



Coalitions

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All of Europe is in arms against revolutionary France. Will you guide France to greatness? Can you win your own Austerlitz or Jena? Or will you galvanise and unite Europe to bring an end to the infant republic and restore the old order? When you play Coalitions, you decide the destiny of Europe; your decisions will make history.

Throughout the Revolutionary and Napoleonic period, Britain formed coalitions with almost any power that would stand against France. When coalitions were defeated, Britain sought to form new ones with powers that would carry on the fight. Powers also had other motives to fight wars, often seeking to expand their own borders at the cost of their neighbours. Britain itself fought the French in Portugal and Spain and, with almost total control of the sea, sent military expeditions wherever there was a chance of harassing the French.

In the game, you must make your power the most influential in Europe, using warfare and political maneuvering to gain the advantage over your rivals and take control of disputed territories. Six major powers of the time are represented in the game: Britain in red, France in blue, Austria in white, Prussia in black, Russia in green, and the Ottomans in orange. In games of less than six, players are able to bid to take temporary control of non-player powers and use them to their own advantage.

Gameplay is driven by decision-making and strategy; there are no dice. Britain and France are always opposed to one another. Other powers may combine in coalitions with them, either to seek the destruction of post-revolution France or, to help France defeat Britain.

This is the main rulebook for Coalitions. There is also an accompanying Quick Start Guide booklet. It is not necessary for every player to read this rulebook. Provided one player has, the rest can limit themselves to reading the Quick Start Guide if they wish to familiarise themselves with the main game concepts and mechanics.

Coalitions can be played competitively between **3 to 6 players**, cooperatively at **2 to 5 players**, and **solitaire**. The rules in sections **1** to **10** apply to a 6 player game. Additional rules applicable to a 3 to 5 player game are set out in **Section 11**. And the rules for cooperative and solitaire play are in **Section 12**.

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1. GAME COMPONENTS



A Game Board (2-sided – *Revolution* and *Empire*)

6 Strength markers (cubes)

6 Envoy markers (cylinders)

B Wheel of War with rotating gear

I 40 Battle cards

C 24 General pawns (including one named General for each Power):

J 12 Napoleon (L'Empereur) Cards

3 each for **a.** Britain, **b.** Prussia and **c.** the Ottomans;

+ 6 player aids and this rulebook

4 each for **d.** Austria and **e.** Russia;

7 for **f.** France

D 168 Unit / Garrison tokens:

g. 49 French

h. 28 Austrian

i. 28 Russian

j. 21 British

k. 21 Prussian

l. 21 Ottoman

E 16 Diplomatic Status tokens:

m. 4 for Austria

n. 4 for Prussia

o. 4 for Russia

p. 4 for Ottomans

F 6 Fortresses

G Money:

q. 8x Francs (= 5 Money)

r. 10x English pounds (= 2 Money)

s. 20x Kopeks (= 1 Money)

H 30 markers:

6 Diplomatic Status markers (discs)

6 Morale markers (hearts)

6 Influence markers (stars)





g.



h.



i.



j.



k.



l.



m.



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s.



r.

a.

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2. SET UP



There are 7 scenarios in the game.

Full Length Scenarios:

- ✧ 1792: *The First Coalition*
- ✧ 1798: *The Second Coalition*
- ✧ 1805: *The Third Coalition*

Medium Length Scenarios:

- ✧ 1806: *The Fourth Coalition*
- ✧ 1809: *The Fifth Coalition*

Short Scenarios:

- ✧ 1812: *The Sixth Coalition*
- ✧ 1813: *The Grand Alliance*

Each scenario can be played with 3-6 players.

A 'Full Length Scenario' should take approximately* 150-180 minutes. A 'Medium Length Scenario' should take approximately 120 minutes. A 'Short Length' Scenario should take approximately 90 minutes.

**If your gaming group really enjoys negotiation and table talk, it will be towards the top end.*

The scenarios use different sides of the board. The *Revolution* side of the board – in which Hannover and Brabant are British and Austrian Home Territories, respectively, and Karinthia is a separate Territory - is used for the 1792 and 1798 scenarios. The *Empire* side – in which there is no Brabant or Karinthia Territories, and Hannover is a Disputed Territory – is used for the other 5 scenarios.

The recommended starting scenario is 1805. The set up for that scenario is set out below. Set up for the other scenarios is in [Section 13](#).

The game can also be played cooperatively (2-5 player) or solitaire using the 1805 scenario and the L'Empereur mode rules. See [Section 12](#) for how to do this.

PLAYER POWERS

There are 6 Powers in the game: Britain, France, Austria, Prussia, Russia and the Ottomans. Randomly determine or choose which Power you wish to play.

If playing with 3-5 players see [Section 11](#) for the treatment of non-player Powers (Minor Powers).

BOARD SET UP (for 1805 scenario)

Use the *Empire* side of the board.

Place the game board centrally on a table so that all players have easy access to it.

① Diplomatic Status marker: Place the Austria, Russia, Prussia and Ottomans Diplomatic Status markers in the following Status Zones:

Red Lion: Austria (white) & Russia (green)

Brown Chaise Longue: Prussia (black)

Grey Cannon: Ottomans (orange)

The British (red) and French (blue) Diplomatic Status markers are not used in a 6 player game.

In 3-5 player count games they are used to show control of Minor Powers by the British / French.

2 Morale markers: Place each Power's Morale marker on the Morale track as follows:

Ottomans (orange): 2

Russia (green): 3

Prussia (black): 4

Britain (red): 5

Austria (white): 9

France (blue): 11

3 Influence markers: Place the Influence markers of all Powers on the **o** space on the Influence track.

4 Strength markers: Place the Strength markers of all Powers on the **o** space of the Strength track.

5 Envoy markers: Place the Envoy markers of all Powers on the Envoy space.

Set up for individual Powers:

6 Place the General pawns, Unit markers, Garrison markers and Fortresses for each Power on the map as set out below. The number of Unit markers placed under each General is indicated in brackets.

7 Create a small player area by the side of the board to place off-board Generals, Battle cards, unused Unit markers, Diplomatic Choice markers, and any starting Money.

8 Deal out face-down the starting Battle cards from the shuffled Battle card deck. The initial number dealt is the same as the number of Generals on the map:



BRITAIN

On-map:

- ※ Generals: London (1), Cornwall (o), Napoli (o)
- ※ Garrison: Lisboa

Off-map:

- ※ Battle cards x3



FRANCE

On-map:

- ※ Generals*: Normandie & Bretagne (3), Picardie (3), Lorraine (3), Provence (1), Lombardia (1)
- ※ Garrison: Lombardia

Off-map:

- ※ Generals x2*
- ※ Battle cards x5

*The French player selects one of these Generals (on-map or off-map) to be Napoleon.



AUSTRIA

On-map:

- ※ Generals: Bavaria (2), Tyrol (1), Venezia (3)
- ※ Garrison: Bavaria

Off-map:

- ※ Generals x1
- ※ Battle cards x3



PRUSSIA

On-map:

- ※ Generals: Berlin (o), Borussia (o), Saxonia (o)
- ※ Garrison: Warszawa

Off-map:

- ※ Battle cards x3
- ※ Money x6



RUSSIA

On-map:

- ✱ Generals: Livonia (o), Polesie (o), Podolia (o)
- ✱ Garrison: Livonia

Off-map:

- ❖ Generals x1
- ❖ Battle cards x3
- ❖ Money x7



OTTOMANS

On-map:

- ❖ Generals: Istanbul (1), Anatolia (2)
- ❖ Garrison: Hellas, Istanbul (with a Fortress)

9 Place the remaining Money and Fortresses near the board to form a general supply.

10 Place the remaining Battle cards face down on the Battle card draw deck space. Beneath this space is the Battle card discard pile. (If, at any time during play, all cards have been drawn, shuffle the cards that have been used and discarded and turn them face down to make a new draw deck).

Both sides of the game board also feature grey meeple silhouettes in 6 Territories. These are only relevant if you are playing with the Soldiers of Fortune expansion, and can otherwise be ignored.



3. WINNING THE GAME



There are 2 ways you can win the game:

※ **Influence victory:** If your Power is the first to reach **25** on the Influence track you win immediately.

※ **Conqueror of Paris victory:** If a General from any Power At War with France occupies the French capital Territory of Paris at the end of a round, the game ends, and the player with the most Influence (including the French player) wins.

Before determining the winner for the Conqueror of Paris victory, apply the following adjustments to the Influence track:

+6 Influence ➡ If you have a General in Paris.

OR

+9 Influence ➡ If you have a General in Paris and you are part of the British Coalition.

Note that it is possible for multiple players to score **25+** Influence via this victory condition. If so, the player with the most Influence wins.

Tie breaker: If one or more Powers is level on Influence at the end of the game, break the tie using the following priorities:

- 1) The Power with the highest combined economic value of controlled Disputed Territories, **then**,
- 2) The Power with the higher Morale.

If it's still a tie, victory is shared.

4. CORE CONCEPTS



WHEEL OF WAR

The action selection mechanic at the heart of the game.

