AGE OF NAPOLEON
1805 - 1815

A STRATEGIC BOARDGAME BY RENAUD VERLAQUE
REVISED EDITION

Scenarios and more
17.0 THE SCENARIOS

Age of Napoleon 1805-1815 includes three scenarios. The main one starts in 1805. In our opinion it is the most interesting one because the players have the most options here. In addition, it has the least number of corps at the beginning. However, if you have less playing time available, you may also start in 1809 or 1813. All scenarios end in 1815 at the latest.

One player commands France and her allies, while the other commands the Coalition.

In all scenarios all corps neither mentioned as starting in play nor already out of the game are set aside in a pile near the gameboard. Some of them may not yet be available as per the diplomatic and/or special availability rules.

Place all other unused markers in reach of both players.

Although the scenarios do not start in the first campaign round, each player is entitled to a free move or interception (i.e., without discarding a card).

17.1 1805 Set-Up

The game starts in the third campaign round of the 1805 Campaign Phase, corresponding to the start of the Ulm & Austerlitz campaign. Place the game turn marker in the “1805” box and the campaign round marker in the “3” box.

17.1.1 Diplomatic Situation

17.1.1.1 The French player controls France, Italia (FD), Bayern (FA), Hannover (FA), Holland (FA), Lo stato della Chiesa (FA), Spain (FA), Schweiz (FA), Westfalen (FA) and Württemberg (FA).

17.1.1.2 The Coalition player controls Britain, Österreich (CM) (including Dalmatien and Tirol), Napoli (CM), Pommern (CM), Russia (CM) and Sverige (CM).

17.1.3 Danmark, Portugal and Preußen (including Polen and Sachsen) are neutral.

17.1.4 Place diplomatic alignment markers accordingly.

17.1.2 Cards

Remove the English Gold card and one of the two Insurrection cards from the card deck and set them aside (not in the discard pile). They will be added to the discard pile only if and when the Continental System card is played by the Coalition player. Then the card deck is shuffled and 8 cards are dealt to each player.

17.1.3 Military Situation

17.1.3.1 The French player deploys 8 corps on the gameboard: Brune in Ile-de-France; Napoléon, Murat, Davout and Soult in Flandres; Bernadotte in Hannover; Masséna in Italia; and St. Cyr in Lo stato della Chiesa.

17.1.3.2 The Coalition player deploys 8 corps on the gameboard: Karl, Johann and Hiller in Tirol; Ferdinand and Mack in Bayern; Bennigsen in Minsk; Buxhowden in Volhynia; and Kutuzov in Westgalizien.

17.2 1809 Set-Up

The game starts in the first campaign round of the 1809 Campaign Phase, corresponding to the start of the Wagram campaign. Place the game turn marker in the “1809” box and the campaign round marker in the “1” box.

17.2.1 Diplomatic Situation

17.2.1.1 The French player controls France, Dalmatien (FD), Hannover (FD), Holland (FD), Italia (FD), Napoli (FD), Lo stato della Chiesa (FD), Polen (FD), Pommern (FD), Preußen (FD), Sachsen (FD), Westfalen (FD), Bayern (FA), Danmark (FA), Schweiz (FA) and Württemberg (FA).

17.2.1.2 The Coalition player controls Britain, Österreich (CM) (excluding Dalmatien, but see Tirol), Portugal (CM), Spain (IC) and Tirol (IC)

17.2.1.3 Russia and Sverige are neutral.

17.2.1.4 Place diplomatic alignment markers accordingly.

17.2.2 Cards

17.2.2.1 Remove Metternich, Radetzky, Continental System, Russo-Ottoman War, Napoleonic Dynasty, and one of the two Insurrection cards from the card deck and place them in the discard pile. Then the deck is shuffled and another 24 random cards are removed and placed in the discard pile.
17.2.2.2 Radetzky, Continental System, Britannia, Territorial Concessions (this is the reason why Polen, Dalmatien, and Sachsen are French dominions at start) are in effect.

17.2.2.3 After shuffling, 8 cards are dealt to the Coalition player and 10 cards to the French player.

17.2.3 Military Situation

17.2.3.1 The French player deploys 16 corps on the gameboard:
- Joseph, Soult and Victor in Castilla;
- Napoléon, Davout, Lannes, Masséna, Murat and Lefèbvre in Bayern;
- Bernadotte in Sachsen;
- Louis in Holland;
- Jérôme in Westfalen;
- Eugène and Macdonald in Italia; and
- Poniatowski in Polen.

