"War is the continuation of politics by other means."

Carl von Clausewitz

VICTORY CITY
(Naval Base if coastal)

CITY/TOWN

FORTRESS

NAVAL BASE

NAVAL BASE (Fortified)

SEA GOLD / VP

FOREST

MARSH

MOUNTAIN

STRAIT

BATTLE SITE
Austerlitz Dec 1805

FLEET BATTLE
Trafalgar Oct 1805

HISTORICAL SITE
Troy

1.0 MAPBOARD

1.1 REGIONS

Alliance is a strategic game of the Napoléonic Wars, 1804-15. One to seven players can play: Austria, Britain, France, Prussia, Russia, Spain, and Turkey (Ottoman). Players can form and break alliances with other players and the independent minor states. A *solitaire* game is also provided.

The map is divided into Regions and Seas to govern the location and movement of forces. The seven empires each have multiple Regions. Borders separating Regions have different terrain types, see 4.2. Only regions within an empire's own territory are *Homeland*: For example, British Homeland regions are: HUMBRIA, IRELAND, LONDON, SCOTLAND, WALES, & WESSEX. GIBRALTAR & MALTA start British but are NOT *Homeland*.

1.2 VICTORY CITIES

Cities marked with a star are Victory Cities with a given number of victory points (VPs). Major empires have 3 or 4 Victory Cities. Minors can be neutral or allied to major empires. Some Minors, such as DENMARK and PORTUGAL, also contain Victory Cities.

1.3 SEAS & NAVAL BASES

Seas are *neutral* if vacant; some Seas have a star which provides VPs and Gold when occupied by a fleet.

Fleets may occupy Seas, and *coastal* Regions where there is a Naval Base. A *coastal* Victory City is also a Naval Base. Some Naval Bases exist on river estuaries such as Bordeaux (Gascony) and Hamburg (Hansa). Islands with Naval Bases are playable; other islands are not playable. Fleets that move from a Sea to a Naval Base must exit to the *same* Sea. See also 8.0 Fleet Actions and 11.0 Gazetteer.

Armies may move *across friendly* Seas (see 8.4).

New fleets can only be built in *friendly homeland naval bases*. Existing fleets may be increased at Sea or in any Navel Base, provided they are in supply. See 4.4 and 8.2.

1.4 STACKING LIMITS

There is a Stacking Limit of four (4) blocks per Region, some of which can be Allied blocks and/or Fleets. Stacking is reduced to three (3) blocks in FOREST regions, and two (2) in MOUNTAIN regions. An unlimited number of fleets may stack in any SEA. Stacking is enforced only at the *end* of the MOVEMENT PHASE, but see 7.22 and 11.0.
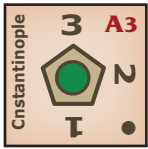
2.0 ARMIES AND FLEETS

2.1 BLOCK TYPES

2.11 HQs for each of the seven major Empires are illustrated with a leader portrait and a national flag.
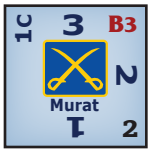
2.12 Infantry have crossed muskets. There are various types with Firepower C1 to C4.

2.13 Fortresses are garrison infantry with a high quota of artillery. They have double defense (7.32) but cannot move, retreat, or regroup. A double pentagon symbol on the map indicates a 4-step fortress.

2.14 Cavalry have crossed sabres. Firepower ratings are B1-B3, except Russian cossacks have A1.

2.15 Artillery have an image of a cannon with firepower rating A2 or A3. France and Russia have the most artillery.

2.16 Fleets have a warship symbol. Firepower ratings are D2 or D3. Britain has the most powerful navy. In addition to naval battles, fleets allow *armies* to move over *friendly* seas. Fleets can move 1 -3 Seas, but only 1 to attack/reinforce. Fleets have a Zero (0) step. See 8.0 Fleet Actions.

2.2 EMPIRES

The blocks represent forces of Britain (red), France (blue), Russia (green), Austria (white), Prussia (black), Spain (yellow), Turkey (orange), and Minors (brown).

A sheet of die-cut labels is included. A label must be attached to the face of each block of the appropriate color. Lightly position each label, ensure it is straight, and then press firmly to the block.

2.21 Fog of War

The blocks add surprise and secrecy to play. When standing upright, block type and strength is hidden from opponents.

2.3 BLOCK DATA

2.31 Strength

The current strength of a block is the number on the **top edge** when the block is standing upright. Some blocks have a maximum strength 4; others have less. Current strength determines how many six-sided dice (d6) are rolled for a block in battle. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6 (one die).

2.32 Step Reduction

The strength of blocks can be reduced with hits, or increased with levies. For each hit inflicted, the **highest** strength enemy block in the battle is reduced 1 step by rotating it 90 degrees *counter-clockwise*.

2.33 Firepower

Firepower is indicated by a letter and number, such as B3 or C2. The letter determines the battle sequence. All "A" blocks in a battle fire first, then all "B" blocks, then all "C" blocks, and finally all "D" blocks. Defending blocks with the same letter rating fire first; defending C2 fires before an attacking C3. The number is the maximum roll that will score a hit.

EXAMPLE: *A block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores a hit for each 1, 2, or 3 rolled.*

3.0 THE CARDS

The game has 42 Campaign cards, individually numbered 1-42. At the beginning of each Year, these cards are shuffled and five (5) cards are dealt *face-down* to each **player**. Examine your cards and discard one, **face-down.**
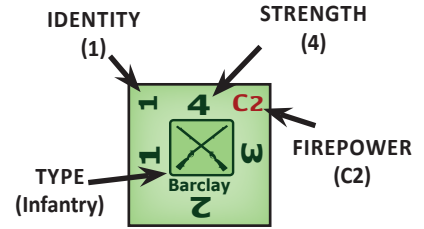
3.1 CARD PLAY

Each year is divided into **four (4)** GAME TURNS, each containing one turn per PLAYER. Players start a GAME TURN by playing 1 card **face-down.** A player may not "pass" – a card must be played. Played cards are then revealed. High card is Player 1 (first turn). After Player 1 has completed their turn, player turns are made in decreasing card value.

EXAMPLE: *In a 4-Player game, cards #37, #33, #25, and #17 play in that order.*

3.2 ACTIONS

All cards have **three (3)** ACTION POINTS (AP). A card of the **player's own empire** (not an ally) provides **1 extra AP**, giving a total of **4AP.**

IDENTITY (1) — **STRENGTH (4)** — **FIREPOWER (C2)** — **TYPE (Infantry)**

STEP REDUCTION

STR 3 STR 2 STR 1

Napoléon (#42)

LEADER CARDS

AUSTRIA: Charles
Alpine Guide: One Mountain Border Limit +1.

BRITAIN: Wellington
Reverse Slope: −1 Firepower (A2 = A1) in Round 1 for one Enemy Artillery (block owner choice).

