

Musket Diplomacy



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Musket Diplomacy

1. Introduction

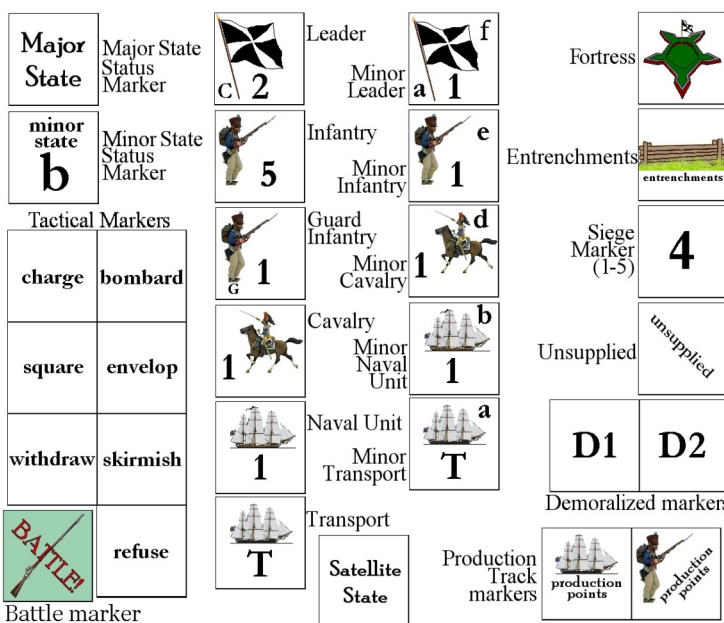
Musket Diplomacy is a game of Napoleonic era conquest for up to six players. Based on the mechanics of Avalon Hill's 1980 game, **War and Peace** by Mark McLaughlin; each player controls a major state on a fictitious continent and attempts to win by controlling the continent.

2. The Map

- The map depicts the fictitious continent the players are trying to control. A grid of hexagons covers the map to regulate movement and placement. Each hexagon is about 40 miles (64 km) across. The red boundaries marked on the map divide the continent into 6 major states, 7 minor states, and 6 sea zones.
- Major state capital cities are 8 pointed stars filled with that state's color; minor state capitals are black 5 pointed stars. Cities with an infantry symbol near them are production cities. A city with a ship symbol in its port box can produce naval production points for building naval squadrons and transports.
- Coastal hexes that contain cities are seaports and have a *port box* connected to them. Only naval units and their cargo can be in the port box. Units in this box are considered to be in the same hex as the city associated with the port box.
- The map contains the sea zones, numbered 1-6, a terrain key, the turn record track, an Alliance Display, and a Production City track.

3. Playing Pieces

- The playing pieces represent the military forces the players use to accomplish their goals. Combat units are infantry, cavalry, and naval units. Each has a symbol and a number showing its strength in *Strength Points*, hereafter "SP." Infantry and cavalry SP represent approximately 5,000 men while each naval SP or "NSP" represents the strength of about 6 ships-of-the-line.
- Combat units are printed in various denominations of SP, like currency, and units
- of the same state, and type can be exchanged to help players break or condense stacks. For instance 5 1 SP infantry units are equal to a single 5 SP infantry unit of the same state.
- A selection of leaders is provided to each state, letter coded in caps from A to O. They show a flag and a number from 0 to 3, representing that leader's ability to influence combat.
- All units have a background color to denote which state they are a satellite of or are controlled by; Blue, Gray, Green, Red, Yellow, and White. The counter mix for each state includes units in their color for use when they control a minor state. That means each minor state will have six sets of

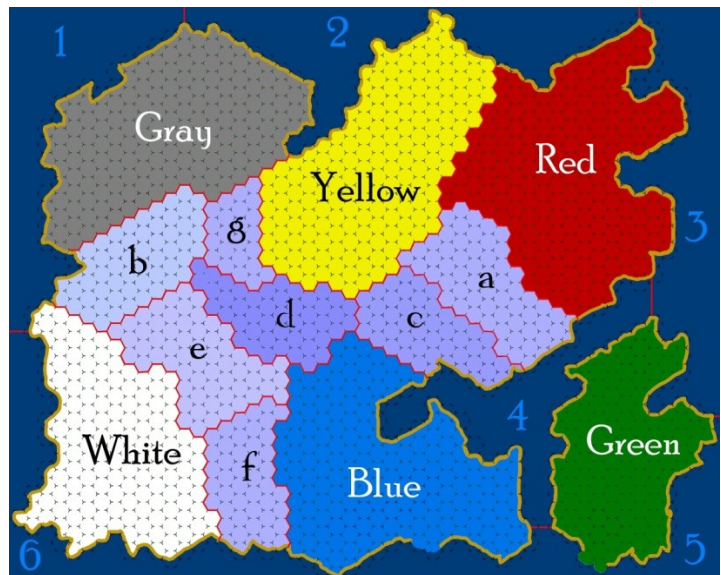


units, one in each of the major states colors, but only one set is used depending on which major state the minor is a satellite of.

6. There are 2 types of infantry; regular infantry which have an image of an infantryman and its strength number and Guards which look the same but have the letter G below the image.
7. Cavalry is similar with an image and a strength number for regular cavalry and a G under the image for Guards Cavalry.
8. Units of minor states have their letter designation in lower-case in the upper right of the counter; a, b, c, d, e, f, or g. Minor leaders are also identified by lower-case letters; a & b in the lower left of the counter.
9. Units have a morale value used in combat but not printed on the counters.
 - a. **3:** All Guards
 - b. **2:** Major state infantry, cavalry, and naval units
 - c. **1:** Minor state infantry, cavalry, and naval units

4. State Display & Player-Aid Cards

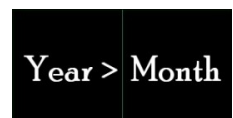
1. There are *six state display cards*, one for each major state, that contains the state's force-pools, and leader displays. The leader display allows the leader counter to be on the map alone while his forces are in his box on the display, easing stacking on the map. Each major state has a display card, even if not controlled by a player.
2. The *player-aid card* has the charts and tables needed for play, including the Attrition Table, Combat Results Table, Forced March Table, Loss Chart, and naval tables.



5. Sequence of Play

The game is played in a series of one month turns. Each turn consists of two segments; The Diplomacy Segment and two or more Player Segments.

1. **Diplomacy Segment:** During this segment, players conduct negotiations with each other. Any Alliances formed are announced before the Player Segments begin.
 - a. Players discard their current *Event Cards*, draw **1** new card each, and disclose them.
 - b. Prisoner Exchanges are conducted in **January** turns.
2. **Players Segments:** A colored counter for each major state represented by a player is placed in a cup. Any player draws one counter. The player whose counter was drawn is the *active player* and takes their turn for their state and their satellites, in the following sequence.
 - a. **Alliance Phase:** The active player announces at this time if they are leaving an alliance. They may not make hostile actions of any sort against other members of an alliance they are in if they did not announce they were leaving. (rule 7)
 - b. **Naval Operations Phase:** the active player conducts naval operations according to the naval rules. (rule 8)
 - c. **Attrition Phase:** The active player rolls to determine attrition in each hex occupied by 3 or more SP under their control (rule 9).



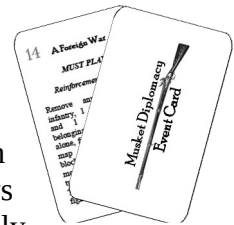
- d. **Reinforcement Phase:** The active player may use production points to purchase units from his state's and his satellite's Force Pools, and deploy them on the map according to the reinforcement rules (see rule 10).
 - e. **Movement Phase:** The active player may move the land units he controls on the map, conducts Overruns (13) and may mark battle locations (rule 11).
 - f. **Combat Phase:** The active player initiates and resolves all combat. (rule 15)
3. **Players Segment End:** The active player now chooses a counter from the cup to determine who the next player's segment it will be. The next player becomes the new active player and conducts steps a through f as above.
 4. After all players have had their segments, adjust the PC counts on the PC track; determine if any major states have been conquered, and resolve their status.
 5. Advance the Turn marker and a new turn begins. Players continue in this manner, conducting operations according to the Sequence of Play until the game ends.

6. Diplomacy

1. This segment should be timed to not more than 15 minutes each turn. Players may discuss anything during this segment; alliances, military plans, information, anything. These rules do not bind a player to anything said in negotiations, but any action taken in the game **must** be within the structure of the rules.
2. **Alliances:** A player may only be a member of **one** alliance with **no more than half (rounded) the number of players total** in any alliance. *In a 5 player game, only 3 players may be in an alliance. In a 3 player game, only 2.* Only player-represented states can choose to be members of an alliance, non-player states can only be satellites of player-states. When you are allied to a player-state, you are also allied to its satellites. Allied states place their colored markers together in one of the boxes of the *Alliance Display* on the map. The markers of satellites are stacked under their controlling state's marker.

3. Event cards.

- a. There are 36 *Event Cards*, most of which have an event that, will affect the player and/or the game in some way. Event Cards are received in the *Diplomacy Segment*. All players discard any Event Card they may hold, and the deck is shuffled. Each player, in no particular order, then draws **1** card from the shuffled deck. Players disclose their card immediately but the card says what phase of the Player Segment it is actually played in. A player is only *required* to play his card if it states **MUST PLAY** below the title of the card. **MUST PLAY** cards typically affect other players as well as the card holder. Some cards are played in certain turns, or may be in effect for more than one turn. Most cards are played in the current turn and once played are not played again unless drawn again. Cards that are in effect for more than one turn are retained by the player, and he does **not** draw a new event card until the card is no longer in play.



If a player cannot meet the obligations of an event card, for instance if he has no unblockaded fleets for a foreign war event, he may disregard the event entirely.

