Field Commander
NAPOLEON

Introduction

Welcome to Field Commander: Napoleon, the latest in our series of Field Commander games. My goal in designing this game system is to make the careers of some of history's great commanders accessible in an easy to learn, fast playing game format. I decided on solitaire, because it had the proper feel. Commanders have a staff and advisors, but in the end, they alone make the hard decisions that affect lives, change the course of Campaigns, and decide the fate of nations.

In this game, you make all the decisions needed to command the French forces. The game rules, charts, and die rolls dictate the actions of the opposing forces.

Napoleon

Napoleon Bonaparte was born on the island of Corsica in 1769. He joined the French army in 1785 and trained as an artillery officer. Napoleon's actions at the Siege of Toulon in 1793 earned him the Command of France's Army of Italy. He immediately began strategic planning for operations in the region.

Napoleon used his success in the 1796 Italian Campaign to return to France a hero, and gain a firm foothold in French politics.

He established himself as the most powerful person in France in 1799 when his political maneuvers led to his election as First Consul. He later crowned himself Emperor in 1804.

The French Empire enjoyed many military successes until the devastating losses suffered during the Russian Campaign of 1812. The on-going drain of French forces during the Peninsular War in Spain also sapped France's supply of trained soldiers.

By 1813, the Allied countries of Europe had grown weary of Napoleon, and their massed armies swung the balance of power in their favor.

The War of 1814 resulted in a French defeat and Napoleon's abdication of the throne and his forced removal to the island of Elba.

Napoleon appeared once more in 1815. He escaped Elba and returned to France to begin the 100 Days. During that time, he briefly ruled France until the combined might of the Allied forces overwhelmed him once again.

Napoleon spent the remainder of his days exiled on the island of Saint Helena. He died in 1821.

During his lifetime, he revolutionized the tactics and strategy used in modern warfare.

Campaigns

You take on the role of Napoleon and command the French Forces and their allies in each Campaign. All the other nationalities are Enemy Forces. Game mechanics control the Enemy Forces.

Each Campaign map details your goals for the Campaign in the Set-Up or Special Rules sections. Goals normally involve moving your Forces to hold key historical locations on the map.

Holding an Area
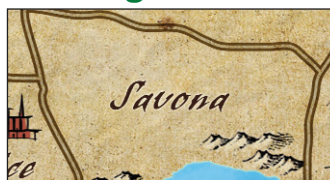
There are multiple Areas on each Campaign map. Each Area has a unique name derived from a large city or important battle.

You Hold an Area if you have French Forces in the Area and there are no Enemy Forces in the Area.

The Enemy Holds an Area if he (the game system you are playing against) has Forces in the Area and there are no French Forces in the Area.

If an Area does not have any Forces present, it is not Held by either side and is uncontrolled.

Forces may only move into named Areas. Forces cannot move into water.

Named Area

Area without a Name

Water

Objective Areas

Defeat: Hold at least 2 Objectives from the end of Mar 1796 onward, or the Campaign ends in Defeat.

During the Set-Up phase, the Campaign map will direct you to place Objective counters on specific Areas of the map. These Areas represent important locations specific to the Campaign.

Many of the Campaign Victory Conditions involve Holding Objective Areas.

End of a Campaign

The Campaign ends when you meet the Victory or Defeat Condition, or when you move the Campaign Turn counter past the last box on the map's Turn Track.

Victory

Unless a Campaign states otherwise, you win the Campaign when your French Forces Hold all the Objective Areas listed in the Set-Up section.

> - **Victory:** Play through all Campaign Turns. Sc[...]
> each French Force that survives the Campaig[...]
> Hold Acre, score +15VP.
> Superior 30+, Historical 29-17, Inferior 16-

Some Campaigns have a Victory Condition specified in their Set-Up or Special Rules that does not involve Holding Areas. To successfully complete the Campaign, you must achieve this Condition.

If you meet the Victory Condition at the end of any step of a Campaign Turn, you win. You do not need to complete all steps in the Campaign Turn.

Example: In the 1796 Campaign, if you Hold Nice, Turin, Milan, Mantua, and Klagenfurt at the end of your Battle step, you win. Do not complete the Campaign Turn.