FRANCE: Napoléon
Grand Battery: +1 Firepower (A3 = A4) in Round 1 for one Artillery block.

FRANCE: Talleyrand
Diplomacy +2.

OTTOMAN: Selim III
Panic: 1 Enemy Infantry (block owner choice) does not fire in one battle in Round 1.

PRUSSIA: Blücher
Bridge Capture: +1 Border Limit for crossing a River.

RUSSIA: Alexander
Bayonet Charge: +1 Firepower (C2 = C3) in Round 1 for one Infantry block.

SPAIN: Cuesta
Cavalry Charge: +1 Firepower (B2 = B3) in Round 1 for one Cavalry block.

- **Move:** Each group move costs 1AP. All *friendly* blocks in the same Region or Sea are a group. Armies move 1-2 Regions; Fleets move 1-3 Seas. Blocks must stop when they engage an *enemy or neutral block* or cross a *Mountain* border or a strait.

- **Levy:** for **1AP**, build one *new* block from the Force Pool at strength 1 **or** add **1-Step** to an existing, *supplied* block. See 4.4. New blocks must start in a *friendly supplied Homeland* Region. Only *one* step can be added to the *same* block in the same GAME TURN. Levied blocks *cannot* move that turn. See 5.0.

- **Save Gold:** Convert unused AP to Gold at a ratio of 1AP = 1 Gold. Converted Gold cannot be expended on the same turn.

EXAMPLES: with a 3AP card, a player could move 2 groups and levy 1 step to a supplied, stationary block. Optionally, a player could levy 1 step on 2 different, supplied blocks, and save 1AP as 1 Gold for future use.

3.3 LEADER CARDS

The card deck includes 8 Leader Cards. Leader cards enable diplomacy (6.0) and also have an optional event in *addition* to the normal 3AP or 4AP (3.2). Players can have diplomacy and use the event of any leader card they play; it is not limited to their own empire.

EXAMPLE: France plays the Czar Alexander card and spends 2G for a diplomatic bid on neutral Denmark. Other players, in normal sequence for this GAME TURN, may match the 2G to earn competitive Diplomatic Rolls or pass. Each bidding player rolls 2d6 and high (modified) total gets neutral Denmark as an ally. All Gold bid is forfeit.

*The Russian CZAR card (#39) also has the event **"Bayonet Charge"** which allows one designated infantry in one battle to fire at +1 (C2=C3) in the first round. France can designate any 1 infantry block for this effect in any battle, whether attacking or defending, but it cannot be used for a Battle Reserve (7.23) because that arrives in Round 2.*

3.4 GOLD

Players start play with a number of Gold *markers* in their *Treasury*. They acquire extra Gold during play by saving *unused AP* (1AP = 1 GOLD) and at the end of *each year* from *friendly occupied and supplied* victory cities and seas which contain a star ⭐.

IMPORTANT: Gold from occupied enemy cities, NPEs, Minors, or Seas is always halved (round down). Homeland cities need not be occupied and count at full value.

EXAMPLE: France collects 5-Gold for her own Victory Cities. Next, tally and then halve the Gold for Seas and controlled Allied Regions. France has a fleet in the Bay of Biscay and another in the Gulf of Lyon for a total of 2 Sea Gold. Add 4 for Spain. Gold is collected for all of the cities that are friendly to Spain - as homeland regions, they do not have to be occupied. Lastly, add 1 for French-occupied Milan, giving a total of 7. Divided in half and rounded down gives 3 Gold. The French total is therefore 5+3=8 Gold. This is also the VP total.

Player treasuries may be kept hidden if desired.

Up to 3 Gold can be spent (1G=1AP) during a PLAYER TURN for extra *moves* or *levies*. Gold for *Diplomatic Bids (6.1)* is extra.

3.5 WINTER TURN

The last (4th) GAME TURN of each Year is a "Winter Turn" with special rules.

- Border Limits are −1 in all cases, except see: 11.12, Russian rivers.
- No Sea Moves or Invasions.

After all battles are resolved, follow the sequence below:

- Collect City & Sea Gold (3.4).
- Stand up blocks eliminated during the last year (7.7).
- Blocks can be disbanded, but they are not available for rebuilding until the *following* winter (leave them face up).
- Shuffle and deal cards for next year.
- Alliance Negotiations (6.2).

3.6 NON-PLAYER EMPIRES

With fewer than seven players, some empires will be *Non-Player Empires (NPE)*.

IMPORTANT: A player does NOT receive cards for allied NPEs. They are controlled by the allied player's own card APs and Gold. Allied NPEs act on the same turn as their player.

EXAMPLE: NPE Austria gets no cards, but its British ally spends 1AP and 2 Gold to move 2 Austrian groups and to levy an Austrian block 1-Step.

Historical alliances are given for each scenario. Hence, in an 1804 game, France is allied with Spain, but Austria, Prussia, Russia, and Turkey are *Neutral*. In a typical 2-Player game, all empires except Britain and France will be NPEs, but players may try any combination.

IMPORTANT: Players may be allied to multiple other players, but an NPE (or Minor) can only be allied to one player. This means that if Britain is allied to NPE Prussia, and also allied to player Austria, Prussia is not allied with Austria.

GAME TURNS

Alliance is played in a series of years starting with 1804, or 1808, or 1812. Within each year are four (4) GAME TURNS. Each GAME TURN has three (3) phases, played in the sequence given.

[1] Card Phase

All players play one (1) card *face-down*. All cards are then revealed and the *highest* card number becomes Player 1 (first turn). Turns then proceed according to *decreasing* card numbers.

- **6.0 Diplomacy:** A leader card allows players to bid 1, 2, or 3 Gold to make a Diplomatic bid for a Minor or NPE. Other players may match this Gold bid, allowing them to roll. See 6.0 for details.

[2] Action Phase

A card allows 3 or 4 AP. **Each 1AP** (or 1 Gold) allows *one* of three actions:

- **4.0 Movement:** For 1AP, **move** 1 *group*. All blocks in the same Region or Sea are a group. Blocks must stop when they engage enemy/neutral *blocks* or cross a mountain border or straits. See 4.3.

- **5.0 Levy:** For 1AP, add 1-Step to a *friendly supplied* block which has *not* moved this turn. A new block must be built to its first step in a supplied, *homeland* Region.

- **3.0 Save Gold:** Unused AP may be saved as Gold. (1AP=1G).

[3] Battle Phase

Battles occur after *all* players have made their desired Actions. They are fought where enemy blocks are located in the same Region or Sea. Battles are fought *one by one* in a sequence chosen by Player 1, then Player 2, etc. You may only choose a battle with friendly forces involved, which may be allied NPEs and Minors. See 7.1.

After all battles are resolved, repeat steps [1] to [3] until the Year ends.

