French Dominions (FDs)

3.7.1 In all three scenarios, some countries start the game as French dominions.

3.7.2 During the game, a French dominion can be created through card play (see *Napoleonic Dynasty*, *Joseph* and *Territorial Concessions* cards for specific circumstances) or whenever the French player defeats an insurrection (see 8.1) or forces the surrender of a previously insurgent Coalition member (see 14.0).

3.7.3 A French dominion is always immune to Coalition diplomacy. However, the Coalition player may use military conquest or an insurrection to modify its alignment.

3.8 Britain

3.8.1 Throughout the game, Britain is always a Coalition member. It is immune to French diplomacy and, thanks to the Royal Navy, it can never be conquered.

3.8.2 Remember that *Britannia* immediately comes into effect if neither Österreich nor Preußen nor Russia is a Coalition member.

3.9 France

Throughout the game, France is always under French control and is immune to Coalition diplomacy and insurrection attempts. However, unlike Britain, it can be conquered, and when it surrenders, the game is over.

4.0 MILITARY ORGANIZATION

4.1 Armies

4.1.1 All friendly corps, including corps from different countries, occupying the same area or moving together must be stacked together and form an "army."

4.1.2 The composition of an army stack may only be reviewed by its player, except when a battle takes place, in which case all "engaged" (see 13.2) corps must be divulged to the other player.

4.1.3 There is no limit to the number of corps that may occupy an area at a time; however, the number of corps that may be moved or engaged in a battle together can never exceed the seniority rating of their designated army leader (see 4.2). Excess corps must be left behind when moving or left unengaged when fighting.

4.2 Army Leaders

4.2.1 In every army, the army leader is at all times the commander with the highest SR in the area.

4.2.2 If there is a tie in SR between two or more commanders, their player may choose the army leader.

4.2.3 The army leader's own corps must always be placed on top of the stack.

5.0 GENERAL COURSE OF PLAY

Each game of **Age of Napoleon, 1805-1815** proceeds through a series of game turns that follow the Sequence of Play described below.

Diplomacy Phase

Play cards to change the diplomatic alignment of enemy or neutral countries or to counter the other player's diplomatic actions.

Insurrection Phase

Determine the outcome of existing insurrections and—Coalition player only—play cards to trigger new insurrections.

Strategy Phase

Discard any remaining cards, reshuffle the card deck if required and draw new cards.

Reinforcement Phase

Deploy reinforcements, rally spent corps and repatriate prisoners.

Campaign Phase

Move armies and fight battles.

Surrender Phase

Force the surrender of enemy countries.

Winter Attrition Phase

Determine and remove winter attrition losses, if any.

Victory Check Phase

Determine whether either side has won.

6.0 GAME OBJECTIVES

6.1 French Victory Conditions

6.1.1 Marginal French Victory

France controls or occupies (a) all countries adjacent to France and (b) either Russia or Österreich while neither Russia nor Österreich is a Coalition member, an insurgent country, or a neutral country occupied by the Coalition. In addition, either French-controlled corps invaded Russia prior to the current game turn, **or** the current game turn is 1811 or later.

6.1.2 Decisive French Victory

France controls or occupies Russia, Österreich, Preußen and all countries adjacent to France. In addition, no country except Britain is a Coalition member, an insurgent country, or a neutral country occupied by the Coalition.

6.2 Coalition Victory Conditions

6.2.1 Marginal Coalition Victory

France controls France and no more than three minor countries.

6.2.2 Decisive Coalition Victory

France surrenders or Napoléon's corps is permanently eliminated (see 12.3.4).

6.3 Tie-Breaker

If at the end of the 1815 game turn neither side has met the victory conditions described above, the French player wins.

7.0 DIPLOMACY PHASE

During the Diplomacy Phase each player may play certain event cards to change the diplomatic alignment of target countries. The rules described herein also apply when the *Peace Talks* card is played during the Campaign Phase.

7.1 Order of Play

7.1.1 The players must take turns targeting countries. The French player decides whether to play first or second in 1806-1810, and the Coalition player makes that decision in 1811-1815.

7.1.2 If either player chooses not to play a card during his turn, that player may not play any more cards during the ongoing Diplomacy Phase.

7.2 Diplomatic Actions

7.2.1 Diplomacy Cards

Each of the following “diplomacy” cards allows one player or the other to change the diplomatic alignment of a country: *Napoleon I*, *Talleyrand*, *English Gold*, *Pitt*, *Metternich* and *Alexander I*.

7.2.2 Countries Immune to Coalition Diplomacy

- France
- Any French dominion
- Any neutral country occupied by French-controlled corps, except that *Metternich* and *Alexander I* can still be played to turn Österreich and Russia, respectively, into Coalition members.

