

COALITIONS

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

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

A player must make a nation the most influential power in Europe, by controlling disputed territories and using war and political manoeuvring to gain advantage over rivals. Six major nations of the time are represented in the game: Britain in red, France in Blue, Austria in White, Prussia in grey, Russia in green, and the Ottomans in yellow. Game play is driven by decision-making and strategy; there are no dice. Britain and France are always opposed to one another, though other nations may combine in coalitions with them, either to seek the destruction of post-revolution France or, to help France defeat Britain.

1. Game Components

- Game Board.
- [Rondel with rotating gear](#).
- 24 General pawns, 3 each for Britain, Prussia and the Ottomans, 4 each for Austria and Russia and 7 for France.

- 162 Unit tokens: 49 French , 28 Austrian , 28 Russian ,
21 British , 21 Prussian  and 21 Ottoman .

- 16 Political Status tokens (4 for Austria , 4 for Prussia ,
4 for Russia  and 4 for the Ottomans )
● 4 Political Status markers (for Austria, Prussia, Russia and the Ottomans).
● 6 Morale markers,
● 6 Influence markers,
● 6 Strength markers,
● 6 Allower markers,



40 Battle cards.

- [12 Napoleon's deck cards](#).
- Rulebook.

2. Set Up

Choosing sides: Before the game begins, players must decide which nation or combination of nations they will play.

Depending on the number of players, nations must be allocated as follows:

6 Players	Player 1: Britain. Player 3: Austria. Player 5: Russia.	Player 2: France. Player 4: Prussia. Player 6: Ottoman
5 Players	Player 1: Britain, Austria. Player 3: Russia. Player 5: Ottoman.	Player 2: France. Player 4: Prussia.
4 Players	Player 1: Britain, Austria Player 3: Russia.	Player 2: France. Player 4: Prussia, Ottoman.
3 Players	Player 1: Britain, Russia, Austria. Player 2: France.	Player 3: Prussia, Ottoman.
2 Players	Player 1: Britain, Prussia, Ottoman <i>Napoleon's deck: France</i>	Player 2: Austria, Russia
1 Player	Player 1: <i>Napoleon's deck: France</i>	

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



Morale markers: Place each nation's Morale marker at their starting value on Morale Track as follows:

Ottoman **2** (yellow),
Russia **3** (green),
Prussia **4** (black),
Britain **5** (red),
Austria **9** (white),
and France **11** (blue).



Political Status marker: Place each nations coalition status marker on the status zone as follows:

Austria (white) and Russia (green) are on the red lion.

Prussia (black) is neutral, on an orange bar.

The Ottomans (yellow) are on the purple cannon signifying that they are waging a war of expansion.

Influence marker: Place the influence markers of all nations on **17** in the Mediterranean.



Initial battle cards: Deal out battle cards from the shuffled deck. The initial number of battle cards held by each nation is as follows (same as number of Generals on the map):

Britain **3**, France **5**, Austria **3**, Prussia **3**, Russia **3**, and the Ottomans **2**.

The cards remaining in the deck are then placed face down beside the game board to form the draw deck. (If, at any time during play, all cards from the deck have been drawn, shuffle the cards that have been used and discarded and turn them face down to make a new draw deck.)

Generals' placement: Place the General pawns in the named territories on the map as indicated in the following list.

The initial number of Unit tokens to be placed under each General pawn is shown after the territory name in the same list.

Britain: London 1, Plymouth 0, and Naples 0. Garrison in Lisbon.