4. Prisoner Exchange

- a. Whenever an army surrenders, or is captured, it is removed from the map and placed in the *Prisoners* box on the state display card of the state they surrendered to.
- b. In the Diplomacy Segment of each **January** turn, **all** prisoners must be exchanged on an equal SP basis, one-for-one, as completely as possible. Players may make any agreements that do not violate the rules, to exchange any remaining prisoners. Exchanged units are returned to their state's force pool.

c. When a state is conquered, all of its SPs and leaders that are prisoners of other states, and any prisoners it possesses, are returned to their home state's force pools.

5. **Update PC Track**

- a. Check and adjust the PC counts for all the major states on the map's PC track. Major satellites still track their PCs on the track separately from the controlling state.
- b. Determine if any major state is conquered and place a *Satellite State* marker on its capital if it is. (see 7.5)

7. **Alliance Rules**

1. **Leaving Alliances:** During their Alliance Phase, the active player announces if their state is leaving an alliance they are a member of. A state may not join an alliance during this phase; alliances are formed during the Diplomacy Segment.

- a. If a player does not announce they are leaving an alliance, they remain allied, and must abide by the alliances rules.
- b. When a state leaves an alliance, in that movement phase, any of its units stacked with units of another state with which they are now not allied, must unstack. They may simply move out of the hex leaving the other state's units behind, or the other state's units are moved to an adjacent hex free of the active player's units. The active player *may* attack non-allied units in that turn, even those of the alliance they just left.
- c. If a state leaves an alliance, it retains control of its own satellite states.

2. **Satellite States**

- a. Non-player states are neutral until they are invaded or conquered. While they may have forces on the map, and major states have force pools, their units cannot move, and they have no production.
- b. Neutral non-player states become satellites of a player-state the moment they are *invaded* (see 4 below), and may commence production and move in the now controlling player's turn. They remain satellites of that player state until it or they are conquered.
- c. If the controlling state is conquered, they revert to being neutral, or may become a satellite to another state as per the *Invasion* rules below.
- d. If there are no foreign units within the borders of the former satellite state, it reverts to being neutral and production ceases.
- e. States conquered by the forces of a satellite become satellites of the state that controls the conquering state. *If a non-player Red is a satellite of Blue and conquers a state, the conquered state becomes a satellite of Blue.*
- f. The forces of a satellite are played by the controlling state's player during his turn; he is basically playing more than one state.

3. **Military cooperation of Allies**

- a. A member of an alliance may control forces of another member of that alliance provided the owner of the forces permits it.
- b. The "loaned" forces are handled during the *borrower's* turn and may not operate in any other turn, including the owner's.
- c. In mixed stacks of allied units (land or naval), the state controlling the stack should be stacked on top. If a stack is under control of an ally who has no units in the stack, a marker of his color can be used to ID the stack as under his control.

4. **Invasions**

- a. In his turn, when a player is about to move forces into a state he is not allied with, he must announce his intention before moving so that the forces of the target state may be determined and set-up. This announcement constitutes an *invasion* even if the player opts to not actually move into the invaded state.

- b. Non-player states that are not satellites, when *invaded*, will *immediately* become satellites of the **player-controlled state** that is closest to it, and is not allied with the invader, as determined by the *Capital Range Table*.
- c. Before the invader moves forces into the state, either by land movement *or* sea transport, the player now controlling the invaded state rolls for its initial forces on the *Initial On-Map Forces Table* and places them on the map according to the initial placement rules (see 25.2), then the invading player may proceed with his move.

5. How States are Conquered

- a. Any state is conquered when **all** of its land production cities are controlled by units of a non-allied state. Minors are conquered immediately upon the fall of their last production city. Major states are deemed conquered at the end of the player's segment when the PC track is adjusted.

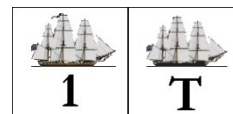
Satellite State

 - A conquered state becomes a satellite of the conquering state. A *Satellite State* marker in the color of the *conquering* state is placed on the conquered major state's capital on the map.
 - All land units of the conquered state that are outside of its borders are immediately removed from the map and returned to its force pool.
- b. All of the prisoners of the conquering and conquered states are returned to each other's respective force pools. Captured naval units do not become prisoners and therefore are not returned.
 - The conquered state's cities are considered to be controlled by the conquering state and are supply sources for the conquering state and its allies. Any cities **occupied** by a state not allied to the conquering state and its allies are controlled by the occupying state.
 - Any state may move through and trace supply through the conquered state's territory and control any cities taken.
- c. If a state is conquered by multiple states, the state that controls the capital city is considered the conquering state and its *Satellite State* marker is placed on the capital.
- d. Satellites of a conquered state become neutral when the controlling state is conquered. If there are no un-allied units within the satellite's borders, all of its land units outside its borders are removed to its force pool. All of a minor's land units are removed from the map and its force pool to the counter mix. Major states units that remain on the map are moved into the closest cities it still controls and the *satellite State* marker is removed from its capital.
- e. If there are un-allied units within its borders the former satellite will become a satellite of another player-state as if it were invaded. Any of the satellite's units outside of its borders are returned to its force pool. All of a minor state's units are replaced with those of the new controlling state's color. The *Satellite State* marker is replaced with one in the new controlling state's color.
- f. When a *minor state* is conquered the conqueror rolls one die; if the roll is **less than four**, all of the minor's units on the map, including leaders, are returned to its force pool. If the roll is **four or more**, the units remain where they are on the map except that any units stacked with units of another state, even one allied with the invader, are returned to the minor's force pool. Then, all of the minor's units and markers are replaced with versions in the color of the conquering state.
- g. The naval units of any conquered state are moved to, and remain in any *friendly port* within the conquered state. If there is no such port, they are returned to the counter mix. If the state is not a satellite, they may not be moved. If the state becomes a satellite and its forces rolled for again, ignore any naval units called for on the table and use what is already on the map.

8. Naval Operations

1. Naval Unit Types

a. There are two types of naval units: *Naval Squadrons* and *Transports*. A squadron is 1 *naval strength point* hereafter "NSP." A stack of any mix of naval units is a *fleet*. A counter of 2 or more NSPs is a fleet just as if it were a stack of 2 squadrons.



b. Major state naval units have a morale value of **two**. Minor state naval units have a morale value of **one**.

c. Each transport unit represents a **non-combat** naval unit which possesses the ability to transport supply, and army units across all-sea hexsides and from one sea zone to another (see 5, below).

d. All major and minor states may possess naval units except minor states **d**, **e**, and **g** as they are land-locked states.

e. Naval units **never** suffer attrition and are ignored during the Attrition Phase.

2. **Friendly Ports:** A *friendly port* is any port located in the home state, satellite state, allied state, or satellite of an allied state, or is controlled by occupation by the player's state, its satellites, allies, or their satellites.

3. Naval Operations Sequence

a. The active player may move individual NSPs (squadrons) or stacks (fleets). When he finishes moving one unit or stack, he may move another. Moving naval units may "pick up" other naval units during their move, but the "picked up" units must move at the rate of the original moving units, and therefore must cease moving when the original units have used all their movement points, (MP). Squadrons may be "dropped off" but may not move farther on their own or with another fleet during that player turn.



b. If one or more naval units of the active player moves into a sea zone and is *intercepted*, that combat is done before any other combat *or* movement. If the active player's force is victorious, it may continue moving *or* follow the defeated units back to port and blockade them if it has sufficient naval units to do so. The victorious naval units may also remain where they were intercepted, if the controlling player so wishes.

4. Naval Movement

a. All naval units have a Movement Allowance of **four** MPs.

b. Naval units may be moved individually or as part of a fleet.

c. Naval units may only enter **coastal hexes** and **sea zones**. Any hex which is partially covered by the blue sea color is considered a coastal hex. Any city in a coastal hex is a *port* and will have a port box connected to it. The port box is considered to be the same hex as the city and is just a way to keep naval units in a separate stack.

d. Naval units may not enter, or remain in a hex containing enemy land units. If enemy land units enter a coastal hex containing naval units, the naval units must move to the sea zone or to an adjacent coastal hex. (see also 18.6)

e. There are six sea zones on the map, delineated by red boundary lines. All ports are located clearly inside of only one sea zone.

f. During the Naval Phase, the active player may move the naval units he controls into any coastal hex or sea zone within the limit of the naval unit's Movement Allowance.

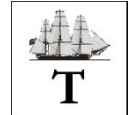
Note: Naval units may be moved independently-no leader is required to move a naval unit.

a. A naval unit expends **one** MP to enter a sea zone from an adjacent sea zone or a port-box in that sea zone. **One** MP is required to enter a port box. A naval unit must expend **two** MPs to enter a coastal hex. If insufficient naval MPs remain to perform the movement, the move may not be

made. At the end of his Naval Phase, the active player's naval units may occupy any coastal hex, or may remain "at sea" in any sea zone. Units which remain at sea may be positioned anywhere in the non-land area of the sea zone they occupy. For convenience, each player's naval units may be deployed as separate fleets within each sea zone.

5. Naval Transport

a. During his Naval Phase, the active player may transport army units and supplies via naval movement. All transport units may carry supplies or army units of their own, satellite or allied states. When a unit is being transported by a naval unit, it is placed directly under that naval unit and is considered *cargo*.



b. Naval units may embark or disembark cargo in any coastal hex or *friendly controlled port* it occupies during the Naval Phase. A leader must be present in the hex of embarkation to embark infantry, but is not required to disembark infantry. There is **no** MP cost to embark or disembark cargo, however, if an army unit is transported by naval movement it may **not** move in the Ground Movement Phase of the player's segment.