7.2.3 Countries Immune to French Diplomacy

- Britain
- Any country currently or previously insurgent
- Any country occupied by Coalition corps

In addition, Österreich, Preußen or Russia can only be turned into French allies when their respective capital areas are occupied by French-controlled corps

7.2.4 Procedure

7.2.4.1 The player whose turn it is to play a diplomacy card must show the card to the other player and declare which country he targets.

AGE OF NAPOLEON

7.2.4.2 The other player may immediately play a diplomacy card of his own to counter the first player and prevent the change in diplomatic alignment.

7.2.4.3 If the other player does not counter, the change in diplomatic alignment takes place and cannot be reversed in the same phase (i.e., the same country cannot be targeted by the other player).

Example: The French player plays *Napoleon I* to turn Russia into a neutral country from her present alignment as a Coalition member. Immediately, the Coalition player plays *Pitt* on Russia to counter the French diplomatic action. Therefore, Russia does not become a neutral country.

7.2.5 French Dominions

Note that the French player cannot play any of the cards listed in 7.2.1 to create French dominions. However, *Napoleonic Dynasty* or *Joseph* may also be played in the Diplomacy Phase to such effect.

7.3 Consequences

7.3.1 Alignment markers are changed as needed.

7.3.2 Whenever a country, whether minor or major, becomes neutral as a result of a diplomatic action:

- all of its corps must be removed from the gameboard.
- all foreign corps occupying its areas are kept in place, but must mind the neutrality violation rule henceforth (see 12.7).

7.3.3 Whenever a country stops being neutral and joins one side or the other as a result of a diplomatic action, it may immediately deploy home corps as per the reinforcement rules (see 10.0), but all foreign corps occupying its areas are kept in place.

8. INSURRECTION PHASE

First, the players determine which ongoing insurrections are failed or successful. Then, the Coalition player may trigger new insurrections.

8.1 Failed Insurrection

8.1.1 Any insurgent country changes to French dominion alignment if (a) more than half of its areas, including its capital area, are occupied by French-controlled forces and (b) it has no insurgent corps left on the map.

8.1.2 Keep the country's insurrection marker in place (as a reminder that it used to be insurgent), but place a French dominion marker on top of it.

8.2 Successful Insurrection

8.2.1 Any insurgent country becomes a Coalition member if there are no French-controlled corps left in any of its areas.

8.2.2 Keep the country's insurrection marker in place (as a reminder that it used to be insurgent), but place a Coalition member marker on top of it.

8.3 New Insurrection

8.3.1 By playing an *Insurrection* card, the Coalition player may trigger an insurrection in any one French dominion or any one neutral country whose capital area is occupied by French-controlled corps (see 14.2.4).

Note: The Coalition player is allowed to target a country that just had a failed insurrection.

8.3.2 The Coalition player may trigger as many insurrections as he has *Insurrection* cards. This means that if he has both *Insurrection* cards and both *Napoleonica* cards, he could trigger as many as four insurrections in one phase!

8.3.3 As mentioned previously, if Tirol is a French dominion (after being detached from Österreich by playing the *Territorial Concessions* card), it automatically and immediately becomes an insurgent country whenever Österreich becomes a Coalition member or an insurgent country itself. Thereafter, the same rules apply to Tirol as to any insurgent or previously insurgent country, except that if Tirol is re-attached to Österreich, its insurrection marker must be removed (as it is no longer a minor country).

8.3.4 Place an insurrection marker on any newly-insurgent country and remove its prior alignment marker.

8.3.5 If presently deployed, remove the corps of a now-insurgent minor country from the gameboard.

8.3.6 Remove any and all corps of a now-insurgent major country that are deployed outside their home areas from the gameboard.

8.3.7 Corps of a now-insurgent major country that are already deployed in their home areas stay where they are. If they share the same area as French-controlled corps, a battle must immediately take place as if the French-controlled corps had been intercepted during the Campaign Phase (see 12.6).

8.3.8 All countries that insurrect against French rule become immune to French diplomacy for the remainder of the game. As a reminder, insurrection markers are never removed once placed, regardless of subsequent changes in diplomatic alignment!

9.0 STRATEGY PHASE

During the Strategy Phase, each player must discard all remaining cards and receive between 6 and 10 new cards to refill his hand.

9.1 Each player may first play any and all Strategy Phase or Anytime cards if he has left before discarding his remaining cards. The French player discards first in 1805-1810. The Coalition player discards first in 1811-15.

9.2 If a major country surrendered in the prior game turn, the card deck must be reshuffled with the discard pile.

9.3 Each player must then draw a number of new cards that is based on the countries he controls (see Strategy Chart of Player Aid Card 1), but can never be less than 6 or more than 10. The French player draws first in 1805-1810. The Coalition player draws first in 1811-15.