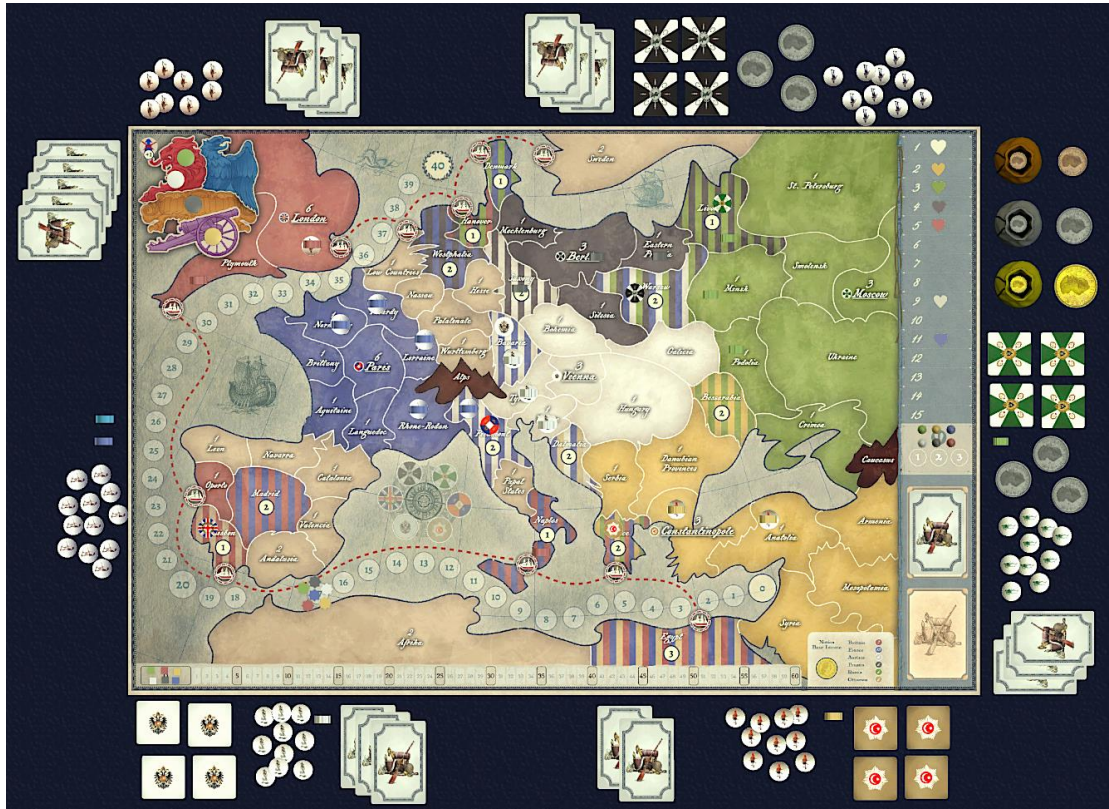
France: Normandy 3, Picardy 3, Lorraine 3, Rhone-Rodan 1, Piedmont 1. Two Generals are held off-map. Garrison in Piedmont.

Austria: Bavaria 2, Tyrol 1, Venice 3. One General is held off-map. Garrison in Bavaria.

Prussia: Berlin 0, Eastern Prussia Saxony 0.
Garrison in Warsaw. \$6 in the treasury.

Russia: Livonia 0, Minsk 0, Podolia 0. One General is held off-map.
Garrison in Livonia. \$6 in the Treasury.

Ottomans: Constantinople 1, Anatolia 2. One General is held off-map.
Garrison in Greece.



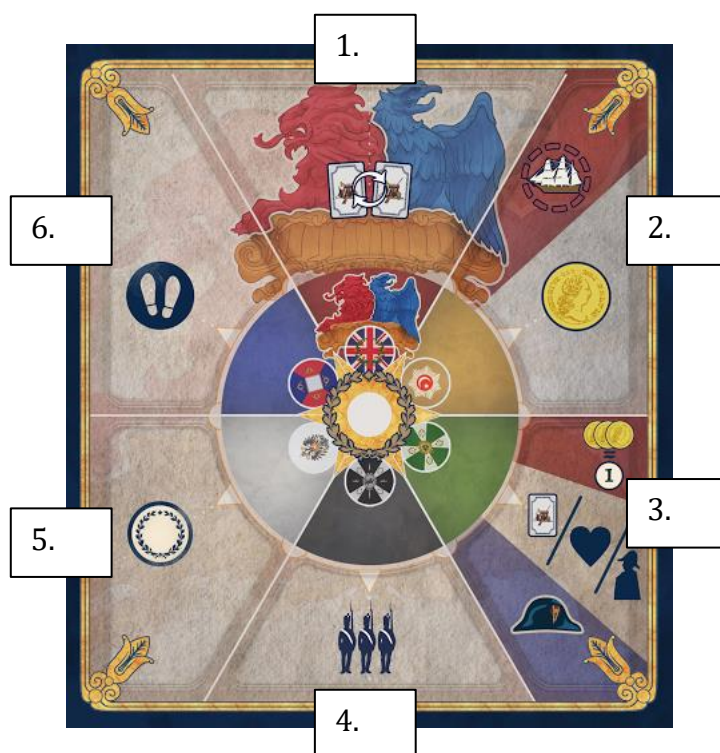
Each player places remaining Unit tokens (and General pawns) near the game board.

3. Playing the game

All nations take their actions as indicated by the current position of their colour on the gear matching the spaces on the Rondel. Nations take their actions simultaneously, unless one wants to wait for the other nation to complete their action lower in the precedence.

