

# CAMPAIGN V.1.1.

## INTRODUCTION

It's the Napoleonic wars, Baby! But diagrammatic! Alliances can be made and broken – but we recommend maintaining a 'balance of power' rather than forming alliances. *'HOUSE RULES' are shown in italics.*

## CONTENTS

4 sets of playing pieces comprising 1 General, 9 infantry and 9 Cavalry units; 6 sets of town cards; 4 alliance cards; 2 dice; board.

*HOUSE RULE: A set of black Prussian pieces and alliance card are provided.*

The board has six 'countries' of (roughly) equal size France, Prussia (i.e. Germany), Russia, Austria, Italy and 'Spain' (i.e. Iberia and assisting British). Each area has four provincial towns; five of them have Capital cities. France and Prussia use the same colour pieces (blue) but are (sometimes) not used together as bases in the same game. Italy is never used as a base. Spain is 'red' (the 'red forces' in Spain are assumed to be largely British/Allied); Russia is green, Austria is white.



Playing pieces (each about a corps in strength) may not move on to or over any square that is marked as sea, forest or mountain. *HOUSE RULE: Forest and mountain squares can be traversed at 'double' dice pip costs – the mountains between Austria, Prussia, Russia and Italy at NORMAL movement cost.*

## OBJECT OF THE GAME

The game is won outright by the player who either:-

- a) Captures all his opponent's capitals.
- b) When 2 or 4 players are playing, the game is won by the first player to capture 8 towns of any colour (but not including his own country). He still wins if he has lost his own four towns.

c) With three players ten towns must be captured by a player. He still wins if he has lost his own four towns.

*HOUSE RULE. d) With five players six towns must be captured by a player. He still wins if he has lost his own four towns.*

In case no decisive victory is achieved set a time limit to end the game. The player holding the largest number of town cards at the deadline is the winner.

A player is eliminated when

a) he loses his Capital *and* all his 'home' towns (see 6.0).

b) he is left with a General but no troops

### SEQUENCE OF PLAY

Each turn each player:-

1) Moves all pieces (see 4.0)

2) Make any 'attacks' (see 9.0)

3) A.O.B.

a) Remove any 'captured' pieces

b) Capture/occupy and towns (see 5.0) and capitals (see 6.0)

c) Gain new or lose pieces (see 13.0 and 17.2)

d) Adjudicate elimination / preparation for remobilisation of players

e) Make and break alliances and transfer / rescind control of pieces (see 7.0)

f) Adjudicate any Spanish guerrillas (see 17.4.3.)

4) Redeploy pieces (see 17.1)

## THE INTRODUCTORY GAME

### 1.0. PREPARATION

1.1. a) For 4 players the four 'powers' used as bases are France, Russia, Austria and Spain. Prussia is not used as a base.

b) For 3 players, each selects one country as their base. France and Prussia cannot be used as base countries at the same time.

c) For 2 players, each controls two powers, but may only move one army per turn, alternating. France and Prussia cannot be used as base countries at the same time.

*HOUSE RULE. d) For 5 players include Prussia. Use both France and Prussia.*

*HOUSE RULE: e) 'Congress Of Vienna'. Play Prussia as well as the other four powers. With fewer than five players decide by random which powers are neutral and inviolate (in the case of Prussia only one square around its Capital area is 'neutral' plus Stettin). With less than five players allow one player to control more than one power.*

*HOUSE RULE. See 17.9. for 'Before Trafalgar' variant.*

1.2. Place the Generals of each power on the Capital squares of matching colour. Place 4 infantry and 4 Cavalry pieces on the starting squares indicated on each side of the Generals. Leave any extra pieces in the box.

1.3. Distribute the Town and Alliance cards. Each player will begin with five cards of his own colour in front for all to see. 'Neutral' cards are placed near the board. Cards must be easily visible to all players at all times.

### 2.0. THE DICE

2.1. The two D6 dice are always thrown together at each player's turn. They are used to move the pieces; they *are not* used to determine the outcome of attacks.

*HOUSE RULE. 2.1.1. Use 2 X D5 'average dice' instead of 2 X D6.*

2.2. The dice thrown may be used to move just one, or several, pieces. Players are not compelled to use the full dice throw.

