

Napoleon and his Marshals Dice Game

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This is version of *Napoleon and his Marshals* (NAHM), with reduced scale game.

What You Will Need to Play.

1. The modified map, which is based on the original game and expansions.
2. Players will also need the original game's army counters, or a set of colored dice (see below).

Very little record-keeping is required in this version, and it moves very quickly. Once you know the rules, you should be able to play an entire game in an evening or afternoon.

Scenario Summary.

There are three scenarios from 1805-1815. For details, see Scenarios, at the end of the rules.

1. Two Player Historical. France vs all others.
2. Multi-Player Historical. 3-5 players.
3. Multi-Player Free-for-All. 3-5 players.

How to Win.

Complete the scorecard (at end of scenarios list) at the end of each year. As the years go by, players can note who is ahead or behind and adjust their actions accordingly. At the end of 1815, total up all the years to compare the scores, with the highest score winning.

Note that the scorecards are different depending on which scenario is being played.

Map. Use the map designed for this version, entitled *Napoleon and his Marshals with Dice*.

The regions (sometimes called "areas") are marked with a dark black line. National boundaries are colored:

France	light purple
Britain	none, an island
Prussia	gray
Russia	dull pink
Austria	green
Neutrals	yellow (Spain, Ottomans)

Turn. Each turn is a season, or two months, so: J/F, M/A, M/J, J/A, S/O and then N/D¹. There are therefore 6 turns per year, and 66 turns for the entire game (1805-1815).

The turn sequence is:

Two-Player Game

1. Coalition Player
 - a. Reinforcements/Replacements
 - b. Activation
 - c. Movement
 - d. Combat
 - e. Conduct Peace Treaties (this can also occur in certain cases during Movement and Combat – See “Victory and Defeat.”)
2. French Player (same steps)

Multi-Player Game

In the multi-player game, players may switch nations from time to time. At the beginning of the game, and any time players switch nations, the turn order is chosen at random, using dice, picking out of a hat, etc. That turn order lasts until the end of the game, or it's time to switch nations.

When players are allied and at war with a common enemy, they may all conduct their turns together during any one of the allies' turns. See example.

Example. The turn order was randomly determined to be: BR, FR, RU, AU, PR. BR, RU and AU (the Coalition) are at war with FR. PR is neutral. The Coalition decides at the beginning of each turn whether it will move together in the BR turn (first) or in the RU or AU turn (after FR). PR will always move last. Note that the Coalition may move last in one turn, and then first in the next, or in may manipulate when FR moves in the same way. During September/October, the Coalition chooses to move first. But during the N/D turn, they choose to move last, to keep the chance of gathering up regions for Victory Point purposes, as the VPs are counted at the end of each year.

Counters/Dice.

Use dice to represent the armies or use counters from the original NAHM game (the terms “counters” and “dice” are interchangeable throughout the rest of the rules). The value of a die is 1-6, depending on the number of pips showing on the top side. If using counters, the value is 1-5 per counter. Note that if you are using counters, the maximum size of an army is reduced from 6 to 5.

No navies or leaders, except Napoleon, Wellesley (and optionally Nelson) are in play. Use the counters from the original *Napoleon and his Marshals* game, or some other marker to indicate the leaders.

Each nation has a limited number of dice/counters it can have in play, depending on the year. At the start, the limits are:

Blue dice: French, limit 10 dice in play at once

For the following, also see Reinforcements and Improvements:

Red dice: British, limit 1 die in play at once

White dice: Austrian, limit 2 dice in play at once

Green dice: Russian, limit 2 dice in play at once

¹ January/February, March/April, etc.

Black dice: Prussia, limit 2 dice in play at once

Yellow dice: all other neutrals, minors, and client states. Place your nation's die on top of any yellow dice you control if in the same region.

Stacking.

There is no limit to stacking in an area. There is, however, a limit to the number of dice that may be in play (see above rule). Friendly and enemy units may both occupy the same area. Control of an area remains with whichever nation had control of it most recently.

Production. Production is the building of new or replacement armies.

1. Each owned/controlled star² builds 1 pip on a die, or 1 factor if using counters.
2. If your nation has more pips than stars, then you cannot build anything, but you don't have to disband any either.
3. Pips may be added to a die as follows:
 - a. one per star per turn,
 - b. only in the major power's home country (including incorporated areas, but see Britain below)
4. Certain minor powers and client states can also add pips to a die. They are: Sweden, Spain, and the Ottoman Empire. They add pips only to their own yellow dice within their respective countries, never to their controller. Their pips count against their production, but otherwise, their controller may spend those minors' production on pips in his own home nation instead. *Example. Russia has declared war on Sweden, which is now British-controlled. Britain has 4 production: 2 in Britian, 1 in Portugal, and now 1 in Sweden. It has 1 British die with 2 pips, and 1 Swedish die with 1 pip, so it may build another pip as per the production rules, including adding a pip to the Swedish die if it is in the Svealand (Stockholm) region.*
5. Poland. As an exception, any nation may build one pip per turn in the Warsaw or Krakow (one or the other, not both the same turn) regions beginning in J/F of the year following its capture.
6. Britain. Britain may build one pip per turn on any friendly red coastal star (only) on the continent IF it has other units in that nation or territory, and Britain has the production capacity.
7. Production may NOT be saved as in the original game.
8. NO NAVAL units are built. Britain has control of all seas, all the time. (See optional rules.)

Example. It is 1806. France conquered Wurttemberg and Bavaria in 1805. France's total production is 12 (home)+2(client states) = 14. It has 5 dice (of 10) on the map. There is a die with 1 pip in Normandy and the rest are outside the country. The total pips on all the dice is 11, so France can add 3 pips. France adds 1 to the die in Normandy making it a 2 now. France also adds a new die in Alsace with 1 pip and another in Holland. Note that none of the dice outside of France got to add value.

Foreign Aid.

1. Britain can provide up to 4 production points in addition to its on-map production to its major power allies per turn, but no more than 2 per nation. These may NOT be used for British units or any minor nation it controls. They may only be given to an allied major

² Note that the French produce at *either* Bordeaux or Antwerp, plus only one of these counts for VPs.

power that is currently fighting France. They can be split one among various powers, but no power gets more than 2 per turn. These extra points never count for VPs.

2. Any nation may supply production to a minor it controls, and it also gets the production star of that client state or minor added to its own production. This is not “foreign aid.”
3. Any other major power may supply excess production to one of its allies currently at war with a common enemy. No more than 2 per nation per turn may be provided.