The action types (and precedence) are as follows:

1. Battle card exchange.
Take one Battle card, then discard one card from your hand.
2. Taxation.
Receive income from all of your controlled territories.
Britain receives also income from the trade.
3. Leadership.
*You can place any or all of your off-map Generals on the board **or** draw 1 card **or** gain 1 Morale.*
Britain can also give subsidies to her Allies and gain Influence.
France can also move Napoleon.
4. Mobilisation.
Recruit new Units, buy Battle Cards or increase your nation's Morale.
5. Gain Influence.
Adjust the Influence marker depending on the value of territories you control.
6. Movement.
Choose your Allower and move your Generals.



In addition, each time the disc is at its starting position, the Diplomacy phase takes place. All players decide simultaneously which of their nations are to join or break coalitions, become neutral or fight a war of expansion and then place the nation's coalition status marker in the appropriate status zone on the board. This may follow discussion between players and the phase only ends after the status of all nations has been decided.

Once all actions are executed, the gear is shifted one space to the right (clockwise) and nations take actions as indicated by the new position of the gear.

4. Winning the game

The game ends: if one of the following circumstances occurs:

1. Any nation reaches **40** on the Influence Track.
2. Immediately after a General from any nation other than France occupies the French capital territory Paris, following a round of movement and resulting Battles.

End of game adjustments: The influence track is adjusted for the result of any battle that has brought the game to an end and for any additions and subtractions in the following list for it being the end of the game.

- Up 6 If a general from the nation occupies the French capital territory, Paris.
- Up 3 If the nation is in the British coalition and a general from that coalition occupies Paris.

Winner: The player controlling the nation with the highest number on the Influence track wins the game.

Any nation in coalition with the victorious nation shares the victory as a partner (whatever their score on the Influence track), albeit as a less influential partner.

5. Core Concepts

Influence: *Influence represents a nation's prestige and power among other nations.* Nations gain and lose influence as the game progresses. This is recorded on the Influence Track. It can never fall below 0.

Morale: *Morale represents the nation's level of support to the war.* This is recorded on the Morale Track. It can never fall below 1, and the maximum is 15.

Generals: The most important player pieces in the game. Only Generals are allowed to move on the board between bordered territories.

The General pawn itself always counts as 1 strength point in a battle.



Unit tokens: Unit tokens are stackable, are placed under general pawns. No general from any nation can ever have more than three Unit tokens placed with it.

Once placed, Unit tokens cannot be left behind in territories for other generals to collect and cannot be transferred between generals. They must remain with the same general until lost in a battle for a territory or converted into a garrison marker.

Each Unit token adds 1 strength point to the general.



Garrisons: Garrisons are used to signify that a territory is controlled by that nation. They are represented on the reverse side of Unit tokens. Garrison markers must remain on-map until lost in a battle or disbanded.

Each territory may only contain one garrison marker at a time.

Garrison marker counts as 1 strength point in a battle.



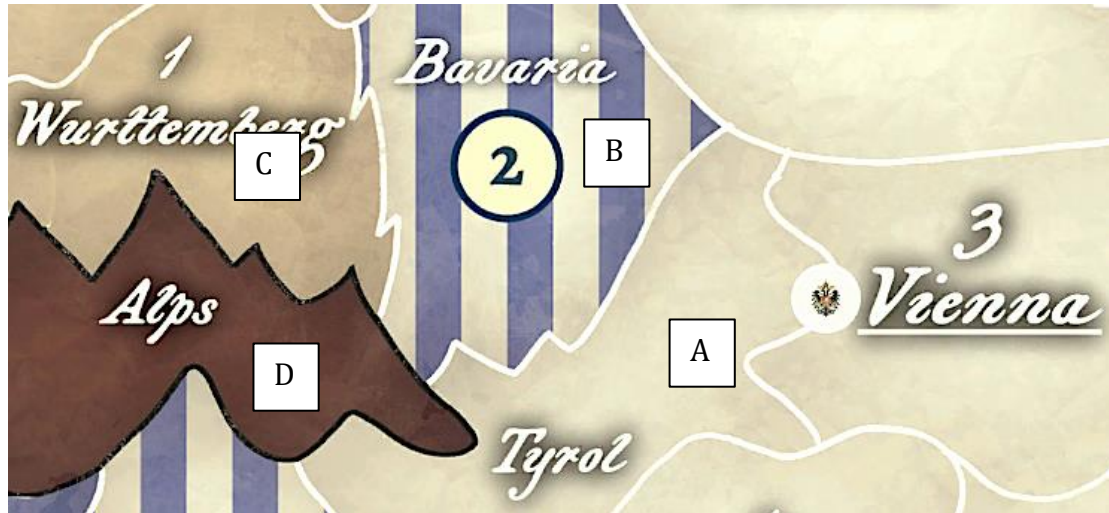
Battle cards: They are used to adjust strength points in a battle.