*HOUSE RULE. 2.2.1. Each piece is only allowed a maximum of three moves per turn (note NOT three dice 'pips').*

### 3.0. THE CARDS

3.1. There are two kinds of 'town cards'; twelve have a red circle, the other twelve have a yellow circle. When any town, of either colour, is captured, the corresponding town card is claimed. The player keeps the card until the town is captured by another player, when it must be surrendered.

3.2. The Alliance cards match the colours of the playing pieces. They are simply used as evidence that two players have entered into an alliance – and each player will hold the card of his ally. Multiple alliances are permitted.

### 4.0. MOVEMENT OF THE PIECES

4.1. Although the luck of the dice throw can vitally affect the game, it is essential that players understand fully how the playing pieces are moved, and how attacks must be planned if they are to be successful.

4.1.1. a) General. One square per dice pip, in any direction, horizontally or vertically or diagonally. Only generals can capture towns by moving into them.  
b) Cavalry. These pieces *must* move two squares per pip – i.e. a dice throw of 3 moves it 6 squares. They can only move horizontally or vertically.  
c) Infantry. These pieces move only one square at a time. They only move diagonally.

4.1.2. Pieces may not jump over or move through each other, and only one piece can occupy each square.

### 5.0. CAPTURING TOWNS

5.1. Only a General can capture a town – simply by moving onto the town square. It must then halt and remain there until the next turn to 'occupy'. When a town is successfully captured, at the end of the turn the player claims the town card.

5.2. Pieces attacked and defeated are removed from the board *at the end of the turn* (see 9.0). Players cannot, therefore, attack and remove a piece from a town square – move on *and* capture the town – in the same turn.

5.2.1. A General can, however, take a piece *and* capture a town in the same move *but only if* it also moves onto an unoccupied town square which also puts it in a further attacking position.

5.3. All towns can be captured – not just those ‘Capitals’ used as bases by players (see 6.0). There are no cards for ‘capitals’.

## 6.0. CAPTURING A CAPITAL

6.1. A Capital can only be taken after all the provincial towns in the country have first been captured and are still held by other powers. If this happens and the capital is captured the defeated player is out of the game regardless of who holds its towns or capital.

*HOUSE RULE. 6.2. The capitals are Paris (France), Berlin (Prussia), Moscow (Russia), Vienna (Austria) and Lisbon (‘Spain’). If Lisbon is captured after all towns in ‘Spain’ roll a D6. On a 6 the ‘Spanish’ (i.e. the British) player may invoke rule 17.4.2. and continue the war.*

## 7.0. ALLIANCES

7.1. To make an alliance, player simply agree to be allies and exchange Alliance cards. Each player may only move his own pieces, but may consult allies. A player may not cross a border into an ally’s country without his consent. Multiple ‘coalition’ alliances of powers are permitted.

*HOUSE RULE. 7.1.1. Allies can agree to ‘pass control’ of pieces between each other. This is immediately rescinded upon the breaking of an Alliance (see 7.2.). Each ally must contribute at least one piece to the combined force and such ‘control’ agreements only extend with the boundaries of one country. Control may NOT be redeemed until during the next full round of all players.*

7.2. The Alliance may be broken by either player at any time during the game by simply announcing his intention and taking back his Alliance card. It is perfectly legitimate for a player to plan to secretly attack his declared ally(s), but he may not break the alliance and attack his former ally in the same turn. This gives his former ally(s) a clear turn to re-deploy his forces if he wishes.

## 8.0. COMMENCING PLAY

8.1. Decide the order of play by dice. The player with the highest score begins. The player on his left then takes his turn, and so on around the board (see also 1.1.c.).

8.2. The first player throws both dice and moves whatever pieces he wishes – up to the total of his dice throw. For example, with a throw of 7 a player can move one piece 7 times; 7 pieces once each, or any combination thereof (see also 2.2.1.).

## 9.0. ATTACK AND DEFENCE

9.1. Cavalry and Infantry pieces have the same value ('strength') of 1, in both attack and defence. Generals also have a value of 1 when attacking, but a value of 2 when defending. Therefore any two pieces correctly positioned can capture a Cavalry or Infantry piece – but it takes three pieces to capture a General.