17.2.3.2 The Coalition player deploys 12 corps on the gameboard:
- Wellington in Britain;
- Beresford in Portugal;
- Cuesta in Andalucía;
- Castanos in Murcia;
- Johann in Tirol;
- Ferdinand in Westgalizien; and

17.2.3.3 The following corps are permanently eliminated:
- Österreich: Mack, Kienmayer
- Britain: Moore
- France: Brune, Reille, Junot
- Preußen: Braunschweig, Hohenlohe, Lestocq, Rüchel
- Russia: Buxhowden, Dokthurov

17.3 1813 Set-Up

The game starts in the third campaign round of the 1813 Campaign Phase, corresponding to the start of the Leipzig campaign. Place the game turn marker in the “1813” box and the campaign round marker in the “3” box.

17.3.1 Diplomatic Situation

17.3.1.1 The French player controls France, Dalmatien (FD), Hannover (FD), Holland (FD), Italia (FD), Napoli (FD), Lo stato della Chiesa (FD), Polen (FD), Pommern (FD), Sachsen (FD), Westfalen (FD), Bayern (FA), Danmark (FA), Schweiz (FA) and Württemberg (FA).

17.3.1.2 The Coalition player controls Britain, Österreich (CM) (excluding Dalmatien, including Tirol), Portugal (CM), Russia (CM), Sverige (CM), Preußen (IC) and Spain (IC).

17.3.1.3 There are no neutral countries.

17.3.1.4 Place diplomatic alignment markers accordingly.

17.3.2 Cards

17.3.2.1 The deck is shuffled and 7 random cards are removed and placed in the discard pile.

17.3.2.2 Radetzky, Britannia and Stein are in effect. Continental System and Territorial Concessions have been played.

17.3.2.3 After shuffling, 6 cards are dealt to each player.

17.3.3 Military Situation

17.3.3.1 The French player deploys 12 corps on the gameboard:
- Napoléon, Murat, Macdonald, Ney, Oudinot, Reynier and Poniatowski in Sachsen;
- Davout in Hannover;
- Rapp in Östpreußen;
- Soult in Navarra;
- Suchet in Catalonia; and
- Eugène in Italia.

17.3.3.2 The Coalition player deploys 19 corps on the gameboard:
- Charles-John, Bülow and Tauntzient in Brandenburg;
- Bennigsen in Westgalizien;
- Blücher, Langeron and Yorck in Schlesien;
- Schwarzenberg, Colloredo, Klenau, Wittgenstein, Constantine and Kleist in Böhmen;
- Hiller in Kern-Österreich; Bellegarde in Tirol;
- Wellington and Beresford in Castilla; and
- Ballesteros and Mendizabal in Murcia.

17.3.3.3 The following corps are permanently eliminated:
- Österreich: Karl, Ferdinand, Johann, Kollowrath, Liechtenstein, Kienmayer, Mack, Rosenberg.
- Britain: Moore.
- Preußen: Braunschweig, Hohenlohe, Lestocq, Rüchel.
- Russia: Bagration, Buxhowden, Dokthurov, Gorchakov, Kutuzov, Miloradovich, St. Priest, Tchitchagov, Tormazov.
- Spain: Blake, Castanos, Cuesta, Palafox, Romana.
18.0 OPTIONAL RULES

The following rules are optional, although 18.2 and 18.3 are strongly recommended. Mutual agreement is required to use any and all optional rules.

18.1 Napoléon Returns!

18.1.1 If France surrenders before 1815, but not if Napoléon’s corps is eliminated, the game resumes in the second campaign round of the year following France’s surrender.

18.1.2 All detached areas are returned to their original owners, and all countries but France and Italia, which remains a French dominion, are now Coalition members.

18.1.3 The Coalition player receives 10 cards while the French player receives 6 cards.

18.1.4 All corps present on the gameboard at the time of France’s surrender must first be removed from the board, then each major country can deploy new corps, including minor allied corps, as per the reinforcement rules.

18.1.5 Note: Napoléon may only return once!

18.2 Losses

Whenever corps losses are incurred (i.e., March Attrition, battle, Winter Attrition), always remove losses one by one from what is the largest national contingent in the affected army before each loss is removed. For that purpose, consider all minor allied corps as forming one national contingent different from the major country that controls them. Owning player’s choice in the event of a tie.

18.3 Major French Allies

Whenever the French player deploys a corps from Österreich, Preußen or Russia, he must choose the corps that has the lowest BR, and in the event of a tie, the corps that has the lowest SR.