Each nation cannot have more than 6 hands in their hand, while France cannot have more than 10 cards. Any excess cards must be immediately discarded.

The game board: *The map is a broad representation of the political situation in Europe in the years between the French Revolution and the end of the Napoleonic period. During this period, borders changed as territories were won and lost*

through war and diplomacy. The map has been deliberately distorted to minimize the size of seas and maximise the amount of room for game play on land. Some small states and principalities have been amalgamated or merged with larger ones and some have not been represented.

Territories: Each territory has a colour, a name, and most contain numbers, either mobilisation values in plain, or influence amounts shown as black numbers in a circle.



- A** **Original territories:** A nation's original territories are the same colour as all their game markers.
- The capital territory of a nation has a larger name on the map.
- B** **Disputed territories:** Striped territories are disputed territories; the colour of the stripes indicates which nations claim the territory for themselves (or notionally on behalf of others). Disputed territories have a number in a black circle representing the amount of influence a claiming nation receives for controlling it. Only nations whose colour stripes are shown in a disputed territory can gain Influence in this way. *Other nation controlling such territory receive income instead of Influence.*
- C** **Minor nations:** Some territories do not belong to any of the played nation at the start of the game and are not disputed. These represent either minor nations, or territories within minor nations, and are coloured beige on the map.
- D** **Impassable territories:** There are two impassable territories marked on the map, representing the Alps and the Caucasus mountain ranges. These territories can never be entered by any generals under any circumstances.

Controlling territories: For a nation to control a territory it must fulfil one of the following criteria:

- The territory is an original territory of the nation (shown in its own colour) unless garrisoned by another nation.
- The nation has a garrison in a disputed territory, in minor nations or in the original territory of a different nation.

Remember: Just having an general in a non-original territory does not control it; a nation must have a garrison in any non-original territory to control it.

6. Political Phase

6.1 The Diplomacy Step

A 3 minute period of time is set aside for open discussion and negotiations between the players.

6.2 The Political Status Declaration Step

Each nation other than Britain or France has a single Political Status marker that is placed on the Political Status zone, to indicate which nation is currently in:

- Coalition with Britain.
- Coalition with France.
- Neutrality.
- A War of Expansion.

All nations other than Britain or France may freely have their status changed.

Political Status can only be changed in this step.

Capitals and Political Status: A nation must control its capital territory to be able to freely change their Political Status.

If a nation loses control of its capital territory (i.e. it is garrisoned by another nation) in this phase, then it is defeated and **must** become neutral for the upcoming Game Turn. (*Defeated nation is considered to have signed a peace treaty.*). See Rule 6.3 below for the consequences of becoming neutral.

A. Coalition with Britain or France:

Players have a free choice as to whether their nations are to join, continue or break coalition with Britain or France. They may only be in a coalition with either Britain or France, which are always at war. Members of French coalition are at war with all members of the British coalition as well as all nations fighting war of aggression.

Britain or France may choose to accept or decline any nation wishing to join their coalition but, once a nation has joined a coalition, it cannot be expelled by any other nation in that coalition, though its player may choose to have it leave the coalition in the Political Phase of any subsequent game turn.

Benefits of British Coalition: *Whilst they are in a British coalition, Britain Austria, Prussia, Russia, and the Ottomans advance 2 steps on the Influence Track (instead of one) after defeating any French General in battle.*

B. War of Expansion:

Austria, Prussia, Russia and the Ottomans may be declared as fighting a war of expansion. The nation is not in any coalition but trying to increase its influence and win the game on its own. It is at war with all other nations.

Even if fighting a war of expansion, a player controlling two or more nations cannot contest territories controlled by one with another.

C. Neutrality:

Nations other than Britain or France may be chosen not to be a part of a coalition and to be declared neutral. A defeated nation must become neutral for the subsequent game turn.

The neutral nation's generals must remain within their own original territories or other territories that have a garrison of their nation.

A neutral nation cannot contest territories containing any other nation's generals or garrisons.

Neutral nations CAN be chosen as enablers.

Note that income of the neutral nations is doubled, **but the neutral nation does not gain Influence for controlling contested territories.**

A player controlling more than one nation cannot have nations in both coalitions. Nations under the control of a single player must either be in the same coalition, be neutral, or fighting a war of expansion.

A player controlling more than one nation cannot change their nation's coalition status so that generals or garrisons of one of the nations they control would have to contest a territory it is currently occupying with another nation the player controls.

6.3 Adjust Political Status markers

Once each nation's coalition status is settled their Political Status marker is placed in the correct Political Status zone on the game board, so it is clear to see which is in which coalition.