Activation. Players conduct actions like movement and combat with their armies (dice) by making them “active.” Inactive dice may not move or conduct combat except to defend. Movement is limited as found in Summary Table later in the rules.

“Inactive” and “Active” dice may not be combined. *Example. Napoleon and a die with a value of “1” are in a region with 6 Prussians. Napoleon’s 1 is not activated. The French activate a nearby “5” and move it into the region with Napoleon. It may now join Napoleon and attack, with Napoleon in charge, but the “1” may not attack because it was not activated. If the French attack during their turn, the Prussians get to roll 6 dice in defense. When the Prussians roll their dice, all 6 French pips are subject to losses (even the un-activated one). At the end of combat, the French player may combine all remaining pips if he chooses, even mixing activated and non-activated pips.*

French Bonus Activation. After 1809, the French player receives one extra activation if he is at war with 3 major powers at once. He gets 2 extra activations if at war with all 4 major powers. These bonus activations may only move one region, not the usual two.

Movement. A unit (die) can only move 1 or 2 regions. See the Summary Table later in the rules for details.

An army (die) must stop moving when it enters a region with enemy forces unless it “screens” the enemy force. To screen the enemy, the moving army leaves a die with an equal number of pips to that of the enemy in that region. Note that the number of dice that may be in play is limited, so that it is likely France will benefit from this the most.

An army (die) may not leave a region which contains enemy units unless:

- a. It can screen (as above), or
- b. It is entering a region that it controls which has no enemy units in it, or
- c. It is entering a sea box with no enemy ships (Britain only, except in Free-for-All scenario)

All movement is completed before combat begins. (Note this is different than the original game.)

Movement in the northern remote regions is limited to one region only per activated army for all nations during the September/October turn each year.

Example. France is moving two dice worth 6 and 3 from Wurttemberg to Danube, but there is one Austrian pip in Bavaria. The French drop off a single die with one pip to screen the Austrians and the remaining 6 and 2 continue to the Danube region. (Note that if the French player already had 10 dice in play, he would not be able to conduct this maneuver.)

Bonus Movement. Each major power except Britain may move a single pip through two regions once per turn. The limitations are:

1. It may only move through friendly controlled regions
2. It may not move through a region with an enemy unit.

Note: This is like LOC movement in the original game. Britain gets a different bonus described under “Navies.”

Dice/Unit Consolidation. When movement begins, a player may split a die into two forces, usually to move part of one away. At the end of movement players may consolidate the contents of a region to make the minimum number of units present.

When temporarily splitting dice, a player may not exceed his die limitation. See Example 2.

Example 1. The French move a 3 pip die into Bohemia. They then move a 2 pip die there. It is now the end of movement, so the 3 and the 2 may combine into a 5.

Example 2. The Prussian player has a die limit of 3. He currently has three in play. He wants to split a "1" off of one of the dice and move it to another one of his dice. He cannot, as that would create a fourth die in play, which violates his limit. He would first have to consolidate all his forces into two dice – then he could split one off.

Disbanding Units.

Units (dice) may not be disbanded except as specifically allowed elsewhere in these rules.

Declaration of War (DOW). A nation may declare war on an independent client state or minor power anytime. In a multi-player game, a nation may declare war on another Major Power (i.e., player) anytime except during the first 12 months (6 turns) after a peace treaty. A nation that is allied with another may not "stab him in the back," however. First the alliance must be cancelled, requiring that the units leave the allies' controlled regions. As soon as that is complete, either player may declare war on its former ally.

In the two-player game, treaties last their entire length and cannot be broken by either side.

DOWs on Minor Powers and Client States.

A DOW on a client state (a small neutral nation) with an army, or a neutral minor power (Sweden, Spain, Ottoman Empire), requires another player to control that minor. To determine who this is, use the following:

1. The player with the most Victory Points who could go to war with the invader is eligible to control the minor (he does not have to declare war) and receive its production.
2. If more than one player is eligible and willing, then the eligible player with the highest current VP total will control the minor. If tied, the closest nation takes control. If still tied, roll for it.
3. If no one is able, or no one wants to play the minor, then the minor does not resist, and the victor controls its units and production. (Note that this is the only way to avoid the three-year conquer requirement for Spain and the Ottoman Empire.)

Example. France has declared war on Spain in 1805. AU is at peace with FR, having lost a war to FR the previous turn, so it is not eligible. BR and RU are already at war, so they are both eligible. PR is neutral and eligible (and willing to antagonize Napoleon), so there are three players. No score has occurred yet, so the players could discuss among themselves which of the eligible players should control Spain or select it at random if they cannot agree. Prussia agrees to declare war on FR if the other two give it control of Spain. BR and RU agree. PR takes control of Spain and its 3 production stars.

Control of Regions.

Conquered Client States and Minor Powers. A client state or minor power is conquered when a force is the only unit(s) in it at the end of his turn. When a client state or minor power is conquered, the region is thereafter controlled by the victor, except as listed in the following paragraphs. Spain and the Ottoman Empire have different conquering requirements from other neutrals: each is considered merely occupied until 3 years have passed during which continuous control of each star area has been maintained. If interrupted, the clock restarts once the lost star area is reconquered.

A nation controls all the regions it starts with, and any region in which it was the last to have at least 1 land factor without enemy forces being present. If two or more nations have units in the same region, the region continues to belong to whichever nation had control before joint occupation.

Control in remote areas is different. A region in a remote area only belongs to the conqueror if at least 1 die worth 1 pip is left in it. Otherwise, it reverts to its original owner's control. For Spain and Ottoman Empire, this requirement is waived after continuous control for 3 years as described above.

When Peace occurs, all home regions of a defeated nation return to its original owner except those taken as a concession. If the defeated nation holds regions in a victor nation at the time peace is declared, those regions are returned to the victor before peace concessions are considered. Other regions are unaffected.

A client state taken during a war, before a peace treaty, remains in the control of the nation that took it prior to determining concessions. It does not require a concession to keep it, but a peace concession that is taken may affect it.

Example: France and Austria are at war. Russia is allied with Austria. During the war, France takes Bohemia and Moravia and then loses the latter to Russia in a counterattack. Austria then surrenders. Bohemia is returned to Austria as part of the peace treaty, but Russia retains control of Moravia. France then defeats Russia. Russia must trade Moravia back to Austria at this point, but if a trade is not possible, Russia must simply return the region to Austria. Note that France cannot keep Bohemia or Moravia because neither is listed in the Concessions.