18.4 Yield or Fight

Before a battle starts, both players state whether they want to “yield or fight.” If a player yields, he loses the battle; all his corps in the battle area are removed as temporary losses and placed in the Prisoners Box. The defender must declare his intention first.

19.0 PART OF A SAMPLE GAME – 1805 & 1806

François is the French player and George is the Coalition player; the playing pieces are set up according to the 1805 set-up. You may follow the actions by setting up the game, playing the cards and moving the playing pieces.

François draws Combined Arms, Napoléonic Dynasty, War with America, Alexander I, Cavalry Charge, Major Campaign, Austro-Ottoman War and No Surrender.

George draws A Hero’s Death, Reverse Slope, Call to Arms, Interior Lines, Scorched Earth, Fog of War, La Garde Impériale and Grand Battery.

Each side has 8 corps on the gameboard.

1805 3rd Campaign Round

François decides to move first and moves Napoléon with Murat, Soult & Davout to Bayern via Württemberg. This is the first French move, so François does not have to pay (i.e., discard a card) for the move. Napoléon’s effective movement allowance is 3 since his MR is 4 and François wants him to attack at the end of the move. Ferdinand and Mack cannot withdraw because Ferdinand’s movement rating is lower than Napoléon’s, so there is a battle.

All corps present in Bayern are engaged and placed in the Battle Box on the gameboard. The French battle strength is 23. The Coalition’s is 4. No battle cards are played. François rolls a 3 and inflicts 1 loss. George rolls a 1 and does not inflict a loss. François wins and inflicts 1 more loss for a total of 2. George chooses Mack as his 1 permanent loss and places Ferdinand in the Prisoners Box. Napoléon’s army is spent, but François discards War with America to rally them (i.e., “unspend” them).

Now George moves Kutuzov to Volhynia to pick up Buchowden and then moves to Böhmen via Westgalizien, using its movement allowance of 3 to move 3 areas. This is the 1st Coalition move, so George does not have to pay for it. Kutuzov, but not Buchowden, is subject to March Attrition and becomes spent after entering Böhmen.

1805 4th Campaign Round

François plays Major Campaign. First, François discards Austro-Ottoman War to move Napoléon with Murat, Soult & Davout to Böhmen via Kern-Österreich where Murat is dropped off before attacking the Russian army. Second, François discards Alexander I to move Masséna to Lo stato della Chiesa to pick up St.Cyr, then to Tirol to attack Karl, Hiller & Johann. Since Tirol is a mountain area, the French corps are subject to March Attrition and become spent. François foregoes his 3rd Major Campaign move. Note that all moves are completed before the battles are resolved. François chooses the order in which the battles are resolved.

In Tirol, François’s battle strength is 7, while George’s is 12 (including +3 for 3 Austrian corps fighting at home). François plays Combined Arms and Cavalry Charge to increase his battle strength to 11 (worth it because of the column
shift on the Battle Results Table), but George plays Fog of War and cancels François’s Combined Arms and Cavalry Charge, so François’s battle strength is back to 7. François rolls a 3 and does not inflict a loss. George rolls a 5 and inflicts 1 loss. George wins without need for a tie-breaker and inflicts 1 more loss for a total of 2. François chooses St. Cyr as his permanent loss and places Masséna, his temporary loss, in the Prisoners Box. Karl’s army is spent, but George discards La Garde Impériale to rally them.

In Böhmen, François’s battle strength is 19 and George’s is 5. George plays Grand Battery, increasing his battle strength to 7 (worth it because of the column shift on the Battle Results Table). François rolls a 2 and inflicts 1 loss. George rolls a 3 and does not inflict a loss. François wins and inflicts 1 more loss for a total of 2. George chooses Buxhowden as his 1 permanent loss and places Kutuzov in the Prisoners Box. Napoleon’s army is spent.

George discards Reverse Slope to move Karl & Co. to Kern-Österreich and attack Murat. François intercepts with Napoleon’s army by discarding No Surrender. François has to be the defender since Murat was already in Kern-Österreich. François’s battle strength is 19, while George’s is 12. François rolls a 6 and inflicts 2 losses. George rolls a 4 and inflicts 1 loss. François wins and inflicts 1 more loss for a total of 3! George chooses Hiller & Johann as his 2 permanent losses and places Karl in the Prisoners Box. François places Murat back in the reserve.

1805 5th Campaign Round (Winter)
Both players opt not to move.

1805 6th Campaign Round (Winter)
Both players again opt not to move.