Effect on garrisons of change in status: When a nation changes from being in coalition with Britain or France or fighting a war of expansion to neutral, garrisons from that nation in territories of other nations are immediately removed and converted back to Units. These are then allocated to any of the nation's generals as determined by the nation's player.

However, no general can ever have more than three Unit tokens so once all its generals have three any remaining cannot be placed and are converted into money (\$1 per each Unit).

Procedure for becoming neutral: When a nation becomes neutral, garrisons of that nation in territories of other nations are immediately removed and converted back to Unit tokens and placed under nearest generals. If such placement is not possible, these Unit tokens are lost.

The neutral nation's garrisons in all other territories remain in place.

Garrisons of other nations in that nation's original territories are immediately removed and converted back to Unit tokens and placed under nearest generals of the respective nation. If such placement is not possible, these Unit tokens are converted into money (\$1 per each Unit).

All generals in that nation's original territories, or non-original territories still containing a garrison of the neutral nation, remain in place.

6.4 Resolving changes to coalition status on map

Shared contested territories: If a general is occupying a territory, that also contains a general or a garrison of a nation with which it was in coalition, but is no longer, proceed as follows.

Procedure for resolving shared territories: Following the order of play, the first nation that has a general or garrison in the territory must, during its first round of movement, either:

1. Have any generals moved into any bordering territory that is unoccupied or that has a friendly garrison or general of a coalition partner, if there are any. The evacuated territory is not contested.
2. Have the general remain in the territory to contest it with the other nation or nations. The battle is resolved as if the general had just entered the territory.
3. A garrison cannot move so must contest the territory against general of the other nation or nations. (If this results in a three or more way battle, the single nation or coalition with the highest resulting strength wins and the other coalition or other nations are the losers).
4. If one of the nations is neutral, its player may allow other nations to keep a general or garrison in the same territory without contesting it.

This procedure is repeated as necessary in all the movement rounds of the nations that have a general or a garrison in the territory.

Ties in shared territories: If the result of any battles made necessary by a change in coalition status is a tie, all generals and garrisons remain in the territory. Following the order of play, the next nation will have the same options as listed above.

Other generals entering shared territories: If a general from another nation enters the territory before the next movement round of a nation with a general or garrison already there (and so before the effect of the change of coalition can be resolved) there is a battle for the territory.

- If a garrison is in coalition with any general in the territory it can contribute to the battle in the usual way.
- If a garrison is NOT in coalition with any generals contesting the territory, it takes no part in the battle between the generals.

- If the general from the nation that entered the territory wins the battle, that general must then immediately fight a second battle with any non-coalition garrison that remains.
- If the general that was already in the territory wins the contest against the entering general in its turn it can be chosen to either contest the territory with a remaining garrison or move to another territory in its nation's next movement round. If the garrison in the territory is of a neutral nation, that nation may consent to allow the general to remain without fighting a battle.

7. Taxation

The territory values, as noted on the map, of all non-disputed territories controlled by a nation are added together to give its total income.

Occupied capitals: If a capital territory is occupied and thus captured by a general from another nation but NOT garrisoned, the original owning nation still controls its capital and collects money from the territory.

A nation must have a garrison in any non-original territory to control it and gain its income.

If a nation is neutral, its income total is doubled.

8. Leadership

Placing off-map generals:

Off-map generals can be placed into the controlled territories of the nation at the player's choice.

Otherwise, you receive either a battle card or 1 Morale point.

British subsidies:

Britain is the only nation whose player can benefit their allies with additional money. Any amount of money may be distributed in any proportion to nations with which it is in coalition.

However, Britain goes up **1 steps** on the Influence Track.

Napoleon's additional movement:

Napoleon, if placed on-map, may perform 1 round of movement. No allowers is chosen, no further rounds of movement are allowed.

10. Mobilisation

A nation's totalled money are used to obtain any combination of Unit tokens, battle cards, and Morale points as follows:

- **One Unit token for \$1.**
- **One Morale point for \$1.**
- **One battle card for \$1.**

In addition, nation receives 1 battle card for each general pawn which is held off-map.

Units: A nation's newly obtained unit tokens can now be placed with any of its nation's General pawns. No General from any nation can ever have more than 3 Unit tokens placed with it.

Corruption: all of the nation's unspent money is lost, except for Britain.

11. Movement

Movements are carried out as follows:

- Choosing allower.
- Movement round 1.
Battles resulting from round 1.
- A second round of movement, if requested and permitted.
Contests from round 2.
- A third round of movement, if requested and permitted.
Contests from round 3.

11.1 Choosing an Allowers:

The player whose nation's movement round it is must choose another nation to allow the movement of its generals (even if no movement is to be made). Up to three rounds of movement may be allowed, one round at a time, and all must be allowed by the same nation.