Defeat

> - **Defeat:** Hold Alexandria at the en[...]
> Turn, or the Campaign ends in Def[...]

Some Campaigns have a Defeat Condition. If the Defeat Condition is met at the end of any step during a Campaign Turn, you immediately lose the Campaign and score 0 Victory Points.

If Napoleon is ever on the Battlefield Sheet without French Forces, you lose the Campaign.

If Napoleon is ever in a map Area without French Forces, you lose the Campaign.

Unless the Campaign instructs otherwise, you lose the Campaign when you move the Campaign Turn counter past the last box on the map's Turn Track.

Victory Points

In some Campaigns you will find Campaign Turn Track boxes with a Victory Point number in the top-right corner. When you meet the Campaign's Victory Condition, you score the Victory Points shown in the box for the current Campaign Turn. You do not score Victory Points if the Defeat Condition ended the Campaign.

Campaigns also have a historical description comparing your outcome to Napoleon's.

Superior - This means you did better than Napoleon.

Historical - You did as well as Napoleon

Inferior - You did not do as well as Napoleon.

If the first of the Victory descriptions is "Superior", and you complete the Campaign before that box, you score 30 Victory Points and a Superior Victory.

If the first of the Victory descriptions is "Inferior", and the Campaign ends before that box, treat it as incurring a Defeat Condition.
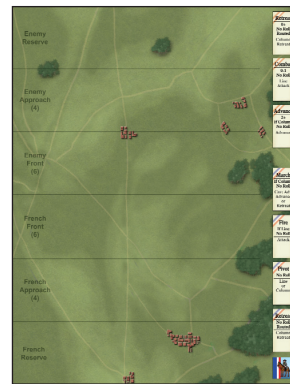
Components

Maps (7)

Campaign maps show Areas of movement, Set-Up information, and other information you need to play each Campaign.

Battlefield Sheet (1)

Use the Battlefield Sheet to resolve Battles.

Move all the Forces from the Campaign map Area where a Battle is taking place to this Sheet to resolve the Battle.
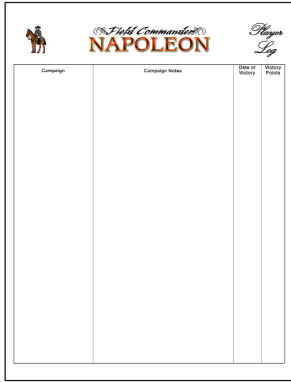
Help Sheet (1)

The Help Sheet displays helpful game information.

This Sheet also contains the Battle Turn Track and Battle Plan Quantity sections. You will use the Help Sheet when resolving Battles on the Battlefield Sheet.

Player Log (1)

Photocopy your Player Log and use it to record your Campaign information.

You can also download and print the Player Log from the www.dvg.com web site.

Die (1)

Roll a single ten-sided die whenever a die roll is required. The die generates results from 1 to 10.

Counters (6 Sheets)

The game uses counters to represent military forces on the map and various record keeping game functions.

Napoleon

Each Campaign uses a unique Napoleon counter. Use the Napoleon counter with the same year as the Starting year of the Campaign. This counter represents Napoleon's location on the Campaign map and his presence on the Battlefield. Never treat a Napoleon counter as a Force counter.

Force

Force counters represent large formations of men, horses, cannons, and structures in the game.

Supply points

Find all the Supply counters and place them in a pile. The numbers on the Supply counters indicate their worth in Supply points. Use these counters to record French and Enemy Supply points. The counter mix does not limit game play.

Scouts

Use Scout counters to track the number of Scouts you have purchased.

Campaign Turn

This counter shows the Campaign game Turn you are resolving. There is a blue side (French) and orange side (Enemy) to help you keep track of which half of the Turn you are resolving.

Battle Turn

This counter shows the Battle Turn you are resolving. There is a blue side (French) and orange side (Enemy) to help you keep track of which half of the Battle Turn you are resolving.

Battle Plans

Battle Plans are specific Orders issued to Forces in battle.

Battle Plan Quantity

Use these counters to record the number of Battle Plan counters your French Forces can use each Turn of a Battle, and the number of Battle Plan counters the Enemy draws each Turn of a Battle.