Example: Britain, Russia and 4 minor countries are Coalition members, and Spain is an insurgent country. Based on the countries in his control, the Coalition player is entitled to 9 cards (4 for Britain + 3 for Russia + 1 for Spain + 1 for the minor countries).

9.4 If the deck runs out of cards while drawing, shuffle the discard pile to make a new deck.

9.5 Newly drawn strategy cards may be immediately played!

10.0 REINFORCEMENT PHASE

During the Reinforcement Phase, the players select available corps from the reserve and deploy them on the gameboard as reinforcements. The players can also rally spent corps and repatriate prisoners of war.

10.1 Order of Play

The French player decides whether to play first or second in 1806-1810, and the Coalition player makes that decision in 1811-1815.

10.2 Reinforcements

10.2.1 Reinforcements are provided by the countries under your control.

10.2.2 Reinforcements are subject to two limits as shown on the Reinforcement Chart of Player Aid Card 1.

- The *Mobilization* column indicates how many corps each listed country can have on the gameboard (not counting the Prisoners Box) at any time.
- The *Deployment* column indicates how many corps each listed country can deploy as reinforcements each Reinforcement Phase, provided it does not exceed its own mobilization limit.

Design Note: *The limits on French deployment and mobilization of major allied corps simulate both Napoleon's lack of trust towards these allies and the latter's lack of enthusiasm for providing cannon fodder for Napoleon's campaigns.*

10.2.3 The Austrian, Prussian and Russian minor allied corps (i.e., Wrede, Sachsen-Weimar and Charles-John, respectively) count against the deployment and mobilization limits of Österreich, Preußen and Russia, respectively, as if they were home Austrian, Russian and Prussian corps. However, for France and Britain, the mobilization and deployment of minor allied corps are subject to separate limits.

Example: At the beginning of the reinforcement phase, France has 5 home corps and 1 minor allied corps on the gameboard and it controls a total of 12 minor allies and dominions. France can place up to 5 additional home corps plus up to 4 additional minor allied corps (because $12/3 = 4$) and still respect her mobilization limit of 10 French home corps and 6 minor allied corps (because $12/2 = 6$).

10.2.4 Reinforcements may only come from the reserve of available corps and are chosen by the player deploying them.

10.2.5 All reinforcements are fresh, including corps that were spent when previously removed from the map.

10.3 Insurgent Corps

10.3.1 An insurgent corps can never attack outside of its home country and can never move, withdraw or retreat more than one area away from its home country.

Note #1: Detached areas are still considered home areas for this purpose, e.g., in the 1813 scenario, insurgent Prussian corps can attack in Sachsen even though Sachsen is detached from Preußen.

Note #2: An insurgent corps is allowed to move into an area adjacent to its home country even if it finds itself to be the attacker because of an interception by the other side.

10.3.2 If an insurgent corps would have to retreat more than one area away from its home country, it must be placed the Prisoners Box instead.

10.4 Deployment

10.4.1 All reinforcements must be deployed in home areas free of enemy corps. If no such area is available for a given reinforcement, it may not be deployed.

Example: Bagration can only be deployed in an enemy-free Russian area, or Charles-John can only be deployed in an enemy-free Sverige (assuming both Russia and Sverige are under Coalition control).

Exception #1: Reinforcements deployed immediately after a neutrality violation (see 12.7) may be deployed in home areas occupied by enemy corps.

Exception #2: French home corps may also be deployed in enemy-free, insurgent areas or French dominions that are adjacent to an enemy-free French area.

Exception #3: Provided *Britannia* is already in effect, as indicated by the presence of the *Britannia* marker on the board, the Coalition player may deploy one Coalition corps in a coastal area that is both enemy-free and friendly-controlled. It does not have to be a home area.

10.4.2 Reinforcements may be deployed with existing armies or in empty areas to create new armies. The owning player must determine the army leader of any newly created or reinforced army.

AGE OF NAPOLEON

10.5 Rallying Spent Corps

A player may discard any number of event cards from his hand to “unspend” his spent corps, i.e., flip them back to their “fresh” (front) side, at the rate of one card per army, regardless of the number of spent corps in the army.

10.6 Repatriating Prisoners

At the end of the Reinforcement Phase, remove all corps present in the Prisoners Box.

10.7 No Free Exchanges

A player is not allowed to exchange corps in the reserve with corps on the gameboard at any time during the game except when *Veterans*, *Republicans & Royalists* or *Out of Favor* cards is played.

11.0 CAMPAIGN PHASE – GENERAL

During each Campaign Phase, a player may move his armies and have them engage in battle against enemy armies.