The Wheel of War is used to determine which Power takes which action. The wheel has the 6 possible actions in the game: Muster, Taxation, Leadership, Mobilisation, Gain Influence, and Movement.

A dial on the wheel has symbols of the 6 Powers

in the game: Britain, France, Austria, Prussia, Russia & the Ottomans.

When a Power's symbol is over a specific action on the Wheel, they take that action. After each action is completed, the Wheel turns one space clockwise, meaning each Power now takes a different action.

Once the Wheel has gone full circle (i.e. the British symbol is back over the Muster action) a new round begins.



TERRITORIES & SEA LANES

A Territory represents a region of significant economic or political interest. A Sea Lane connects Territories by sea.

Control of Territories is necessary in order to gain Taxation (from Undisputed Territories) and Influence (from Disputed and rival Home Territories), and so win the game.

Each Territory has a colour, a name, and most contain a number, representing the Taxation or Influence they generate.

There are 4 different types of Territory in the game:

(A) Home Territory: *Home Territories represent areas controlled by the Powers at the start of the game.*

A Power's Home Territories are the same colour as the Power's game markers (e.g. Tyrol has a light grey background and is a Home Territory of Austria).

Capital Territory: There is a special type of Home Territory called a Capital Territory.

This is identified by the underlined font of the name and the presence of the Power's symbol (e.g. Wien is the Capital Territory of Austria).

(B) Disputed Territory: *Disputed Territories represent strategically important areas that the Powers battled over during the period covered by the game.*

Disputed Territories are striped and have a number in a circle with a laurel.

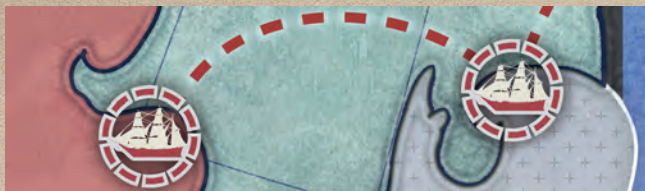
The colour of the stripes indicates which Powers can gain Influence for controlling the Territory (e.g. Bavaria is a Disputed Territory that France or Austria can gain Influence from).

(C) Undisputed Territory: *Undisputed Territories represent areas that did not have major strategic importance, but in some cases had some economic importance.*

Undisputed Territories are grey (e.g. Wurttemberg is an Undisputed Territory).

(D) Impassable Territories: There are 2 Impassable territories marked on the map, representing the Alps and the Caucasus mountain ranges. These territories cannot be entered by any General under any circumstances.

Sea Lanes: Sea Lanes connect non-adjacent coastal Territories. They can be traversed as part of the Movement action. They are always controlled by Britain.



INFLUENCE

Influence represents a Power's prestige and power amongst its peers. It is how you win the game.

Influence is gained from:

- 1) Controlling Disputed Territories with your Power's colour in them
- 2) Controlling the Home Territories of other Powers
- 3) Winning battles

It is tracked on the Influence track.

MORALE

Morale represents a Power's domestic level of support for its international actions.

Morale is spent to play Battle cards and to control Minor Powers. A Power's Morale is recorded on the Morale track. It can never fall below 0, or go higher than 15.

Morale is gained by being selected as an Envoy by another Power that wishes to move its Generals, or through the Leadership and Mobilisation actions.

ORDER OF PLAY

The Order of Play represents the general policy initiative and bureaucratic power of the Powers.

The Order of Play is used to determine turn order where it is relevant, and provides a tie-breaker for the bid to control Minor Powers.

1. Britain
2. France
3. Austria
4. Prussia
5. Russia
6. Ottoman

ENVOYS

An Envoy represents the diplomatic and domestic benefits accruing to one Power from the movement of another Power.

A Power undertaking movement **must** select an Envoy. An Envoy cannot be in the same Coalition as the moving Power.

The selected Envoy cannot decline, but can refuse to allow the moving Power from making a second or third round of movement.

The Envoy Power receives Morale for each round of movement taken.

GARRISONS AND CONTROL

Garrisons represent static forces used to control a Territory.

A Territory is controlled by whichever Power has a Garrison marker on it. A Power always controls its Home Territories unless there is another Power's Garrison marker present. The presence of opposing Generals without a Garrison does not change control.

Each Territory may only contain 1 Garrison marker. Garrisons are on the flip-side of Unit markers.

GENERALS & UNITS

Generals represent the military leaders of the Powers. Units are troops from each Power.

Generals are used to move Units on the board. Units are used in battle, and can be flipped to become Garrisons to take control of a Territory.

If Generals from 2 different Powers not in the same Coalition are in the same Territory, there will be a battle.

Unit markers are always placed under a General. They move with that same General unless converted into a Garrison.

BATTLE CARDS

Battle cards represent bold tactics and decisive maneuvers in battle.

Battle cards add strength to a Power in a battle.

The maximum number of Battle cards that you can play is equal to the number of Unit markers you have in, or providing support to, the battle.

It costs you 1 Morale for each Battle card that you play. For each card value (between 2 and 5) there is also an associated special power that may be applied.

The **maximum number** of Battle cards you can hold *at the end* of any action is:

France = **10 cards**, all other Powers = **6 cards**.

Negotiations in Coalitions

Coalitions is a game of high negotiation and deal making. However, no negotiations are binding at any point. The only binding mechanics relate to what you can do as part of a Coalition or with Minor Powers you control. *Caveat Emptor*.

5. SEQUENCE OF PLAY



A game of Coalitions takes place over a series of rounds, until a Power has won the game. A round comprises 2 phases: Diplomacy, and Actions, with the Actions Phase consisting of 6 action turns.

1. Diplomacy Phase *(skip on round 1)*

This occurs at the start of each new round. During the Diplomacy Phase you simultaneously decide the Diplomatic Status of your Power for the next round.

2. Actions Phase

This occurs after the Diplomacy Phase. During this phase, every Power gets the opportunity to take 6 action turns, each comprising a different type of action. Once all Powers have completed their action for the turn, the Wheel of War rotates clockwise. Once the British dial returns to the Muster action, the Actions Phase is over and a new round begins.

6. THE DIPLOMACY PHASE



Coalitions is a game of diplomacy and alliance building during the age of Napoleon. A French-led Coalition attempts to aggrandise French power on the Continent, while a British-led Coalition looks to rein it in. Other powers can join one of these Coalitions, or follow a neutral or independent expansionist policy.

The sequence of the Diplomacy Phase is as follows:

- 1) Diplomatic negotiations
- 2) Diplomatic Status declaration
- 3) Board state adjustments

DIPLOMATIC NEGOTIATION

A Power's starting Status is set out in the scenario set up rules. During the Diplomacy Phase, all Powers other than Britain or France may freely change their Status, or may remain with the same Status.

The Diplomacy Phase is the only point during the round when a Power's Diplomatic Status can change.

A short period of time is set aside for open discussion and negotiations between the players on whether Powers should join, remain in, switch or leave a Coalition (it is recommended that this is no more than 3 minutes).

After the negotiation period, each Power other than Britain or France, the principal Coalition Powers, secretly chooses one of their Diplomatic Choice markers and places it face-down. Players then simultaneously reveal them and place their Diplomatic Status marker on the relevant space in the Diplomatic Status Zone:

Red lion = In the British Coalition

Blue eagle = In the French Coalition

Brown chaise longue = Neutrality

Grey cannon = Expansionist



***Example:** Austria and Russia have joined, or chosen to remain, in the British Coalition; Prussia is Neutral; the Ottomans are Expansionist. Britain and France are the principal Coalition Powers and are in the British and French Coalitions, respectively, for the whole game. No markers are required to track this.*

IMPLICATIONS OF DIPLOMATIC STATUS

At Peace / At War

Depending on their Diplomatic Status, Powers will either be At Peace or At War with each other. If a Power is At Peace with another Power, it may not attack it*.

Diplomatic Status	At Peace with	At War with
<i>British Coalition</i>	⌘ Other Powers in the British Coalition ⌘ Neutral Powers*	⌘ French Coalition Powers ⌘ Expansionist Powers
<i>French Coalition</i>	⌘ Other Powers in the French Coalition ⌘ Neutral Powers*	⌘ British Coalition Powers ⌘ Expansionist Powers
<i>Neutrality</i>	All other Powers	No one
<i>Expansionist</i>	⌘ Neutral Powers*	⌘ British Coalition Powers ⌘ French Coalition Powers ⌘ Other Expansionist Powers
* Though may attack a General/Garrison of a Neutral Power outside of the Neutral Power's Home Territories.		

Coalition

Powers in the same Coalition are "Coalition Allies". They get the following benefits/restrictions:

- ⌘ May move into a Territory controlled by a Coalition Ally, if the Coalition Ally agrees.
- ⌘ May provide support to Coalition Allies in battle.

- ⌘ May not attack a Coalition Ally, nor may they leave a Garrison in a Home Territory of a Coalition Ally.