1805 Surrender
French corps occupy Kern-Österreich, the capital area of Österreich, and there are no Austrian corps left, so Österreich surrenders and becomes neutral. Until François removes all his corps from Kern-Österreich Österreich is an occupied neutral country and cannot be affected by Coalition diplomacy with the exception of Metternich. However, an insurrection is possible.

1805 Winter Attrition
François must roll for Winter Attrition in Kern-Österreich because he has (at least) 3 corps there. George cannot play Scorched Earth because he no longer controls Österreich. François rolls 2, +1 for being in a capital area, resulting in a modified score of 3 and no loss.

1806 Diplomacy
Europe seems to be mesmerized by the swift French actions; nothing happens.

1806 Insurrection
Nothing happens.

1806 Strategy
François must discard his remaining card (Napoleonic Dynasty) and is entitled to draw the number of cards provided by the countries he controls, subject to a minimum of 6 and a maximum of 10. He can receive 5 cards for France, 2 for Spain and 2 (i.e., 8/3 rounded to 2) for the 8 minor countries he controls, which amounts to 9 cards in total.

George must discard all his remaining cards and is entitled to draw the number of cards provided by the countries he controls, subject to a minimum of 6 and a maximum of 10. He can receive 4 cards for Britain, 3 for Russia and 1 (i.e., 3/3) for the 3 minor countries he controls, which amounts to 8 cards in total.

Because Österreich surrendered, the entire deck must be reshuffled before the new cards are dealt. François draws Combined Arms, Peace Talks, No Surrender, Veterans, Republicans & Royalists, Forced March, Napoleonica (twice!) and Cavalry Charge. George draws A Hero’s Death, War with America, Alexander I, Interior Lines, Forced March, Fog of War, Art of War and Britannia.

1806 Reinforcement
François already has 4 French home corps on the map whereas his mobilization limit is 10, so is entitled to his full deployment limit of 5 additional corps (as he won’t have more than 10 on the gameboard as a result). François is also entitled to his full deployment limit of 2 Spanish corps and 2 French minor allied corps (François controls 8 minor countries; 8/3 rounded down equals 2). François places Lannes, Rapp, Suchet and Grouchy in Flandres (Lannes is the army leader), Castanos and Blake in Estramadura, Eugène in Italia and Macdonald in Lo stato della Chiesa. He discards Peace Talks to rally Napoléon’s army. Finally, he removes Masséna from the Prisoners Box and places him back in the reserve.

George has 1 Russian corps on the map, so he is entitled to his full deployment limit of 4 additional Russian corps. George is also entitled to 1 British home corps (Wellington) and to the Neapolitan British minor allied corps (Stuart) since he controls Napoli. George first places Tolly, Bagration, Constantine and Langeron with Bennigsen in Minsk (Tolly is the army leader) and Stuart in Napoli. Then George plays Britannia (and places the Britannia marker in the Britannia box), which allows him to place Wellington with Stuart in Napoli. Finally, George removes Kutuzov, Karl and Ferdinand from the Prisoners Box.

1806 1st Campaign Round
François moves Lannes with Ney and Suchet from Flandres to Italia via Champagne and Bourgogne (free 1st French move of the turn). Having moved 3 areas, the French corps are subject to March Attrition and become spent in Italia. George passes his move.
1806 2nd Campaign Round
François discards Republicans & Royalists to move Lannes & friends to Napoli and Wellington and Stuart. On the way he picks up MacDonald (who is fresh) and drops Ney (who is spent). François's battle strength is 17 and George's is 11 (including +1 for Stuart's Neapolitan corps fighting at home). François plays Cavalry Charge to increase his battle strength by 4 to 21 (one column shift on the Battle Results Table). George plays Art of War and will use Wellington's battle rating of 6 in lieu of a die roll. François rolls a 3 and inflicts 1 loss. With 6, George also inflicts 1 loss. It is a tie. Each player must roll one die for tie-break; François benefits from a tie-breaker modifier +4 while George benefits from a TBM of +2. François rolls $4 + 4 = 8$ and George rolls $2 + 2 = 4$, therefore François wins the tie-breaker and the battle, but does not inflict an additional loss. George chooses Stuart as his 1 permanent loss and has a spent Wellington retreat by sea to Britain. François chooses Macdonald as his permanent loss, but George plays A Hero's Death and chooses Lannes instead. François leaves Eugène in command with Suchet and Macdonald, all spent, in Napoli.