Navies.

There are no naval units in the basic game (see optional rules).

Only Britain can move by sea, using "sea lift." At the start, it may move one die with one pip per turn by sea. This die can move 5 sea zones, or 4 sea zones and one land region. It may move "one land region" either at the beginning or the end of its movement, but not both. With Britain's permission, one of Britain's allies can use Britain's sea lift in the same manner, but it has to activate its own unit to move it this way.

Starting in 1809, the British can move 1 die by sea per turn with a value of 2 pips.

Starting in 1812, the British can move up to 2 dice by sea per turn with a total value of 3 pips.

Replacements by Sea. Britain may bring in one pip per turn in any coastal region on the continent IF it has enough production and if it has another British unit already in that coastal region. This is a bonus and does not require use of the sea lift. *Note: in this case, a die does not have to be moved. Also note that Britain gets this ability in lieu of the Bonus Activation ability. Also note this allows Britain to build forces outside of Britain's star area.*

Intrinsic Defenses.

France and Britain have an intrinsic defense of 1 in each coastal region in their home

nation if invaded by sea or overland. Place an off-color die with 1 pip showing upon invasion to distinguish it from regular units.

Intrinsic defenses cannot be replaced like other units, nor can they move out of their region. However, when the original nation retakes it, the region automatically regains its intrinsic strength. When there is no enemy in the region, remove the die from play.

The dice limitation on France and Britain does not apply to these dice.

Remote Areas.

A region in a remote area only belongs to the conqueror if at least 1 die worth 1 pip is left in it. Otherwise, it reverts to its original owner's control.

All movement in "Northern Remote Areas" during S/O is limited to one region per activated army for all nations. Any area north of the pale blue weather line is one of these areas.

All combat die rolls in "Northern Remote Areas during Winter (N/D or J/F)," are +1 during Winter turns, but always hit on a 1. Russian units are exempt from this rule if in Russia. Remote areas marked on the map (encircled by a golden-brown line) are:

Sweden, Norway, Finland

Russia

Ottoman Empire (not a "northern area")

Spain and Portugal (not a "northern area")

In Italy: Kingdom of Naples and Sicily (not a "northern area")

In Prussia: East Prussia, Warsaw

In Austria: West Galicia, Bukovina

Any of these areas listed above remain as a Remote Area even if no longer controlled by its original owner.

Combat. Combat is always voluntary, unless entering a region with guerillas (optional rule) and except when defending. To attack, a die (or dice) must be chosen as the "active" die. For two dice of the same nation in a region to both attack, both must be chosen as "active." Except for Napoleon's "split" ability, it is not possible for 3 dice of the same nation to all attack in the same turn. It is possible for 2 dice of different allied nations to attack a joint enemy – theoretically, as many as 8 dice could attack (2 each from 4 allied nations). However, all dice in a region do defend.

To resolve combat, each side rolls dice equal to the total number of pips it has in the battle. Both rolls are resolved at the same time.

There may only be one combat per player-turn per region.

Combat Results.

France: Napoleon's die kills an enemy pip on a DR (die/dice roll) of 1-4

France: All other dice kill an enemy pip on a DR of 1-3

Britain: kill an enemy pip on a DR of 1-3 (Wellesley on a 1-4)

Minors, Client States, Guerillas³: entire game: kill an enemy pip on a DR of 1 only

Prussia, Austria, Russia⁴: 1805 – 1808, kill an enemy pip on a DR of 1 only

Prussia, Austria, Russia: Starting in 1809, kill an enemy pip on a DR of 1-2

Prussia, Austria, Russia: Starting in 1812, kill an enemy pip on a DR of 1-3

DRs may be affected in winter weather in remote areas.

³ When defending only. Guerillas may not attack.

⁴ If enemy units enter Russia before 1809, its attack capabilities change. See "Invasion of Russia" rule.

Excessive Combat Damage. Sometimes in combat one side will do more damage than the other side has in pips. When that happens, the player that did the most damage may ignore damage from his opponent equal to that excess.

Example. A French 6 under Napoleon is fighting an Austrian 4. The French roll 6 dice, and all are 1-4, meaning 6 hits, two more than the Austrians have. The Austrians roll well too, getting three hits. However, 2 of those are ignored due to the excess hits the French had, so the Austrians are eliminated, and the French lose 1 pip.

Leaders.

Any leader may move any distance each turn. If Napoleon or Wellesley/Wellington move more than 2 regions, they may not affect a battle that turn. Nothing can block a leader's move.

Napoleon. During the French turn, the player may assign Napoleon to be with ONE of his dice (not all in the region). It stays with that die until the player announces Napoleon has moved.

Napoleon's die kills an enemy pip on a DR (die/dice roll) of 1-4.

Napoleon may "split" enemy allied forces. When facing two or more allied dice in a region, Napoleon may assign 1 pip from the active forces (does not have to be the forces under his direct control) in his region to face one enemy die, and all the rest of the active dice in his region to face the other dice (the French player says which stack Napoleon is with). Napoleon loses this ability in starting in 1813.

Example. Napoleon is in a region with two active dice, a 6 and a 4. He is facing an Austrian worth 4 and a Russian worth 6. He sends 1 die at a value of 1 pip to face the Russians, and two dice worth 6 and 3 to face the Austrians, with himself in charge of the 6.

Napoleon as Head of State.

Napoleon was the head of state of France, and so had to perform those duties as well as leading his army. Except for 1805, once per year the French player must declare "Napoleon is in Paris" by picking up the Napoleon marker and placing it in Paris. Napoleon gets no other action that turn. The next turn, he may return to combat duties via transfer.

Example. The French player moves Napoleon to Paris in Nov/Dec of 1806. This fulfills the requirement for that year. The next turn, Jan/Feb 1807, he leaves Napoleon in Paris, fulfilling the 1807 requirement. He may then move Napoleon out on the Mar/Apr 1807 turn, having completed two years' worth of the requirement. He wouldn't have to return Napoleon to Paris until Nov/Dec 1808.

Failure to perform this halves French production from all sources until it is completed.

Note that two turns are required: on this first, pick up the Napoleon counter and move it to Paris. The next turn, he may leave Paris and return to any French stack, but he may not participate in an attack that turn unless it's within 2 areas of Paris.

Wellesley/Wellington. Starting in 1809, the British may declare Wellesley to be with a stack in the same manner as done for Napoleon. The pips on any British dice with him do combat damage on a 1-4. Other nationalities are not affected.