Allowing restrictions. The player moving a nation's generals cannot choose another nation to be the allowers if:

- The player controls that nation as well.
- The nation having its generals moved is in coalition with that nation.
- By choosing that enabling nation it would increase the Morale of the enabler to exceed 15 points following the first round of movement.

No eligible Allowers: If this means there is no nation that can be chosen as an allowers, the moving nation is allowed only one round of movement.

Number of rounds of movement: The allowing nation's player must allow one round of movement but may allow a maximum of three rounds as long as in so doing the enabling nation never has more than 15 Morale points. Permission for a further round is only given at the end of the previous round.

Enabler box: Once a nation is chosen as the allowers, its allowers marker is placed on the first space in the enabler box on the board to show which nation is the allowers and which round of movement they are enabling. After each round of

allowed movement, the marker is moved along one space if there is to be a further round.

Allower benefits: For each round of movement the allowing nation allows, it receives Morale as follows:

1 round allowed, receive	1 Morale points.
2 rounds allowed, receive another	2 Morale points.
3 rounds allowed, receive another	3 Morale points.

At no time, for any reason, can any nation ever have more than **15** Morale points.

Finishing Movement: The nation whose movement round it is may choose to finish its movement after any complete round, even if the allowing nation's player says they may have another round. In this case the allowing nation receives no more Morale points.

11.2. Land Movement:

During each round of movement, each General of the enabled nation can move up one territory across a common border (normal movement).

Generals can also perform strategic movement up to three territories across common borders controlled by that nation or their allies.

Which generals can occupy a territory? Two generals of the same nation may NOT finish their movement occupying the same territory. However, a different general from the same nation may move into a territory that has been vacated in the same round of movement.

Two or more generals, all of different nations, can move into or remain in the same territory as long as they are in the same coalition or neutral.

Coalition territories: Players must have permission from the coalition partner controlling a territory in order to move their generals into that territory.

Sea Lanes: Only Britain, and nations in coalition with Britain with the British player's permission, can move general along sea-lanes. A general starting in a territory with a **port** connecting it to another territory can be moved up to three sea-lanes (a dashed red line through the seas on the map) as a single move. In addition, a player moving across the sea may move freely, even if there is an enemy garrison in some area along the path of the movement.



Leaving a garrison: Garrisons may only be left in a movement round. The general has one of its accompanying Unit tokens flipped to its back and places it as a garrison marker of the nation in the territory. The garrison marker stays in place when the general moves away or remains in the territory.

If a general has no Unit tokens with it, it cannot leave a garrison.

A successful general remaining in a territory after a Battle for it can also place a garrison.

Each territory may only contain one garrison marker at a time.

Multiple garrisoning: A general may leave a garrison in each territory it enters or leaves as long as it has enough Unit tokens to expend to do so. This can include garrisoning the territory it leaves and the one it enters in the same movement round.

Disbanding a Garrison: During a nation's movement round, a player can choose to remove any of its garrisons from any territories. The garrison marker is placed off-map and control of the territory reverts back to the original owning nation (if there was one).

Garrisons when players control more than one nation: If a player controls more than one nation, those nations may not have garrisons in each other's territories.

Garrison markers cannot voluntarily be converted back to Unit tokens once placed. Only changes in Political status, can cause garrisons to convert back to Unit tokens (see rule [6.3](#)).

Movement of generals of neutral nations: Generals from neutral nations may be moved between their original territories and other territories across their nation borders if those territories are garrisoned by their nation.

A neutral nation's generals can leave garrisons in its original territories even, if they currently contain a non-neutral general.

Generals of neutral nations can never be moved into a territory to contest it.

A general from a non-neutral nation cannot take control of an original territory of a neutral nation by placing a garrison in it.

11.3. Battles

Battles occur when: A general moves into a territory that contains a garrison or a general, which is not in the same coalition. This battle and any others resulting from the same round of movement are all resolved in the order that the active player chooses.

A. Sequence of a Battle:

- Total up on-map strengths
- Request and declare supports from the attacker
- Request and declare supports from the defender
- Secretly determine commitment of battle cards (one by one)
- Simultaneously reveal and determine outcome of battle cards
- Make adjustments, discard used battle cards, and apply consequences.

Battles are considered to be simultaneous, so Morale added to a battle cannot be used again in another battle resulting from movement in the same round.

B. Total up on-map strengths

Joint Defence: If a general of a nation is in the same territory as a general or garrison of another nation with which it is in coalition when a general of a different nation moves in to contest the territory, they fight together to defend it.