Note: Army units transported by naval movement are automatically considered supplied for the remainder of the players-segment.

c. A squadron may only transport leaders. Any number of leaders may be transported by any single naval unit.

d. A transport may carry a maximum of **five** supply points, or **two** infantry SPs, or **one** cavalry SP. **Three** supply points may be transported along with **one** infantry SP. The transport unit may also transport any number of leaders regardless of what else is being transported. Numerical markers are used to represent supply points. In order to transport supply points, a naval unit must begin the Naval Phase inside a port which the active player controls.

e. **All** cargo must be disembarked at the end of the Naval Phase. A naval unit may **not** remain "at sea" with any cargo on board. If a transport has cargo aboard at the start of a player's naval phase, the cargo is lost to its force pool immediately.

f. The hex in which supply points are disembarked becomes a limited supply source for the remainder of the **player segments**. The disembarked supply points may be used to supply an **equal** number of army SPs which can trace a supply line of three or less MPs from the disembarkation hex to the hex the SPs occupy. Regardless of whether or not the disembarked supply points are used, the numerical marker is removed from the map-board at the end of the players segments. **Note:** Only army SPs of the same color or allied to the state whose naval transport disembarked the supply points may use the disembarkation hex as a supply source. If even one SP in a force is unsupplied due to a scarcity of supply points, the entire force is considered unsupplied.

g. If a naval unit is sunk during the Naval Phase, its cargo is eliminated. If a naval unit is captured, supply points are eliminated and army units on board become prisoners of war (see section 6.4).

6. Naval Pursuit

a. In order to have combat, naval units must attempt to "pursue" or intercept enemy naval units in the same sea zone. Pursuit may be attempted by inactive naval forces when the active player's naval units **enter** a sea zone from another sea zone or from a port or coastal hex on that sea zone. Moving naval units may also attempt to pursue enemy naval units in the sea zone they move into, or are in the same sea zone if they did not move. Naval Pursuit uses the **Naval Pursuit Table**.

b. When the active player moves a naval unit **into** a sea zone, an inactive player may attempt to pursue/intercept, the moving units with any un-blockaded squadrons he controls in that **same** sea zone. Only naval units belonging to a state not allied to the active player may attempt to pursue and intercept.

- c. At the instant the active player's units enter a sea zone the inactive players must announce that they wish to pursue the moving squadrons. The active player must temporarily cease his unit's movement until the inactive players finish resolving all the pursuit attempts they wish to make against his moving units.
 - d. The inactive players may roll the die separately for **each** squadron attempting to pursue the moving units, or may roll the die once for an entire fleet, or any combination desired so long as it is announced before the die is rolled.
 - e. If the squadron attempting pursuit is "at sea," that is, not itself in a coastal hex or port box, AND the moving unit is moving *from* a port or coastal hex into that sea zone, the pursuit table die roll is increased by **one**.
 - f. Naval units leaving a sea zone cannot be pursued by units in the sea zone they are leaving.
 - g. Naval units moving into a sea zone, after any inactive players have completed their pursuit attempts, may attempt to pursue a force in that sea zone, or a coastal hex in that zone, **if** they have not themselves been intercepted and been in combat. Whether or not the pursuit is successful, the naval units may move no further that turn. Moving units receive a **-1** drm on the Naval Pursuit Table.
 - h. If the indicated result on the Naval Pursuit Table is an "I", the rolling player's squadrons or fleet intercepts the target force and may attack them before the active player may continue his movement. The players may resolve as many pursuit attempts as they desire, and may then attack the target units with **all** the squadrons that succeeded in intercepting the active player's force as a single fleet. Only allied players and satellites may combine into a single fleet. Other forces must form separate fleets.
 - i. A squadron blockaded in a port may never attempt pursuit.
 - j. Once a squadron has successfully intercepted a naval force, it may **not** attempt to pursue a different force for the remainder of the Player Segments. It may still move in its own Player Segment.
 - k. After all pursuit attempts are made and any resulting combat is resolved, the inactive players may attempt to pursue units in the same sea zone that did *not* move with any of his naval units that did not successfully pursue or have combat in that phase.
 - l. After **each round** of Naval Combat, the victorious player is permitted to try to pursue the opposing player's force. In this situation, the pursuing player rolls the die once and consults the Naval Pursuit Table. If the result is an "I", the pursuing force intercepts the opposing force and may immediately initiate another round of combat. This procedure may be repeated after each round of combat is resolved.
7. **Naval Blockade**
- a. During their Naval Phase, the active player may blockade any port in which his squadrons **equal** or **exceed** the squadrons controlled by the inactive player.
 - b. When a port is blockaded, all of the inactive player's naval units are placed under a Fortress marker and the active player's squadrons are placed directly on top of this marker. If, at any subsequent time, the blockading squadrons become outnumbered, the blockade is negated, the marker is removed, and the blockading squadrons are moved to sea. **Note:** If a port is also besieged, the army units inside the city are considered to be under the same Fortress marker. If, however, there is an enemy army SP inside the city at the end of any Combat Phase, all blockaded naval units in that city must run the blockade or are considered captured.
 - c. A naval unit which is **inside** a blockaded port may only leave that hex by *running the blockade*. To to escape out of a blockaded port, the active player must announce which naval units are attempting to leave the hex. Naval units may attempt to escape individually, as one combined

fleet, or any combination desired, so long as it is announced before the die roll(s). For each squadron or fleet attempting to escape, the active player rolls the die and locates the result on the Naval Blockade Table. If the result is an "E", the unit(s) may leave the hex without any interference. If the result is an "F", the unit(s) may remain in port or may attack the blockading force according to the Naval Combat rules. After resolving the combat, the active player's unit(s) must return to port unless the blockade is negated (see b, above). If the result is "F*", the **blockading force** may immediately initiate one round of naval combat. After resolving the combat, the active player's surviving units must return to port unless the blockade is negated. If the squadron or fleet successfully leaves the blockaded hex normal Naval Movement is allowed.

- d. A naval unit may not attempt to leave a blockaded port more than once during a single turn.
- e. A naval unit may enter a blockaded port hex but may not move into a blockaded port (Exception: see f, below).
- f. If a port is blockaded, naval units friendly to the blockaded units must "run" the blockade to move into that port. This is a reverse of running the blockade to escape. Use the *Blockade Table* but in this case, an "E" means the force may enter the blockaded port unhindered. An "F" means the force may not enter the port or it may attack the blockading force according to the Naval Combat rules. An "F*" means the blockading force may immediately initiate one round of naval combat. After resolving the combat, the active player's surviving units must return to "at sea" unless the blockade is negated.
- g. Any blockading forces that attempt to pursue forces in that sea zone are considered to have left the blockade. Following the die roll, the intercepting squadrons are immediately moved to "at sea" regardless of the result, and the blockade recalculated. If the remaining blockading force is no longer sufficient, the blockade is negated, the marker is removed, and the remaining blockade force moved to sea. (see b, above). Combat resulting from a successful interception is considered to be at sea, but the pursuit die roll does not get the "at sea" modifier.
- h. Any squadrons that had been blockading a port may not be used to intercept any naval units of the active player that ran and escaped that same blockade.
- i. If one or more squadrons is blockading a port, and the active player wants to run the blockade with the isolated fleet and wants to bring a fleet that he is moving at sea into the hex to attack the blockaders, he must do so one fleet at a time. They may not combine to attack the blockading fleet unless the blockading player so wishes. The blockading fleet may choose which of the two enemy fleets it wishes to engage first. If victorious, it may then fight the other fleet. If defeated, it may then retreat as normal. If the blockading player allows both enemy fleets (the one at sea and the one in port) to join and fights them together, the battle is considered to be fought "at sea" in the sea zone, and the defeated player may choose his port of retreat as per the naval combat rules. He need not retreat to the port his blockaded fleet escaped from if he has another choice.
- j. The active player may bring a fleet at sea into the hex to attack the blockaders without also running the blockade with the isolated fleet.

8. Naval Combat

- a. During the Naval Phase, there are three situations in which Naval combat may occur:
 - when the active player's naval units enter a coastal hex which is occupied by naval units controlled by a non-allied inactive player, the active player may initiate combat against the units in that hex;
 - when the active player's naval movement is interrupted by **intercepting** naval units controlled by an inactive player, the intercepting units may initiate combat against the moving units;

- when the active player's naval units attempt to enter or leave a **blockaded** port, combat may be initiated in accordance with the result obtained from the Blockade Table. **Note:** Unless attempting to leave, naval units **inside** a port may **never** be attacked.
- b. Naval combat is resolved very much like land combat. Each player totals the number of NSPs in his force. For each battle, the combat odds ratio is determined by dividing the total strength of the larger force by the total strength of the smaller force. Unlike land combat there is no benefit to having an odds ratio greater than "2 to 1". Each odds ratio is printed on a separate horizontal line on the *Naval Combat Results Table*. The player who controls the larger force rolls the die and modifies the result for morale (see 6.f., below) and *Admirals*. The modified die roll is located opposite the determined Combat Ratio on the Naval Combat Table. The result taken from the Naval Combat Table is interpreted as follows:
- L = Larger Force
 - S = Smaller Force
 - R = indicated force must retreat
 - S = one squadron of the indicated force is sunk
 - C = one squadron of the indicated force is captured

Examples: LS means one squadron from the larger force is sunk. SC means one squadron from the smaller force is captured. Sunk units are returned to the counter mix.


- a. After a round of combat, the player whose force is unaffected by the combat result (the victorious player) may initiate another round of combat by rolling to pursue the opposing force on the Naval Pursuit Table (see Naval Pursuit, section 6, above). If successful, the combat immediately proceeds for another round. This procedure may be repeated after each round, at the option of the "victorious" player resulting from each round of combat (Exception: see b, below).
- b. **Naval Retreat:** If a naval force receives a retreat result in naval combat, and is not successfully pursued, or otherwise loses **two** consecutive rounds of combat; it must immediately retreat to an un-blockaded friendly port in the same sea zone. If no such port is available, the player may attempt to run a blockade into a friendly port, one NSP/T at a time, or retreat to an adjacent sea-zone, but each NSP/T attempting another sea zone must roll on the Transport Table adding one to the die-roll. (see a, below). Units that fail to get into a blockaded port, may attempt to retreat to a neighboring sea zone also rolling on the Transport Table. The squadron said to be carrying an admiral may benefit from the admiral's rating on these rolls, but only that one squadron.