WINTER TURN

The 4th card played each year is a *Winter Turn.* Special rules apply, see 3.5.

4.0 MOVEMENT

You may move your own blocks and *allied* NPE/Minor blocks. You can *never* move the blocks of another *player*. Blocks can only move *once* per Player Turn.

Blocks may pass through vacant and/or *allied* Regions/Seas, but must stop when they engage enemy or neutral block(s).

4.1 REGION/SEA CONTROL

Region and Sea control changes apply *immediately*.

- **FRIENDLY:** occupied by your blocks, or those of your allies - Player, NPE, or Minor. *Vacant Homeland* Regions of your empire and allied NPEs/Minors are also friendly.

Flag markers can denote control of friendly regions where needed.

Friendly blocks refers to a player's own **blocks** or those of NPE/Minor Allies. It *never* includes the blocks of other players, even when currently allied.

- **NEUTRAL:** occupied by neutral NPEs/Minors, or vacant Homeland regions of neutral NPEs/Minors. Vacant Seas are also neutral. *Neutral* is also an alliance status. Players may be neutral toward each other and NPEs/Minors often start neutral.

- **ENEMY:** friendly to another empire.

- **EMBATTLED:** Regions or Seas with *opposing* forces where a battle will be resolved in the upcoming Battle Phase.

4.2 BORDER LIMITS

Regions are separated by terrain border types. Seas are divided by dark blue dashed borders. The *maximum* number of blocks that can cross any border *into battle* varies by terrain type:

Clear:	4 blocks
River:	3 blocks
Forest:	3 blocks
Mountain:	2 blocks (must stop)
Marsh:	2 blocks
Strait:	2 blocks (must stop)
Sea:	No limit
Coast:	2 blocks

Border Limits *only* apply when Attacking, Reinforcing, Retreating, and Regrouping. They apply separately to each *player;* NPEs/Minors are included with their ally.

Borders are drawn with artistic symbols such as marshes, mountains, or trees and/or a color where clarification is helpful. Brown indicates clear, green indicates forest. Where two border types exist, the more restrictive applies. Coastal borders affect fleets entering coastal Regions and also limit sea invasions.

4.3 GROUP MOVES

All *friendly* blocks in the same Region (or Sea) are defined as 1 **GROUP**. Any/all blocks of a group can move for 1AP. Blocks in a group may move to different locations, subject to normal movement rules. Armies move 1-2 Regions. Fleets move 1-3 Seas.

4.31 Attacking or Reinforcing

Blocks can only attack a Region or Sea containing enemy or neutral blocks from *adjacent* Regions/Seas.

If 2 or more borders are used to attack into a Region or Sea, the *FIRST* border used is the *Main* attack and blocks crossing all other borders are *Reserves* (7.23).

Players moving later in the Game Turn, may reinforce an embattled region with *Reserves* (7.23). See also 7.8, Multiplayer Situations.

IMPORTANT: Attacking blocks' Battle Turns come after defending blocks with the same firepower letter (7.21).

4.32 Attacking Neutrals

Entering the territory of a neutral NPE or Minor causes it to *immediately* ally with another *player* who is *not* allied with the invader. Each eligible player rolls 2 dice. High roll (reroll ties) determines who allies with the invaded NPE or Minor. See: 6.13.

4.33 Pinning

Main attacking (4.31) blocks (including fleets) prevent an equal number of defending blocks from moving. The Defender chooses which blocks are pinned. Unpinned blocks can move normally and may attack or reinforce another *adjacent* Region, but they *cannot* cross borders used by enemy blocks to enter this battle.

4.4 SUPPLY

Unsupplied blocks *cannot* receive levies. A supply line is a *continuous* chain of *friendly* or *neutral* Regions/Seas leading back to **any** *friendly Homeland Victory City*. Supply *cannot* be traced *through Enemy* or *Embattled* Regions/Seas.

Sea Supply lines connect to land supply lines *only* at Naval Bases.

5.0 LEVIES

During their Player Turn, a player may use APs/Gold to add steps to *unembattled*, *supplied friendly* blocks, (including allied NPEs/Minors) for 1AP per step. Each block can only be raised *1 step* per Player Turn. Levied blocks cannot move this turn.

*EXAMPLE: A player uses 1AP to move 1 group, and 2AP to add 1 step to 2 **different**, supplied blocks.*

5.1 NEW BLOCKS (Cadres)

New army blocks can only be built in supplied, friendly, *Homeland* regions at *minimum* strength. They cannot be built up further on the same turn. See 7.7 and 8.2.

Movement Example

NPE Austria is allied to Britain and has 3 blocks in Bavaria and 2 in Bohemia. France has 3 blocks in the Rhineland and 2 in Burgundy.

France plays card 28 (Old Guard); Britain plays card 12 (Grenzer). France plays first and makes 2 Group Moves. First, 3 blocks from Rhineland cross into Bavaria (max. river border limit). Second, the 2 blocks in Burgundy move to Bavaria. France is attacking with 5 blocks, but only the three blocks from Rhineland are the Main attack; the 2 Burgundy blocks are Reserves. Remaining 2AP are saved as Gold-2.

The 3 Austrian blocks in Bavaria are pinned and cannot move or levy. Britain uses 1AP to reinforce the pending battle with 2 Austrians from Bohemia as reserves. Britain's other 2AP are saved as gold.

6.0 DIPLOMACY
6.1 DIPLOMATIC BIDS

Historical alliance partners are named for each scenario, but can change during play due to Diplomacy or Defeat (9.0).

Leader cards allow Diplomatic Bids, if desired, in the DIPLOMACY PHASE. If more than 1 leader card is played only the *higher* card can be used for a diplomatic bid.

Playing a leader card, and paying 1, 2, or 3 Gold allows a diplomatic roll for any NPE or Minor (never a player empire). Next, all other *players* (in descending card sequence) may *match* the Gold bid to earn a competitive roll or decline.

6.11 NPE & Minor Targets

A neutral minor or NPE does not roll. Only *players* can bid/roll.

6.12 Diplomatic Bonuses

• +1 Initiating player only.

• +VP value of *friendly* target NPE victory cities (not halved). All rolling players get this bonus.

EXAMPLE: Spain is a NPE allied to France, who would normally get +4 for the three Spanish victory cities. But if Britain occupies **Madrid***, she gets +2 and the French bonus is reduced to +2. Britain would also get +1 for starting this diplomatic bid. Hence France would roll 2d6+2, and Britain would roll 2d6+3. Any other players would roll just 2d6.*

6.13 Diplomatic Results

Each bidding player rolls 2d6, plus any bonus. High total wins. If all *modified* rolls are less than 7 and/or if there is a *tie* for the high roll, no diplomatic change occurs. All Gold bid is always forfeit.