9.2. Pieces are attacked and taken when superior forces are positioned in adjacent squares. They do not actually 'move onto' their opponent's square but they must be in positions where a one-square move, along the line in which they're allowed to move, *would* take them onto that opponent's square. To attack, therefore, infantry pieces must be touching at a corner, Cavalry pieces must be touching along the side and the General can be in either position.

9.3. Only one piece can be attacked in any one turn. The attacking player must say which piece it is he is attacking and may not change this target once he has made a move.

*HOUSE RULE. 9.3.1. Only 1 piece can be attacked in any one country per player turn; but a player with troops in 2 (or more) countries, simultaneously at war, pieces can be attacked & removed in those countries also, as these are considered on 'different fronts'.*

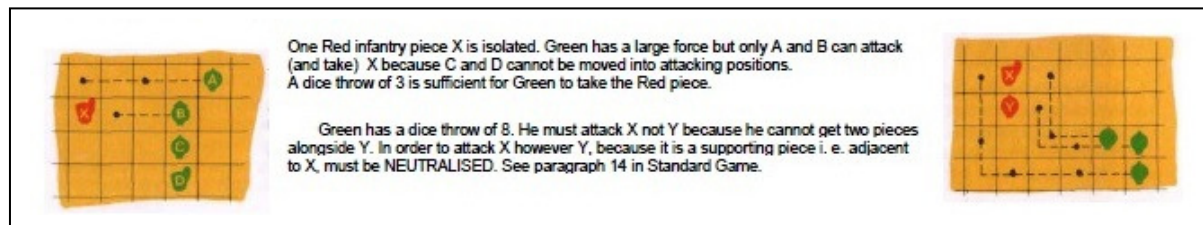
9.4. Allied forces may act as closely as they wish. Opposing pieces may be taken by any mixed, allied force (*see also 7.1.1.*)

9.5. Infantry and Cavalry pieces successfully attacked and defeated must be removed from the board. A defeated piece if removed from the board at the end of the turn. Captured Generals are not removed from the board (see Section 11.0.)

9.6. When working out their attacking moves, players are *not* allowed to move pieces, 'let go' and pick them up again (the same rule as per Chess). Once a piece has been moved and let go it *may not* be touched again in that turn.

## 10.0. EXAMPLES OF ATTACKING MOVES

10.1. Examine the following examples so that the 'attack rules' are fully understood.



10.2. It is important to note that even with a high dice throw and a heavy troop concentration it may still be impossible to capture an opposing piece because attacking troops cannot be manoeuvred into correct attacking positions.

## 11.0. CAPTURING A GENERAL (INTRODUCTORY GAME)

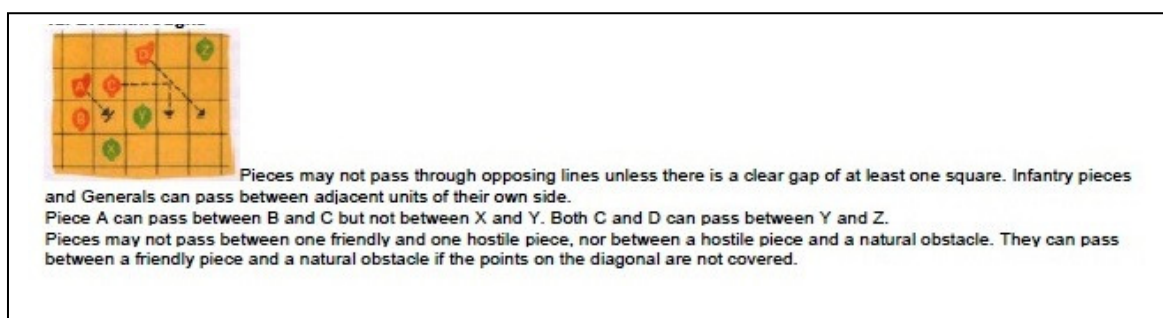
11.1. When a General is attacked and taken, at the end of the attacking player's turn, the following steps must be taken:-

- if there are any 'foreign' troops of any nationality inside the Capital area of a defeated General, these must be moved outside and placed on any of the squares on the perimeter of his country.
- the defeated General must be moved back to the starting positions in his Capital area.
- all troops of the defeated General must be moved back to starting positions in the Capital area
- the player with the defeated General misses his next turn. Having missed one turn he may re-enter play in the usual way. He may not be attacked again until after this second turn.