2 NSP and a T carrying 2 SP and a leader receive an SR result in naval combat, and the enemy failed its pursuit. The only friendly port on the sea zone is blockaded. The player may attempt to run the blockade into the port, or retreat to an open port in the next sea zone. He opts to run the blockade. 1 NSP succeeds in getting into the port, but the other NSP and the T do not. They have no option but to retreat to a neighboring sea zone rolling on the Transport Table. The NSP succeeds, but the T rolls a 2 resulting in its capture. It becomes a prize while it's cargo of 2 SP become POWs and the leader goes into his force pool to be redeployed.

- a. Transports do **not** participate in Naval combat. If an unescorted transport is attacked, the transport's owner rolls the die and locates the result on the Naval Transport Table. The result is interpreted as follows:
 - C = transport (and cargo) captured
 - S = transport sunk
 - E = transport escapes to any un-blockaded friendly port in the same sea zone. If no such port is available, the transport is moved to any port in that sea zone, and it and its cargo are considered captured by the state that controls that port. If there is no port available in the same sea zone, the transport is sunk.

- a. The morale of a fleet is based on the majority of its NSPs. If the NSPs are mostly major state units, the morale is **two**, otherwise it is **one**. The die roll used to resolve naval combat is modified for morale and admirals. The die roll is increased by one if the **larger** force is a higher morale, and decreased by one if the **smaller** force is of a higher morale.
- b. The die roll is increased by one if the **larger** force has an admiral, and decreased by one if the **smaller** force has an admiral.

9. Naval Prizes

- a. Captured Naval Units must either be immediately destroyed and returned to the owning player's counter mix, or kept in play as a prize by leaving it on the map-board. As long as the capturing player retains physical possession of the prize he may, at his option, tow it to a friendly port, repair it, and incorporate it into his own active forces. 
- b. A prize is towed by placing it under a combat naval unit and moving the two together at normal naval movement rates. Transports may not tow prizes. Prizes may not remain at sea for three consecutive turns (even when under tow). Also they may not enter coastal hexes except at ports. Place a siege marker above the unit and increment it at the end of the player segment. If forced to remain at sea for more than two consecutive turns or enter a non-port coastal hex, the prize is automatically eliminated. The towing unit is unaffected. A NSP may tow only one prize at a time. Prizes may be picked up and dropped off at sea and in port.
- c. Once in a friendly port, a prize may be repaired.
- d. To move a prize before repairs are affected requires towing.
- e. Each captured NSP requires a payment of **two** production points and takes **two** full months (not including the turn of arrival) to repair. Place a siege marker above the unit and increment it at the end of the player segment. Transports cost one production point and take one month to repair. A prize may be paid for on the "installment plan." Only one prize may be repaired at a time. Thus, if two NSPs and a transport were captured in the same turn, it would take **five** production points and **five** turns in friendly ports to repair them all.
- f. The repair of prizes in no way conflicts with the construction and rebuilding of naval units. Once a prize is fully repaired, it is replaced with a counter in the color of its new owner and the original counter is returned to the original state's counter mix, *not* his force pool. The number of prizes a player may so incorporate is limited only by the counter mix.
- g. Prizes may be recaptured either in port or at sea.
- h. Even if recaptured by the original owner, they must still be repaired in order to be reincorporated into his active forces. Replace the siege marker and set it to one.
- i. Combat fleets towing a prize have their morale reduced one level for combat purposes. Towing fleets may jettison their prize just prior to combat to avoid this penalty, but the attacking player then has the option of either continuing the attack or breaking off to retrieve the prize. If the forces do engage in combat, the victor obtains possession of all the towed prizes - which take no part in the battle - as well as any others he may have captured in the course of the combat.
- j. Prizes may not be bought, sold, traded or bartered among the players.

10. Naval Battle Damage

- a. Any squadron forced to retreat due to an adverse combat result or Event Card suffers battle damage.
- b. A damaged squadron in a port cannot move until it has been repaired. While damaged their morale level is reduced one level for combat purposes; the ability to intercept or pursue is unaffected.
- c. Major state squadrons may repair at sea or on blockade.


- d. Minor state squadrons and all transports may only repair in a port.
- e. Repair costs **one** production point, regular or naval, per naval unit and takes **one** complete turn to complete. Two or more units can be repaired simultaneously. This activity does not interfere with prize repair or regular naval construction.

9. Attrition

1. During the attrition phase each active player rolls one die one time to determine the effects of attrition in every hex occupied by **three** or more SPs **under his control**.
2. The effects are calculated separately for each hex on the *attrition table* applying modifiers as they apply to each hex. If the modified result is greater than zero the active player must immediately eliminate the number of SPs indicated. If the result is followed by an asterisk, one of those SP must be cavalry if there are any.
3. If the SPs are inside a besieged city, the die roll is increased by the number on the siege status marker.
4. There is no attrition on the game's first turn.

10. Reinforcements and Replacements

1. Force Pool Displays

- a. Each major state has a card that includes a box for its Force Pool of units that are not deployed on the map; prisoners; production tracks; and leader displays. It also contains force pool boxes for the all the minor states in case any should become satellites of the major state. 
- b. Whenever a SP is eliminated, it is returned to the owning state's force pool. *Wounded* leaders go on the turn record track; *killed* leaders return to the counter mix. Leaders and SP that surrender or are captured go into the prisoners box of the state that captured them (exception: Naval units: 8.9). 0 leaders can never be killed or wounded. Leaders rated 1 or higher, when killed or wounded, are replaced with a leader of the same color and of equal or lower rating, if one is available. The replacement is placed on the SPs where the leader was lost or in the Force Pool if there are no longer SPs in that hex.
- c. During the active player's January reinforcement phase, the major states adds units to their force pools from the unused counters according the *Reinforcement Cards* drawn at the beginning of the game.
- d. **One** infantry SP (if available) is added to the force pools of each satellite minor states during the January Reinforcement Phase.

2. New Leaders

- a. Every January, every player state and satellite state receives one new leader into its force pool if any are available in the counter mix. This is in addition to any "killed" leaders waiting to be redeployed.
- b. The controlling player rolls one die to determine what leader rating is received. On a roll of **5** or **6**, he receives a **2** rated leader; on a roll of **3** or **4**, he receives a **1** rated leader; otherwise he receives a **0** rated leader. If no leaders of the called-for rating are available he receives whatever is available of a lower rating. If no leaders for that state are available at all, he receives **no** new leaders. During play, the **3** rated leader is only brought into play by an event card.

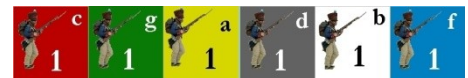
3. Major State Production

- a. During his reinforcement Phase, the active player receives **Production Points** for each of his *unbesieged* production cities, and those of his satellites, to purchase units from those state's Force Pools. Units purchased are immediately deployed to the map at any production city in that state that is not occupied or besieged by enemy SPs. Newly built Naval units are deployed to any

controlled *naval production port* in the state. No more than **four** land SP may be deployed in the same production city during a single Reinforcement Phase.

- b. To determine how many Production Points a state gets, the player rolls a die at the start of his Reinforcement Phase for his state, and his satellite states. If the result is **three** or less, the all of the states under his control receive **one** production point for each **controlled un-besieged** production city. If the die roll is **four** or more, the state receives **two** production points for each **un-besieged** production city. This includes Naval Production as well. *The production result may also be altered by an event card.*
- c. Production points may only be used to purchase units from the state’s own Force Pool, not from the unused counter mix (exception: Naval units). *Gray’s production point’s may **only** be used to purchase units from Gray’s force pool, not from its satellite’s or ally’s force pools.*
- d. SPs are purchased from the Force Pool at the following costs per SP;
 - Guard Cavalry.....3 production points
 - Guard Infantry.....2
 - Regular cavalry.....2
 - Regular infantry.....1
 - Naval unit.....5 regular and/or naval production points in any combination.
- e. During the Reinforcement Phase, the active player may deploy any leader in his Force Pool to the map.
- f. Regular production points **cannot** be accumulated. At the end of the Reinforcement Phase, any unused production points are lost. The marker is provided to keep track of what you’ve got and what you’ve spent in that Production Phase.
- g. Naval production points **may** be accumulated, but may only be used to purchase naval units, effect repairs, etc, though regular production points may also be used to purchase/repair naval units.
- h. A player may purchase naval units on installments. At least **one** production point of any type is paid and the unit is placed on his Production Track in the box that number of boxes from the 5 box. *If 3 points were paid, the NSP would go into the 2 box.* Each Reinforcement Phase that the player pays on the unit, it is moved down the track the corresponding number of boxes as was paid. When the unit reaches the “0” box, it may be deployed to the map.
- i. Naval units are not purchased from a state’s force pool. They are produced from the counter mix and are limited by that mix.

4. Satellite State Production



- a. Minor and non-player major states have no production until they become satellites of a major state.
- b. Production points from a satellite state may only be used to purchase units from **that** state’s Force Pool.
- c. When a minor state is a satellite, the appropriately coded units of the major state’s color are used for that minor state.
- d. Minors build naval units on the “payment plan.” The unit being built is placed on the controlling major state’s production track until it is paid for. If the minor is conquered by another state, the conqueror may decide to transfer naval units under construction to their own production track or return them to the minor’s counter mix.

11. Movement

- 1. During the Movement Phase, the active player moves his units on the map. Each unit or stack is moved individually and their movement is completed before moving another unit or stack. A

unit's movement is restricted by its type, movement allowance, the terrain, and the presence of enemy units along its path.