Britain or France may choose to expel a Power from their Coalition. This must happen at the start of the Diplomacy Phase, before diplomatic negotiations. The expelled Power must choose another Diplomatic Status.

Britain and France may also reject a Power from joining their Coalition following the Diplomatic Status declaration. In this case, the Power that was rejected must immediately become Expansionist or Neutral, depending on their choice.

Coalition with Britain

Being in a Coalition with the British brings several benefits:

- 1) **Subsidies** – the British can offer their Money to one or more Coalition Allies as part of their Leadership action. No other Power is allowed to give Money to other Powers. (see *Section 7: The Actions Phase*).
- 2) **Influence** – a Power in a Coalition with Britain gets 2 Influence if they defeat a French General, instead of 1.
- 3) **Sea movement** – members of the British Coalition can move via Sea Lanes (if the British player agrees).

Coalition with France

Being in a Coalition with France does not bring specific benefits. However, being in a Coalition with the most powerful military force in Europe is a benefit of itself.

Neutrality

Powers other than Britain or France may declare themselves Neutral.

Being Neutral protects you from attack in your Home Territories, but not from other Territories where you have presence. It also limits where you can have Garrisons and Generals.

See *Section 9: Powers that become Neutral* for full details.

Being Neutral also means the Taxation action generates double the amount of Money.

Expansionist

Powers other than Britain or France may declare themselves Expansionist.

Being Expansionist removes any restrictions on which other Powers can be attacked (except for the Home Territories of Neutral Powers), allowing for a variety of moves and strategies.

In certain situations, following a change of Diplomatic Status it may be necessary to adjust the board state. This is when:

- A.** A Power has a Garrison and/or General in a Home Territory of a Power with which it was At War, but is now At Peace.
- B.** A General occupies a Territory that contains a General and/or a Garrison of a Power with which it was At Peace, but is now At War (including Neutral Generals/Garrisons outside of their Home Territory).
- C.** A General of a Neutral Power occupies a Territory that the Neutral Power does not control.

Please refer to *Section 9: Board state adjustments* for how to resolve these situations.



Example: In the image below the Russian dial is currently over the Leadership action (5), so the Russian player undertakes that action. In the next turn the Russian dial would move one space clockwise to the Mobilisation action (4), and the Russian player would take that action.



The action types (and order) are as follows:

1 — MUSTER



Take 1 Battle card from the common Battle card deck into your hand, then discard 1 card from your hand (this can be the card just taken).

2 — TAXATION & TRADE



Taxation: Take Money equal to the Territory value of:

- ✱ All your Home Territories (that you control), **and**
- ✱ All Undisputed Territories you control, **and**
- ✱ Disputed Territories you control where these Territories do not have your Power's striped colour.

Remember: Neutral Powers double the amount of Money they earn through Taxation.



Trade: This action is only available to the British player. It is taken in addition to Taxation. Take Money equal to the number of Territories with port symbols that are not controlled by a Power that is At War with Britain (i.e. 11 (the total number of ports) minus the number of Territories with ports controlled by Expansionist and French Coalition Powers).

3 — LEADERSHIP, SUBSIDISE & NAPOLEON MOVEMENT



Leadership: You may either:

- 1) Place any number of off-map Generals into Territories you control that don't already have one of your Generals,

or move any number of on-map Generals off-map (you may not do both in the same action); **or**

- 2) Take 1 Battle card; **or**
- 3) Gain 1 Morale.



Subsidise: This action is only available to the British player. It may be taken in addition to the Leadership action. You may offer any amount of Money from your supply to one or more Powers in the British Coalition. If the Power(s) being offered the Money accepts, Britain gains 1 Influence for every 3 Money given, per Power, but no more than 1 Influence per Power.



Napoleon Movement: This action is only available to the French player, and only if the Napoleon General is on the board (he may be brought on to the board as part of the same Leadership action). Perform a single round of movement (of any type) with Napoleon. Do not select an Envoy to permit this. This action occurs before the movement of the Russian player but after all other Powers' actions.



4 — MOBILISATION



Use Money in your supply to purchase any combination of Unit markers, Fortresses, Battle cards, and Morale points. Fortresses cost 5 Money each. Everything else costs 1 Money each. There is no limit to the amount of each of the above that can be purchased in a single action.

In addition, take 1 Battle card for each General pawn of your Power which is off-map.

Purchased Unit markers are placed with any of your on-map Generals. **No General can**

ever have more than 3 Unit markers placed with it.

Fortresses: Fortresses are placed in any Territory that already contains one of your Garrisons. Only one Fortress is allowed in any Territory. Once all 6 Fortresses have been placed from the general supply no more can be obtained. A Fortress may never be removed. If control of the Territory where it is located changes, the new Garrison receives the benefit (i.e. its strength increases to 4).

Corruption: This applies to all Powers except Britain. The Power taking the Mobilisation action must return any unspent Money back into the general supply at the end of the action; it is lost to corruption (Britain can retain its Money from round to round).



— GAIN INFLUENCE



Gain Influence based on:

- ✱ The Disputed Territories that you control that have your Power's colour in the stripes of that Territory; **and/or**
- ✱ The Home Territories of other Powers that you control.

The amount gained per Territory is equal to the number in that Territory (the number is in a laurel in Disputed Territories).



— MOVEMENT



Move any number of your Generals and associated Units following this sequence:

- 1) Select the Envoy Power
- 2) Disband any of your Garrisons from any Territory (*optional*)

- 3) 1st round of movement
- 4) Resolution of any battle(s)
- 5) 2nd round of movement, if requested, and if permitted by the Envoy
- 6) Resolution of any battle(s)
- 7) 3rd round of movement, if requested and if permitted by the Envoy
- 8) Resolution of any battle(s)

1) Select the Envoy

Before moving a General, you must select another Power as an Envoy. An Envoy must be selected even if no movement is undertaken. A Power cannot decline if it is chosen as an Envoy.

Envoy restrictions. You cannot choose another Power to be the Envoy if:

- ✱ You are in the same Coalition as that Power
- ✱ The Morale of that Power is at 15
- ✱ You have already selected an Envoy for this movement (i.e. you can't choose a different Envoy to allow a second or third round of movement if the original Envoy refuses after the first round).

No eligible Envoy: If the above restrictions means there is no Power that can be chosen as an Envoy, you are allowed only 1 round of movement.

Number of rounds of movement: The selected Envoy immediately receives 1 Morale. You may then optionally undertake a 1st round of movement. The Envoy may not refuse the 1st round of movement.

Following the resolution of any battle(s) that results from this movement, you may then request that the Envoy permits a second, and then third, round of movement. The Envoy

may refuse either the second or third round of movement.

The Envoy receives 1 Morale for the first round, 2 Morale for the second, and 3 Morale for the third (i.e. a maximum of 6 Morale).

Movement may not occur if the Morale received would push the Envoy's total Morale to above 15 (e.g. if before the first round of movement the Envoy had 12 Morale, the moving Power could only move for a maximum of 2 rounds, as after that the Envoy would be at 15 Morale and no more movement would be permitted).

2) Disbanding Garrisons

You may remove any of your Garrisons from any Territory. The Garrison marker is placed off-map and, if it was in another Power's Home Territory, control of the Territory reverts back, or it becomes uncontrolled in other cases.

Note: You may not voluntarily convert Garrison markers back to on-board Units once placed.

3) Movement types

During each round of movement, each of your Generals may separately take one of 3 different types of movement:

1) A land advance – The General moves to an adjacent Territory (except Impassable Territories).

2) A sea advance – A British General or General of a Power in the British Coalition can move up to 3 Sea Lanes. If the General is not British, the British player must give their permission before the start of the movement, and the movement must be completed as agreed. The General must begin in a Territory with a port. A General or Garrison in a Territory

with a port being passed through via a sea advance does not affect the moving General. A sea advance may be used to attack an opposing Power in the connected Territory. Note that a sea advance is the only way for any General to travel to or from Britain.



Example: A French Garrison in Oporto does not halt the sea advance of a British General between Cornwall and Lisboa.

3) A strategic land movement – The General moves up to 3 adjacent land Territories if those Territories are controlled by you or Coalition Allies (if they agree).

UNITS WITH A GENERAL

Units always move with the General they are under, unless they are converted into a Garrison. They cannot be left behind for other Generals to collect, and cannot be transferred between Generals.

MOVEMENT RESTRICTIONS

Multiple Generals in a Territory: You may move a General into a Territory that has been vacated by another of your Generals in the

same round of movement, but **you may not finish a movement with 2 or more of your Generals in the same Territory.**

Your Generals may finish their move in the same Territory as Generals belonging to Coalition Allies.

PLACING A GARRISON

When your General enters or leaves a Territory, or wins a battle in the Territory, you may flip one of the General's Unit markers to its Garrison side, to mark that your Power has taken control of the Territory. You may also flip a Unit marker to place a Garrison in one of your Home Territories as part of a movement action. This will provide an additional strength point in any future battle there, and allow the placement of a Fortress.

A General may not leave a Garrison in a Home Territory of a Coalition Ally.