George moves Tolly and the other Russian corps 3 areas to Böhmen through neutral Preußen (free 1st Coalition move of the game turn). The Russian corps become spent in Böhmen due to March Attrition. There is no Austrian neutrality violation because the Russian army did not enter the capital area or drop any corps off along the way, but since Österreich is a neutral and the Russian corps stopped in the Austrian area of Böhmen, it becomes a French ally and François can immediately deploy one Austrian corps. He places Karl in Kern-Österreich (note: if optional rule 18.3 is used, François must deploy the weakest available Austrian corps instead). François opts not to intercept with Napoléon.

1806 3rd Campaign Round
François discards Combined Arms to move Rapp and Grouchy 3 areas to Kern-Österreich. The French corps are subject to March Attrition and become spent upon arrival. George gets cold feet and discards War with America to move his Russian corps out of Böhmen to Westgalizien.

1806 4th Campaign Round
François discards No Surrender to move Castanos and Blake to Portugal. Portugal's neutrality is violated by the move and Portugal becomes a Coalition member. George can immediately deploy Beresford’s Anglo-Portuguese corps in Portugal.

François’s battle strength is 6 while George’s is 4 (including +1 for Beresford’s Portuguese corps fighting at home). François rolls a 1 and does not cause a loss. George rolls a 4 and does not cause a loss either. To break the tie, François rolls $4 + 1 = 5$ while George rolls $6 + 0 = 6$. George wins the tie-breaker and the Spanish army is forced back to Estremadura. Both armies are spent.

George discards Interior Lines to move Wellington to Portugal by sea.

1806 5th Campaign Round (Winter)
François discards Veterans to move Grouchy and Rapp to Böhmen. Since it is winter and the French corps are already spent, François must roll for March Attrition losses under the 2-column—he rolls 6 and sustains no loss. Not to miss an opportunity, George discards Forced March to move Wellington and Beresford to Estremadura and attack the Spanish army. A March Attrition die roll of 5 indicates no loss.

François’s battle strength is 6 (including +2 for 2 Spanish corps fighting at home), while George’s is 7. François rolls a 3 and does not inflict a loss. George rolls a 2 and does not inflict a loss. It is a tie. To break the tie, François rolls $3 + 1 = 4$ while George rolls $5 + 1$. George wins the tie-breaker and the Spanish army must retreat to Castilla and test for March Attrition because they moved in winter.

1806 6th Campaign Round (Winter)
François discards Forced March to move Macdonald and Suchet to Italia and pick up Ney on the way. Macdonald and Suchet must check for March Attrition losses in Lo Stato della Chiesa, and again in Italia, this time along with Ney. Luckily, all three French corps come unscathed. George discards Fog of War to move Wellington and Beresford to Castilla and attack Castanos and Blake. They too avoid March Attrition losses.

François’s battle strength is 6 (including +2 for 2 Spanish corps fighting at home), while George’s is 7. François rolls a 6 and inflicts 1 loss. George rolls a 4 and does not inflict a loss. François wins the battle and inflicts 1 more loss for a total of 2. Beresford is a permanent loss, and Wellington goes to the Prisoners Box. Spain is safe (seen from the French point of view...!)

1806 Surrender
No country is forced to surrender.

1806 Winter Attrition
François must roll for Winter Attrition in Kern-Österreich (3 French corps) and in Italia (also 3 French corps) whereas George must roll for Winter Attrition in Westgalizien (5 Russian corps). François incurs no losses in either area, but George rolls a 5, -1 for being in an enemy area, -1 because more than half of his corps are spent, -2 for being in a barren area, for a final score of 1, indicating 1 permanent loss.

1807 Diplomacy
François has no diplomatic cards, so he does nothing. George controls Russia, so he is able to play Alexander I to convince neutral Preußen to join the Coalition. George immediately deploys 2 Prussian corps (Braunschweig and Lestocq) in Brandenburg.