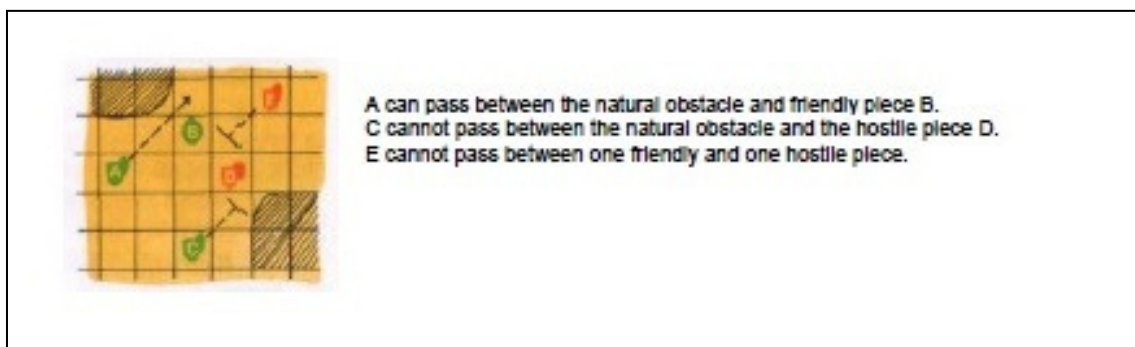
11.2. Different rules are used in the 'Standard Game' (see 15.0).

## 12.0. BREAKTHROUGHS

12.1. Each piece exerts a 'zone of control' into an adjacent square.



12.2.



## THE STANDARD GAME

Use all the introductory rules, plus (and replace with) the following:-

### 13.0. ADDITIONAL TROOPS

13.1. In the 'standard game' the 'red towns' have a new significance. When a player captures a 'red' town *at the end of the turn* he takes the corresponding town card *and he also claims one Infantry or Cavalry piece* (according to the symbol shown in the card's circle). He may place this extra piece on any empty square adjacent to the town square. At the same time the player who previously held the town card must remove from the board a corresponding Infantry or Cavalry piece of his own. He must remove the piece that is closest to the town just captured. If the losing player does not have the correct piece he must discard an incorrect one. This applies to all red towns – including those in a player's own country (it is assumed that red towns there are already occupied by him at start of play, and he already has the troop units in his army).

13.2. It is important to remember that playing pieces gained from taking towns are lost *immediately* the towns are taken by another player. Such pieces are 'tied' to red towns - and are therefore gained and lost with them.

13.3. If a player takes an opposing piece, and in the same turn his General is able to move on to a red-circle town square, at the end of the turn he will remove the piece attacked. *He will also* gain a piece, *and* the player losing the town *will lose another piece*.