The Garrison stays in place when the General moves away. If a General has no Unit markers with it, it cannot place a Garrison.

Each Territory may only contain a maximum of 1 Garrison marker.

Multiple Garrisoning: You may place a Garrison in each Territory your General enters or leaves as part of its movement, provided the General has enough Units to do so. This can include Garrisoning a Territory it leaves and one it enters in the same movement action.

Example: It's Britain's turn to take the Movement action. Britain selects the Ottomans (Expansionist) as an Envoy. It cannot select Austria or Prussia as they are in its Coalition,

and, since it intends to open up a front against France in the Iberian Peninsula, it does not want to select France or Russia (in the French Coalition); neither are likely to agree to Britain taking a second round of movement, which is what Britain wants to do. The Ottomans gain 1 Morale, and Britain takes its first round of movement, moving a General with 1 Unit from Cornwall to Oporto by a sea advance ①, and a General with 2 Units from London to Cornwall by a land advance ②.



It then asks Ottoman permission to take a second round of movement. The Ottomans want the extra Morale this will bring, and so agree, gaining an additional 2 Morale. For its second round of movement, Britain moves the General and 2 Units in Cornwall to Lisboa by sea advance (it can move up to 3 Sea Lanes with this type of movement) ⑤.

Britain does not request a third round of movement from the Ottomans. That ends its movement. The Ottomans have gained 3 Morale in total, and Britain will now resolve a battle with France in Lisboa. Britain wins the battle and places a Garrison in Lisboa.

The map illustrates the Reconquista route from Cornwall to Andalusia. The route is marked by a dashed red line with numbered milestones (18-25) and a yellow arrow. Key locations include Cornwall, Leon, Oporto, Lisboa, Madrid, and Andalusia. A large sailing ship is depicted in the Atlantic Ocean.

8. BATTLES



Once all Generals have finished a round of movement, it may be necessary to resolve one or more battles.

A battle occurs when a General is moved into a Territory that contains a Garrison or a General of a Power that it is At War with.

If there are multiple battles as a result of the same round of movement, the moving player decides the order in which they are resolved.

Sequence of a battle:

1. Total up battle strengths
2. Declare support for the attacker then defender
3. Commit Battle cards (one by one)
4. Determine battle outcome and victor

1) Total up battle strengths

Sum the total strength of the attacker and defender(s) in the contested Territory. Generals and Garrisons of Coalition Allies in the same Territory defend together.

Generals in battles: A General adds 1 strength.

Units and Garrisons in battle: Units and Garrisons add 1 strength each. A Garrison adds 4 strength if there is also a Fortress in the Territory.

Use the Strength markers on the Strength track to mark the current strength of the attacking and defending side (use 1 marker for the defender even if multiple Powers are defending).

2) Declare support

Generals with Units in Territories adjacent* to the contested Territory may provide support to the attacker or defender. Support for the attacker is declared first. Multiple Generals from the same Power may provide support.

**British Units may provide support via Sea Lanes directly connected with the contested Territory (i.e. a Unit in Cornwall may support a battle in Oporto, but not Lisboa).*

To provide support, the adjacent General:

- ✱ Must be from the same Power as the attacker or defender, or a Coalition Ally.
- ✱ May not be participating in, or supporting, any other battle this movement round.

Each Unit with the General allows the play of a Battle card in support of the attacker or defender (the General itself does not allow the play of a Battle card, so a General without Units cannot provide support).

3) Commitment of Battle cards

Battle cards may then be committed to boost the attacker's and/or defender's strength.

The number of Battle cards that you can play in a single battle is limited to 1 card per Unit taking part in, or providing support to, the battle (e.g. a General with 2 Units can play up to 2 Battle cards; a General without a Unit cannot play a Battle card). Once this limit is reached, you must pass.

A Garrison does not allow the play of a Battle card.

Sequence of card placement: If you control a General involved in the battle, directly or by providing support, you play a single Battle card per General face down on the board, or declare you will pass, in the following order:

- 1) The Power whose General entered the Territory (the attacker).
- 2) Powers with Generals or a Garrison already in the Territory (the defender(s)).
- 3) Powers with Generals supporting the attacking General (this may be the same Power as in step (1)).
- 4) Powers with Generals supporting the defender(s) (this may be the same Power(s) as in step (2)).

For each Battle card that you play, reduce your Morale by 1 on the Morale track (it costs 1 Morale to play 1 Battle card). If your Morale was on 0 at the start of the battle, you may still play a single Battle card in the battle if you are attacking or defending, but not if you are only providing support.

Cards are placed facedown. Separate out the cards played by each General, this will help keep track of the effect of the special abilities on the cards. This sequence is repeated until all involved Powers declare that they will pass.

Passing: If at any point you voluntarily pass the opportunity to play a Battle card, your Power may not play any more Battle cards in that battle.

No conferring: There must be no discussion between players about which Battle cards to play.

Note that '3' value card can optionally be played face-up if you wish to play its effect.

Battle cards Special Abilities




- (2) Strength of 3 if the battle is occurring in a Territory that you control.



- (3) Play face-up to reveal one card played by an opponent.



- (4) Each pair of  cards in the same pile = +1 strength.



- (5) If you lose the battle, for every '5' card that you played, you lose 1 additional Morale.

4) Determine battle outcome and victor

Once every player has played all the Battle cards they wish to play, all the cards are turned over and revealed simultaneously. The total value on Battle cards, including any Battle card special effects, is the value added to the final strength total for each side.

The Power, or where relevant the Coalition, with the highest strength total is the victor. Apply the results below, plus any Battle card special effects. All played Battle cards are placed face-up in the discard space on the board.

In all cases:

- ✱ Every General that participated in the battle, including to provide support, loses 1 Unit.

- ✧ Every Power that played at least 1 Battle card draws a Battle Card.

If there is a draw:

In the case that both attacking and defending Powers have the same strength after all Battle cards are revealed, there is a draw:

- ✧ The defender's Garrison and/or General (or Generals from a Coalition) remain in the Territory. The attacking General and any accompanying Units retreats to the nearest eligible Territory that Power controls (attackers choice), or off-map (if off-map, any Units with that General are lost).

If you won the battle:

- ✧ If you were the attacker you may convert 1 Unit to a Garrison to take control of the Territory.
- ✧ Every Power that participated in the Battle (even if only providing support) gains 1 Influence if an opposing General was defeated. In the case that there is more than 1 defending General, 1 Influence is gained for each defeated defending General.
- ✧ If a French General was defeated in the contested Territory, and the victorious Power(s) are in the British Coalition, gain 1 additional Influence. This is only awarded to Powers directly involved, not those providing support.
- ✧ Victorious Powers do not gain any Influence for defeating a lone Garrison, even if it had support.

If you lost the battle:

- ✧ Your General(s) in the contested Territory loses all their Units.
- ✧ Losing Generals in the Territory are removed and may either be placed off-map or

in their Capital Territory (defeated player's choice). If there is already a General in the Capital, the General must be placed off-map.

- ✧ Losing Garrisons are lost and removed from the board.

Captured Fortresses: A Fortress in a Territory that changes control is not removed. It is captured and provides its strength bonus to any new Garrison left by the victorious General. Alternatively it may be captured by a Garrison left by a General in a later movement round.

Example: Prussia is in the British Coalition. It is the French player's movement turn and they move Napoleon with 3 Units into Holland from Picardie, and another French General with 3 Units into Picardie. Since a British General with 2 Units (let's call him Wellington) and a Prussian General with 2 Units (let's call him Blücher) are already present in Holland, it is necessary to resolve a battle. Holland is currently uncontrolled.



For the first step, both sides total their strengths in Holland and mark that on the Strength track. The British Coalition has 6 (2 Generals, 4 Units), the French have 4 (1 General, 3 Units).



The next step is the declaration of support from Generals in adjacent areas. The French and British players declare that their Generals in Picardie and London, respectively, will provide support.

The players now commit Battle cards. The French player plays a card face-down from a Unit with Napoleon, and reduces French Morale by 1. The British Coalition now plays 2 Battle cards in separate piles from Units with Wellington and Blücher. Britain and Prussia both reduce Morale by 1. The French player then plays a second Battle card face-down in a separate pile from a Unit with the supporting General in Picardie, again reducing Morale by 1. The British player does the same with a Unit with the supporting General in London.

The process is then repeated, but the British General in London is unable to provide further support as he only has 1 Unit, limiting the Battle cards he can play to 1. After this, neither Prussia or Britain can play any more Battle cards as they do not have sufficient Units with their Generals to allow it. France is able to play 2 more (1 for each General), and, going for broke, plays both, reducing French Morale by 2. It's now time to apply the results. The players flip the cards in the piles.

The players add-up the total strengths of each side. France gets +1 strength from playing a pair of '4' strength cards in the same pile ①.



The combined French total is 24 (4 strength plus 20 from the Battle cards). The combined British Coalition total is 26 (6 strength plus 20 from the Battle cards). Napoleon loses!