A win by the *current ally* preserves the existing diplomatic status. A win by a different player changes an *enemy-allied* NPE/Minor to *Neutral,* or from *Neutral* to *Friendly-allied*.

IMPORTANT: Minors that are allied to an NPE remain allied when the NPE diplomatic status changes.

When NPE or Minor diplomatic status changes, *all* blocks remain in place and the *friendly* territory of an empire may change.

EXAMPLE: if NPE Austria becomes neutral while French blocks hold Bohemia, it is no longer Austrian territory and French blocks can remain there. Other players may attack France in Bohemia without affecting Austria. Control of Bohemia reverts to Austria if it is vacant. However, entering neighboring, **vacant** *Moravia is an attack on Austria (4.32).*

Diplomatic changes may cause battles. Where *non-allied* armies *now* co-exist battles must be resolved *immediately* with the blocks that changed sides as the Attackers. During such battles, the blocks that changed sides are controlled by the player who caused the change. Player 1 chooses the order of such battles when there is more than 1 to resolve.

NPE or Minor blocks changing from Allied *to* Neutral are turned *face-up*, current strength always facing **NORTH**.

NPE/Minor blocks changing *from* Neutral to Allied are turned upright at *current* strength in their current location.

6.2 PLAYER ALLIANCES

Unlike with NPEs, no die rolling is involved with player-to-player alliances.

During Winter, players may leave the table to negotiate for up to 10 minutes. Players may trade anything except cards.

Alliances *may* be kept secret or made public by placing reciprocal control markers in each other's capitals.

Allied regions are friendly (4.1). Subject to permission and stacking, your forces may pass through and/or co-exist in allied Regions. However, these regions are *not* your homeland; you cannot levy cadres (5.1) there nor can you trace supply from Allied Victory cities (4.4).

Allies may reinforce each other in a battle. See 7.23 and 7.8. Players can never move or levy the blocks of another *player*.

Alliances with a player (or NPE/Minor) may be broken during a Player's *Movement* Phase, verbally or by a movement action. Alliances *cannot* be changed once the BATTLE PHASE begins.

Broken Player-Alliances may cause battles. These are resolved normally in the Battle Phase with the blocks that changed sides as the Attackers.

6.21 Surrender

Players (not NPEs) may surrender earlier than the conditions laid out in Defeat (9.0). A player can offer Regions, Gold, etc. to another player, who can accept the terms, deny, or counter-offer. Voluntary surrender is still a defeat but it means that blocks are *not* reduced to *minimum* strength.

6.22 Gentleman's Diplomacy

VARIANT: To promote more predictable play, *Players* may only form or break alliances during WINTER. This does *not* impact Minors, NPEs or neutral players.

7.0 BATTLES

7.1 BATTLE SEQUENCE

After all PLAYER TURNS are completed, battles are fought, one by one. Player 1 chooses 1 battle to be resolved first.

Forces are not revealed until a battle is fought. Reveal blocks by tipping them forward, *face-up,* to maintain current strength.

After this battle is complete, stand all blocks upright, and Player 2 selects the next battle. Continue in PLAYER TURN sequence until all battles have been resolved.

IMPORTANT: You must always choose battles that contain friendly forces, or forfeit the right to choose a battle.

7.2 BATTLE ROUNDS

Each battle is fought for 1 to 4 battle rounds, but can be extended. See 7.61. Blocks *cannot* retreat in Round 1. Reserves (7.23) are revealed at the start of Round 2. In round 4, the defender fires normally but the *Attacker* must retreat (in the normal battle turn sequence), unless the battle is extended.

7.21 Battle Turns

Each block has 1 Battle Turn per Round. In its turn, a block may *Fire (7.3)* or *Retreat (7.4),* or pass. The sequence of Combat Turns depends on firepower ratings. All "A" blocks act before all "B" blocks, which act before all "C" blocks, etc. Defending "A" blocks act before attacking "A" blocks, etc.

EXAMPLE: British Cavalry B2 and Infantry C2 attack a French Artillery A2 and an infantry C2. The sequence per battle round is: French Artillery, British Cavalry, French Infantry, British Infantry.

After all blocks have taken a Battle Turn, 1 *Round* has been fought. Repeat for subsequent rounds as necessary.

7.22 Battle Stacking

There is no limit to stacking in embattled Regions, but the victor must satisfy stacking by regrouping or eliminating overstacked blocks (owner's choice).

7.23 Battle Reserves

Reserves apply anytime blocks reinforce a battle started *earlier* in the Game Turn. Reserves also exist anytime *multiple borders* are used to attack - the first border crossed is the *Main Attack* and blocks crossing all other borders are reserves.

Reserve blocks may not fire, retreat, or take hits in Round 1. They are revealed at the start of Round 2 to fight normally.

IMPORTANT: if the Attacker eliminates all Defenders in Round-1, excess hits are forfeit but Battlefield Control switches for rounds 2-4. Defending reserve blocks arriving on Round 2 each lose 1 step and are now Attackers, firing second when equal, and retreating in Round-4 if not victorious.

EXAMPLE: 2 British blocks from Norte (Lisbon) and 1 from Andalusia, attack 2 French blocks in La Mancha. The Lisbon group enters first and is the Main Attack, the Andalusia block is the Reserve.

7.3 FIRING BLOCKS

To fire, a block rolls as many dice as its *current Strength*. A hit is scored for each die roll *equal or lower* than the block's current *Firepower* rating.

EXAMPLE: Cavalry with 3 steps rolls 3 dice. If this block has B3 firepower, all rolls of 1, 2, 3 are hits, but rolls of 4, 5, 6 are misses. Hence, if the dice rolled are 2, 4, 5, the cavalry scores 1 hit and 2 misses.

7.31 Battle Hits

Firing is not simultaneous. All hits are applied immediately. Enemy blocks are not targeted individually. Each hit is applied to the strongest enemy block. If 2 or more blocks share the highest Strength, the owner chooses which block to reduce.

EXAMPLE: The French have 3 blocks, two 2-step and one 3-step. The enemy inflicts 2 hits. The first hit must go on the 3-step block and the second hit on any of the (now) three 2-step blocks, French choice.

7.32 Fortress Battles

Fortress blocks are treated like other defending blocks except they cannot Retreat or Regroup and they have *double defense.* Each step loss requires 2 hits. When a fortress block takes 1 hit (rotate it 45˚) the next hit *must* be taken on that fortress. A half-hit does not reduce fortress fire (dice). If the second hit is not scored by the end of the *battle*, the first hit is recovered.

7.4 RETREATS

Each block may *Retreat* (instead of firing) on its Battle Turn, except in Round 1. The *Attacker* must retreat in Round 4 except when a battle is extended (7.61).