2. The distance a unit may move is restricted by its movement allowance expressed as movement points (MP). Moving from one hex to another will generally cost one MP, but the cost of entering a hex may vary based on the terrain in the hex or a river on the hex-side as shown in the Terrain Effect Chart.
3. When a unit has expended all of its MP it may move no further except by forced marching.
4. All leaders have a movement allowance of 10 MP. Cavalry has 4 MP. Infantry does not possess a movement allowance, but may only move under the following conditions:
 - a. Infantry may only leave a hex if accompanied by a leader that occupied the same hex as the infantry at the start of the Movement Phase.
 - b. No more than **ten** SP of any type may accompany a single leader as he is moved.
 - c. No infantry may accompany a leader once he has expended **three** MP except by forced marching.
 - d. Infantry may not accompany a leader that is not the same background color as, allied to, or a satellite of the active player. The leader may be of a major or minor state. If allied, the owning player must have designated the units as being under the active player's control.
 - e. As the leader moves, accompanying infantry may be detached in any hex the leader enters. Infantry may not be "picked-up" by the leader once he has expended even a single MP.
 - f. A leader may move, drop-off all his infantry, and continue moving by himself up to his full movement allowance.
5. Cavalry may move independently during the Movement Phase. Cavalry may still accompany a leader as he moves up to their own movement allowance, as long as the total number of SP accompanying him does not exceed **ten**. Leaders pay all terrain costs, even when moving alone.
6. Only the active player may move the units of his state and his satellites during the movement phase. Other player's units may not move.
7. No units may enter a hex occupied by units of inactive players or states, unless allied or satellites, except in the case of **Overrun**.
8. Combat is prohibited during movement except in the case of **Overrun**.
9. Any number of SP and leaders may occupy a hex- there is no stacking limit.

12. Forced Marching


1. During movement may attempt to increase the movement allowance of infantry or cavalry by forced marching.
2. Any time during movement of any number of infantry or cavalry SPs, the active player announces his intention to attempt to force march his SPs one, two, or three *additional* MPs.
3. Before rolling the die, the player must indicate the path he intends his units to follow. He rolls *one* die, applies appropriate modifiers, and consults the Forced March Table to determine the result. The result is found by cross-referencing the modified die-roll with the number of number of MP attempted.
 - a. **0**: The SP may move no further than their normal movement allowance.
 - b. **#**: The SP may move the number of additional MP shown above their normal movement allowance.
 - c. *****: The active player must eliminate **one** SP from the group that was attempting the forced march.
4. Cavalry may force march independently or as a group accompanying a leader. Infantry may only force march accompanying a leader. Leaders may not force march unless accompanied by at least one SP.

5. The die roll used to attempt a forced march is cumulatively modified by the following:
 - a. -2 – if the SP are all Guard units.
 - b. -1 – if the SP are all major state units.
 - c. +1 – if the SP are unsupplied.
 - d. +1 – if the current turn is a winter month.
6. SP may **not** attempt to force march more than once in a single Movement Phase.

13. Overrun

1. During the Movement Phase, if the active player moves a force sufficient to achieve at least **4 to 1** odds against a hex which is occupied by SP not his or allied to him, the moving force may enter that hex by expending one additional MP over and above the hex's entry cost, and immediately eliminate all the enemy SP in that hex. An Overrun does not use combat or the CRT.
 - a. If the inactive force is in a mountain hex or is entrenched, the active player must achieve **5 to 1** odds.
 - b. If the moving force can achieve **6 to 1** odds against a hex, it may execute the overrun without expending the additional MP.
2. The overrunning force must have occupied a single hex and have been in supply at the start of the Movement Phase, and are moving as a single group.
3. Forced March may be used to execute an overrun but only if the moving force has the full MP available to move into the overrun hex. A force that executes an overrun may continue moving, may execute further overruns, and may initiate combat in the Combat Phase.
4. A force containing cavalry may only be overrun by a force containing equal or more SP of cavalry.
5. SP in cities may never be overrun. If the inactive SPs occupy a city hex, the active player moves his force adjacent and the inactive player is required to announce whether his forces are *inside* or *outside* the city. If they are outside, they may be overrun.
6. Leaders have no effect on overruns, offensively or defensively. They cannot be eliminated, wounded, or captured during the Movement Phase. If an overrun hex contains leaders, they are removed to the owners force pool and redeployed in his next reinforcement phase.

14. Supply

1. The supply status of units is determined when conducting attrition, movement, and combat, as a unit's status can change between phases, such as it moving out of supply range and being out of supply during combat. An SP is either "in supply" or "unsupplied" the moment it's status is determined. Unsupplied units are marked with an "unsupplied" marker in its own color while it is unsupplied. 
2. To be "in supply" SPs must trace a supply line of *three* or less **MPs** from a hex containing a supply source into the hex the SP occupy. This supply line may *not* be traced through any hex occupied by SP of any state not allied to the active player's unless they are *besieged* by friendly units. If it cannot trace such a supply line, it is "unsupplied" and is to be marked as such.
3. A supply source is defined as: any hex *not* occupied by SP not allied to the active player and contains;
 - a. Any *city* in the home country or a satellite of the SP being supplied.
 - b. A SP that is in supply itself and is the same color as the SP being supplied.
4. SP *inside* a city that is a supply source for it, is automatically in supply even if there are opposing units occupying the hex.
5. Supply may be traced *into* a hex occupied by opposing SP but may not be traced *through* such a hex unless the opposing SP are *inside* a city and the SP being supplied are therefore *outside* that city.

6. During the Attrition Phase, the die roll is increased by *one* in hexes that are “unsupplied.”
7. During the Movement Phase, the forced march die roll is increased by *one* if the force is “unsupplied” at the start of the Movement Phase. **Unsupplied SP cannot execute overruns.**
8. During the Combat Phase, unsupplied SPs have their combat strength *halved* by totaling their strength and halving the result rounding fractions up. The inactive SPs retain their full strength even if unsupplied.
9. For combat, the supply state of all units is determined at the start of **each round of combat.**

15. Combat

1. During the Combat Phase, the active player may initiate combat against any hex which is occupied by SPs of unallied states, providing the hex is directly adjacent to a hex which is occupied by at least one SP of the active player, and these two hexes are not separated by an all-sea hexside. A leader does not have to be present for SPs to initiate combat. If the inactive player's SPs occupy a hex which does *not* contain a city, the combat is considered a **field battle**. If the inactive player's SPs occupy a city hex, and the active player announces his intention to initiate combat against the hex, the inactive player must then announce whether his SPs are inside or outside the city's fortifications. SPs which remain outside a city's fortifications may be engaged in a field battle. SPs which are inside a city's fortifications may either be **assaulted** or **besieged**, at the active player's option. 
2. At the start of the Combat Phase, before any combat resolution may occur, the active player must specify aloud each hex he wishes to initiate combat against, and for each such hex he must also specify which of his SPs will initiate that particular combat, by physically indicating the hex those SPs occupy. Each combat is initiated separately by the active player by indicating **two** hexes; the hex he wishes to attack, and the hex from which that attack is being initiated. An attack may not be initiated from more than one hex, although SPs from other adjacent hexes may subsequently reinforce a battle after at least one initial round of combat has been resolved. *Battle* markers may be used to keep track.
3. The active player may initiate as many attacks as he desires at the start of the Combat Phase but he may *never* initiate any additional attacks once the combat resolution process has begun. During the Combat Phase, the active player may only resolve attacks against the hexes which he specified at the start of the Combat Phase. For each specified attack, at least one initial round of combat must be resolved.
4. The initial round of combat must be resolved as soon as the active player has specified all of the attacks he wishes to initiate. During the initial (or any subsequent) round of combat, the active player may resolve his specified attacks in any order he desires. During the initial round of combat, the active player must resolve all of the attacks he specified at the start of the Combat Phase before a new round of combat may be begun.
5. The Combat Phase may consist of any number of rounds of combat. Once the active player has initiated combat between a hex containing his SPs and a hex containing any of the inactive player's SPs, he may continue executing *one* attack against that hex during each round of combat until either of the two original hexes is *completely* vacated at which time the combat is automatically terminated. After the initial round of combat, the active player is under no obligation to continue any of his specified attacks, but if he voluntarily ceases a particular attack, the inactive player may immediately initiate a **counterattack**; a counterattack is governed by the same restrictions as an attack initiated by the active player, but it is resolved by the inactive player at the end of the combat round which is currently in progress. The inactive player may continue attacking in subsequent rounds of combat but is under no obligation to do so. Multiple counterattacks are resolved in any order the inactive player desires at the end of the combat round in progress. It is

possible for attack and counterattack to switch sides multiple times during one combat phase between the same two hexes with combat rounds continuing until both players decide not to attack or counterattack.

6. During the initial round of combat, all SPs in each pair of specified hexes are automatically considered committed to the battle initiated by the active player (Exception: see 21).
7. **Committing Additional SP to a Battle:** At the *end* of any round of combat, each player may attempt to commit additional SPs to any battle according to the following restrictions:
 - a. SPs may only be committed to a battle if they occupy a hex which is adjacent to either of the two hexes in which that battle originated; SPs which are already committed to a battle during any round of combat must **withdraw** from that battle before they may be committed to a different battle (see section 18.5). The SPs may not be besieged or demoralized.
 - b. If a player wishes to commit additional SPs to a battle, he must announce his intention aloud and physically indicate the hex these SPs occupy. After doing this, he immediately rolls a single die which he may modify by adding the leadership value of any single leader which also occupies the hex. If the modified result is **five** or greater, the SPs in that hex are automatically considered committed to the battle. This procedure is performed separately for each hex occupied by SPs he wishes to commit. A player may not attempt to commit any SP to battle more than once during a single round of combat. A leader does not have to be present to attempt to commit additional SPs.
 - c. *Every* SP committed to a particular battle must occupy a hex which is adjacent to at least one enemy SP that is already committed to that same battle. If SPs are committed in a hex adjacent to the enemy, their deployment is not altered. If SPs are committed in a hex which is not directly adjacent to the enemy, they are immediately moved into the *nearest* hex occupied by a friendly SP which is already committed to the same battle.
 - d. As a result of committing additional SPs to a battle the SPs involved in a single battle may occupy several different hexes. Such a battle is always treated as a *single* combat situation for all combat resolution purposes.
 - e. During any round of combat, the active player must complete all his attempts to commit additional SPs before the inactive player proceeds to do so.