All the Generals from the victorious side must lose a Unit ②, including the supporting General in London. Napoleon loses all his Units ⑤ and is moved to Paris. ④ The supporting French General loses 1 Unit as a consequence of supporting the battle.

Each participating Power draws 1 Battle Card from the supply. Finally both Britain and Prussia move their Influence markers up by 2; Powers in the British Coalition that defeat a French General in battle receive an additional 1 Influence for doing so.



9. BOARD STATE ADJUSTMENTS



Following changes in the Diplomatic Status of the Powers it may be necessary to immediately adjust the board state to avoid a contradictory diplomatic situation.

1) At War to At Peace

In the situation where Power has a Garrison and/or General in a Home Territory of a Power with which it was At War, but is now At Peace:

- ✱ The Garrison(s) must be removed and allocated as a Unit to a General of that Power (if not possible, it is converted to 1 Money).

- ✱ If in the same Coalition, Generals may remain in that Territory at the Home Power's discretion. If the Home Power does not allow it, or always if a Power has become Neutral, the General(s) must be moved to the nearest eligible Territory controlled by its Power, or off-map (if off-map any Units with that General are lost).

2) At Peace to At War

In the situation where a General occupies a Territory that contains a General or a Garrison of a Power (or Powers, if multiple Coalition Generals are present) with which it was At Peace, but is now At War (including Neutral Generals/Garrisons outside of their Home Territory):

- ✱ As soon as the new Diplomatic Status takes effect, determine which Power(s) has the most strength in the Territory.

- ✱ If the At War Powers have the same strength in the Territory, the side with a Garrison present is considered to have the most strength. If no Garrison is present, the 2 sides play a round of rock-paper-scissors. The losing side is considered the weaker Power.

- ✱ The weaker Power(s) must remove a Garrison if present and allocate it as a Unit to a General (if not possible it is converted to 1 Money) and retreat their General(s) and any accompanying Units to the nearest eligible Territory they control, or off-map (if off-map, any Units with that General are lost).

3) Powers that become Neutral

When a Power becomes Neutral, adjust the board state in its Home Territories as per 1) At War to At Peace.

If the Neutral Power has a Garrison or General in the Home Territory of another Power, or a General in an uncontrolled Territory: the General must be moved to the nearest eligible Territory controlled by the Neutral Power, or off-map (if off-map any Units with that General are lost); the Garrison is removed and allocated as a Unit to a General of the Neutral Power (if not possible it is converted to 1 Money).

Any Garrison the Neutral Power has in a non-Home Territory remains there. A General of the Neutral Power may remain in, and move into, this Territory (i.e. a non-Home Territory it controls). However, other Powers may attack that Territory. This is an exception to the rule

that you cannot attack a Power that you are At Peace with.

A General of a Neutral Power may not move into a Territory that Power does not control.

No General of another Power may move into the Home Territory of a Neutral Power.

Example A: Prior to the Diplomacy Phase, Prussia (British Coalition) took control of the Austrian Capital of Wien. As a result, Austria decided to move to a Neutral Status during the Diplomacy Phase. This requires an immediate board state adjustment in Wien. The Prussian Garrison there is allocated as a Unit to the Prussian General in that Territory, and the Prussian General and Units move to the nearest Prussian-controlled Territory. The Austrian General and Garrison remain in Saxonia since it is not a rival Power's Home Territory. Because Saxonia is not a Home Territory of Austria, the General and Garrison there may be attacked by rival Powers, even though Austria is now Neutral.



Example B: At the end of the Diplomacy Phase, Austria switched from the British Coalition to the French Coalition. Russia decided to remain with the British Coalition. Consequently, Austria and Russia went from being Coalition Allies At Peace to rivals At War. This requires an immediate adjustment to the board state in Galicia. The strength value of the Russian General and Austrian Garrison is the same, both have 1. In the case of a tie, the Garrison is considered to have the most strength. The only on-map location the Russian general can move to is Podolia (Polesie already has a Russian General, Warszawa and Bessarabia are not controlled by the Russians).



10. GENERALS' SPECIAL ABILITIES

This is an optional rule recommended for more experienced players.

Apart from Napoleon, each Power has 1 General with a special ability. These apply in addition to the standard rules:

A. Wellington (*Britain*)



Wellington allows the British player to contribute strength to any battle that Wellington is supporting (in addition to providing Battle cards for support as normal with any Units he has). The strength is equal to 1 plus the number of Units with Wellington.

This may not be provided across a Sea Lane (unlike normal support).

B. Schwarzenberg (*Austria*)



Whenever Schwarzenberg is supported in a battle by Coalition Allies, he can play 1 additional Battle card for each supporting Power (it still costs him 1 Morale per Battle card played).

C. Blücher (*Prussia*)



If Blücher loses a Battle, he only loses a maximum of 2 Units (even if he has 3). Moreover, he may retreat to an adjacent Territory, free of enemy Generals or Garrisons (or return to Berlin or off-board like normal).

D. Kutuzov (*Russia*)



If Kutuzov is the defender in a battle, he may withdraw from the battle losing only 1 Unit, after step (1) of the Battle sequence ('Total up battle strengths'). He must be moved to an adjacent space, free of enemy Generals and Garrisons.

E. Grand Vizier (*Ottoman*)



If the Grand Vizier is defeated in a battle, he is immediately placed in any Ottoman-controlled Territory (that does not have another Ottoman General) together with 1 Ottoman Unit.

11. USING MINOR POWERS



OVERVIEW

In games of 3-5 players you still use all 6 Powers in the game. However, depending on the player count, certain Powers are considered Minor Powers. This is the same for all 7 scenarios. These begin the game uncontrolled by any player. The non-Minor Powers are called Major Powers, and are assigned to players as normal.

5 Players **Minor Power:** the Ottomans

4 Players **Minor Powers:** Prussia, the Ottomans

3 Players **Minor Powers:** Russia, Prussia, the Ottomans **OR** Austria, Prussia, the Ottomans.

Until their first Muster action, the Minor Powers will be uncontrolled (*see below*). After the first round of the game Minor Powers will always be controlled by a Major Power. With some exceptions they can perform the same actions as a Major Power, and will allow the Major Power that controls them more scope for defeating rivals and moving through Territories. Minor Powers themselves do not track Influence and they may not win the game.

SET UP

Minor Powers are set up like Major Powers, except:

- ✱ They do not use Influence markers.
- ✱ They do not begin the game with Money (though can generate it through Taxation).

Gaining Control of Minor Powers

You determine control of a Minor Power each time that Minor Power's action dial moves to the Muster action. At this point – before any actions are taken by any player for the turn – all players simultaneously secretly bid zero or more Morale of the Major Power they control to attempt to win the bid.

To do so, take your off-map Unit markers and and/or Money from the supply and place the number you wish to bid in closed fist: the number should correspond to the amount of Morale you wish to bid. This may not be higher than your current level of Morale.

Once all players have made their selections, everyone simultaneously reveals their bid by opening their hands.

In case of a tie (including where every player bids zero), the player higher in the Order of Play wins (*see Section 4: Order of Play*).

Exception: If a Minor Power does not control its Capital at the start of its Muster action there is no bidding to gain control of it, it automatically becomes controlled by the Major Power that controls its Capital (or the Major Power that controls the Minor Power that controls the Capital).

The winning player takes control of the Minor Power and loses Morale points equal to their bid. Powers that did not win do not lose any Morale.

Place the Minor Power's Diplomatic Status marker under the controlling Major Power's marker in the Diplomatic Status Zone (if they were At War they are now At Peace). Change the board state if required (see **Section 9: *At War to At Peace***).

Example: In a 4 player game it's the Prussian Muster action. Prussia is a Minor Power and the Austrian player bids the most Morale and takes control of it. This requires immediate adjustment of the board in Silesia as both Powers are controlled by the same player, and so are now At Peace. The Austrian Garrison in Silesia must be removed – it is allocated as a Unit to the General there. Because the same player controls Prussia and Austria, the Austrian General remains in Silesia.



If a Power in a Coalition gains control of a Minor Power, that Minor Power will automatically join that Coalition; the British or French player cannot refuse this. Similarly, they may not expel a Minor Power from their Coalition at the start of the Diplomacy Phase. To expel it, they would need to expel the Major Power that controls it.

The Minor Power's off-map Generals, Unit markers, deck of Battle cards and any Money are passed to the new controlling player. This is kept in a separate space near the player (as it may later be passed to another player).

That controlling player then takes all the actions of that Minor Power, starting with Muster, until that Minor Power is next due to Muster, at which point all players bid again to gain control of it.

Using Minor Powers

❖ **Key rule:** When you control a Minor Power, it is treated as if it were in a Coalition with your Major Power. This is even if the Major Power is Neutral or Expansionist – i.e. not in a Coalition. The same rules apply as to Coalition Allies for movement (including selection as an Envoy), placing and removing Garrisons, and providing support in battles. If you control 2 or more Minor Powers, they all act as if they were in the same Coalition.

❖ Minor Powers do not take the Gain Influence action.