11.1 Campaign Rounds

11.1.1 The Campaign Phase lasts six bi-monthly campaign rounds (except in the first game turn of each scenario).

11.1.2 The fifth and sixth campaign rounds are the “winter” campaign rounds; they are shown in a different background color on the campaign round track.

Design Note: *The 2nd winter campaign round actually corresponds to January and February of the following year.*

11.1.3 Move the campaign round marker on the campaign round track in order to keep track of the ongoing campaign round.

11.2 Order of Play

11.2.1 The French player decides whether to move first or second in 1805-1810, and the Coalition player makes that decision in 1811-1815.

11.2.2 Once the player moving first has been determined, play continues for the duration of that Campaign Phase, with the same player moving first and the other player moving last in each campaign round.

11.3 Peace Talks

The *Peace Talks* card, which must be played at the very beginning of the campaign round it will first affect, may shorten a Campaign Phase by up to two campaign rounds, but its effect may not carry over the end of a game turn.

11.4 Winter Quarters

The *Winter Quarters* card, which must be played at the very beginning of the campaign round it will first affect, may shorten the Campaign Phase by cancelling the second or both winter campaign rounds.

12.0 CAMPAIGN PHASE – MOVEMENT

12.1 Movement – General Principles

12.1.1 Moving an army is never mandatory.

Design Note: *It is unlikely that you will move an army every round because it costs cards (see below) and/or because the losses that your armies incur while marching or fighting might force you to pause and wait until the following year.*

12.1.2 The moving player may normally move only one army per campaign round.

Exception: By playing a *Major Campaign* card, up to three armies may be moved per campaign round, although no corps can be moved more than once. A player is not allowed to play a *Major Campaign* card after having already moved one army in the current campaign round.

12.1.3 The moving player may move an entire army or detach corps to form a new army and move the latter.

12.1.4 The moving player may never move any army with more corps than the SR of its designated army leader. Excess corps, if any, must be left in the area of departure prior to any move.

12.1.5 Any moving army may pick up or drop off friendly corps along the way provided it always keeps the same army leader and its total move never exceeds the movement allowance (see 12.2.2) of its army leader.

Note: The fact that an army cannot pick up a corps with a higher SR and still move does not prevent said army from moving through an area where there is a friendly corps with a higher SR.

12.1.6 The other player’s armies may have the opportunity to “withdraw” in front of (see 12.5), or “intercept” (see 12.6), the moving player’s armies.

12.1.7 Every army move or interception requires the moving player to discard one card. No discard is necessary to withdraw before battle or retreat.

Exception #1: Each player’s first move or interception of the Campaign Phase, regardless of the campaign round in which it takes place, does not require a discard.

Exception #2: The play of a *Forced March* card entitles a player to move or intercept without discarding a card (other than the played *Forced March* card).

Note: When playing a *Major Campaign* card, the moving player must discard one card for each army that he wants to move (but Exception #1 may still apply).

12.1.8 The moving player must stop moving his army as soon as the latter has exhausted its MA or entered an enemy-occupied area.

12.2 Land Movement

12.2.1 All armies may move by land. Land movement is conducted between adjacent areas.

12.2.2 An army's movement allowance is the maximum number of areas it may successively enter during its land movement. It is equal to its army leader's MR, adjusted as follows:

- 1 in winter
- 1 if the move is meant to attack an enemy army in battle (even if the enemy withdraws)
- 1 if subject to a *Mud* card
- +1 if playing a *Forced March* card

All modifiers are cumulative.

Note: Sometimes a battle takes place because of an interception or because an enemy army is deployed in the area entered by the active player's army in response to a neutrality violation. In such a case, the moving army's movement allowance is not penalized for attacking.

12.2.3 If, for any reason, an army does not use all of its MA before it stops moving, it loses any remaining MA.

12.2.4 Special Rule: French-controlled armies may only land-move between Sverige and Danmark if neither Danmark nor Sverige are Coalition members. Coalition armies may always land-move between Sverige and Danmark.

12.2.5 Special Rule: Land movement is possible between Sverige and Lithuania during the winter campaign rounds. The Baltic Sea area counts as one area.

12.3 March Attrition

12.3.1 Each corps that enters a third or fourth area during the same move, or enters a mountain or marsh area, or enters any area during a *Forced March* is subject to march attrition upon each occurrence and prior to the resolution of any withdrawal, interception or battle.

12.3.2 For **each** cause of march attrition, the owning player must roll one die and cross-reference the result with the number of **spent** corps subject to march attrition on the March Attrition Table (see Player Aid 2). This determines the number of spent corps lost to march attrition.

12.3.3 A fresh corps can never be lost to march attrition and is ignored when rolling on the March Attrition Table, but must become spent instead, which will immediately reduce its remaining movement allowance. However, if a fresh corps is subject to two or more causes of march attrition in the same area, it only avoids one die roll by becoming spent and must be taken into account when rolling for the other cause(s) of march attrition.