Will France be able to knock out Preußen quickly?
These two cards are set aside at set-up in the Battle: Increase the BR of up to 4 corps
If the battle needs a tie-breaker (because the losses (Surrender): Force the surrender of 1 enemy-
Any Time): When this card is first
Campaign): Play this card immediately after
Napoléon’s corps may never be chosen as a
Österreich has 6 corps in play (its maximum).
is only good as a
Battle): Increase the BR of all your
Reinforcement or Campaign): During the
Campaign Phase, either France or Russia may now move by sea for reinforcement, movement or
retreat purposes. May only be played by the Coalition player.
When this card is first played, place
Art of War (Battle): Use the BR of your army leader
– BATTLE –
This is a list of all the cards in Age of Napoleon 1805-1815.
In parentheses is the phase when a card may be played, in square brackets you see the number of identical cards of that type in the game.
A Hero’s Death (Campaign): Play this card immediately after a battle to determine 1 of the other player’s permanent battle losses (Napoléon excepted). [1 card]
Note: Napoléon’s corps may never be chosen as a permanent battle loss when this card is played. As noted in the main rules, A Hero’s Death must be played after losses have been determined, not before.
Alexander I (Diplomacy): If Russia is a French dominion or ally, the French player may convert 1 Coalition member into a neutral country, or 1 neutral country into a French ally. If Russia is a Coalition member, the Coalition player may convert 1 French ally into a neutral country, or 1 neutral country into a Coalition member. If Russia is a neutral country, the Coalition player may convert it into a Coalition member. [1 card]
Art of War (Battle): Use the BR of your army leader instead of the result of a die roll. In the case of Napoléon, use 6. [1 card]
Note: If the battle needs a tie-breaker (because the losses were equal), Art of War is no longer in effect—you have to roll the die. In other words, Art of War is only good as a substitute for the first die roll.

Austro-Ottoman War (Reinforcement): Österreich’s mobilization and deployment limits are decreased by 2 this turn only. Return excess corps to the reserve if applicable. [1 card]
Example: Österreich has 6 corps in play (its maximum).
The French player plays Austro-Ottoman War. The Coalition player immediately has to return 2 corps of his choice to his reserve.

Bravest of the Brave (Battle): Retreat without rolling dice to resolve the battle but at the cost of 1 permanent loss of your choice. [1 card]
Note: If the other player plays A Hero’s Death, he will select your permanent loss.
Britannia (Reinforcement or Campaign): Coalition corps may now move by sea for reinforcement, movement or retreat purposes. May only be played by the Coalition player. [1 card]

Call to Arms (Reinforcement or Campaign): During the Reinforcement Phase, ignore the deployment limit, but not the mobilization limit, for any 1 country; or during the Campaign Phase, either France or Russia may immediately deploy up to 2 corps from the reserve in any 1 home area entered by an enemy army with 4 or more corps. [1 card]

Cavalry Charge (Battle): Increase the BR of up to 4 corps by 1 each when attacking; or increase the BR of up to 2 corps by 1 each when defending. [2 cards]

Combined Arms (Battle): Increase the BR of all your engaged corps by 1 each. [1 card]

Continental System (Any Time): When this card is first played, place the second Insurrection card and the English Gold card in the discard pile, but only if Britain is at this time the only major Coalition member. [1 card]
Note: These two cards are set aside at set-up in the 1805 scenario as per 17.1.2. In the other scenarios, Continental System is considered to have already been played and these two cards are already available in the deck.

Coup d’Etat (Surrender): Force the surrender of 1 enemy-free, non-insurgent minor country adjacent to a friendly-occupied area. [1 card]

Depot (Attrition): Receive a +2 modifier in one area of your choice when rolling for winter attrition. [1 card]
**English Gold** (Diplomacy): Convert 1 French ally into a neutral country, or convert 1 neutral country into a Coalition member. This card can only be played by the Coalition player. [1 card]

**Envelopment** (Battle): Increase the BR of all your engaged corps by 1 each, but only if you are attacking with a larger force than the defending force (all corps in the battle area are counted, not only engaged ones). [1 card]

Example: The Coalition army has 8 corps, but can only engage 6, and the French army has 7 corps that can all be engaged, the Coalition army is considered to be larger and each of the 6 corps receives a +1 bonus to its battle rating.

**Fog of War** (Battle): Cancel the effects of all other battle cards played in this battle. [1 card]

Note: No other battle cards can be played in the same battle after *Fog of War* has been played.

**Forced March** (Campaign): Increase 1 friendly army’s MR by 1 for movement, withdrawal or interception purposes. Do not discard another card when moving or intercepting with the army benefitting from the play of this card. Force-marching is a cause of march attrition. [2 cards]

Example: Suppose a French army whose leader normally has a movement rating of 3 and could not intercept a Coalition army whose leader has a movement rating of 4. By playing *Forced March*, the French army can now intercept the Coalition army.