Generals in battles: A general fighting to contest control of a territory starts at **1** strength point. It adds **1** strength point for EACH Unit token placed with the general.

Garrisons in battle: A garrison in a contested territory counts as **1** strength point.

Strength Track adjustment: Use the strength markers on the Strength Track to mark the current strength of the involved generals and garrisons. This is the total of the strength points of all generals and their accompanying Units, plus the strength points of a garrison within the contested territory.



C. Support in battles

Requesting support: The player whose general entered the contested territory may request cross-border support from any eligible general and, if given, their support is declared to all players.

Following this, the player or players with general or a garrison already in the contested territory, to defend it, may also ask for cross-border support from any eligible general and this is also declared.

Generals Supporting a battle: A nation that is contesting a territory, which has a general of its nation or a general of one of its coalition partners in a territory that has a border with the contested territory may add the support of those generals in the contest as long as those generals are not already contesting a territory or supporting a contest elsewhere. [British generals can also provide support via sea-lanes directly connected with the contested territory.](#)

[Supporting generals allow playing more battle cards in a battle.](#)

Supporting in multiple battles per round: If a general has won or successfully supported a battle, it cannot give support in another battle resulting from movement in the same round.

Garrisons may never give support.

Neutral generals and support: If a general from a neutral nation is in a territory where a battle is taking place between two non-neutral nations, that neutral general cannot give support to another of its nation's generals in any bordering territories.

If generals of other nations fight a contest in a territory that is occupied or controlled by a neutral nation, the neutral nation does nothing. It does not intervene on either side.

Strength Track adjustment: Add strength points of all generals and their accompanying Units and adjust the strength markers on the Strength Track accordingly.

D. Commitment of battle cards

Choosing cards: Strength points to be added to the on-map strength are indicated by placing battle card types face down on the table but visible to all players.

The number of battle cards that a nation can play in a single battle is limited to one card per each Unit token taking part in a battle, i.e. a general with 2 Units can play up to 2 battle cards in a battle.

Sequence of card placement: Each nation secretly plays one battle card or declares pass in the following order:

- The player with the general that entered the contested territory.
- Players with generals supporting the general that entered the contested territory.
- Players with generals or a garrison already in the contested territory.

- Players with generals supporting the general or garrison already in the contested territory.

This sequence is repeated until all nations declare pass.

No conferring: If different players have nations from the same coalition fighting and supporting in the same contest, there must be no discussion about which battle cards to play.

E. Battle outcome

Simultaneous reveal of battle cards: Once every player has placed face down the cards they wish to play, all cards are turned over and revealed simultaneously. The total value on battle cards is the value added to the final strength total for each side.

Result of the battle: The nation or coalition with the highest strength total is the victor.

F. Applying battle results

Adjust the Morale Track: one Morale point per battle card played is deducted from the nation's total on the Morale Track.

Battle cards: Any battle cards that were played in the contest are discarded.

The nations with a general taking part in battle each have one new battle card drawn from the deck. Supporting generals also have a new battle card drawn for their nation.

Victorious generals and/or garrisons:

The garrison and/or general (or generals from a successful coalition) remain in the contested territory. Any general that participated in the successful contest loses one Unit token if any are placed with them. This includes generals giving support from bordering territories.

Any nation that has a victorious general in the contested territory goes up **1 steps** on the influence track. **Additional 1 step is gained if the defeated general is French and the victorious general belongs to Britain or British Ally.**

Nation that has supported a victorious general goes up **1 step** on the Influence Track.

Losing generals:

Generals in the contested territory lose all unit tokens placed with them and any generals giving support to the losing general from bordering territories lose one accompanying unit token each.

Losing generals are removed from the contested territory and placed in their nation's capital territory unless there is already a general of the same nation in the capital blocking its placement and the losing general is placed off-map.

If the losing general is from a nation that has lost control of its capital, the general can be placed in any unoccupied territory that the nation still controls.

Losing garrisons are lost and removed from the map. The losing nation does not go down on the influence track.

Coalitions - SOLO MODE

Winning the game

- The player wins when Paris is conquered.
- The player loses when the Napoleon influence marker reaches 40 points.

Setup

Setup the game as it is shown in the 1805 scenario with the exception of placing the **Influence marker**. Only Napoleon uses Influence marker. Depending on the difficulty level place it on:

- a) The Usurper = 0
- b) Boney = 5
- c) The Great = 10
- d) The Corsican Ogre = 15
- e) The Man of Destiny = 20

Playing the game

- Player plays as all countries against Napoleon (France).
- All countries (except France) are controlled by the player and make the Grand Coalition. Place their coalition status markers on the red lion.
- Don't use Political status tokens.
- Napoleon uses a special twelve card solo deck (called Napoleon's deck).