8. **Combat Sequence**

The following summarizes all of the steps performed for combat and combat resolution.

- a. The active player indicates all of the attacks he wishes to initiate, they may be marked with *Battle* markers. **Note:** This step is omitted after the first round of combat.
- b. The inactive player indicates whether any attacked forces located in a city hex are inside or outside of the city's fortifications.
- c. The active player indicates all of the attacks he wishes to resolve during the current round of combat. For each attack, the dice are rolled once and a result is obtained from the Combat Results Table. For each attack, any required loss is immediately eliminated from the appropriate force(s).
- d. After all of the indicated attacks have been resolved, first the active and then the inactive player may withdraw any force which participated in combat voluntarily. Anytime a hex is completely vacated by a withdrawing force, the opposing force which participated in combat against the hex may immediately advance into that hex.
- e. After all voluntary withdrawals have been executed, first the active and then the inactive player may attempt to reinforce any force which participated in combat during the current round.
- f. After all attempts to reinforce have been executed, all forces which possess a current morale value of zero must withdraw according to the restrictions of section 18.

16. Combat Resolution

During each round of combat the players resolve each battle separately according to the following procedure:

- a. Each player totals *all* of the SPs he has committed to the battle, taking into account the effects of supply and fortification. The player who possesses the greater total controls the *larger force*. If the opposing totals are exactly *equal*, the active player is considered to control the larger force.
- b. For each battle, the combat odds ratio is determined by dividing the total strength of the larger force by the total strength of the smaller force. Each odds ratio is printed on a separate horizontal line on the Combat Results Table.
- c. After determining the odds ratio, *the player who controls the larger force rolls two dice* - the resulting number may then be increased or decreased by taking into account all of the appropriate combat modifiers. The final modified result is then located opposite the previously determined odds ratio. Directly above this number, at the *top* of the Combat Results Table, a result affecting both the larger and smaller force is indicated. This result is immediately applied to both forces, before any other battle may be resolved.
- d. If the odds for any combat are determined to equal or exceed 4 to 1, the smaller force automatically suffers a "D3" result. If the smaller force loses more than **one** SP, the larger force automatically suffers a "1" result; otherwise the larger force is unaffected.
- e. The dice roll used to resolve a battle may be increased or decreased by taking into account modifications which represent the influence of leadership, morale, and various terrain effects. These modifications are effected as follows:
 - f. **Leadership:** Each player may use one leader to influence each battle. This leader must occupy the same hex as the majority of friendly SPs committed to the battle, and must also be the same color as the majority of committed friendly SPs (if a force has equal numbers of different colored SPs, the player may choose the color of the leader he wishes to influence the battle). The dice roll is increased by the value of the leader of the larger force and decreased by the value of the leader of the smaller force. If either force does not possess a leader, its leadership value is zero.
 - g. **Morale:** Each force committed to a battle is considered to possess the morale value of the largest group of SPs which share the same morale value in that force. The dice roll is increased by the morale value of the larger force and decreased by the morale value of the smaller force. **Note:** If a force is composed of equal numbers of SPs of two or more different morale values, the morale value of the force is automatically the lowest morale value present in the force.
 - h. **Terrain Effects:** The dice roll used to resolve a *field battle* may be increased or decreased if either force occupies a hex containing forest, lake, swamp, mountain, or are separated by a river hex-side; these effects are summarized on the Terrain Effects Chart.
 - i. **Entrenchment:** The dice roll used to resolve a *field battle* is increased by one if the larger force is attacked in a hex containing an Entrenchment marker. The dice roll is decreased by one if the smaller force is attacked in a hex containing an Entrenchment marker.
 - j. The dice roll used to resolve a *field battle* may be cumulatively modified for leadership, morale, terrain and entrenchments, up to a maximum of plus or minus *four*. A modified roll of less than two is treated as a "2". A modified roll greater than twelve is treated as "12".
- k. The modifiers which affect combat resolution are re-determined during each round of combat.

17. Combat Results

D1	D2
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1. When the dice are rolled to resolve land combat the results found on the Combat Results Table (CRT) affects both of the opposing forces. The result under the letter "L" is applied to the larger force. The result under the letter "S" is applied to the smaller force.
2. If the result is "0", no SPs are eliminated from the force.
3. If the result is a "1", "D1", "D2", or "D3", the owning player immediately consults the Combat Loss Chart (CLC), cross-referencing the combat result from the CRT with the total number of SPs in the **smaller force**. The player then eliminates the number of SPs indicated on the CLC observing the priorities listed below:
 - a. At least fifty percent of the SPs eliminated must possess the same morale value as the morale value used by the force during the current round of combat. **Note:** If the force is composed of equal numbers of SPs of two or more different morale values, the morale value of the force is automatically the **lowest** morale value present in the force.
 - b. At least fifty percent of the SPs eliminated must be the same color as the leader whose value was used by the force during the current round of combat.
 - c. Whenever a force receives a "D" result, and is required to lose more than one SP, it must lose at least one cavalry SP if any are available in that force.
 - d. If there is a conflict as to which SP must be eliminated, players should try to follow the priority sequence indicated in this rule. If there is still more than one alternative, the decision should be made at random by placing the units in a cup and picking one.
 - e. An unsupplied force is treated identically to a supplied force.
 - f. A force inside a city is treated identically to a force outside a city.
4. When a force receives a "D1", "D2", or "D3", combat result, it is considered demoralized and the appropriate Demoralization marker is immediately placed on top of the force. The morale value of the force is thereafter reduced by the number indicated on the Demoralization marker.
5. The effect of demoralization is cumulative. If a demoralized force is again demoralized during a subsequent combat round, the current demoralization level is added to the previous level. The morale value of a force may never be reduced below zero.
6. If, prior to the end of a combat round, a demoralized force is reinforced by an equal or greater number of *un-demoralized* friendly SPs (which the owning player commits to the same battle), the Demoralization marker is removed and the force regains its normal morale value. These reinforcements may originate from more than one hex.
7. At the end of any combat round a force committed to a field battle must withdraw if its current morale value is zero (section 18).
8. At the end of any combat round, a force inside a city which was assaulted during the current combat round surrenders if its current morale value is zero. Exception: if all of the opposing SPs have either withdrawn from that field battle, or have been eliminated by combat the force does not surrender.
9. At the end of each *Combat Phase*, all Demoralization markers are removed and each demoralized force regains its normal morale value.
10. If all of the combat units accompanying a leader are eliminated, the owning player immediately rolls the dice to determine if the leader is wounded or killed (see Leader Casualties, section 19). If the leader is unharmed, and his force was eliminated in a field battle, the leader is automatically removed to his force pool and redeployed in the player's next reinforcement phase. If the leader's force was eliminated inside a city, the leader is considered captured. Captured leaders may be

exchanged for other captured leaders, or by any agreement which is not expressly forbidden in the rules. Note, 0 rated leaders cannot be killed, wounded, or captured, and are returned to the force pool for redeployment.

18. Advance and Withdrawal

1. At the end of each round of combat, immediately *before* he attempts to commit additional SPs, each player may voluntarily withdraw any of his forces which were committed to *field battle* during the round according to the following restrictions:
 - a. If a withdrawing force does not occupy a city hex, it must retreat **one** hex *in any direction*, providing it ends its withdrawal no further from a friendly supply source (in terms of MPs) than the hex it originally occupied.
 - b. If a withdrawing force occupies a city hex, it may retreat into an adjacent hex (as regulated by a, above), or it may retreat *inside* the city in the hex it occupies providing there are no enemy SPs already inside the city, and that the hex was occupied by at least one friendly SP before any enemy units which are currently in the hex entered that hex. **Note:** The number of SPs which may withdraw inside a city is limited by the Fortress Capacity of that city (see section 21.2).
 - c. A withdrawing force may be divided into any number of smaller forces each of which may retreat separately in any manner which does not violate the restrictions stated above. If a demoralized force is divided, each component force inherits the current Demoralization level of the original parent force.
 - d. A force may retreat into an enemy occupied hex, if no other retreat path is open, but may not end its retreat in a hex occupied by an enemy unit-the force must continue its retreat until it enters a hex which is free of enemy units. A force automatically loses one SP for each enemy occupied hex it enters during its retreat. **Note:** A unit may end its retreat *inside* a city even if there are enemy SPs (outside the city) in the same hex.
 - e. A force may *not* retreat into a hex containing friendly SPs which are currently committed to a battle. If a player wishes to withdraw a force from one battle in order to commit it to another battle, he must announce that he wishes to withdraw; he may then follow the normal procedure used to commit additional SPs to a battle (requiring a modified die roll of five or more). If his attempt succeeds, the force may be immediately withdrawn to join the neighboring battle. If the withdrawal attempt fails, the force must remain in place and is still considered engaged in its original battle.
 - f. Units inside a city may never retreat into an adjacent hex. In order to retreat into an adjacent hex, a unit must be withdrawn from a field battle.
 - g. Units may *never* retreat across an all-sea hexside.
 - h. Any force which withdraws from a field battle automatically loses one SP (of any type) if the opposing force possesses more cavalry SPs than the force which is withdrawing.
 - i. If a withdrawing force is currently *unsupplied*, the **opposing** player may determine where it may retreat. He may **not** retreat the force into a hex his units occupy if any other hex is available. It must retreat **one** hex *in any direction*, providing it ends its withdrawal no further from a friendly supply source.
2. At the end of any round of combat, after both players have had the opportunity to commit additional SPs, a force committed to a field battle must withdraw if its current morale is zero. This withdrawal is governed by the restrictions given in 1, above.
3. At the end of any round of combat, any unit committed to a field battle may advance into any hex in which all of the opposing SPs have either withdrawn from that field battle, or have been eliminated by combat (the hex is completely vacated). **Note:** Unsupplied units may not advance after combat.