**Grand Battery** (Battle): Increase the BR of up to 4 corps by 1 each when defending; or, increase the BR of up to 2 French corps by 1 each when attacking, but only if Napoleon is engaged on your side in the battle. This card may never benefit British, Prussian or Spanish corps. [2 cards]

**La Garde Impériale** (Battle): Inflict 1 automatic additional Coalition loss if Napoléon is engaged in the battle. However, if the French side is defeated, French losses are doubled. This card can only be played by the French player. [1 card]

**Major Campaign** (Campaign): Move up to 3 friendly armies in the same campaign round before resolving any battle. [3 cards]

**Manoeuvre Sur Les Arrières** (Campaign): Move 1 friendly army with no more than 4 corps through an enemy-occupied area without fighting a battle unless intercepted. [1 card]

**Indecision** (Campaign): Force the other player to pass during the current campaign round. [1 card]

Note: By using this card, one player prevents the other from playing cards or moving armies regardless of play order.
**Metternich** (Diplomacy): If Österreich is a French dominion or ally, the French player may convert 1 Coalition member into a neutral country, or 1 neutral country into a French ally. If Österreich is a Coalition member, the Coalition player may convert 1 French ally into a neutral country, or 1 neutral country into a Coalition member. If Österreich is a neutral country, the Coalition player may convert it into a Coalition member. [1 card]

**Mud** (Campaign): Reduce the MA of the moving army by 1. This card must be played after the other player indicates which army he is going to move, but before he actually moves it. [2 cards]

Note: Mud does not affect movement ratings.

**Napoleon I** (Diplomacy): Convert 1 Coalition member into a neutral country, or convert 1 neutral country into a French ally. This card can only be played by the French player. [1 card]

**Napoléonica** (Any Time): Exchange this card for any 1 of the cards currently present in the discard pile (except for the other Napoléonica card). [2 cards]

Note: A player cannot swap one Napoléonica card for the other.

**Napoleonic Dynasty** (Diplomacy or Surrender): In the Diplomacy Phase, convert up to 5 minor French allies into French dominions; or in the Surrender Phase, convert 1 major country that has just surrendered into a French dominion. [1 card]

**No Surrender** (Surrender): Prevent 1 major country under your control from surrendering this turn. This card cannot be played in 1815. [1 card]

Note: If a player draws this card in the Strategy Phase of the 1815, he can immediately discard it after showing it to the other player and draw another card.

**Out of Favor** (Reinforcement or Campaign): Force the other player to replace 1 corps of your choice (Napoleon excepted) with a reserve corps of his choice, which must be similarly fresh or spent, as the case may be. [1 card]

Example: It is not possible to exchange Karl (Austrian) for Wrede (Bavarian) even though Wrede is an Austrian minor allied corps.

Note: The exchanged playing pieces must be from the same country. If this card is played against a spent corps, the replacement corps must be spent as well. If there is no corps available in reserve, this card cannot be played.

**Peace Talks** (Campaign): Both players must skip this campaign round and the next (if in the same Campaign Phase only). This card must be played before either player has moved or passed in the first round to be skipped. Diplomacy cards may be played during the cancelled round(s). [1 card]

Note: This means that, out of sequence, you may play diplomacy cards in the Campaign Phase. The French player decides whether to play first or second in 1805-1810, the Coalition player in 1811-1815.

**Pitt** (Diplomacy): Convert 1 French ally into a neutral country, or convert 1 neutral country into a Coalition member. This card can only be played by the Coalition player. [1 card]

**Pursuit** (Campaign): Play this card after winning a battle. The losing army sustains 1 additional temporary loss, to be placed in the prisoners box, for each fresh corps left in the winning army. Playing Pursuit prevents the winner from discarding a card to flip his remaining corps to their fresh side. [2 cards]

Note: In order to play the Pursuit card, you need to win the battle and have fresh corps in the battle area, which means that you need to have kept some fresh corps unengaged.
Example: A Coalition army of 6 fresh corps defeats a French army. Only 4 Coalition corps are engaged. By playing Pursuit, the Coalition player can inflict 2 additional temporary losses.

Radetzky (Any Time): Provided Österreich was forced to surrender at least once previously, its military reforms make 5 additional Austrian corps available, increase its mobilization limit to 8 and its deployment limit to 4. This card can only be played by the Coalition player. [1 card]

Republicans & Royalists (Reinforcement): Force the French player to replace Napoléon with a reserve corps of his choice, which must be similarly fresh or spent, as the case may be. This card can only be played by the Coalition player. [1 card]

Note: If this card is played against a spent Napoléon, the replacement corps is spent as well. If there is no corps available in reserve, this card cannot be played.