- Blocks can retreat to any *adjacent friendly* Regions and/or *adjacent vacant* Regions via any borders used to enter the battle. They cannot retreat to an enemy *occupied* region.
- Border Limits apply *each* round.
- Blocks may also retreat to a *vacant* Neutral region, but this *immediately* invokes rule 4.32.
- Blocks that cannot retreat when required are eliminated, see 7.7.
- See 8.3 for Fleet Retreats and 8.5 for Sea Invasion Retreats.

7.5 REGROUPS

The *victor* in any battle *may immediately* Regroup (move) blocks in the *victory Region* to any *adjacent friendly* or *vacant* regions. A regroup into a vacant *neutral* Region invokes Rule 4.32. See also Player-Alliances (6.2).

See also Fleet Regroups (8.3), and Invasion Regroups (8.5).

7.6 HQ BATTLE OPTIONS

HQs in a battle may expend 1-Step to extend a battle or pursue with *their own* blocks. Other blocks must retreat during round 4 or regroup after a victory, unless their own HQ is also present and also reduced 1-Step.

An HQ cannot eliminate itself - only Napoléon (3 steps) can extend or pursue twice.

- **7.61 EXTEND BATTLE** by **1** round at the end of round 3 allowing attackers to fire instead of retreating in round 4. Attackers must retreat in round 5, unless the battle is extended *again* at the end of round 4 by expending another step.
- **7.62 PURSUE:** *attack* into **1** *adjacent*, e*nemy occupied* region OR *reinforce* 1 adjacent *pending* battle as Reserves. Border limits apply. Resolve the pursuit battle *immediately* with the normal 1-4 rounds (may be extended).

BATTLE EXAMPLE

A battle involves 1 Spanish and 3 British blocks, defending against 5 French blocks, 2 in Reserve. Reserve blocks are not revealed, do not fire or take hits in their *first* battle round.

Round 1 firing sequence:
British 2A3, 2B4 (Wellington)
French 3B4 (Napoléon)
British 4C3, Spanish 3C2
French 4C3, 3C3.

Round 2 Reserve French 3B3 and 3C4 available. All blocks may fire or retreat.

RESERVE

BATTLELINES

7.7 BLOCK ELIMINATIONS

When armies or fleets are eliminated, they are placed *face-up* in a player's Force Pool. They cannot be rebuilt until the next *Year*, when they are turned *upright* to show they are available. Blocks can *only* be built in supplied, friendly, Homeland regions. Fortresses rebuild in the region specified on the block. See 8.2 for eliminated fleets.

7.71 Eliminated HQs

HQs in a battle are treated like any other block, firing, or retreating each round. An eliminated HQ is rebuilt normally (5.1) in a Homeland Region.

EXCEPTION: Loss of Napoléon is a French defeat (see 10.3).

7.72 Eliminated Allied NPEs/Minors

Eliminated allied NPE/minor blocks are placed in the Force Pool of their owner but switched to the Conqueror's Pool if defeated.

7.8 MULTIPLAYER SITUATIONS

Multiple player-empires may reinforce a battle with reserves. Reserves may ally with the Attacker or the Defender, giving their blocks the same status.

Card value is used to resolve *all* disputes. The *higher* card played *this* turn decides the order of retreats, regroups, assigning hits, defeats (9.2), Gold/VP control for co-occupied cities, etc.

8.0 FLEET ACTIONS

8.1 FLEET MOVEMENT

Fleets and Armies in a Region are part of the *same* group (1 AP moves them all). Fleets can Move 1 or 2 or 3 Seas but they must stop when engaging enemy or neutral blocks. As with armies, fleets can only attack/reinforce *adjacent* forces.

Sea borders have no limit for Fleets even when attacking. Coastal borders have a limit of 2. Fleets can only move to coastal Regions where there is a Naval Base.

Fleets cannot move directly between coastal regions. They must first move to an adjacent Sea and then to an adjacent coastal Region with a Naval Base.

STRAIT: Fleets (as well as sea movement) can only pass through a strait if the Regions on both sides are friendly or neutral. Hence, fleets can only move past the *Kattegat Strait* if Denmark and Sweden are both neutral and/or friendly.

8.2 BUILDING FLEETS

Fleets at sea with a valid supply line to a *friendly Homeland naval base* can be levied 1 step max. per game turn. Each step costs 1AP.

New fleets must be built in a friendly, supplied, **Homeland** naval base. Fleets begin at STR-0, which also costs 1AP.

NOTE: Zero (Ø) step fleets function normally except they have zero firepower. They still need 1 hit to be sunk. They cannot fire but are otherwise normal.

8.3 FLEET BATTLES

Sea battles are fought normally during the Battle Phase of a Game Turn. The Defender fires first. Players roll for each Fleet according to its strength and score hits normally. Fleets cannot retreat until Round 2; the Attacker *must* retreat Round 4.

Fleets may attack enemy blocks in a Naval Base Region or defend when attacked there. Fleets always fire at –1 (D2=D1) in coastal regions. Fleets may NOT retreat to an adjacent coastal Region, *only* to an *adjacent*, friendly or vacant Sea.

THE "VICTORY" AT TRAFALGAR   J. M. W. Turner

8.31 Fleet Retreats / Regroups

Fleets can retreat/regroup to *adjacent* friendly or vacant seas, *even* via borders used by the enemy to attack or reinforce.

Army units *cannot* retreat by sea except when they Sea Invade (8.5).

8.32 Blockades

Naval Bases are blockaded when all adjacent Seas are occupied by enemy fleet(s). Bases with two adjacent Seas (such as Brest or Calais) require both Seas to be enemy occupied to be blockaded. *Sea Supply* cannot be traced into, from, or through blockaded Regions.

8.4 SEA MOVE

Armies (any type except fortresses) may sea move from a *friendly* Naval Base to another *friendly* Naval Base any distance via *connected friendly* Seas.

Cost is **1AP** per *army block*. Blocks cannot move by both land and sea (or vice-versa) in the *same* turn. Sea Movement is prohibited in Winter. Each Sea and Naval Base involved must be *friendly* at the *start* of the Player Turn. At least one friendly fleet is "pinned" in each Sea crossed to keep it friendly.

*EXAMPLE: Britain has 1 fleet located in the English Channel and 1 in the Bay of Biscay. Blocks can now move from Wessex to Galicia (if friendly) across the English Channel and Bay of Biscay for a cost of **1AP** per block. Both fleets are pinned (cannot move).*

8.5 SEA INVASIONS

A Sea Invasion is a Sea Move to a vacant or defended enemy/neutral coastal Region. Although artillery and cavalry can make a Sea Move, only HQs and infantry can Invade. Cost is 1AP per invading block.

Only 1 invasion, with a maximum of 2 blocks, is allowed per Player Turn. Invaders must come *from* a *friendly* naval base, but can invade any coastal Region or playable island. No Sea Invasions in Winter.

Invasions cannot be combined with land attacks or other players' invasions, nor can they reinforce pending battles. Unpinned fleets can reinforce as reserves (7.23).