4. Neither withdrawal nor advance after combat is considered regular movement. There is no MP cost for any movement executed during a Combat Phase. Both infantry and cavalry SPs may advance or withdraw either with or without an accompanying leader and vice versa.
5. Un-demoralized units which advance or withdraw after combat may be committed to other previously initiated field battles. Units which withdraw from a field battle *into* a city may be assaulted during subsequent combat rounds of the same Combat Phase. In all other cases, units which withdraw or advance after combat may not participate in any additional combat for the remainder of the Combat Phase.
6. In a situation where a force must withdraw from a coastal hex also containing friendly naval forces, and the force is withdrawn along the coast to another coastal hex, the naval forces may withdraw with the force, or move to sea, at the withdrawing player's option.

19. Leader Casualties



1. At the end of each Combat Phase (not round), each player rolls the dice for each leader rated 1 or higher, which occupied a hex in which any friendly SPs were committed to a battle during the Combat Phase. If the result is less than **twelve**, the leader is unharmed. If a **twelve** is rolled, the leader is considered a casualty and the player immediately rolls one additional die. If the result is **1-5**, the leader is removed from the map and placed on the Turn Record Track that many turns in advance of the current turn. If the second die roll is a **six**, the leader is considered to have been killed and is placed in the next January turn to be redeployed as a new leader. The 3 rated leader is returned to the counter mix, and may reappear if the pertinent event card is played. 0 rated leaders cannot be killed, wounded, or made prisoners, and always return to the force pool if are alone in a hex because of combat results.
2. During the Reinforcement Phase, the active player may remove any leaders from the current turn box of the Turn Record Track and deploy them in any hex containing a supplied SP of the same color as the leader returning to the map. If there are more than one, they do not have to be deployed to the same hex.
3. If a leader is temporarily or permanently removed from the map, the owning player may immediately replace him with any available leader of the same state and of the same or lower rating. If all leaders of that state are already on the map, no replacement is made.

20. Control of Cities

1. A player automatically controls each city in his home state and in each state which is a satellite to his state, providing no enemy SPs are *inside* the city. The player whose units are inside a city is always considered to be in control of that city.
2. During the Diplomacy Segment, if a player allies with one or more states, all the cities in the allied states and their satellites become friendly to him and may be used as supply sources, providing there are no enemy SPs *currently* inside those cities. He does not "control" these cities unless he leaves the alliance and occupies them free of unallied SPs.
3. At any time during the game, a player automatically gains control of a city, if at least one of his SPs and *no* enemy SPs occupy the hex in which the city is located. Thus, the control of a particular city may "change hands" any number of times during the course of a game.
4. An unoccupied city is considered to be under control of the last player who had control of the city as per above.

21. Fortresses and Sieges

1. During the game, the player who currently controls a city can shelter a number of SPs and leaders equal or less-than the city's *Fortress Capacity*.



2. The Fortress Capacity of each major city is **six** SPs. The Fortress Capacity of each minor city is **four** SPs. Any number of leaders can occupy a city. The Fortress Capacity of a city can never be increased, decreased or destroyed.
3. There are *fortress markers* provided in each player's color as well as several generic colored ones. The color is a convenience and doesn't mean anything. In general, any time a hex contains units both inside and outside of a city, the units which are inside the city should be placed under a Fortress marker.
4. During the Movement Phase, units which are inside a city may *not* be overrun.
5. During the Combat Phase, units which are inside a city may *not* be attacked if there are any friendly SPs remaining outside the city in the same hex (see 7, below).
6. At the start of any round of combat, the player who controls the city in a given hex has two options if his units are attacked:
 - a. All of his units may be deployed outside the city and be committed to a field battle.
 - b. Any number of SPs equal or less than the city's Fortress Capacity and any leaders in the hex, may be placed inside the city; while all remaining units in the hex are deployed outside the city and are automatically committed to a field battle.


Note: The player who controls a city may freely transfer units in and out of the city at the start of any round of combat. Only units which are outside of a city may participate in, or be affected by a field battle.
7. At the start of any round of combat, if all the enemy SPs in a hex are inside the city, the attacking player has two options:
 - a. The units inside the city may be assaulted (see 8, below).
 - b. The units inside the city may be besieged (see 9, below).
8. The procedure used to resolve an assault is identical to that used to resolve a field battle except:
 - a. The strength of the units inside the city is doubled when determining the combat odds ratio.
 - b. The dice roll used to resolve the combat is not modified for terrain effects or Entrenchment, and the *tactical matrix* is not used.

Note: In order to assault a city, the active player must initiate combat in the hex at the start of the Combat Phase and he may be required to fight a field battle in the hex before the city may be assaulted. A player is permitted to resolve a field battle and afterward assault a city in the same hex during the same Combat Phase. During each round of combat, the assault may be continued or "broken off" at the attacking player's option, exactly like a field battle.
9. At the start of any round of combat, if all enemy SPs in a hex are inside the city, the attacking player may immediately advance any or all of his attacking units into the hex to besiege the city. A siege is subject to the following restrictions:
 - a. The units inside a city are considered besieged at the end of each Combat Phase if there are an equal or greater number of supplied enemy SPs which occupy the same hex. The besieging force must contain at least **one SP of infantry**. A force consisting entirely of cavalry cannot besiege a city. It can be *outside* a city while enemy SP are *inside* the city, but the siege marker is not used or rolled for.
 - b. At the end of the first Combat Phase in which a city is besieged, the besieging player places a "1" numerical marker on top of his besieging force. At the end of each besieging player's Combat Phase, the numerical marker is increased by one (from "1" to "2", etc.) if the city remains besieged.
 - c. Immediately after placing the appropriate marker on a besieged city, the besieging player rolls a single die. If the result is equal or less than the number of the marker, *all* of the units inside the city immediately surrender and are treated as prisoners of war.

Note: There is no “6” marker provided thus a siege may continue indefinitely.

- d. While a city is besieged, *no* units inside the city may leave the hex and *no* additional units may enter the city. Besieged units may, however, deploy outside the city and attempt to break the siege by initiating a field battle. If such a field battle does not eliminate the besieging force or cause it to retreat, the besieged units may only retreat back into the city and are still considered besieged.
 - e. If, at the end of *any* Combat Phase, the besieging player cannot meet the conditions given in a, above, the siege is considered broken, the numerical marker is immediately removed from the map, and the besieging force must be immediately withdrawn from the city hex according to section 18.
 - f. During the Attrition Phase, if the active player's units are inside a besieged city, the attrition die roll is increased by the number on the numerical (siege status) marker.
10. While a city is besieged friendly forces may engage in combat with the besieging force.
- a. If a friendly force outside the city hex initiates combat with the besieging force the besieged force inside the city may attempt to reinforce combat starting on the second round of combat.
 - b. If the besieged force inside the city initiates combat a friendly force outside the city may attempt to reinforce starting on the second round of combat. The besieging force remains in the hex and receives any relevant terrain bonuses.
 - c. If the besieging force withdraws or retreats, it must leave the hex; if the besieged force attacking out is defeated, they retreat or withdraw back into the city.
11. Friendly forces may be landed in a besieged port city by sea, during a friendly Naval Operations Phase. If the port is also blockaded, the naval force must run the blockade as described in 8.7.f

22. Entrenchments

- 1. During the Movement Phase, the active player may entrench any friendly force of **three** or more SPs which remain stationary by placing an Entrenchment marker in the hex the units occupy. 
- 2. The dice roll used to resolve a *field battle* is increased by one if the larger force is *attacked* in a hex containing an Entrenchment marker. The dice roll is decreased by one if the smaller force is *attacked* in a hex containing an Entrenchment marker. Units which initiate a battle (or a counterattack) never benefit from the presence of an Entrenchment marker in the hex they occupy.
- 3. During the Movement Phase or the Combat Phase, when an entrenched force vacates a hex, the Entrenchment marker is immediately removed from the map-board. If a force retreats or withdraws in to a city the Entrenchment marker is immediately removed from the map-board.
- 4. An Entrenchment marker may not be placed in a hex that contains a major city or a capital city.

23. The Tactical Matrix (optional rule)

- 1. The Tactical Matrix allows each player an opportunity to directly influence the outcome of field battles and may be used by mutual agreement at the start of the game.

withdraw	skirmish
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- 2. The Tactical Matrix is printed on the Player-Aid Card. Each player is provided with a separate set of seven *Tactical markers* which include the following options: Charge, Envelop Flank, Skirmish, Bombard, Square, Refuse Flank, and Withdraw.
- 3. During each round of combat, whenever the players are resolving a field battle, each player secretly chooses one Tactical marker and places it *face-down* on top of the leader of his force. After both markers are placed, they are simultaneously revealed. The tactic chosen by the player who controls the larger force is then cross-referenced with the tactic assigned to the smaller force. The result indicated on the Tactical Matrix is implemented as follows:
 - a. The dice roll used to resolve the battle is modified by the result (either positive, negative, or zero) indicated on the Tactical Matrix.