Admiral Nelson. See optional naval rules.

Reinforcements and Improvements.

By 1809, Russia, Austria and Prussia had made changes that improved their armies' performance.

See the Summary Table later in the rules for details. Key years are 1809, 1812, and 1813.

France is eligible for the Last Reserves and extra activations AFTER 1809 if enemy units are in territories that France controlled at the beginning of 1805.

Earlier Army Reform. Austria, Russia, or Prussia may obtain the 1809 benefits earlier as follows:

1. If the nation has been defeated twice before 1809 (i.e., concessions have been taken two times from it in two different wars);
2. Two years have elapsed since the last defeat;
3. The 1809 benefits then occur immediately.

Invasion of Russia.

If Russia is invaded⁵ before 1809, these benefits are added while the enemy is in Russia:

1. All its production stars are doubled (note that production is normally doubled in 1809);
2. The number of dice Russia can have in play is raised to 6;
3. Its activation limit is raised to 2 per turn;
4. Its combat hits are raised to 1 or 2;
5. Russia may also bring in 1 reinforcement per turn in ANY of its home areas (not just stars) while enemy forces are in Russia (as defined above).
6. Russian units fighting in Russia ignore the +1 DR penalty during winter turns.
7. These benefits only apply to Russia as it was in 1805, not to any other areas it may control. If it loses part of 1805 Russia due to a Concession or other treaty, this rule is not triggered by the presence of enemy forces in the lost region;
8. No more than 6 Russian pips may leave Russia while this benefit is in effect, and any units that do leave Russia operate without any of the benefits listed.
9. All extra units are immediately disbanded whenever the requirements for this benefit are not present.

Insurrections.

Starting in 1813, or one year after a nation's second defeat by France (only), that nation may conduct an Insurrection within the regions it controlled at the start of the game. An Insurrection occurs at the discretion of the controlling player and comes with any declaration of war the player cares to announce. An Insurrection may result in war, but any treaty penalty is ignored.

When the Insurrection occurs, replace up to two dice with dice worth 6 pips each, or add them if the maximum number of dice are not on the map already. The dice are placed in any region that was originally part of the nation in 1805, even if held by another power. A nation undergoing insurrection controls the regions where it occurs, as well as any others it might have already owned. The number of dice that are active is still based on the year the insurrection occurs.

A nation that is defeated after an Insurrection occurs remains defeated for five years, during which time no nation can break that treaty. *Note that this is intended to end the game for that player. Do not call an Insurrection unless you are sure you will win!*

Example. It is 1810. France has defeated Austria twice, and it has been a year since the last defeat. It is the Austrian's turn. The Austrian player controls 4 home stars, producing 8, and has 2 dice in play, at 4 pips each. He announces the Insurrection, and Austria places two dice

⁵ This means enemy units have entered the territories controlled by Russia as of the start of the game 1805, less any territories already lost by concession.

at 6 pips each, one in Veneto with a French 2, and one in Danube, where there is already an Austrian 4. He gets 2 activations, and so he must now decide which of his dice to activate.

Last Reserves. After 1809 if an enemy die is in France, the French player may call up the Last Reserves (this is two years of draftees taken in one year). French home production is doubled for the next 6 turns, followed by a year of half production from home stars. Foreign stars continue to produce normally. Each French home nation star may place 2 pips per turn, instead of 1. *Note that if this is used after the first French defeat, the “home production” will not include the lost regions.*

The Hundred Days.

No sooner than six months (3 full turns) after France’s first defeat, Napoleon can reappear in Provence to reclaim control. He controls all French units but may not begin production until he arrives in Paris. Likewise, the other major powers may not leave their home nations or territories until the turn after he arrives in Paris. French production is doubled during The Hundred Days, which is 2 full turns. After that, it returns to normal. While doubled, the French may place 2 pips in each producing star in France. *Note that Napoleon gets one turn to add to his existing army, plus a second turn during which the other major powers may be moving towards him.*

Minor Powers and Client States

Minor Powers are: Sweden, Spain, and the Ottoman Empire. All other neutral regions are “client states.” For most purposes, only the ones with a red production star matter.

1. If France invades Spain, Spain will ally with Britain (see Free-for-All rules which differ) after the invasion turn is completed. Britain may not enter Spain unless France does. Spanish units may enter Portugal or Gibraltar, but otherwise may not leave Spain.
2. Sweden must always keep one pip in Sweden or Finland. It may not leave Sweden, Finland, Norway, Denmark or Swedish Pomerania until 1812.
3. Ottoman Empire units may leave their nation only to enter Austria, Russia and the Ionian Islands.

Not all client states have armies, but some do. Use yellow dice (or original game counters) to denote them. These will have to be defeated to conquer that client state. Once defeated, the controlling power can rebuild the unit.

Wuttemberg 1 pip
Saxony 1 pip
Bavaria 1 pip
Naples 1 pip
Westphalia (once France creates it) 1 pip
Hesse, starting in 1809 (if Westphalia not formed) 1 pip
Portugal 1 pip
Denmark 1 pip in Seeland

All other neutral areas do not have armies (see Production rules on Poland, however).

Victory and Defeat.

1. A nation is defeated if it ends its turn with all its domestic production stars controlled by its enemy.
2. A nation is also defeated if all its dice are eliminated from the map during either player’s turn.

3. Through 1809, a nation is defeated if at any time the number of pips on enemy dice in its home nation are double or triple that of the defending nation and its allies. This defeat method ends starting in 1810.

Example: There are three French dice in Austria, totaling 12 pips. There is 1 Austrian die worth 1 and a Russian die worth 4, totaling 5. The French are double the pips of the two allies, and therefore the Austrians are defeated. The Russians are not defeated, as the French are not in Russia.

A nation that is defeated via method 1 or 2 above is treated as if it had a National Morale of 1 in the original game.

A nation that is outnumbered 2:1 or more in its home nation regions may surrender as if it had a National Morale of 2 in the original game. If it is outnumbered 3:1, count it as a NM=1 defeat.

Upon defeat, the Concessions section of these rules is consulted. The defeated nation is no longer at war. It must exit its forces from regions in the defeated nation within 3 turns or lose the forces. Foreign forces in its home nation must leave within 3 turns or they are eliminated (note possible exception in Concessions for right of passage).

Two nations may agree to stop fighting via a Truce or an Peace Treaty Agreement as per the original rules.

Summary Table.