Sea Invasion blocks can *Retreat* by sea back to the *friendly* naval base they came from, provided all required seas are still *friendly*. They may also retreat/regroup to *friendly* regions, adjacent to the invasion landing*.

CAUTION: Invasion army blocks can only retreat/regroup over friendly seas. If players moving later in a Game Turn attack those seas, retreat by sea may be blocked.

9.0 DEFEAT

9.1 MINOR DEFEAT

A minor is defeated at the end of the current GAME TURN when its Victory City (or its only region) is enemy occupied. It is now allied with the conqueror. See also 7.72.

9.2 EMPIRE DEFEAT

An empire (NPE or player) is defeated at the end of the current GAME TURN if either of two conditions apply:

- **All of an empire's victory cities are enemy-controlled.**
- **An empire is reduced to three (3) or less blocks on the map.**

Remaining blocks of a defeated empire are reduced to *minimum* strength (1 or 0) and remain in place.

The defeated NPE is now the ally of the conqueror. Minors that are allied to the defeated NPE become *Neutral* (see 6.13).

9.21 Player Defeat

REPARATIONS: If the defeated empire is a *player*, the victor collects half (round down) of their Treasury Gold.

Play continues with the defeated player as an ally of the conqueror until at least the *following* winter. Later, either player may break the alliance.

See 7.8 if multiple players *cause* a defeat.

*EXAMPLE: France attacks and defeats the Austrian **player** by occupying all three victory cities. Surviving Austrian blocks are reduced to 1. France collects 1/2 of the Austrian player's treasury Gold (round down). Austria now becomes a French ally.*

10.0 GAME VICTORY

10.1 VICTORY POINTS (VPs)

When a scenario ends, players total their VPs using the same process as counting Gold (3.4). Ties are broken in favor of the player holding the most Treasury Gold. See also handicap below.

10.2 HANDICAPS

If Austria, Prussia, Spain, or Turkey are *players* (not NPEs), they add *5VP* each to their victory total.

10.3 SUDDEN DEATH

A game ends at the end of any **GAME TURN** if *Britain, Russia or France are defeated* or if *Napoléon* is killed (7.71). All players (except the defeated empire) now total their VPs to determine the winner.

11.0 MAP GAZETTEER

11.1 Dardanelles & Bosphorus: Armies move between Ottoman Regions via these 2 straits. The SEA OF MARMARA lies between the BLACK SEA and the AEGEAN. Both sides of the Dardanelles & Bosphorus straits must be *friendly or neutral* to enter or exit the SEA OF MARMARA.

11.2 Denmark: Minor, initially Neutral. The DANISH SEA lies between the BALTIC and the SKAGERRAK. Armies move from DENMARK to Sweden via the *Kattegat Strait*. Both sides of the *Kattegat Strait must be **friendly or neutral** for fleets to move past it.* DENMARK and all of its islands are a considered a single region.

11.3 Egypt: Region adjacent to SYRIA and the *Levant Sea*, controlled by the Ottomans except for a short French occupation, 1798-1801 (prior to the start of this game).

11.4 Gibraltar: Coastal British region with a Naval Base (not Homeland). Stacking and Battle Stacking is 1 Army and 1 Fleet. GIBRALTAR is adjacent to ANDALUSIA, separated by a narrow border with a limit of 1 army. There is no strait connecting Gibraltar/Morocco; Fleets can always move between the MID-ATLANTIC and ALBORAN Seas. The Naval Base at Gibraltar is adjacent to both the MID-ATLANTIC and ALBORAN Seas.

11.5 Small Islands: If a Naval Base is shown, Stacking and Battle Stacking is 1 Fleet and 1 Army. These are: CORFU (Russian), CYPRUS and RHODES (Ottoman), MAJORCA (Spanish), and MALTA (British). Other *small* islands are unplayable. Small islands are never homeland Regions (no new cadres).

11.6 Mountains: The following regions are Mountain: ARMENIA, CALABRIA, CORSICA, GREECE, KURDISTAN, NORWAY, SARDINIA, SCOTLAND, SYRIA, SWISS, TYROL, and WALES. For a few Mountain/River borders the lower mountain limit of 2 applies. Specifically, the *entire Euphrates River* and the Armenia-Kurdistan border is treated as a mountain border - blocks must stop after crossing. Also, the *Danube River* between SERBIA and WALLACHIA (near the *Iron Gate*) and the *Rhine* on the north border of SWISS are mountain borders. No other rivers on the map are treated this way.

11.7 Naples (Kingdom): includes CALABRIA, APULIA, and SICILY. 2 armies may cross the *Strait of Messina.* Fleets ignore this strait by moving south of Sicily.

11.8 Poland (Duchy of Warsaw): Prussia claimed this region in 1794 with a partition of Poland and it begins the game allied to neutral Prussia. The *Duchy of Warsaw* was established 1807-15 by Napoléon after he defeated Prussia.

11.9 Portugal: Ally of Britain since 1386. Portuguese infantry corps was commanded by British general *Beresford*.

11.10 Veneto: Napoléon liberated Austrian Veneto in 1797. Austria retook it in 1798. France took it in 1805 and held it to 1815.

11.11 Italy: Formerly called Piedmont, this is the only Italian region in 1804. Napoléon was crowned King of Italy and his son became the Prince of Rome in 1809. Eventually, all Italian regions were French controlled except Sicily. Palermo was a British naval base.

11.12 Russian Rivers and Lakes: Most Russian Rivers freeze in Winter. The border rivers: the Bug, Dnister, Kuban, and Nieman *do not freeze.* The border limit, for frozen rivers, which is normally −1 in Winter (2 blocks), is still 3 for Russian Empire blocks (Green). Russian River/Forest borders such as Poltava-Donbas are treated as rivers (they freeze in winter and Russian border limit is 3). Lake Onega is impassable except in Winter, when it freezes, and the *Russian* border limit is 3.

11.13 Garonne Estuary: Treated as a strait between GASCONY and VENDEÉ.

12.0 SCENARIOS

Three scenarios are provided:

1804-07, 1808-11, 1812-15

Starting blocks and deployments are given on the following pages. Allied minors deploy *upright* in their own countries. Neutral blocks are deployed *face-up* with their current strength pointed *north*.

Pool blocks are placed *upright* in an empire's force pool to be built later.

•Indicates a minor allied to an Empire. Neutral minors are listed in 1804.

12.1 CAMPAIGN GAME

Players may link all three scenarios by continuing play. No special rules apply. Play time of 8-10 hours can be expected.

12.2 SOLITAIRE GAME

See Back Cover

1804-07 (4 Hours)

All blocks (except Forts) deploy –1 step.

Player empires start with the Gold indicated. NPE starting Gold is halved. Eg. NPE Spain (8 Gold) is controlled by France, the French player begins with 14 Gold ((10 + (8÷2)).