- b. If the result is “NC”, neither player is acting aggressively and there is automatically no result in the battle during the current round of combat (the dice are not rolled).
- c. If the result is parenthesized, at least one player is attempting to Withdraw, and may do so immediately *after* the current round of combat (which is resolved as regulated by a or b, above).
- 4. When using the Tactical Matrix, the standard rules for Withdrawal (Section 18) are modified as follows:
 - a. At the end of any round of combat, if a force possesses more cavalry SPs than the opposing enemy force, it may voluntarily withdraw, regardless of the tactic it was assigned during the current round of combat.
 - b. If a force possesses an equal or smaller number of cavalry SPs than the opposing enemy force, it may only withdraw if the owning player chose the Withdraw Tactical marker during the current round of combat.
 - c. The player who controls a city may always withdraw units into the city-no Tactical marker is required to withdraw units into a city in the same hex the units occupy.
 - d. If a player chooses the Withdraw Tactical marker, his force must withdraw from the field (either into a city, or an adjacent hex) at the end of the current round of combat.
 - e. All other standard rules remain unaltered.
- 5. Immediately after the Tactical markers are revealed and the dice are rolled to resolve the combat, the markers are removed so that the players may always choose from a full set of seven options for each field battle which is being resolved.
- 6. The normal modifications for leadership, morale, terrain and entrenchment are *not* forfeited when using the Tactical Matrix (the matrix result is used in addition to these standard modifications).
- 7. The Tactical Matrix may *not* be used when units inside a city are being attacked.

24. Victory Conditions

- 1. A State wins and the game ends when it controls **16 land production cities** at the end of a turn. Use the state’s colored *PC marker* on the *Production City Track* on the map to keep track of how many production cities each major state controls – even non-player major states.
- 2. An alliance of two or more states may claim a joint victory if the members of the alliance jointly control **all** 30 land production cities on the map.
- 3. If the above have not been met when the game is ended, then the state or alliance that controls the most production cities is the winner. This condition only applies if the game ends prematurely or arrives at the end of the December 1811 turn without reaching a decisive resolution.

25. Set-up for Play

1. Player Controlled states.

- a. All six major state counters are placed in a cup and the players each pick a counter to determine which player will play which major state. If there are less than 6 players, there will be left-over counters; these states will simply not be represented by a player. Left-over counters are put aside.
- b. Each player puts the blank counter of his state’s color in the cup for later use.
- c. The **Year** marker starts in the *Year* box of the turn record chart at the bottom of the map, with the > pointing at 1800. The **Month** marker goes in the *March* turn box.

2. Initial Force Pools and On-Map Forces.

- a. Each player rolls on the *Initial Force Pool Table* on his *State Display Card* to determine their initial force pool, and places the units listed on the table into the Force Pool box on their State Display Cards.
- b. Each player then draws **one Reinforcement Card** from the shuffled *Reinforcement Card deck*, and someone draws a card each for any *non-player* major states. The remaining cards are not needed

and placed aside. The selected cards *stay* with each major state's display card for the duration of the game. These cards tell what additions to their force pool the state will receive, and when.

- c. Each player then rolls on the *Initial On-Map Forces Table*, to determine the forces he will set up on the map, above and separate from his initial force pool.
- d. When a major state without a player is invaded, it becomes a satellite of the player closest to the state not allied to the invader, as determined on the *Capital Range Table*. At the moment of invasion, that player rolls on the *Initial On-Map Forces Table*, and places those forces on the map. The player must place at least **five** infantry SP and the highest rated leader in the capital and **five** infantry SP in each *production city*. **Two** infantry SP must be placed in each remaining **major** city. If there is a naval production city, **two** infantry SP are placed there if there aren't any *and* any naval units go into its port box. Any excess units may be placed in any cities in the state including those already containing SP. Leaders are placed with any of the state's SP.
- e. When a minor state that is not a satellite is invaded, it becomes a satellite of the player closest to the state that's not allied to the invader, as determined on the *Capital Range Table*. At the moment of invasion, that player rolls on the *Initial On-Map Forces Table*, and places those forces in the minor state. They must place at least **two** infantry SP in the minor's capital and **one** SP in each *major* city. If there is a naval production city, it gets **one** SP there if there aren't any, *and* any naval units go into its port box. Any excess units may be placed in any cities in the state. The leader is placed with any of the minor's SP.
- f. The forces determined by the *Initial On-Map Forces Table* constitute the extent of a minor's force pool.

26. Event Card Summary

1. **Turn Coat!** Remove one of your 1 rated leaders from the map. The selected leader *may* currently be a prisoner of an enemy state. Select a colored chit to determine which state that you are not allied to, that he defects to. Place a 1 rated leader of that state on its capital, if one is available. If not, just remove your leader. If you have one, a 0 rated leader may be added to your force pool.
2. **Unrest!** Civil unrest and uprisings in your production cities curtail production this month. You get no production this month and may not spend any production points on naval squadrons. You may still place leaders in your force pool on the map.
3. **Loyal Minor State:** The production of any one of your minor satellites you select is **doubled** whatever you determined for it with your production roll.
4. **Good Horse Sense:** Permanently add **2** regular cavalry strength points to the force pool of your state.
5. **Elite Troops:** Permanently add **2** guard infantry to the force pool of your state.
6. **Elite Cavalry:** Permanently add **1** guard cavalry to the force pool of your state.
7. **A Foreign War:** Remove any leader, **4** infantry strength points, **2** naval squadron, and **2** naval transport of your state alone (no allied or satellites) from anywhere on the map, not under siege or blockaded, and place them on the turn record track **3** months ahead of the current turn. These units are fighting in a war elsewhere in the world. Starting in the Reinforcement Phase of the turn containing the units, roll **2** d6. On an **11** or **12**, they return at any unblockaded, controlled port in your state. Otherwise they are moved to the next turn on the track. Roll for their return each month, adding 1 to the dice roll, until they return, unless event cards 29 or 30 are played. If your state is conquered the units are returned to the force pool and naval units to the counter mix.
8. **Rally to the Flag!** Fore-go your production roll this turn; all un-besieged production cities in your state (not satellites or allies) provide 3 productions points each this turn only.
9. **Storm at Sea!** Roll one d6 to select a sea zone. Violent storms force all naval units in that sea zone or blockading ports in that sea zone to leave. They may move to a friendly unblockaded port in that

sea zone, or move to an adjacent sea zone. Naval forces that must move to another sea zone must roll 1 d6 for each NSP. If a 5 is rolled the NSP is damaged (see 8.10). If a 6 is rolled the NSP is sunk. **NO** naval units may enter that sea zone from a port or an adjacent sea zone. Place a **Storm** marker in that sea zone as a reminder. If the selected sea zone already has storms, re-roll for another sea zone.

10. **Rising Star:** Replace any 1 rated leader of your state with a 2 rated leader if one is available. The 1 rated leader returns to the counter mix. Leaders that are prisoners may not be selected. If no 2 rated leader is available in the counter mix, disregard this card.
11. **Shining Star:** If your 3 rated leader is available, replace any of your 2 rated leaders on the map with him. If he is already in play, replace any 0 rated leader with a 1 rated leader if one is available instead. Leaders that are prisoners may not be selected.
12. **Bitter Harvest:** **ALL** players must add **1** to their Attrition die roll in addition to any other die-roll-modifiers, in their portion of this turn.
13. **Bumper Crop:** Subtract **1** from **your** attrition die roll this turn in addition to any other die-roll-modifiers.
14. **A Foreign War:** Like 7 above except remove any leader, **2** infantry strength points, **1** naval squadron, and **1** naval transport of your state alone (no allied or satellites) from anywhere on the map.
15. **Storm at Sea!** See 9 above.
16. **Rally to the Flag!** Fore-go your production roll this turn; all un-besieged production cities in your state (not satellites or allies) provide 3 productions points each this turn only.
17. **Forlorn Hope:** When rolling for any **one** single siege your state's forces are conducting, subtract **2** from the die roll in addition to any other die-roll-modifiers.
18. **All I Ask is a Tall Ship:** Place **1 NSP** in any unblockaded controlled port in your home state.
19. **On the Rocks:** If this is a winter turn, sea zones 1, 2, and 3 are **frozen** for the duration of this turn and the next turn if it is a winter turn. Place one **ICE** marker in each sea zone as a reminder. **NO** naval units may enter these zones, or leave a port in those zones. All naval forces at sea in those zones must return to a friendly port in that zone, or move to the closest un-frozen sea zone (zones 6 or 4). Naval forces that move to another sea zone must roll **1** d6 in the Storm/Ice row of the naval CRT for each NSP. Each blockading **fleet** will maintain their blockade on a roll of **5** or **6** otherwise they retreat to a port or sea zone as described above. An admiral may apply his rating to a blockading force he is with, or to **1** NSP moving to another sea zone.
20. **Recruiting Drive:** Permanently add **4** regular infantry OR **2** regular cavalry SPs, as you choose, to your states force pool.
21. **Coin in the Cushions:** In addition to your determined production this turn, you get **1** additional production point.
22. **My Kingdom for a Horse!** Permanently add **2** regular cavalry SP to your states force pool.
23. **Captured Ships:** If available, place **1** NSP in any controlled, unblockaded port in your state. Otherwise disregard this card.
24. **Naval Increase:** Add **4** Naval production points to your production track.
25. **Power Play!** Disregard first player determination, and the card holder takes the first player segment this turn if they wish to.
26. **Caught Napping!** The card holder takes their player segment last this turn; after all other players have taken theirs.
27. **Star of the Sea:** If not already in play, your admiral may be placed with any of your naval forces anywhere on the map, even if blockaded. An Admiral is a naval leader that applies his rating in

- combat, pursuit, and naval table die rolls. His rating may be applied to a fleet, but if rolls for individual NSP are required, he may only benefit the **1** NSP he is considered to physically be with.
28. **Coin in the Cushions:** Like 21 above except you get **2** additional production points.
 29. **Homecoming:** If you have any forces away at a “foreign war,” the war is over and these forces may return to any single unblockaded controlled port in your state without rolling for them. If you do not, you may choose an ally that does, and pass this card for them to play.
 30. **Lost in a Faraway Land:** If you have any forces away at a “foreign war,” the war was lost. Roll **1** d6 for each SP, NSP, and T. On a roll of 1, 2, or 3, the point was lost; infantry SP and leaders are returned to the force pool, naval units to the counter mix. All surviving units return to any single unblockaded controlled port in your state.
 31. **A Season to Forget:** Cards 31-36 are non-events.