Example: One fresh corps and one spent corps enter a mountain area in winter while force-marching, making them subject to three (!) causes of march attrition. To account for the first cause, the owning player must roll one

die to check whether his spent corps is eliminated while his fresh corps must become spent. Assuming the corps that was already spent survives, the owning player must now roll another die for his two corps, as they are both spent now. Then he must roll another die for any surviving corps.

12.3.4 March attrition losses are "permanent" if they occur in a winter campaign round, meaning the lost corps become unavailable for the remainder of the game (but see *Veterans* card). Otherwise, they are "temporary," meaning the lost corps are simply placed in the Prisoners Box. The owning player chooses his losses.

Design Note: *March attrition can be quite harsh (and require a lot of die rolls) when moving in winter and/or force-marching, so do the latter at your troops's own risk!*

12.4 Sea Movement

12.4.1 Once *Britannia* is in effect, the Coalition player may move one Coalition corps of any nationality per campaign round from one coastal area to another.

12.4.2 The arrival area needs not be enemy-free or friendly-controlled, but any corps attacking at the end of a sea move will be penalized in battle (see 13.3.2).

12.4.3 Special Rule: Sea movement in and out of, or within, the Baltic Sea (all areas from Danmark to Livonia) is prohibited during winter campaign rounds. However, it is possible to move from Danmark to a non-Baltic coastal area.

12.4.4 The French player may never move any corps by sea.

12.5 Withdrawal

12.5.1 If the moving army enters an area occupied by an enemy army, the non-moving player may opt to withdraw any or all of his corps to an adjacent, enemy-free area (other than the area from which the enemy army is coming) and avoid battle.

12.5.2 For a withdrawal to happen, the MR of the non-moving army leader must be greater than or equal to the MR of the moving army's leader. Any leader's MR can be improved by the play of a *Forced March* card for this purpose.

12.5.3 If *Britannia* is in effect, one Coalition corps of any nationality per campaign round can withdraw by sea to an enemy-free home area.

12.5.4 An army is not allowed to withdraw from a battle when already engaged by a moving army. Thus, if the moving player plays a *Major Campaign* card, the non-moving player may not wait and see whether more than one army move against his before deciding whether to withdraw.

12.5.5 If the other player leaves one or more corps behind as a rearguard when he withdraws, the moving army must stop moving and fight a battle against the rearguard. If the other player leaves no corps behind, the moving army may stop, move after the withdrawing corps, or move to another area, provided, in the last two cases, that it has not yet exhausted its MA.

AGE OF NAPOLEON

12.5.6 If the moving army follows the withdrawing corps, any or all of the latter may again opt to withdraw, as long as they do not end up moving more than their MA would normally permit.

Example: An army led by a commander with a MR of 3 could not withdraw more than thrice in a non-winter campaign round or twice in a winter campaign round.

12.5.7 Any army that withdraws into a mountain or marsh area is subject to march attrition after completing the withdrawal move.

12.6 Interception

12.6.1 If the moving army enters an area (the “interception area”) that: (a) contains no friendly army and, (b) is adjacent to an area occupied by an enemy army, the player controlling the enemy army may opt to move any or all of its corps into the interception area to force a battle with the moving army.

12.6.2 For an interception to happen, the MR of the intercepting army leader must be greater than or equal to the MR of the moving army’s leader. Any leader’s MR can be improved by the play of a *Forced March* card for this purpose.

Note: The intercepting army leader is the leader of the enemy army occupying the area adjacent to the interception area, not the leader of the army actually sent to intercept.

Example: If Kutuzov (MR=3; SR=6) and Bagration (MR=4; SR=4) are in the same area, it is Kutuzov’s MR that counts and not Bagration’s even if the intercepting player only wants to move Bagration in the interception area.

12.6.3 The intercepting player must discard one card of his choice unless it is his first interception of the turn and he has moved no army in the turn so far.

12.6.4 The intercepting player chooses whether to attack or defend in the battle that results from the interception.

Exception: If a player intercepts into an area where he already has another army that is about to be attacked, he is automatically the defender.

12.6.5 The same army in the same interception area may be intercepted with any number of enemy armies that are in a position to intercept, provided (a) one card is discarded, as required, for each intercepting army and (b) all intercepting armies either defend or attack together as one army.

12.6.6 The moving player may in turn counter-intercept an intercepting army in the same interception area if all other requirements are met. However, the original intercepting player still decides which side attacks and which side defends unless he must defend as per the 12.6.4 exception.