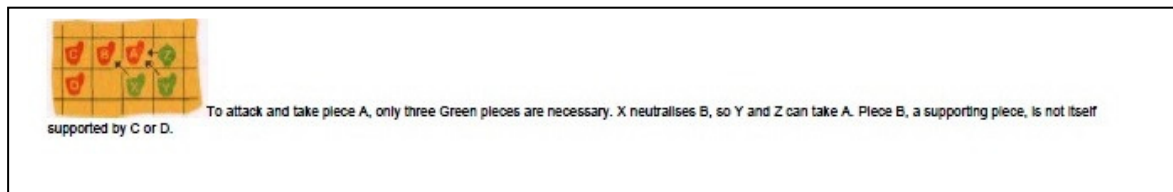
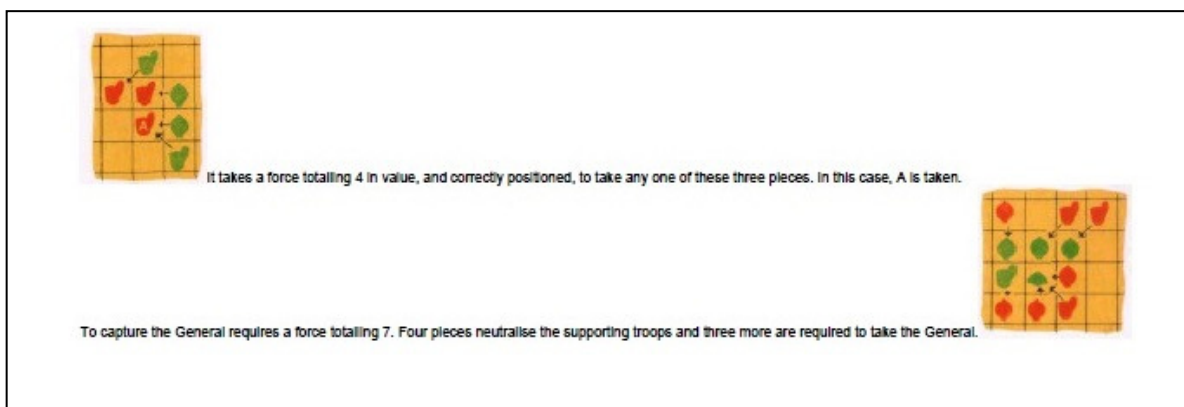
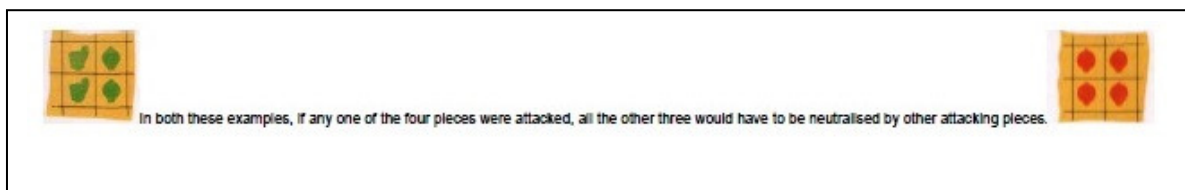


## 14.0. SUPPORTING PIECES

14.1. A piece being attacked is supported by any other pieces adjacent to it. They *do not* have to be in their particular 'line of movement' in relation to the piece they are supporting. So long as they are on a square that touches the square (at a side or corner) of the piece being attacked, they are supporting that piece.

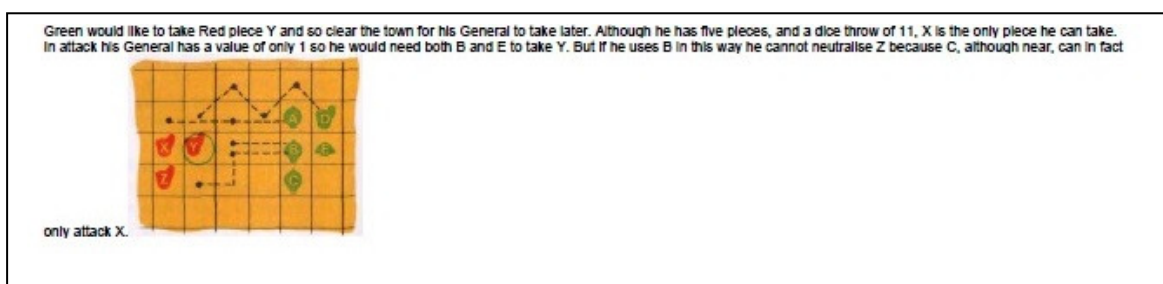
14.1.1. If follows, therefore, before a piece can be taken, every adjacent piece must be 'engaged' (and its support thus 'neutralised'). A closely grouped force can, therefore, be very difficult to attack.

### 14.1.2. Examples



Remember – to support – pieces of all kinds have only to be adjacent.

14.2. A General supporting another piece is deemed in a defending position. It therefore takes two other pieces to neutralise it (see Section 9.0).