Play the game as normal with this exception:

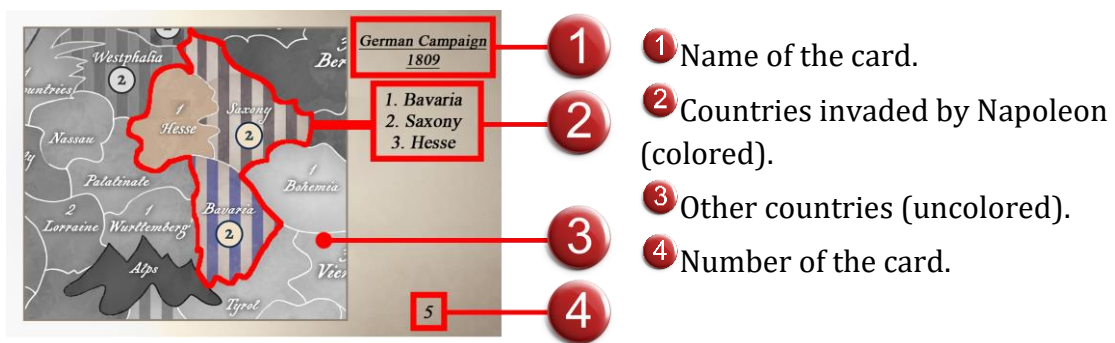
1. Napoleon draw and execute a solo card when his dial reaches 3 places on the action roundel:



- a) Movement
- b) Diplomacy
- c) Leadership

2. When Napoleon executes a solo card, first add 1 Morale to the country of the Grand Coalition with the lowest amount of Morale (in a case of a tie, the player decides). When any Grand Coalition country is about to move, first add 1 Morale to Napoleon.
 3. When any of the players' countries should get VP according to the action, they get that amount of income instead.
- VP
4. If the player or Napoleon has a garrison in a contested country to which they have no claims, during Taxation action it gets that amount of income.
 5. England doesn't get anything from giving the money to the coalition partners.

Solo card breakthrough



Playing the solo card



As the Napoleon dial reaches Move action on the action roundel, draw one card from the Napoleon deck **1**.

On this card you have listed territories that are invaded by Napoleon's forces (e.g. Bavaria, Saxony, Hesse) **2**.

Resolve this card as follows:

1. Place generals in each territory with 3 units. If any placed general don't have 3 units with him, add to that general up to 3 units from French supply. When placing generals, follow these rules from where they should be moved.:
 - a) Off board.
 - b) The closest original French territory, except Paris.
 - c) Paris.
 - d) The closest minor nation territory with the lowest value.
 - e) The closest disputed territory that France has no claims to with the lowest value.
 - f) The closest original territory of any nation of the Grand Coalition with the lowest value.
 - g) The closest disputed territory that France has claims, with the lowest value.

In a case of a tie, the player decides from where to take French general.

2. If on any listed disputed territory that France has claims is already a French garrison, immediately add to Napoleon's influence track that amount of VP.

3. If there is no enemy presence in the territory, flip one of the units from general to the garrison side.

4. If there is an enemy presence in the territory, Napoleon conducts a battle **3**. The battles take place in the order shown on the Napoleon card.

Battle

All the rules of the battles apply in solo mode with following exceptions:

After you count the total on-map strength of all participating armies in battle, you play all cards up front and adjust the strength track immediately. After that you draw cards for the Napoleon with following rules:

- a) Napoleon's armies always support each other if able.
- b) After drawing a card immediately update the strength track and check if Napoleon wins. If he does, don't draw any more cards. Places a garrison if able and gains VP with the basic rules for winning the battle (1 VP for any beaten general in the battle).
- c) If he doesn't win, check if he is mathematically able to win if he'll draw the maximum number of allowed cards. If he cannot win, don't draw any

more cards. In that case Napoleon lost that battle. Remove the general from the board.

- d) In case of a tie move him to adjacent empty territory, closest to the French Original territory (don't place a garrison there). If it's not possible, remove him from the board.

The Battle of Paris

When any Coalition unit is present in any original French territories, Napoleon during his solo card action draws a card but doesn't flip it. Instead of executing a solo card he places 3 generals with following rules:

1. Place one general with 3 discs in Paris.
2. Place one general with 3 discs in territory with the enemy.
3. Place one general with 3 discs in one adjacent territory to the territory where the battle occurs.
4. If there is more than one one original French territory under attack, or more than one adjacent territory to the battle, follow the territory deployment priority:
 - a) Lorraine
 - b) Picardy
 - c) Rhone-Rodan
 - d) Normandy
 - e) Languedoc
 - f) Brittany