	<i>France</i>	<i>Britain</i>	<i>Austria</i>	<i>Prussia</i>	<i>Russia</i>
AT START					
<i>Base Production</i>	12	2	7	7	6
<i>Dice in Play</i>	10	1	2	2	2
<i>Activation</i>	2	1	1	1	1
<i>Bonus Activation (1 pip only)</i>	1	0, but may build 1 overseas	1	1	1
<i>Regions Moved</i>	2	2	1	1	1
<i>Sea Movement</i>	0	1 pip	0	0	0
<i>Winter Combat in Northern Remote Areas</i>	+1 DR	+1 DR	+1 DR	+1 DR	+1 DR
<i>Combat Damage</i>	1-3	1-3	1	1	1
<i>Napoleon Bonus</i>	1-4	-	-	-	-
1809	<i>France</i>	<i>Britain</i>	<i>Austria</i>	<i>Prussia</i>	<i>Russia</i>
<i>Base Production</i> ⁶	x1	x2	x2	x2	x2
<i>Dice in Play</i>	10	2	3	2	4
<i>Activation</i>	2*	2	2	2	2
<i>Bonus Activation (1 pip only)</i>	1	0, but may build 1 overseas	1	1	1
<i>Regions Moved</i>	2	2	1 (moves 2) +1 (moves 1)	←same	←same
<i>Sea Movement</i>	0	2 pips	0	0	0
<i>Winter Combat in Northern Remote Areas</i>	+1 DR	+1 DR	+1 DR	+1 DR	+1 DR
<i>Combat Damage</i>	1-3	1-3	1-2	1-2	1-2
<i>Napoleon Bonus</i>	1-4	-	-	-	-
1812	<i>France</i>	<i>Britain</i>	<i>Austria</i>	<i>Prussia</i>	<i>Russia</i>
<i>Base Production</i> ³	x1	x3	x3	x3	x3
<i>Dice in Play</i>	10	3	6	4	8
<i>Activation</i>	2*	3	2	2	2
<i>Sea Movement</i>	0	3 pip, 2 dice	0	0	0
<i>Combat Damage</i>	1-3	1-3	1-3	1-3	1-3
1813					

Napoleon loses his "split" ability. Insurrections possible in 1813 and within a year of a second defeat.

*+1 if fighting 3 major powers; *+2 if fighting 4 major powers. *These extra activations may only move 1 region each.

⁶ Production within home nation only. Client states, etc. are x1.

Concessions Lists

Consult this section when a nation is defeated. The number of concessions is based on the following:

NM=1	2 concessions
NM=2	1 concession
First Defeat	1 concession
Earlier than historical	1 concession

Historical dates: First defeat of Austria = Dec 1805

First defeat of Prussia and Russia = June 1807

Second defeat of Austria = July 1809

First defeat of France = April 1814

In multi-player games, each player at war with the defeated nation gets one concession until the number available runs out. The order of precedence is based on current VPs, with the highest going first.

The defeated nation always chooses the treaty length in months, from a minimum of 24 months (12 turns) to a maximum of 60 months (30 turns). This is announced before Concessions are taken.

Victor Nation Defeats Austria (May be chosen in any order except as noted.)

Choose from the following:

1. Veneto and Tyrol.
2. Carniola and Dalmatia
3. Carinthia, plus Austria provides an Expeditionary Corps of 2 pips for Victor's use until one year before their treaty ends when Victor calls for it (must be called during the treaty period). The Expeditionary Corps serves for no more than one year. Austria must also supply the movement for it, which counts against Austria's limit.
4. West Galicia (but only if Warsaw/S.Poland has already been taken from Prussia)
5. Take a client state controlled by Austria, if any (may be repeated)
6. Once all above have been taken, Napoleon marries Maria Louise (delays earliest Insurrection Date by one year).
7. Change the length of the treaty Austria chose by +/- 2 months.
8. 2-Player Game Only: Force Peace on Russia, if Russia is allied with Austria. Select 2 of the first three concessions listed under "Victor Defeats Russia."

Victor Nation Defeats Prussia (May be chosen in any order except as noted.)

Choose from the following:

1. Anhalt and Saxony (FR); Silesia and Saxony (AU); Warsaw and Danzig (RU); Anhalt and Danzig (BR)
2. Warsaw, S. Poland and Danzig (FR only)
3. Passage through Prussian-controlled territories until 6 months before end of treaty (if used, other nations can also obtain access). Prussian units are ignored in the event of combats. Prussia is restricted to 2 dice until Insurrection.
4. Prussia provides an Expeditionary Corps of 2 pips for Victor's use until one year before their treaty ends when Victor calls for it (must be called during the treaty period). The Expeditionary Corps serves for no more than one year. Prussia must also supply the movement for it, which counts against Prussia's limit.
5. Take a client state controlled by Prussia, if any (may be repeated). If there is none, ignore this requirement for the next concession.

6. Once all above have been taken France may make Prussia its controlled minor if the following are true:
 - A. Prussia has no client states;
 - B. it is 1810 or later;
 - C. none of Prussia's starting production centers are controlled by any nation other than Prussia or France (or its allies in the Free-for-All scenario). Any regions still under Prussian control become a client state of France and will produce a single die under control of France. If there are no Prussian-controlled regions, there are no black dice in play. Prussia can still conduct an Insurrection.

If all are true, then place one black die in play under France's control (he may take one already in play if it is in Prussia) until such time, if any, that other nations liberate at least one of Prussia's production stars. If this occurs, the Prussian player may return as a major power.

In addition, if Prussia becomes a minor power, it may conduct Insurrection one year sooner than otherwise possible.
7. Change the length of the treaty Prussia chose by +/- 2 months.
8. 2-Player Game Only: Force Peace on Russia, if Russia is allied with Prussia. Select 2 of the first three concessions listed under "France Defeats Russia."

Victor Nation Defeats Russia Must be chosen in the order presented. Continue down the list if Russia is defeated a second time – do not start over at #1.

1. Russia allies with Victor and joins the continental system, if France is victor. Alliance lasts x, where x is the treaty length in years, but if less than 4 years, Victor can pick #8 below out of order.
2. Russia must declare war on three targets:
 - a. nation of Victor's choice that Victor is currently at war with (and its allies),
 - b. Sweden⁷ and
 - c. the Ottoman Empire
 - d. All must be started within 1 year, or VPs are lost as if treaty was broken, although it is not broken.

Russia must wage war at its discretion until each opponent surrenders, Russia is defeated, or until Russia is no longer allied with Victor.