## 15.0. CAPTURING A GENERAL (STANDARD GAME)

15.1. Different rules are used from the 'Introductory Game' (see 11.0).

15.2. When a General is attacked and taken, and the end of the attacking player's turn, the following steps must be taken:-

a) if there are any 'foreign' troops of any nationality inside the Capital area of a defeated General, these must be moved outside and placed on any of the squares on the perimeter of this country.

b) the defeated General and any remaining troops, wherever they are, must be moved to appropriate positions in the Enlistment area. If some or all of the remaining troops are 'tied' to towns they will almost certainly be quickly lost as other players capture these towns.

c) A player whose General has just been captured is given the opportunity of recruiting more troops. He is allowed to recruit one new Cavalry *or* Infantry piece (he may choose which) if he has only

i) 1 troop piece and no red town cards *or*

ii) 1 troop piece more than red town cards in his possession.

He is allowed to recruit one new Cavalry *and* one Infantry piece if he has only

iii) an equal number of troop pieces and red town cards *or*

iv) more red town cards than troop pieces

15.3. If a General holds more than four of either Infantry or Cavalry pieces (there is only space for 4 of each on the board) he must bring any additional units into the Enlistment Area once earlier units have been moved away towards the capital upon 'mobilisation' (see 16.0.).

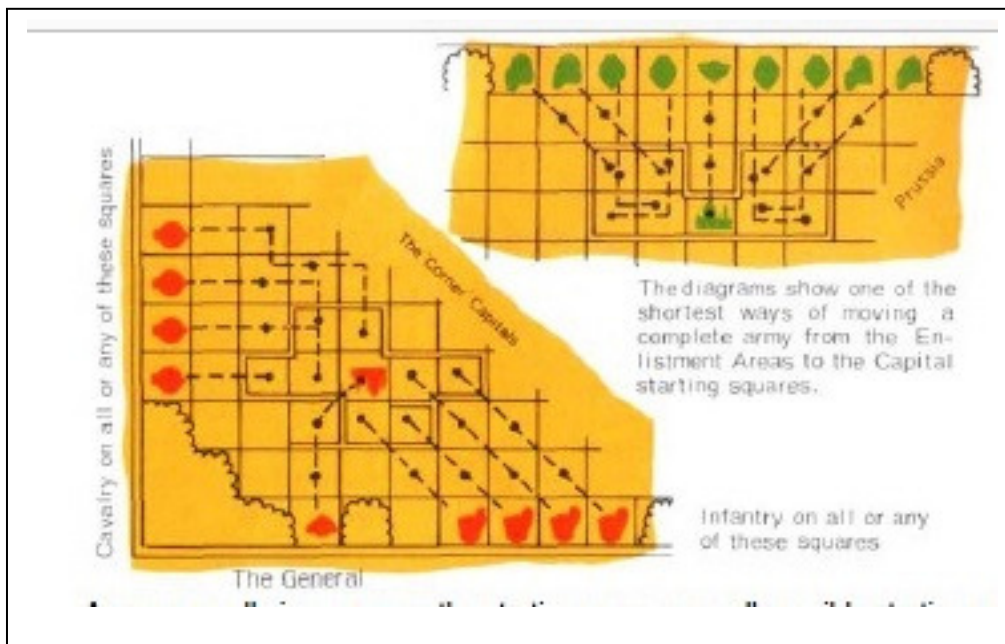
## 16.0. RE-ENTERING PLAY

16.1. Before a 'new' General and his army may engage in hostilities they must first 'mobilise' in the Capital. The player must therefore use his next few turns to move his army from the Enlistment Area to the correct Capital starting squares.

16.2. As soon as all pieces are on the starting squares, or all possible starting squares are occupied (supposing there are more than 4 Infantry and/or Cavalry pieces) - on the following turn they can be moved off, as at the start of play.

16.3. No other player may attack the Capital area or any pieces being mobilised until mobilisation is complete – i.e. every possible piece is on a correct starting

square. There is, however, nothing to prevent an opponent from hindering mobilisation by interposing troops between Enlistment and Capital areas.