Reverse Slope (Battle): Increase the BR of all British corps by 2 each when defending. This card can only be played by the Coalition player. [1 card]

Russo-Ottoman War (Reinforcement): Russia's mobilization and deployment limits are decreased by 2 this turn only. Return excess corps to the reserve if applicable. [1 card]

Savary (Any Time): The French player may look at all the cards in the Coalition player's hand or examine the composition of the Coalition armies in any 2 areas. This card can only be played by the French player. [1 card]

Scorched Earth (Attrition): Cause the other player to suffer a -2 modifier when rolling for winter attrition in 1 area under your control. [1 card]

Stein (Any Time): Provided Preußen was forced to surrender at least once previously, its military reforms make 6 additional Prussian corps available, increase its mobilization limit to 6 and its deployment limit to 3. In addition, control of Preußen now provides 1 more card in the Strategy Phase. Can only be played by the Coalition player. [1 card]

Talleyrand (Diplomacy): The French player may convert 1 Coalition member into a neutral country, or convert 1 neutral country into a French ally. The Coalition player may convert 1 French ally into a neutral country, or convert 1 neutral country into a Coalition member. [1 card]

Territorial Concessions (Surrender): Upon forcing the surrender of Österreich, the French player may convert Dalmatien and Tirol into French dominions; or upon forcing the surrender of Preußen, the French player may convert Polen and Sachsen into French dominions. [1 card]

Veterans (Reinforcement): Recover 1 corps previously removed as a permanent loss and return it to the reserve in exchange for 1 corps from the reserve. [1 card]

Note: The new chosen piece must be from the same country.

War with America (Reinforcement): No British home corps are available for reinforcement this turn only. This card can only be played by the French player. [1 card]

Winter Quarters (Campaign): The second or both winter campaign rounds are cancelled. This card must be played before either player has moved or passed in the first winter campaign round to be cancelled. [1 card]

21.0 DESIGN NOTES

Because my job and family take most of my time, I want to create strategy games that can be played in under three hours and still provide good historic feel. In nearly six years the design of **Age of Napoleon 1805-1815** has evolved quite a bit, but from the start I felt that the choice of proper gameboard and unit scales was critical.

Compared to most strategic games using space-to-space or area gameboards, the game map in **Age of Napoleon 1805-1815** has very few spaces, but I deemed it essential to cut playing time down and also felt it was appropriate for a grand-strategic game.

With so limited a number of areas, there just could not be too many units on the gameboard. Given that armies of the era could be as large as a few hundred thousand men, I had to choose a unit scale that would require only few playing pieces to represent the larger armies. Otherwise, the players could spread around their units and easily cover the
to be a game for two
it is highly
France and Britain with the other European countries
players, because (a) multiplayer games tend to last a pretty
playing the role of “guest stars” at times. I created a simple
is about military campaigns. As one of my basic design goals,
Napoleonic Wars needs to be about diplomacy as much as it
system was to handle diplomacy. Indeed, a game of the
A very important task that was assigned to the card-driven
To make all this work in a simple yet subtle and flavorful way
I adopted a card-driven system inspired by Mark Herman’s
work. Cards are great because they introduce controlled
they can provide players with a realistically
increased the game’s flavor and historicity in the form of
limited number of choices, and they introduce events that
make for more interesting play and typically felt more
realistic. Yet another consideration, given that Age of
Napoleonic Wars and factors in the inevitable decline
in population morale as time goes by.
The battle resolution system also required a fair amount of
thinking, especially because the unit scale is such that the loss
of just one corps playing piece represents the loss of 40,000
men (e.g., half of Napoleon’s army at Waterloo). This lack of
“granularity” made it difficult to provide differentiated loss
results even for armies that were different in strength—so I
implemented the tie-breaker modifier and temporary vs
permanent loss systems to compensate. However, it is
possible to obtain that elusive Napoleonic decisive battle
where the enemy is nearly destroyed—just win the battle
without the need for a tie-breaker and play Pursuit…
With regards to the victory conditions, I wanted to place
players to think in terms of territorial control, diplomatic
influence and economic (i.e., force pool) exhaustion or lack
thereof. Victory levels depend on how the game situation
compares to the historical outcome and takes into account
the motivations of the leaders of the period. For France, it
means that no marginal victory (historically achieved in
1807) is acceptable in the early years, only the total
domination over the European mainland (i.e., the
requirement for a decisive French victory) will do. Winning
over Britain, though, is not a requirement; in fact, it is
impossible in game terms because I believe it was impossible
historically. France can also win a moral victory for doing
better than the Emperor himself if the Coalition does not
win by 1815. For the Coalition, it is necessary to obtain the
historical 1815 result in order to achieve a decisive victory,
but a marginal victory, forcing France back to its pre-
Revolution borders, is also acceptable.