3. Take a client state controlled by Russia, if any (may be repeated)
4. Eastern Poland becomes part of Poland, if Poland has been created.
5. S. Lithuania becomes part of Poland.
6. Victor takes Livonia as a controlled client state.
7. Russia provides an Expeditionary Corps of 2 pips for Victor's use until one year before their treaty ends when Victor calls for it (must be called during the treaty period). The Expeditionary Corps serves for no more than one year. Russia must also supply the movement for it, which counts against Russia's limit.
8. Change the length of the treaty Russia chose by +/- 2 months.

Victor Nation defeats Britain (Must be chosen in the order presented.)

Unless playing with the optional Navies rule, this can only occur if the Victor nation(s) eliminate British units from the map during either player's turn. Note that this is quite possible until 1809.

⁷ Does not apply if Sweden or the Ottoman Empire is already controlled by France or Russia. Also does not apply on a nation that Russia has already fought a war with.

Unlike all other nations, the British player remains at war when defeated, unless he chooses to end it. If so, he picks a treaty length. Otherwise, see item #3.

1. One client state Britain controls is now controlled by Victor (may be repeated).
2. Any minor nation Britain controls is now controlled by Victor.
3. Britain may only have land units in Britain (nowhere else) for 3 turns (six months).
4. Britain ceases blockades of all Victor's and its allies' ports. If France is the Victor, it ceases the Continental Blockade. Britain and France can restore the blockade and the continental system after the 3 turns has passed.
5. Britain may not give foreign aid during the 3 turns.

Any Nation defeats France

All the following occur at France's first defeat, no matter the number of concessions. On France's second defeat, play stops, and VPs are counted through the end of 1815, even if the game ends earlier.

1. Napoleon abdicates, and all wars involving France or its minors end.
2. France returns to its pre-Napoleonic borders, losing Piedmont (independent if not occupied), Lombardy (to Austria if not occupied), Holland (British client state if not occupied) and Switzerland (independent if not occupied) and all minors and client states it previously controlled, which become independent if not occupied. Nations retain the territories and client states they control at the time of abdication.
3. All French units are removed, except for 1 die worth 1 pip in each of the eight remaining stars in France. Choose either Belgium or Aquitaine for one location.
4. The French player continues playing France.
5. All forces are returned to their home nations, except one Russian die may stay in a Russian-controlled client state, and one British die may stay in a British-controlled client state. Although minor nations must be evacuated by major powers, they retain their control of them.
6. Nations must trade regions in such a way that returns the borders to 1805 pre-war to the extent possible. The current occupier gets to pick which regions are returned first. *Example. Prussia controls N. Germany. Russia liberated Anhalt and Warsaw and controls them. Prussia asks for Warsaw, but Russia offers Anhalt for N. Germany, and Prussia must agree.*
7. At the option of the French player, Napoleon reappears in Provence no sooner than 6 months (3 turns) later. Other nations may not declare war on France or each other (in the Free-for-All) until Napoleon is in Paris (see The Hundred Days) or 2 more turns have passed.

Alliances and Co-Belligerents

In the two-player game, all powers are allied against France if they are at war. When not at war with France, they are neutral. Coalition powers may separately declare war on neutral minor powers, but if they are not also at war with France, then they are not allied in such a war. They may not enter territories controlled by the other power and may not join in attacks.

In the multi-player scenarios, powers are either allied, neutral or co-belligerents. If allied, they may enter each other's territories and attack and defend together in regions that are jointly occupied. If they are not allied, but are both fighting the same power, then they are "co-belligerents." They may not move through each other's territories, occupy the same regions, or cooperate in combat.

Nations may only give foreign aid to allies, not neutrals or co-belligerents.

Trading Territories

Major powers may trade territories they control once per year on the N/D turn before VPs are counted if they are allied or at peace with the trading partner. In some cases, detailed below they MUST trade.

Only the following may be traded:

Controlled Client states

Controlled Minor Power

“Liberated” home nations regions (for same or either of above). A “liberated” home region is one that was conquered by an enemy but has been reconquered by an ally. These regions MUST be traded first. In the event a nation has nothing to trade, his ally MUST return the region unless it is listed under the Concessions as an acquirable region.

Breaking Peace Treaties.

In the 2-player game, peace treaties may not be broken.

In a multi-player game, peace treaties may be broken at a VP cost, as follows:

Treaty Length---->		24 mo.	25-36	37-48	49-60
Months left in treaty---->	1-12 mo.	-2 VPs	-2 VPs	-2 VPs	-2 VPs
	13-24	forbidden	-4 VPs	-4 VPs	-4 VPs
	25-36		forbidden	-6 VPs	-6 VPs
	37-48			forbidden	-8 VPs
	49-60				forbidden

When breaking a treaty that was made against multiple enemies, the player breaking it only breaks it against the nations he declares war on. The treaty is otherwise still in effect. If he decides to break it again against one of the other nations, he must pay the penalty. Likewise, if one of the other nations decides to break it, he must pay the penalty.

OPTIONAL RULES

Guerillas in Remote Areas.

If an enemy is in another player's remote area territory, that player may place a contrasting-colored or sized die with 1 pip in that territory once per turn, starting in 1808 until 4 pips are on such dice in that nation. These units may not attack but can only be destroyed on a DR of "1" when they are attacked. This cannot be modified by any DR modifier.

Guerillas are friendly to their home nation's military units, as well as their allies.

Guerillas may not move, but they may be disbanded and recreated in another eligible area.

Any enemy force entering a region with a guerilla MUST attack the forces in that area, including the guerilla. Simply staying in a region with a guerilla does not require an attack.

Blockade and Continental System.

All coastal regions (look for a blue transportation line from a sea box to a region) containing a star produce 1.5 stars per turn, not 1.

In a multi-player game, Britain and its allies may block trade from any star in a coastal region that is in a nation at war with them by simply stating so.

France may impose the Continental System on powers it has defeated via a concession. This counts as a blockade on the ports in that nation, even if the defeated power is not at war with Britain.

A blockaded port, or one on the Continental System, does not get the 0.5 bonus.

This rule may be used with or without the Naval Units rule.

List of coastal regions with the bonuses included:

Britain:

London, now 5 production instead of 4.

France:

Holland, Belgium, Brittany, Aquitaine, Provence (note that production stars in Normandy and Languedoc are not ports). Now 14 production instead of 12.

Prussia:

East Prussia, Danzig, Pomerania. Now 8 production instead of 7.

Russia:

St. Petersburg, Livonia. Now 7 production instead of 6.