## THE ADVANCED GAME

*Use all the introductory and standard rules, plus (and replace with) the following:-*

### 17.0. SPECIAL HOUSE RULES.

*17.1. Redeployment. At the very end of a player's turn, they can move 1 X D6 pieces onto any adjacent square, in order to occupy abandoned cities, or in preparation to enhance a plan of attack, or to retreat. Where a square costs double 'pips' to cross this rule still applies.*

*17.2. Captured Towns (Yellow). Upon each capture of a yellow town roll a dice for 'plunder'. If a 6 is rolled a 'free' Infantry piece can be placed at the player's capital.*

### 17.3. France.

*17.3.1. France has a 'second' General at the start of play, Napoleon (distinctively marked). Napoleon counts as '2' in both attack and defence. Napoleon must be captured before France is defeated and obliged to re-*

*mobilise. Either can be used at any re-start; but not both. If the other General is captured he is simply placed to one side pending re-mobilisation.*

*17.3.2 France (and Russia) each start the game with one of their Infantry pieces distinctively marked as 'Guards'. These attack with a value of 1, but defend with a value of 2. If eliminated they may not be subsequently re-mobilised.*

*17.3.3. 'Revolutionary Fervour'. France can begin the game with either an extra Infantry or Cavalry piece on either one of its red towns.*

*17.4. 'Spain'.*

*17.4.1. 'Spain' (i.e. the mainly British forces there) may acquire a 'second' General INSTEAD of taking their first piece gained by capturing a town. This is Wellington (distinctively marked). Wellington counts as 1 in attack and 3 in defence; his counterpart General's value reducing to 1 in attack and 1 in defence. Both Generals must be captured before 'Spain' is defeated and obliged to re-mobilise. Either can be used at any re-start; but not both. Only one can move each turn (i.e. either Wellington or the 'Spanish' General).*

*17.4.2. 'Britannia Rules The Waves'. During their turn the 'Spain' player may move a single Infantry piece into a 'sea area'. It may land next turn on: -*

*a) any coastally adjacent square NOT in France*

*b) any woodland square adjacent to Prussia*

*It may then move onto the board on the next or subsequent turn at the cost of 1 dice pip per square and conduct operations.*

*17.4.3. 'Spanish Guerrillas'. At the end of their turn 'Spain' rolls two dice. If a '12' is rolled they may remove any one non-red, non-General, piece in Spain.*

*17.5. Russia.*

*17.5.1. 'Russian Steppes'. The squares adjacent to the Russian Capital area (horizontally, vertically and diagonally) cost DOUBLE dice pips to cross. Russia also begins the game with either an extra Infantry or a Cavalry piece on one of its red towns.*

*17.5.2. Russia (and France) each starts the game with one of their Infantry pieces distinctively marked as 'Guards'. These attack with a value of 1, but*

*defend with a value of 2. If eliminated they may not be subsequently re-mobilised.*

#### *17.6. Austria.*

*17.6.1. 'The Double-Headed Eagle Looks Both Ways'. Any mountains touching the Austrian border with Italy can be traversed by Austrian troops for the normal move cost, NOT at double cost.*

#### *17.7. Prussia.*

*17.7.1. 'Liberation Fervour'. Prussia can re-mobilise with an extra 'free' Infantry or Cavalry piece.*

*17.8. 'Minor Powers'. At the start of play place a neutral Infantry unit in each of the 'red' Italian and Prussian towns (Leipzig, Dresden, Milan and Turin). These are neutral until a General advances adjacent to the town. Instead of attacking he may roll a single dice. On a 5-6 they join his army as 'allies'. If the town is subsequently lost the unit is also lost as it 'defects' and changes sides to the new occupier. Use this rule instead of 13.0 for these towns. These neutral pieces cannot count as being supported by other powers whilst till 'neutral'*

#### *17.9. 'Before Trafalgar' Start Of Play Variant.*

*17.9.1. Set up 'Spain' with only 3 Infantry and 2 Cavalry pieces only. 'Spain' is not fully in play until it is invaded by another player. If invaded it immediately receives its full complement of pieces and becomes 'fully active'.*

*17.9.2. Before 'Spain' is 'fully active' use also rule 17.4.2. ('Britannia Rules The Waves') – EXCEPTING that these forces are increased to 1 General, 2 Infantry and 1 Cavalry and may be used by the 'partially active' 'Spanish' player. This active force may not land in Spain. If Spain is invaded by another power this force is immediately transferred to the 'Spanish' capital area as part of 'Spain's full complement of pieces.*