❖ The Diplomatic Status of the Minor Power will change to match the Status of the Major Power if it changes during the Diplomacy Phase (e.g. if the Major Power switches from the British to the French Coalition, any Minor Powers it controls will also immediately switch from the British to the French Coalition).

❖ Minor Powers may gain Influence through winning battles. This Influence is immediately awarded to the Major Power that controls it (e.g. if Britain controls the Prussians, and the Prussians support a successful battle against

an Austrian General, Britain would receive the 1 Influence that the Prussians were awarded. If a British General was also involved in the same battle, the British would receive 2 Influence).

※ Minor Powers in the British Coalition do not generate 1 bonus Influence for defeating a French General.

※ The British may subsidise a Minor Power, including one that they control. However they do not generate Influence from doing so.

Uncontrolled Minor Powers

Until the first Muster action of a Minor Power in round 1, it will be uncontrolled. In this situation the following rules apply:

※ The Minor Power does not take any actions while it is uncontrolled (e.g. it will not collect Money during its Taxation action).

※ The Minor Power cannot be selected as an Envoy.

※ If the Minor Power is attacked and the attacker is not in the British Coalition, the British player will take temporary control of the Minor Power. If the attacker is in the British Coalition, the French player will take temporary control.

※ The player taking temporary control will play the Minor Power's Battle cards (as they see fit). Other Powers may provide support to the attacker as normal. (Note that if an uncontrolled Minor Power wins a battle, no Power gets awarded Influence for this).

Example: It's a 5 player game and the Wheel of War turns to the Ottoman Muster action ①. Play is interrupted to allow the players to bid for control of the Ottomans (which are a Minor Power in a 5 player game). Whoever wins the bid will take control of the Ottomans until the Wheel turns full circle back to the Ottoman's next Muster action, when bidding will occur again.

Each player secretly places Unit markers from their supply up to the amount of Morale they wish to bid. All players then simultaneously reveal their bid. Britain bid 2, Austria and Russia 3. France and Prussia bid 0. In a draw you refer to the Order of Play to see who wins. Austria is higher than Russia in the order and so wins the bid. Austria pays 3 Morale ②. The Morale of Russia and Britain remains unchanged as only the winner pays Morale.

The Ottomans were previously controlled by the Russians, so the Russian player passes over the Ottoman off-board pieces and Battle cards to the Austrian player ③, who places them in their play area. The Ottoman Diplomatic Status marker is moved from under the Russian marker to under the Austrian marker ④. Because the Ottomans are now controlled by the Austrians they immediately switch their Diplomatic Status from the British Coalition to Neutral, matching Austria.

The switch to Neutrality requires an immediate change to the board state in Wallachia. This is because a General of another Power (unless controlled by the same player) may not remain in, or move into, a Home Territory of a Neutral Power. The Russian General in Wallachia must either move to the nearest Russian controlled Territory, or move off-map (in

which case it would lose all its Units). It has two options for closest Territory, and moves to Podolia ⑤.

It is also necessary to change the board state in Bessarabia where the Russians and Ottomans are both present. Since Bessarabia is not a Home Territory of either Russia or the Ottomans, they are not considered At Peace in that Territory, and so it is necessary to determine which Power has the greatest strength there. The Ottomans have a strength of 4 (1 General, 1 Garrison, 2 Units). The Russians have a strength of 2 (1 General, 1 Unit).

Consequently the Russian General and Unit must leave. It could move off-map or to the nearest eligible Russian-controlled Territory. Since Podolia already contains a Russian General, it moves to Crimea **6**.

Control of the Ottomans is now established, and players can take their actions. The Austrian player takes the Muster action for the Ottomans.



MINOR POWERS – FAQ

If I take control of a Minor Power, what happens to the board state?

If you were At Peace with that Minor Power before you took control of it – i.e. you were in the same Coalition or you or that Minor Power were Neutral – nothing changes. However, if you were At War you must check the board state and adjust if required as set out in *Section 9: At War to At Peace*.

Note that it is not possible to go from a position of being At Peace to At War when you take control of a Minor Power, since you are always At Peace with Minor Power that you control.

Can I place a Garrison in the Home Territory of a Minor Power?

Yes, except if you Control it or it is in the same Coalition as you. As set out in *Section*

6: Implications of Diplomatic Status, you may not place a Garrison in the Home Territory of an Ally, including a Minor Power you control.

Can a Minor Power be selected as an Envoy?

Yes. The same rules apply – it cannot be a Minor Power that you control, and it cannot be in the same Coalition as you (if you are in one). You cannot select an uncontrolled Minor Power (round 1 only) as an Envoy.

If I control more than one Minor Power, can all these Minor Powers move through each other's Territories like Allies?

Yes, they count as being Allies with each other (and if the Major Power is in a Coalition they will all be in that Coalition).

12. L'EMPEREUR MODE



OVERVIEW

L'Empereur mode is an automa system for Coalitions that allows for solitaire play, or cooperative play for 2-5 players. If playing cooperatively, decide who will control the 5 non-French Powers.

The automa represents Napoleon himself and the audacious spread of his empire across Europe in the late 18th and early 19th century.

The system uses a deck of Napoleon cards that instruct the player(s) where Napoleon and his French Generals will attack. Napoleon wins by getting to 25 Influence. He gains Influence from establishing and maintaining Garrisons and winning battles. The player(s) win by conquering Paris. There are 3 different difficulty levels that you can try, allowing you to learn, hone and ultimately master the skills to defeat L'Empereur, even at his most imperious.

SET UP

Set up the game as it is shown in the 1805 Scenario with the following exceptions:

- ✱ Do not place the Diplomatic Status markers (they are not used in this mode).
- ✱ Do not place the Influence markers except for the French marker, which tracks Napoleon's Influence (see difficulty levels below).
- ✱ Do not deal the French any Battle cards.
- ✱ Shuffle and set facedown by the French play area the 12 card Napoleon deck.
- ✱ Place a French Garrison in every French Home Territory.
- ✱ Do not use the Napoleon General (and consequently his special ability under the Leadership action).

WINNING THE GAME

The player(s) win(s) if Paris is conquered.

The player(s) lose(s) if the French Influence marker reaches 25.

At set up choose your preferred difficulty level by where you place the French Influence marker on the Influence track:

- 5 – *L'Ogre* (easy)
- 10 – *L'usurpateur* (challenging)
- 15 – *L'Empereur Napoléon* (extremely challenging)

PLAYING THE GAME

In L'Empereur mode the objective of the player(s) is to have a non-French General in Paris at the end of a turn (i.e. following completion

of any battle) before Napoleon gets to 25 on the Influence track. All Powers (except France) are controlled by the player(s). They form a Grand Coalition and work cooperatively to defeat France.

Unlike in the standard game, every action on the Wheel of War is done in order – i.e. don't undertake simultaneous actions.

The player turn

The player turn works the same as the standard game, with the following exceptions:

- ✱ The player(s) control all the Powers except France. There are no Major or Minor Powers.
- ✱ Because there is a permanent Grand Coalition against France, the Diplomacy Phase is always skipped.
- ✱ All being in the same Grand Coalition, all the non-French powers treat each other as Coalition Allies, able to move through each other's Territories and provide support in battles.
- ✱ Players do not track Influence and so do not gain Influence from winning battles or the Gain Influence action. When any non-French power performs the Gain Influence action, they get Money equal to the amount of Influence they would normally obtain from Disputed Territories with their colour. Similarly the British can still take the Subsidise action, but they do not generate Influence from it.

- ✱ A Grand Coalition Power may only take a single Movement action. Napoleon always gains 1 Morale as if France were selected as an Envoy.

Napoleon's turn

When the French symbol is over the **Muster**, **Leadership** and **Movement** actions, Napoleon draws and resolves a Napoleon card (see below).

For other actions Napoleon resolves them as follows:

- 1) **Taxation** – Take Money as per the standard rules.
- 2) **Mobilisation** – Add Units to each French General on the map until all Generals have 3 Units (player decides which if there are insufficient funds for all required Units). Spend any remaining Money on increasing French Morale.
- 3) **Gain Influence** – Napoleon gains Influence for every Disputed Territory with a blue stripe that France controls.



Playing the Napoleon Card





When Napoleon resolves a Napoleon card:

- 1) Give 1 Morale point to the Power in the Grand Coalition with the lowest amount of Morale (in a case of a tie, the player(s) decides), **then**
- 2) Resolve the top Napoleon card from the deck.

If the Napoleon deck runs out, shuffle the discard pile and form a new draw deck.



The Napoleon card contains the following information:

-  **A** Name of the card.
-  **B** Territories to be invaded by Napoleon on this activation (yellow).
- *Note the background map on the card may differ from the Empire board map. This has no impact on play.*
-  **C** Other Territories (uncoloured).
-  **D** Number of the card.

The card lists the names of the Territories that Napoleon will invade or earn Influence from. To resolve the card, check each Territory listed on it:

❖ **If there is a French Garrison already in the Territory, add that Territory's value to Napoleon's Influence**, even if it's not a Disputed Territory (e.g. in the example above if there is already a French Garrison in Dalmatia when this card is resolved, Napoleon will earn 1 Influence for it).