Example: A French army (MR = 3) moves into Lithuania from Ostpreußen and is intercepted by a Russian army (MR = 4) in Livonia. The French player can reinforce his intercepted army by counter-intercepting with another of his armies (MR = 4) occupying Polen. However, it is the Coalition player who decides whether the Russians are attacking or defending in the ensuing battle.

12.6.7 An intercepted army cannot withdraw to avoid battle.

12.6.8 Any army that intercepts into a mountain or marsh area is subject to march attrition after determining whether the interception is possible or not, but prior to fighting the interception battle.

Example: The French player wants to intercept John (MR=3) in Tirol with Marmont (who is fresh) coming from Dalmatien. Even though Tirol is a mountain area, the French player uses Marmont’s fresh MR of 3 to determine whether he can intercept John. Only then, prior to engaging in battle, does Marmont become spent due to march attrition.

12.6.9 An army that intercepts an enemy army as the latter enters a neutral country is considered to be violating that country’s neutrality (see 12.7) unless (i) that country is a major country, (ii) the enemy army is intercepted upon entering its capital area, and (iii) the intercepting player chooses to attack.

12.7 Neutrality Violation

12.7.1 A neutrality violation occurs immediately when an army:

- drops off one or more corps in a neutral country, or
- completes its move, interception, withdrawal or retreat in a neutral country, or
- enters the capital area of a neutral major country.

Exception: There is no neutrality violation if any of the above actions is completed by one side in a neutral country that it occupies (see 14.2.4).

Example: If France occupies a neutral Preußen and Napoleon is forced to retreat from Minsk to Polen, there is no violation. However, if Kutuzov follows him up in Polen, Preußen’s neutrality is violated and Preußen becomes a French ally.

Note: There is no neutrality violation when foreign corps are present in a country when it turns neutral as long as these corps do not **subsequently** commit any of the three types of violations described under 12.7.1.

Example: French corps are in Magdeberg when Preußen, a French ally to that point, becomes neutral due to a successful diplomatic action by the Coalition player. As long as the French corps stay where they are, there is no neutrality violation. In fact, Preußen becomes an occupied neutral. If the French corps then move and leave Preußen at once, there is no neutrality violation either. If the French corps are attacked or intercepted by Coalition corps while still in Preußen, Preußen’s neutrality is violated by the Coalition and Preußen becomes a French ally.

12.7.2 A country whose neutrality is violated immediately abandons its neutrality by joining the other side, as either a French ally or Coalition member, as applicable, and may immediately deploy its corps per the reinforcement rules (but see 12.7.3 below).

Note: These corps deploy after the neutrality violation has occurred; which means that if the neutrality violation is caused by an army dropping off corps, this army must move to an adjacent area before the corps of the violated country can be deployed.

12.7.3 The new corps may be deployed in any area(s) of the violated country, including those now occupied by the moving player's corps. If this is the case, a battle must immediately take place as if the corps of the violated country had intercepted.

Note: This holds true for minor countries where minor allied commands are available.

Example: If the French violate Portugal's neutrality, causing Portugal to become a Coalition member, the Coalition player can deploy the Anglo-Portuguese corps (Beresford), provided there are not already two British minor allied corps on the map (which is the mobilization limit for British minor allied corps).

13.0 CAMPAIGN PHASE – BATTLE

13.1 Battle – General Principles

13.1.1 A battle automatically occurs if an army enters an area (the “battle area”) occupied by an enemy army that has not withdrawn in its entirety. If an army cannot initiate a battle because it would not have any movement allowance left for it, it may not enter the area in question.

Design Note: A “battle” in *Age of Napoleon 1805-1815* usually represents a series of small and large battles within a given area.

13.1.2 Battles have to be resolved after all army moves, interceptions and withdrawals have been completed and after any march attrition effects have been applied.

13.1.3 No corps can move, intercept or withdraw in the same phase after fighting a battle, regardless of outcome.

13.2 Orders of Battle

13.2.1 The maximum number of corps that a player may engage in a battle is equal to the seniority rating of the army leader in the battle area.

Note #1: In a **Major Campaign**, more than one attacking army can attack a single defending army simultaneously, but the number of attacking corps that can be engaged in battle is still limited by the highest seniority rating among them.

Note #2: The *Interior Lines* card is a campaign card to be played when the same army is attacked by two or more enemy armies in the context of a *Major Campaign* or multiple interceptions. It allows the defending army to fight each attacking army in separate battles until defeated. Note that in this case the seniority rating constraint separately applies to each attacking army. *Interior Lines* cannot be not canceled by *Fog of War*.

13.2.2 If a player has more corps in the battle area than he can or wants to engage, he must place the corps he wishes to engage/use in the Battle Box and leave his unengaged corps in the battle space. The attacker must declare first.

13.2.3 Even if a player decides not to engage his army leader's own corps, it is still the latter's seniority rating that matters when it comes to determining how many corps the player can engage in the battle.