Neutral blocks begin face-up with their current strength facing north.

FRANCE: Gold 10

Paris	HQ (Napoléon), Art #1, Garde, Inf #5
Flanders	Fort (Antwerp), Inf #3, Inf #4
Rhineland	Fort (Mainz), Inf #2
Burgundy	Cav #1
Brittany	Fort (Brest), Fleet #1, Inf #6
Vendée	Fort (Rochefort)
Gascony	Fort (Bayonne)
Provence	Fleet #2
Italy	Inf #7, Cav #2
Romagna	Army Italy (Eugene)
Hanover	Inf #1
Swiss	•Fort (Zurich)
Holland	•Fort (Amsterdam)
Westfalen	•Infantry
POOL	Inf #8, Inf #9, Fleet #3, Art #2

SPAIN: Gold 8 (French Allied)

Madrid	HQ (Cuesta), Cav #1, Inf #1, Art #1
Andalusia	Fort (Cadiz), Fleet #2, Inf #2
La Mancha	Fort (Badajoz)
Galicia	Fleet #1
Asturias	Guerrilla #1
Cataluna	Fort (Barcelona)
Murcia	Fleet #3
Morocco	•Cavalry
POOL	Guerrilla #2

AUSTRIA: Gold 8 (Neutral)

Vienna	HQ (Charles), Gärd, Art #1, Inf #1,
Bohemia	Cav #1
Zala	Inf #4, Cav #2
Illyria	Fleet, Grenzer
Tyrol	Inf #3
Sanar	Inf #5
Veneto	•Fort (Mantua)
POOL	Inf #2

PRUSSIA: Gold 8 (Neutral)

Berlin	HQ (Blücher), Gärd, Cav #1, Art #1
Pomerania	Fort (Danzig), Inf #3, Fleet #1
Silesia	Fort (Breslau), Inf #2
East Prussia	Inf #1, Inf #4
Poland	•Infantry (Warsaw)
POOL	Inf #5, Dragoner

BRITAIN: Gold 10

London	HQ (Wellington), Art #1, Inf #4, Cav #1
Wessex	Fort (Portsmouth), Inf #1, Inf #2
Scotland	Fort (Edinburgh)
Ireland	Fort (Cork), Inf #3
Gibraltar	Fort
Malta	Fort
Gulf of Lyon	Fleet #1
N. Atlantic	Fleet #2
Channel	Fleet #3, Fleet #4
North Sea	Fleet #5
Norte	•Fort (Lisbon), •Infantry (Beresford)
Sweden	•Infantry (Sweden), •Fleet (Sweden)
POOL	Fleet #6

RUSSIA: Gold 10 (Neutral)

Moscow	Inf #1, Art #1
St. Petersburg	HQ (Czar), Guard
Neva	Fleet #1
Smolensk	Inf #2, Inf #4, Art #2, Cossack #1
Livonia	Fort (Riga)
Lithuania	Inf #5
Belarus	Cav #1
Ukraine	Cossack #2
Krivy	Fort (Odesa), Inf #3
Crimea	Fleet #2
POOL	Cav #2, Militia #1, Militia #2, Fleet #3

TURKEY: Gold 8 (Neutral)

Thracia	Fort (Istanbul), HQ (Selim III), Janissary, Fleet #1
Wallachia	Inf #2
Bulgaria	Fort (Schumen)
Serbia	Infantry (Serbia)
Angora	Inf #1
Georgia	Kapikulu
Greece	Fleet #2
Egypt	Mamluk
Tunisia	•Fort (Tunis), •Fleet (Tunis)
POOL	Art #1

MINORS: (Neutral)

Calabria	•Infantry (Naples)
Rome	•Infantry (Rome)
Denmark	•Fleet (Denmark)
Bavaria	•Infantry (Munich)
Saxony	•Fort (Magdeburg)
Hansa	•Infantry (Hamburg)

1808-11 (4 Hours)

All blocks (except Forts) deploy at −1 step.
Player empires start with the Gold indicated. NPE starting Gold is halved. Neutral blocks begin face-up with their current strength facing north.

FRANCE: Gold 12

Paris	HQ (Napoléon), Garde, Art #1
Flanders	Antwerp (Fort)
Brittany	Brest (Fort), Fleet #1
Vendée	Fort (Rochefort)
Gascony	Fort (Bayonne)
Languedoc	Inf #3, Inf #4, Cav #2
Rhineland	Fort (Mainz), Inf #1
Burgundy	Inf #6, Art #2
Provence	Fleet #2
Italy	Inf #7
Veneto	•Fort (Mantua), Army Italy (Eugene)
Saxony	•Fort (Magdeburg)
Bavaria	•Infantry, Inf #2, Inf #5
Hanover	Cav #1
Westfalen	•Infantry
Hansa	•Infantry
Swiss	•Fort (Zurich)
Denmark	•Fleet (Denmark)
Holland	•Fort (Amsterdam)
Calabria	•Infantry (Naples)
Rome	•Infantry (Rome)
Poland	•Infantry (Warsaw)
POOL	Inf #8, Inf #9, Fleet #3

AUSTRIA: Gold 4 (Neutral)

Vienna	HQ (Charles), Gärd, Art #1
Bohemia	Inf #1, Cav #1
Moravia	Inf #2
Zala	Grenzer
Illyria	Fleet #1 (Trieste)
Sanar	Inf #5
POOL	Inf #3, Inf #4, Cav #2

PRUSSIA: Gold 4 (Neutral)

Berlin	HQ (Blücher), Gärd, Inf #1
Silesia	Fort (Breslau), Inf #2
Pomerania	Fort (Danzig), Inf #3
East Prussia	Inf #4, Art #1
POOL	Inf #5, Cav #1, Dragoner, Fleet #1

BRITAIN: Gold 10

London	Cav #1, Inf #1, Inf #4
Wessex	Fort (Portsmouth), HQ (Wellington), Inf #2, Art #1
Scotland	Fort (Edinburgh)
Ireland	Fort (Cork), Inf #3
N. Atlantic	Fleet #1
Channel	Fleet #3, Fleet #4
Skagerrak	Fleet #6
North Sea	Fleet #5
Gibraltar	Fort, Fleet #2
Malta	Fort
Portugal	•Fort (Lisbon), •Infantry (Beresford)
Sweden	•Infantry (Sweden), •Fleet (Sweden)
POOL	None

RUSSIA: Gold 6 (Neutral)

Moscow	HQ (Czar), Guard, Art #1
St. Petersburg	Militia #2
Neva	Fleet #1
Livonia	Fort (Riga)
Lithuania	Inf #5
Smolensk	Inf #1, Inf #2, Art #2
Belarus	Inf #4, Militia #1
Ukraine	Cav #2
Kuban	Cossack #1
Krivy	Fort (Odesa)
Crimea	Fleet #2
Moldavia	Inf #3, Cossack #2
Corfu	Fleet #3
POOL	Cav #1