Austria:

Veneto, Carniola. Now 8 production instead of 7.

OTHERS These ports are only affected if they are at war or are controlled by a major power at war:

Catalonia, Cadiz, Lisbon

Naples

Rumelia, Thrace, Anatolia

Seeland (in Denmark)

Svealand (in Sweden)

GAME CALENDAR
for Planning Length of
Treaties

	1805	1806	1807	1808	1809	1810	1811	1812	1813	1814	1815
January/February	J/F										
March/April	M/A										
May/June	M/J										
July/August	J/A										
September/October	S/O										
November/December	N/D										

Scenarios

Two-Player

Imperial (French) Player: France

Coalition Player: Britain, Austria, Russia and Prussia.

Game starts M/J 1805 with the Coalition Turn.

Britain and its controlled minor, Sweden, Austria and Russia are all at war with France in the War of the Third Coalition.

Any neutral minor or client state that is invaded is controlled by the other player until such time, if any, that it is conquered.

1. Spain is neutral (technically a reluctant ally of France but treated as neutral). If France invades it, Spain will ally with Britain after the invasion turn is completed. Britain may not enter Spain unless France does.
Spanish units may enter Portugal or Gibraltar, but otherwise may not leave Spain.
2. Sweden starts controlled by Britain. It must always keep one pip in Sweden or Finland.

Set Up.

Each nation gets one pip on its dice for each production star. These start as described below. DOW restrictions are the same as in the scenario being played.

France (12 pips on 3-5 dice)

1. Normandy in France -- one die with 6 pips (or 6 factors). Napoleon starts here as well. Use his leader counter, or just announce where he is each turn.
2. Apulia in Italy – one die with one pip
3. N. Lombardy in Italy – one die with at least 2 pips
4. Anywhere in France, Holland, Alsace, Piedmont, or Lombardy: up to additional two dice with a total of 3 pips. *For example, an army in Alsace could be created, and/or the Lombardy army could be strengthened from 2 to 5 with these.*
5. France starts with control of Wurttemberg. If playing with naval units, France also controls the Spanish navy (but not the army or production).

Austria (2 dice with 7 pips)

1. Danube region – one die with 4 pips
2. Veneto – one die with 3 pips

Prussia (2 dice with 7 pips)

1. 1 die with 4 pips in Berlin
2. 1 die with 3 pips in Konigsberg
3. Prussia starts with control of Saxony.

Russia (2 dice with 6 pips)

1. 1 die with 3 pips in S. Lithuania
2. 1 die with 3 pips in Smolensk

Britain (1 dice with 1 pip)

1. Place in London.

In any of the following client state/minor powers are invaded, place their armies as indicated.

1. Spain. Place 1 yellow die with 1 pip each in Catalonia, Madrid, and Cadiz. Spain may have up to three dice in play, but they may not leave Spain.
2. Sweden. Place 1 yellow die with 1 pip anywhere in Sweden or Finland. Sweden may have up to 3 dice in play, but they may not leave Sweden, Swedish Pomerania, Finland, Norway, or Denmark until 1812.
3. Ottoman Empire. Place 1-4 yellow die totaling no more than 4 pips anywhere in the Ottoman Empire, except that at least 1 die worth 1 pip must start in Thrace. The Ottomans may have up to four dice in play, but they may not leave the Ottoman Empire except to enter Austria or Russia. The Ottomans do not have to set up until someone declares war on them.
4. Denmark. Place 1 yellow die with 1 pip anywhere in Denmark or Norway. It may be replaced by controller, with a limit of 1 pip, always hitting only on a dr = 1.
5. Bavaria. Place 1 yellow die with 1 pip, controlled by France if Austria invades it or as per scenario instructions. It may be replaced by controller, with a limit of 1 pip, always hitting only on a dr = 1.
6. Wurttemberg. Place 1 yellow die with 1 pip, controlled by France if France is at war with Austria or as per scenario instructions. It may be replaced by controller, with a limit of 1 pip, always hitting only on a dr = 1.
7. Saxony. Place 1 yellow die with 1 pip, controlled by Prussia or as per scenario instructions. It may be replaced in Saxony by controller at his option, with a limit of 1 pip, always hitting only on a dr = 1.
8. Westphalia. Place 1 yellow die with 1 pip, controlled by France, once France owns all of the following: Hesse, Hanover, Anhalt. It may be replaced by controller in Hesse or Anhalt and built up to a limit of 3 pips (one/turn), always hitting only on a dr = 1. Permanently remove from play if Hesse and Anhalt are occupied by an enemy force at the end of a French turn.
9. All other minors do not receive armies (exception: See Warsaw and Krakow).

See Two-Player Scorecard at end of Scenarios.

Multi-Player Historical

Imperial (French) Player: France vs all other nations, which are either part of the Coalition or are neutral. Nations may not declare war on any major power but France (France can declare war on any of the other four).

Game starts J/F 1805 with player turn order selected randomly.

Britain and France are at war. Britain controls Sweden, Gibraltar (in Spain), Malta and Sicily. Wurttemberg and Bavaria will join France as client states if Austria joins the Coalition.

Prussia controls Saxony.

Russia is allied with Britain but has not yet declared war on France. It cannot receive foreign aid until it declares war.

Austria has not yet joined the Coalition.

No nation may declare war (including on minors and client states) until M/J 1805.

If playing with the optional navies, France controls Spain's navy, but not its production or army, which are neutral.

Controlled minors and client states are otherwise the same as the 2-player game.

Multi-Player Free-for-All

Each nation is controlled by a separate player. For four players, combine PR and BR; for three, combine AU, BR, and PR.

Game starts J/F 1805 with player turn order selected randomly. No one may declare war before M/J 1805.

There are no controlled minors or client states at the start.

Players, Option 1:

Each player plays the same nation throughout the war.

Use Single Player Scorecard.

Players, Option 2:

Each player plays a nation for 1-5 years (agreed upon by players), and then players randomly switch to new nations, keeping the score they have accumulated to date.

Use Free-for-All Scorecard – This scorecard provides a modifier based on each nation which is added in at the end of the year.

Example: Five players have agreed to keep nations for 2 years, with the last selection for 3 years. Nations are randomly assigned at start, and each two years with no one repeating a nation.

Charles gets France. John gets Russia. Spence gets Austria. Steve gets Prussia and Eric gets Britain.

The turn order for this alignment is then chosen randomly: Eric (BR), John (RU), Steve (PR), Spence (AU), Charles (FR).