❖ If there is no French Garrison, a French General will attack that Territory.

Example: The French dial reaches Movement action on the Wheel of War ❶. The player adds 1 Morale to the lowest non-French power on the Morale track, and then draws the top card from the Napoleon Deck ❷. The player checks if the Territories listed on the card (e.g. Bavaria, Saxonia, Hesse) already have a French Garrison. In this case none do, so all will be attacked by French Generals. The Generals and French Units are placed in these Territories, and battles are then resolved ❸.



Placing French Generals

In each Territory where Napoleon will attack, place a French General with 3 Units.

Generals are taken from the following areas, in priority order (only take the next option if a higher priority option is not available, and do not take a General just placed this action):

- a)** Off board
- b)** The closest French Home Territory, except Paris
- c)** Paris
- d)** The closest Undisputed Territory with the lowest value
- e)** The closest Disputed Territory with no French stripe, with the lowest value
- f)** The closest Home Territory of any Power of the Grand Coalition with the lowest value
- g)** The closest Disputed Territory with a French stripe, with the lowest Influence value

If there are multiple choices of Territory that meet the priority, the player(s) decides which Territory to take the French General from.

Any Garrisons in the Territory being left remain there. If any placed General does not already have 3 Units with it, add Units from the French supply until it does.

If there are no enemy Generals or Garrisons in the Territory, flip one of the French Units from the General to its Garrison side. If there is an enemy present, resolve a battle. The battles take place in the order shown on the Napoleon card.

BATTLES

Resolve battles in *L'Empereur* mode following these steps (whether Napoleon is the attacker or defender):

1) Total the strength of Generals, Units and Garrisons participating in the battle (Grand Coalition and French Generals) on the Strength track.

2) Play as many Battle cards as you wish to play as the Grand Coalition (including from supporting Units in adjacent Territories). Pay the Morale cost per Battle card played as normal. Play the cards face-up, adjusting the Strength track accordingly.

3) Then draw and play Battle cards for Napoleon. Draw one card at a time from the general Battle card deck, paying 1 French Morale per card drawn, until:

- ✱ The French have a higher strength than the Grand Coalition power, **or**
- ✱ The French do not have any Morale points remaining, **or**
- ✱ All the participating and supporting French Units have drawn a Battle card (so it's not possible to draw any more), **or**
- ✱ With the French Units remaining it is not technically possible to get enough strength from Battle Cards to win the battle.

4) After the battle is resolved, draw a Battle card for France and for the participating and supporting Grand Coalition Powers that played Battle cards, and remove Units from the winning and losing Powers (including supporting Generals), as per the standard rules.

5) If Napoleon is victorious and is the attacker, place a Garrison from the available Units of

the winning French General, and Napoleon gains 1 Influence, as per the standard rules for winning a battle.

6) If the French General loses, place the General and any remaining French Units and Garrison in the Territory off-board.

7) If there is a draw, apply the standard rules.

There are the following further exceptions to the standard battle rules in *L'Empereur* mode:

- ※ The special abilities of Battle cards are ignored.

- ※ French Units not directly participating in any battles this turn are able to provide support to multiple adjacent battles (unlike in the standard rules where Units with an adjacent General may only provide support to 1 battle).

- ※ Do not use the General's special abilities optional rule.

The Race to Paris

Instead of drawing a Napoleon card, if any Grand Coalition Unit is present in any French Home Territory when the French symbol is over Muster, Leadership or Movement, Napoleon will instead place 3 Generals in the following Territories:

1) 1 General with 3 Units in Paris.

2) 1 General with 3 Units in the French Home Territory with the Coalition Units.

3) 1 General with 3 Units in 1 Territory adjacent to the French Home Territory with the Coalition Units.

4) If there is more than 1 French Home Territory under attack, or more than 1 adjacent

Territory to the battle, follow the Territory deployment priority:

- a)** Lorraine,
- b)** Picardie,
- c)** Provence,
- d)** Normandie & Bretagne,
- e)** Languedoc,
- f)** Aquitaine.

If there is already a French General in one of the destinations (including if there is already a French General in a Territory adjacent to the Home Territory with the Coalition Units), do not place a new General, but increase the number of Units with that General to 3 (if lower).

Generals placed through the Race to Paris action are drawn in priority area from the following Territories as follows:

A. Off board.

B. The closest Undisputed Territory with the lowest value.

C. The closest Disputed Territory that France has no claims on, with the lowest value.

D. The closest Home Territory of any Power of the Grand Coalition with the lowest value.

E. The closest Disputed Territory that France has claims on, with the lowest Influence value.

If there are multiple choices of Territory that meet the priority, the player(s) decides which Territory to take the French General from.

13. SCENARIOS

1792: The First Coalition – Full Length Scenario

It's 1792 and all of Europe is in arms against revolutionary France. Will France be guided to greatness, or the revolution halted in its track by the old Powers?

Use the **1805** set up and standard rules with the following modifications:

SET UP

Use the **Revolution** side of the board.

Diplomatic Status marker:

Red Lion: Austria (white), Prussia (black) & Russia (green)

Brown Chaise Longue: none

Grey Cannon: Ottomans (orange)

Morale markers:

Russia: 2

Ottomans: 3

Prussia: 5

Austria: 6

Britain: 8

France: 10

Influence markers:

Place the Influence markers of all player Powers on the **o** space on the Influence track.



BRITAIN

On-map:

※ Generals: London (1), Hannover (o), Napoli (o)

Off-map:

※ Battle cards x3



FRANCE

On-map:

※ Generals*: Paris (1), Picardie (3), Lorraine (1), Provence (3), Normandie & Bretagne (1), Languedoc (1)

※ Garrisons: Warszawa, Polesie, Podolia (**Design note:** representing the Polish army).

Off-map:

※ General x1* ; Battle cards x6

***Off-map General must be Napoleon.**

(**Design note:** Reflecting the fact that Napoleon was not a General in 1792 but was just a year away from his success in Toulon, he begins this scenario off-map).



AUSTRIA

On-map:

※ Generals: Tyrol (3), Lombardia (3), Hungari (1), Brabant (3)

Off-map:

※ Battle cards x4



PRUSSIA

On-map:

- ※ Generals: Berlin (2), Borussia (0), Saxonia (1)
- ※ Garrison: Saxonia

Off-map:

- ※ Battle cards x3 ; Money x6



RUSSIA

On-map:

- ※ Generals: Livonia (2), Smolensk (2), Ukraine (3)
- ※ Garrison: Livonia

Off-map:

- ※ General x1 ; Battle cards x3 ; Money x5



OTTOMANS

On-map:

- ※ Generals: Istanbul (1), Syria (1)
- ※ Garrisons: Hellas, Istanbul (with a Fortress)

Off-map:

- ※ General x1 ; Battle cards x2

or General of a Power not in the French Coalition already occupies Egypt, there will be a battle there once the current round of French movement has completed.

2) Spain

No Power other than France can enter a Territory in Spain (Leon, Navarra, Catalonia, Valencia, Andalusia and Madrid) until 1 of the following criteria is met:

- ※ A French General enters Spain via Navarra or Catalonia, **OR**
- ※ Any Power has **11+** Influence.

After this treat Territories in Spain like any other Territory.

SPECIAL RULES

1) The Armee d'Orient card

The French player takes card no. N1 from the Napoleon Deck (normally used for the *L'Empereur* solitaire mode). It can be used once in the game during a French movement action for the following effect:

- ※ If there are no British generals in Patrimonium St. Petri or Napoli, a French General that began this movement round in Provence can be moved directly to Egypt. If a Garrison

1798: The Second Coalition – Full Length Scenario

With Napoleon in Egypt, will the British Coalition seize its chance to fight back?

Use the **1805** set up rules with the following modifications:

SET UP

Use the **Revolution** side of the board.

Diplomatic Status marker:

Red Lion: Austria (white), Russia (green)
& Ottomans (orange)

Brown Chaise Longue: Prussia (black)

Grey Cannon: none

Morale markers:

Prussia: 3

Ottomans: 4

Austria: 5

Britain: 6

Russia: 7

France: 8

Influence markers:

Place the Influence markers of all player Powers on the 5 space on the Influence track.



BRITAIN

On-map:

※ Generals: London (1), Cornwall (1)

Off-map:

※ General x1 ; Battle cards x2



FRANCE

On-map:

※ Generals: Holland (1), Lorraine (3),
Picardie (1), Lombardia (2), Egypt* (2),
Patrimonium St. Petri (2),
Normandie & Bretagne (1)

※ Garrison: Brabant

*General in Egypt must be Napoleon.