13.2.4 Each player must engage at least one corps.

13.3 Battle Resolution

13.3.1 Each side's battle strength is determined by summing up the BRs of all its engaged corps, including that of its army leader.

13.3.2 Relevant situation modifiers are applied to each side's battle strength:

+1 per corps fighting at home

-2 per corps attacking at the end of a sea move

13.3.3 Cards applicable to battles are played; any card played can only affect the battle in which it is played. The attacker must play all his cards first, including the *Fog of War* card. A player cannot play two identical cards in the same battle.

Note #1: For the purpose of playing nationality-dependent cards (e.g., *Grand Battery*), all red corps game playing pieces are considered British, all blue pieces French, etc.

Note #2: The *Hero's Death* card must be played immediately after the number of losses is determined. It is not canceled by the play of the *Fog of War* card.

13.3.4 Each player rolls one die and cross-references his result with the modified battle strength of his engaged corps on the Battle Results Table (see Player Aid Card 2) in order to determine the number of corps losses inflicted on the enemy.

13.3.5 Victory automatically goes to the side that inflicts the most losses **and** the loser's losses are increased by one.

13.3.6 In the event of a tie, each player rolls another die, adding the Tie-Breaker Modifier (TBM) shown on the last row of the Battle Results Table. The player with the higher modified die roll wins. If the modified die rolls are tied again, the defender wins. Neither side sustains additional losses in tie-breaker situations.

Example: A French army has a battle strength of 18 and rolls a 4, causing 1 loss. Its Coalition opponent has a battle strength of 12 and also rolls a 4, causing 1 loss. The number of losses inflicted is identical, therefore the players need to roll again to break the tie, with the French player having a +3 TBM and the Coalition player having a +2 TBM.

AGE OF NAPOLEON

13.4 Battle Outcome

13.4.1 Losses

13.4.1.1 Half the losses sustained by each side are permanent and all other losses are temporary. If a side sustained an odd number of losses, the last (odd) loss is permanent if that side lost the battle or won after a tie-breaker. Otherwise the last (odd) loss is temporary.

Note: If a side suffers just one loss, that loss is considered to be the last (odd) loss. Therefore, if that side won the battle after a tie-breaker or lost the battle, its loss is permanent; otherwise, it is temporary.

13.4.1.2 Each player chooses his own losses. However, a player can play the *Hero's Death* card to choose one of the other player's permanent losses, if any.

13.4.1.3 Losses must be taken from engaged corps first. However, if losses exceed the number of engaged corps, excess losses must be taken among unengaged corps, if any.

13.4.1.4 All temporary losses incurred by the loser must be placed in the Prisoners Box while those incurred by the winner must be returned to the reserve.

Note #1: It is possible—but unlikely—that all corps of both sides are eliminated in a very small battle. This outcome is allowed.

Note #2: It is also possible that the winner loses all of his corps while the loser does not; this situation does not change the outcome of the battle (i.e., which side wins and which side loses).

13.4.1.5 A side can never sustain more losses than it has corps in the battle area.

Example: If a side has 2 corps and suffers 3 losses, there effectively is no 3rd loss since there are only 2 corps; one loss is permanent and the other loss is temporary.

13.4.1.6 All surviving corps that were engaged on either side are spent. Corps that began the battle spent are not further penalized. Corps that were not engaged do not become spent.

13.4.2 Retreat

13.4.2.1 The loser's surviving corps, including those unengaged, must all retreat to one adjacent, enemy-free area. If possible, the retreat must be made towards the capital area of the majority of the corps in the retreating army (loser's choice in the event of a tie).

13.4.2.2 The defender, if forced to retreat, may not retreat to any area from which an attacking army entered the battle area.

13.4.2.3 The attacker or the interceptor, if forced to retreat, must retreat to one of the areas from which his armies entered the battle area.

13.4.2.4 In each battle, up to one Coalition corps of any nationality may retreat by sea from a coastal area provided *Britannia* is in effect. The retreating corps must be placed in an enemy-free, friendly-controlled, coastal home area. Remember that coastal areas bordering the Baltic Sea are not accessible by sea during the winter.

Example: The Russian Sverige corps could only retreat by sea to Sverige, assuming Sverige was enemy-free and Coalition-controlled and it was not during a winter campaign round.

13.4.2.5 Corps retreating into a mountain area *and/or* into a marsh area *and/or* in the winter are subject to march attrition.

13.4.2.6 Insurgent corps cannot retreat more than one area away from their home country.

13.4.2.7 Any and all retreating corps that are unable to retreat as required are removed from the gameboard and placed in the Prisoners Box.