Note: This arrangement allows for all players to get a crack at each nation, with its pluses and minuses. If the previous player has done well, the next player will continue to benefit and perhaps improve his position. If the previous player has done poorly, the next player will have a chance to improve his position. It's all about not going downhill, or if you do, minimizing the losses.

Free-For-All Additional Rules

In the “Free-for-All” (FFA) scenario, historical limitations are removed. Any nation can declare war on another nation. Unless the optional “Naval Units” (see below) rule is used, the British blockade all sea boxes. Any nation allied with, or conquered by, France also has its ports blockaded because of the Continental System, even if British ships are not present.

Any nation may declare war on another, however when a peace treaty is in effect there may be a VP penalty for doing so.

Set-up. As per the 1805 historical game with these exceptions:

1. Units may be set up anywhere in their home nation.
2. No minors or client states are controlled. They are all neutral.
3. No one is at war or allied.
4. Game starts M/J 1805.

Victory. Use the Free-for-All Scorecard, treaty rules, and Concessions list.

Foreign Aid. Any power can give production like Britain does (up to 4 per turn, limit two per ally; however other powers must provide aid from existing sources at the expense of their own builds).

Minor Powers. Minor powers (Sweden, Spain, and the Ottomans) must be conquered to control, except as noted below. Spain and the Ottomans require uninterrupted occupation of their production stars for three years to conquer them.

When invaded, each minor will seek an alliance with whichever major power that has the most VPs. That player will then control the minor. If it's a tie and one power doesn't concede control to the other, roll dice. If no one wants to control it, the minor will surrender to the invader, who then controls it for the remainder of the game or until he loses it as per the above process.

Naval Units. (Optional) Each major power may build naval units (aka ships). Naval units ALWAYS stay at sea. They never participate in land combat. When a new ship is built, it is placed in a sea box adjacent to its home nation. Placement may be delayed.

Naval combat is conducted like land combat except that a power may retreat before combat into an adjacent sea zone on a dr of 1-4.

Combat damage is determined:

Britain kills pips on a 1-4. Half of the kills are instead captures.

All other nations kill pips on a 1-3. Half of the kills are instead captures.

A single ship per turn can be built by any major power. It costs 1 star and appears 6 months (3 turns) later in a port in their home nation. Ship factors do NOT count against total production builds. *Example: France starts with 12 production. On its first turn, France captures two stars, giving it 14 production. The next build cycle it builds 1 pip of army, and 1 ship. The following turn it can now build another pip of army, for a total of 14 army pips.*

Admiral Nelson. +1 to British Die Rolls in ship combat. He may fight one battle, and is then removed from game. He affects only naval battles, and moves with a fleet. He affects all friendly ships in his sea box.

Alliance Limit. France can make no alliances in 1805. If France does better than historical in any year (11+ VPs in a year), it can make no alliances the following year!

Free-For-All Set Up

If playing with Naval Units, add to the 1805 set-up:

Britain:	Up to 8 dice at sea with 14 pips total
France:	Up to 4 dice at sea with 8 pips total
Russia:	Up to 2 dice at sea with 4 pips total
Spain:	Up to 2 dice at sea with 4 pips total
Denmark:	Up to 1 dice at sea with 3 pips total
Ottoman:	Up to 1 dice at sea with 1 pips total
Sweden:	Up to 1 dice at sea with 2 pips total

Scorecard

Two Player

Add total controlled production stars at end of each year.

Note: Handicaps are not used in this scenario. Total all Coalition points and compare to French total.

Nation	1805	1806	1807	1808	1809	1810	1811	1812	1813	1814*	1815*	TOTALS
France												
Britain												
Russia												
Austria												
Prussia												
Coalition												

* 1814: Add 5 VPs to French total if Napoleon has not been deposed to Elba at end of year.

* 1815: Add 10 VPs to French total if Napoleon is still on the map at end of year.

At the end of the game, compare the French total to that of ALL the other nations added together to determine the victor.

Scorecard

Historical Multiplayer

Add total controlled production stars at end of each year.

DICE GAME ONLY

HISTORICAL MULTI-PLAYER ONLY

A score of 10 VPs per year means you have matched historical.

	1805	1806	1807	1808	1809	1810	1811	1812	1813	1814*	1815*	TOTALS
Total Stars												
Handicap	-5	-13	-13	-16	-18	-18	-18	-18	-9	3	2	
FRANCE												
Total Stars												
Handicap	7	8	8	6	6	6	6	6	4	2	3	
BRITAIN												
Total Stars												
Handicap	4	3	3	3	2	2	2	3	0	-1	3	
RUSSIA												
Total Stars												
Handicap	4	4	4	4	6	6	6	6	2	-4	-5	
AUSTRIA												
Total Stars												
Handicap	3	8	6	6	6	6	6	6	6	3	0	
PRUSSIA												

Based on Historical scores, with a Handicap designed to equal 10 VPs for historical

* 1814: Add 5 VPs to French total if Napoleon has not been deposed to Elba at end of year.

* 1815: Add 10 VPs to French total if Napoleon is still on the map at end of year.

When playing two nations, add the scores together and halve the result.

Scorecard *Free for All Multiplayer*

Add total controlled production stars at end of each year. Subtract Treaty Violations at end of each year. Treaties may not be broken during first 12 mo. After that -2 VP for each full or partial 12-month period broken. See "Breaking Peace Treaties" in rules.

DICE GAME

ONLY

FREE-FOR-ALL ONLY

	18 05	18 06	18 07	18 08	180 9	181 0	181 1	18 12	181 3	181 4*	181 5*	TOT ALS
Total Stars												
Trty Viol.												
Handicap	-5	-13	-13	-16	-18	-18	-18	-18	-9	3	2	
FRANCE												
Total Stars												
Trty Viol.												
Handicap	7	8	8	6	6	6	6	6	4	2	3	
BRITAIN												
Total Stars												
Trty Viol.												
Handicap	4	3	3	3	2	2	2	3	0	-1	3	
RUSSIA												
Total Stars												
Trty Viol.												
Handicap	4	4	4	4	6	6	6	6	2	-4	-5	
AUSTRIA												
Total Stars												
Trty Viol.												
Handicap	3	8	6	6	6	6	6	6	6	3	0	
PRUSSIA												
Based on Historical scores, with a Handicap designed to equal 10 VPs for historical												

* 1814: Add 5 VPs to French total if Napoleon has not been deposed to Elba at end of year.

* 1815: Add 10 VPs to French total if Napoleon is still on the map at end of year.