Off-map:

※ Battle cards x7



AUSTRIA

On-map:

※ Generals: Bavaria (3), Tyrol (2), Venezia (1),
Karinthia (1)

Off-map:

※ Battle cards x4



PRUSSIA

On-map:

※ Generals: Berlin (2), Borussia (1),
Saxonia (1)

※ Garrisons: Saxonia, Warszawa

Off-map:

※ Battle cards x3 ; Money x6



RUSSIA

On-map:

- ※ Generals: Venezia (3), Polesie (1), Podolia (1)
- ※ Garrisons: Livonia, Polesie, Podolia

Off-map:

- ※ General x1 ; Battle cards x3 ; Money x7



OTTOMANS

On-map:

- ※ Generals: Istanbul (1), Syria (2)
- ※ Garrisons: Hellas, Istanbul (Fortress)

Off-map:

- ※ General x1 ; Battle cards x2

1806: The Fourth Coalition – Medium Length Scenario

Prussia, full of confidence and with financial backing from Britain, declares war on Napoleon's France.

Use the **1805** set up and standard rules with the following modifications:

SET UP

Use the **Empire** side of the board.

Diplomatic Status marker:

Red Lion: Prussia (black), Russia (green)

Brown Chaise Longue: Austria (white)

Grey Cannon: Ottomans (orange)

Morale markers:

Ottomans: 3

Russia: 4

Austria: 5

Britain: 6

Prussia: 10

France: 12



Influence markers:

Place the Influence markers of all player Powers on the **6** space on the Influence track.



BRITAIN

On-map:

- ※ Generals: London (1), Egypt (o)
- ※ Garrison: Egypt

Off-map:

- ※ General x1 ; Battle cards x2



FRANCE

On-map:

- ※ Generals*: Pfalz (3), Bavaria (3), Picardie (1), Lombardia (1), Napoli (2)
- ※ Garrisons: Holland, Westphalia

Off-map:

- ※ Generals x2* ; Battle cards x7

***The French player selects one of these Generals (on map or off-map) to be Napoleon.**



AUSTRIA

On-map:

※ Generals: Wien (o)

Off-map

※ Generals x3 ; Battle card x1



PRUSSIA

On-map:

※ Generals: Berlin (3), Saxonia (3),
Mecklenburg (2)

※ Garrisons: Saxonia, Warszawa

Off-map:

※ Battle cards x3 ; Money x6



RUSSIA

On-map:

※ Generals: Polesie (2), Podolia (2), Crimea (1)

※ Garrisons: Livonia, Polesie, Podolia

Off-map:

※ General x1 ; Battle cards x3 ; Money x5



OTTOMANS

On-map:

※ Generals: Serbia (2), Anatolia (3)

※ Garrisons: Hellas, Istanbul (Fortress)

Off-map:

※ General x1 ; Battle cards x2

SPECIAL RULES

1) Spain

No Power other than France can enter a Territory in Spain (Leon, Navarra, Catalonia, Valencia, Andalusia and Madrid) until 1 of the following criteria is met:

※ French General enters Spain via Navarra or Catalonia, **OR**

※ Any Power has **11+** Influence.

After this treat Territories in Spain like any other Territory.

1809: The Fifth Coalition – Medium Length Scenario

While Napoleon is distracted in Spain, Austria launches its attack on France.

Use the **1805** set up rules with the following modifications:

SET UP

Use the **Empire** side of the board.

 **Diplomatic Status marker:**

Red Lion: Austria (white)

Blue Eagle: Russia (green)

Brown Chaise Longue: Prussia (black)

Grey Cannon: Ottomans (orange)

Morale markers:

Ottomans: 3
Russia: 3
Prussia: 4
Britain: 5
Austria: 9
France: 12

Influence markers:

Place the Influence markers of all player Powers on the 9 space on the Influence track.



BRITAIN

On-map:

- ※ Generals: Lisboa (2), Egypt (1)
- ※ Garrison: Egypt

Off-map:

- ※ General x1 ; Battle cards x2



FRANCE

On-map:

- ※ Generals*: Westphalia (1), Pfalz (3), Bavaria (2), Lombardia (2), Leon (2), Madrid (2), Catalonia (2)
- ※ Garrisons: Saxonia, Warszawa, Dalmatia, Napoli

**The French player selects one of these Generals to be Napoleon.*

Off-map:

- ※ Battle cards x7



AUSTRIA

On-map:

- ※ Generals: Venezia (3), Tyrol (3), Bohemia (3), Galicia (1)

Off-map:

- ※ Battle cards x4



PRUSSIA

On-map:

- ※ Generals: Berlin (0)

Off-map:

- ※ Generals x2 ; Battle card x1 ; Money x6



RUSSIA

On-map:

- ※ Generals: Polesie (1), Crimea (3)
- ※ Garrisons: Livonia, Polesie, Podolia

Off-map:

- ※ Generals x2 ; Battle cards x2 ; Money x7



OTTOMANS

On-map:

- ※ Generals: Bessarabia (3)
- ※ Garrisons: Hellas, Istanbul (Fortress)

Off-map:

- ※ Generals x2 ; Battle card x1

(Design note: The Austrian army in Galicia represents Archduke Ferdinand's invasion towards Warszawa; the French garrison in Warszawa represents Prince Poniatowski's Polish defenders).

1812: The Sixth Coalition – Short Scenario

Can the French defeat Russia, break the Sixth Coalition and prevent the formation of the Grand Alliance?

Use the **1805** set up rules with the following modifications:

SET UP

Use the **Empire** side of the board.

Diplomatic Status marker:

Red Lion: Russia (green)

Blue Eagle: Austria (white), Prussia (black)

Brown Chaise Longue: Ottomans (orange)

Grey Cannon: none

Morale markers:

Ottomans: 2

Prussia: 3

Austria: 4

Britain: 8

Russia: 9

France: 12

Influence markers:

Place the Influence markers of all player Powers on the **12** space on the Influence track.



BRITAIN

On-map:

※ Generals: Lisboa (2), Oporto (1)

※ Garrison: Lisboa

Off-map:

※ General x1 ; Battle cards x2



FRANCE

On-map:

※ Generals*: Warszawa (3), Borussia (3), Galicia (3), Madrid (2), Navarra (1)

※ Garrisons: Holland, Westphalia, Hannover, Pfalz, Bavaria, Saxonia, Warszawa, Lombardia, Patrimonium St. Petri, Napoli, Catalonia

Off-map:

※ Generals x2* ; Battle cards x10**

*The French player selects one of these Generals (on map or off-map) to be Napoleon.

** This is an exception to the rule that the starting number of Battle cards = starting Generals on the board.



AUSTRIA

On-map:

※ Generals: Galicia (2)

Off-map:

※ Generals x3 ; Battle card x1



PRUSSIA

On-map:

※ General: Borussia (1)

Off-map:

※ Battle card x1 ; Money x3



RUSSIA

On-map:

- ※ Generals: Smolensk (3), Moskva (3), St. Petersburg (2), Crimea (1)
- ※ Garrisons: Livonia, Bessarabia

Off-map:

- ※ Battle cards x4 ; Money x7



OTTOMANS

On-map:

- ※ Generals: Serbia (o), Anatolia (o)
- ※ Garrisons: Istanbul (with a Fortress)

Off-map:

- ※ General x1 ; Battle cards x2

1813: The Grand Alliance – Short Scenario

Following Napoleon's disastrous invasion of Russia, a new alliance is formed to take advantage of French disarray.

Use the **1805** set up rules with the following modifications:

SET UP

Use the **Empire** side of the board.

🦁 Diplomatic Status marker:

Red Lion: Prussia (black) & Russia (green)

Blue Eagle: none

Brown Chaise Longue: Austria (white)

Grey Cannon: Ottomans (orange)

🦁 Morale markers:

Ottomans: 3

Austria: 4

Prussia: 5

Russia: 7

Britain: 8

France: 8



Influence markers:

Place the Influence markers of all player Powers on the **13** space on the Influence track.



BRITAIN

On-map:

- ※ Generals: Lisboa (3), Cornwall (2)
- ※ Garrison: Lisboa

Off-map:

- ※ General x1 ; Battle cards x2



FRANCE

On-map:

- ※ Generals*: Picardie (3), Hesse (2), Bavaria (2), Madrid (2), Navarra (1)
- ※ Garrisons: Holland, Westphalia, Hannover, Pfalz, Bavaria, Lombardia, Patrimonium St. Petri, Catalonia

Off-map:

- ※ Generals x2* ; Battle cards x10

*The French player selects one of these Generals (on map or off map) to be Napoleon.



AUSTRIA

On-map:

※ Generals: Bohemia (3), Tyrol (2)

Off-map:

※ Generals x2 ; Battle cards x2



PRUSSIA

On-map:

※ Generals: Borussia (3)

Off-map:

※ Generals x2 ; Battle cards x1 ; Money x5



RUSSIA

On-map:

※ Generals: Silesia (3), Borussia (3),
Sverige (2)

※ Garrisons: Livonia, Warszawa, Bessarabia

Off-map:

※ General x1 ; Battle cards x3 ; Money x7



OTTOMANS

On-map:

※ Generals: Serbia (1), Syria (1)

※ Garrisons: Hellas, Istanbul (Fortress)

Off-map:

※ General x1 ; Battle cards x2

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