SPAIN: Gold 4 (Neutral)

Madrid	HQ (Cuesta), Inf #1, Art #1
Asturias	Guerrilla #1
La Mancha	Fort (Badajoz)
Andalusia	Fort (Cadiz), Cav #1, Inf #2, Fleet #2
Murcia	Fleet #3 (Cartagena)
Cataluna	Fort (Barcelona)
Morocco	•Cavalry
POOL	Fleet #1, Guerrilla #2

TURKEY: Gold 6 (Neutral)

Thracia	Fort (Istanbul), Art #1
Black Sea	Fleet #1
Wallachia	HQ (Selim III), Janissary, Inf #2
Bulgaria	Fort (Schumen)
Serbia	Infantry (Serbia)
Angora	Inf #1
Georgia	Kapikulu
Greece	Fleet #2
Egypt	Mamluk
Tunisia	•Fort (Tunis), •Fleet (Tunis)
POOL	None

1812-15 (4 Hours)

All blocks deploy at *FULL* strength. Player empires start with the Gold indicated. NPE starting Gold is halved. Neutral blocks begin face-up with their current strength facing north.

FRANCE: Gold 10

Flanders	Fort (Antwerp)
Brittany	Fort (Brest), Fleet #1
Vendée	Fort (Rochefort)
Gascony	Fort (Bayonne)
Provence	Fleet #2
Paris	Art #2
Rhineland	Fort (Mainz)
East Prussia	HQ (Napoléon), Garde, Inf #6
Sanar	Army Italy, •Bavaria, •Westfalen
Poland	•Infantry, Inf #3, Inf #7, Art #1
Saxony	•Fort (Magdeburg)
Silesia	Cav #1
Asturias	Inf #1, Cav #2
Cataluna	Inf #4
Bavaria	Inf #5
Denmark	•Fleet (Denmark)
Hanover	Inf #2
Swiss	•Fort (Zurich)
Hansa	•Infantry (Hamburg)
Holland	•Fort (Amsterdam)
Calabria	•Infantry (Naples)
Rome	•Infantry (Rome)
Veneto	•Fort (Mantua)
Sweden	•Infantry (Sweden),•Fleet (Sweden)
POOL	Inf #8, Inf #9, Fleet #3

AUSTRIA: Gold 6 (French Allied)

Vienna	HQ (Charles), Gärd, Inf #1, Inf #4
Ruthenia	Cav #2
Sanar	Inf #5
Bohemia	Inf #2
Zala	Grenzer, Cav #1
POOL	Inf #3, Art #1, Fleet #1

PRUSSIA: Gold 6 (French Allied)

Berlin	HQ (Blücher), Gärd, Inf #1
Silesia	Fort (Breslau), Inf #5
Ruthenia	Inf #2
Pomerania	Fort (Danzig), Cav #1, Inf #4, Fleet #1
POOL	Art #1, Inf #3, Dragoner

BRITAIN: Gold 10

London	Inf #4
Wessex	Fort (Portsmouth)
Scotland	Fort (Edinburgh)
Ireland	Fort (Cork), Inf #3
Gibraltar	Fort, Fleet #5
Malta	Fort, Fleet #2
N. Atlantic	Fleet #1
Channel	Fleet #3, Fleet #4
North Sea	Fleet #6
Norte	•Fort (Lisbon), HQ (Wellington), Inf #1, Art #1
Algarve	•Portugal (Beresford), Cav #1, Inf #2
POOL	None

SPAIN: Gold 6 (British Ally)

Madrid	HQ (Cuesta), Inf #1, Cav #1, Art #1
Galicia	Fleet #1, Guerrilla #1
Murcia	Fleet #3, Inf #2
La Mancha	Fort (Badajoz)
Andalusia	Fort (Cadiz), Fleet #2
Morocco	•Cavalry
POOL	Fort (Barcelona), Guerrilla #2

RUSSIA: Gold 8 (Neutral)

Moscow	Art #1
St. Petersburg	HQ (Czar), Guard, Militia #2
Neva	Fleet #1
Livonia	Fort (Riga)
Lithuania	Inf #5
Smolensk	Inf #1, Inf #2, Cav #1
Belarus	Art #2, Militia #1
Ukraine	Inf #4, Cav #2
Kuban	Cossack #1
Krivy	Fort (Odesa)
Crimea	Fleet #2
Moldavia	Inf #3, Cossack #2
POOL	Fleet #3

TURKEY: Gold 8 (Neutral)

Thracia	Fort (Istanbul), Art #1, Fleet #1
Wallachia	HQ (Selim III), Janissary, Inf #2
Bulgaria	Fort (Schumen)
Serbia	Infantry (Serbia)
Angora	Inf #1
Georgia	Kapikulu
Greece	Fleet #2
Egypt	Mamluk
Tunisia	•Fort (Tunis), •Fleet (Tunis)
POOL	None

SOLITAIRE

Set up blocks normally for 1804 scenario. There is no gold or diplomacy and all empires are at war. Face *all* blocks away from you to provide some fog of war.

Deal 16 cards from the shuffled deck and place them face down in a pile. Each turn, the top card is flipped. The color of the card determines which empire you play this turn.

Turn those blocks toward you and use 3 AP, seeking to gain VPs. Determine the optimal levy(s) and move(s) and execute.

Solo player chooses battle order. Blocks fight normally. **Enemy** blocks at STR 1 must retreat on their battle turn.

Regardless of which empire is being played, you accumulate permanent VPs *each turn* for territory *increases*. Subtract for *decreases* from abandoned (non-homeland) Regions/Seas. See Example below).

Always play each empire optimally, trying to increase your cumulative score. Not knowing who you'll play next turn provides uncertainty and keeps things interesting.

There is no Winter Turn. Eliminated blocks can be rebuilt same year.

Play all 16 cards consecutively. To win, earn 16vp or more over the 16 cards.

*EXAMPLE: The opening card is France. The solo player decides to attack Bavaria. France wins and gains 1vp for occupying Munich. A score of 1vp is **permanently** recorded.*

The second card is Austrian who attack Bavaria and Saxony and win both battles, earning 2VP (1 for each). The solo player's cumulative score is now 1+2 = 3.

The third card is British who move a fleet from the North Sea to attack coastal Hansa. Britain loses the battle and the fleet so 1VP is lost for abandoning the North Sea. The cumulative score drops to 2. Moving a fleet from the English Channel to the North Sea would have prevented this VP loss. If Britain had done that and won at Hansa, a gain of 1 VP would have been earned.

A longer campaign is also possible; keep playing into 1808 or 1812 with 16 new cards each time. A cumulative total of 32 or 48 VPs is now required to win.