13.4.2.8 The loser can always choose to remove all of his surviving corps and place them all in the Prisoners Box instead of having them retreat to a neutral country and cause a neutrality violation. That is the only circumstance in which a player may voluntarily decide to place some of his corps in the Prisoners Box.

13.4.3 Victory

13.5.3.1 The winner's surviving corps, including those unengaged, stay in the battle area.

13.4.3.2 The winner may discard—not play—one card to rally all his surviving corps, including any present in the battle area but not engaged in the battle, provided he does not play a *Pursuit* card.

Exception: He may not do so between the successive battles that take place due to the play of the *Interior Lines* card.

14.0 SURRENDER PHASE

Surrender conditions must be checked in the following order: all minor countries, Spain, Preußen, Österreich, Russia and France.

Note #1: The *No Surrender* card may prevent the surrender of a country **except in 1815** when it cannot be played.

Note #2: Remember that currently insurgent countries never surrender in the Surrender Phase.

Note #3: Remember that *Britannia* immediately comes into effect if neither Österreich nor Preußen nor Russia is a Coalition member.

14.1 Minor Countries

14.1.1 A minor country automatically surrenders if it is occupied by enemy corps and joins the occupying side.

14.1.2 A minor country surrendering to the French side becomes a French ally unless it was previously an insurgent country, in which case it becomes a French dominion.

14.1.3 A minor country surrendering to the Coalition side becomes a Coalition member.

Exception: Any minor country previously detached from Österreich or Preußen by the French player must be immediately re-attached to its original ruler if (a) it surrenders to Coalition armies and (b) its original ruler is a Coalition member. If the latter condition is not met, the minor country remains detached, as an independent Coalition member.

14.1.4 Any and all corps of surrendering minor countries, including minor allied corps, must be immediately removed from the gameboard.

14.2 Major Countries

14.2.1 A major country must surrender if:

- its capital area is occupied by at least one enemy corps, and,
- the number of enemy corps occupying its areas is greater than the number of friendly corps (including allies) remaining in any of its areas, or it has no home corps left in any of its areas.

Exception: For a formerly insurgent major country to surrender to the French side, all the conditions for a failed insurrection (see 8.1) must be met.

14.2.2 When a major country surrenders, it becomes neutral, and all its remaining corps must be removed from the gameboard. A neutral alignment marker is placed on its capital area.

Exception: If a previously, but not currently, insurgent major country surrenders to the French player, it automatically becomes a French dominion.

14.2.3 Each foreign corps previously allied to the surrendering major country and present in any of the latter's areas is removed to the Prisoners Box if it is surrounded by enemy-occupied areas or the sea. Otherwise it must be immediately placed in the nearest enemy-free, friendly-controlled area, regardless of where the latter is. If *Britannia* is in effect, then one Coalition corps of any nationality occupying a coastal area may also be repositioned as if it were retreating by sea (see 13.4.2.4).

14.2.4 For as long as the victor maintains at least one corps in the capital area of a major country that he forced to surrender, that major country is said to be an occupied neutral country and the neutrality violation rule (see 12.7) is suspended for the occupying side only.

14.2.5 Remember that an occupied neutral country is immune to diplomacy cards played by the other side (keeping in mind the *Metternich* and *Alexander I* exceptions). However, in the event it is occupied by French-controlled troops, it may be turned into an insurgent country by the play of an *Insurrection* card.

14.2.6 If the Napoleon Returns! optional rule is in effect (see 18.1 in Scenarios and More) the French player may also opt to have France surrender even if the above conditions are not met.

15.0 WINTER ATTRITION PHASE

15.1 Each player must roll one die for each area in which he has three or more corps. The relevant modifiers are applied to each die roll and the result is cross-referenced with the number of corps on the Winter Attrition Table (see Player Aid Card 2). This determines the number of corps lost to winter attrition in the tested area.

15.2 All winter attrition losses are permanent. The owning player removes the corps of his choice.

Example: Napoleon's army of 5 fresh corps and 3 spent corps completes the Campaign Phase in neutral Moscow. The French player rolls a 4, + 1 (for capital area), - 2 (for barren area) for a modified die roll result of 3. Napoleon's army therefore must sustain 2 permanent losses.

Note: It is possible to play *Napoleonica* to recover a *Depot* card that was just played and play that *Depot* card again. The same applies to *Scorched Earth*.

16.0 VICTORY CHECK PHASE

16.1 See Game Objectives in 6.0.

16.2 If a player fulfills the conditions for a marginal victory in the Victory Check Phase, he may immediately end the game. However, he may also continue to play in order to try and gain a decisive victory later. If the fortunes of war change, he may not later claim his earlier marginal victory if he does not fulfill the conditions anymore.

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Thanks to all the players who have played the first published version of the game and made the comments that have led to this updated version. We hope you keep enjoying the game.

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