Insights

These are special Battlefield options only Napoleon can use.
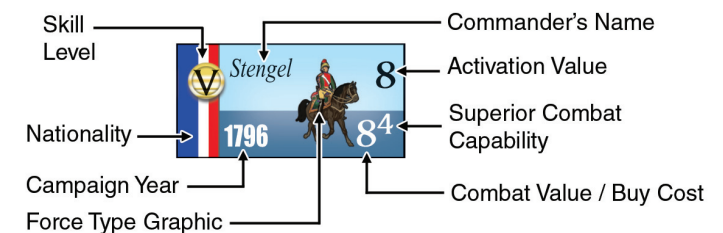
Battle Location

Use this counter to mark the map location where the Battle is taking place. There is a blue side (French) and orange side (Enemy) to help you keep track of which half of the Campaign Turn you are resolving.

Objective

Use these counters to mark the location of Campaign Objective Areas on the Campaign map.

Force Counters

Skill Level

The letter in the medallion in the top left corner of each Force counter shows the Skill Level of the Force. From weakest to strongest the Skill Levels are:

| Conscript | Poor Line | Line | Veteran | Elite |

Nationality

The stripe along the left edge identifies the nationality of the Force.

Each of your French and allied Force counters have the following stripe along their left edge:

French

Each of the Enemy Force counters have one of the following stripes along their left edge:

Austrian   British   Mameluke

Ottoman   Russian   Piedmont

Spanish   Swedish   Prussian

Polish

Campaign Year
The year on a Force counter identifies the Campaign the counter is used in.

Force Type Graphic
The graphic on a Force indicates the Force's Type: Infantry, Cavalry, Cannon, Garrison, or Fortification.

Commander's Name
The Commander's name on the counter shows the Commander who historically commanded the Force. The name does not affect game play.
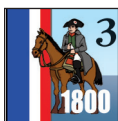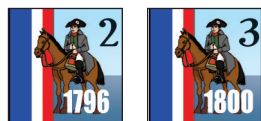
Activation Number
Forces use this number when attempting to Activate a Battle Plan.

Combat Value and Buy Cost
Forces use their Combat value when performing attacks. Some Forces have a Superior Combat value, noted with a superscript on their Combat value.

You must pay the Buy Cost when purchasing a Force.

Command Rating
Only Napoleon counters have this number. Use this number to Activate Insight counters and to adjust Battle Plan Quantities.

Front and Back of Counter
Force counters have a full strength side and a reduced strength side.

The reduced side has a red slash through the counter.

Place Forces on the map with their full strength side face up.

When a Force suffers a Hit, flip it to its reduced side.

If a reduced Force suffers a Hit, Destroy it and remove it from play.

If a Force does not have Activation and Combat values on its reduced side, Destroy it when it suffers its first Hit.

Force Types

There are two types of Forces: Mobile and Static.

Mobile Forces
There are three types of Mobile Forces in the game: Infantry, Cavalry, and Cannon. You can move these Forces on the Campaign map and on the Battlefield Sheet.

Infantry
Infantry counters have a soldier graphic.

Cavalry
Cavalry counters have a soldier mounted on a horse graphic. Cavalry do not have a reduced side. Destroy them when they suffer one Hit.

Cannon
Cannon counters have a wheeled cannon graphic. Cannons do not have a reduced side. Destroy them when they suffer one Hit.

Recruits
A Recruit is a sub-type of Infantry, Cavalry, and Cannons. Treat Recruits as an Infantry, Cavalry, or Cannon based on the graphic appearing on their counter. Recruits do not have a reduced side. Destroy them when they suffer one Hit.

Static Forces

There are two types of static Forces: Garrisons and Fortifications. Static Forces do not move on the Campaign map or Battlefield Sheet.

Garrisons

Garrisons have a graphic of a soldier standing behind a wall.

Fortifications

Fortifications have a graphic of a cannon placed behind a wall.

Set-Up

To begin, select the Campaign map you want to play and place it in front of you. We recommend you start with the 1796 Italian Campaign.

Some maps have more than one Campaign. If there is more than one Campaign on the map, choose which Campaign you want to play. We recommend starting with the 1796 Italian Campaign. Each Campaign on a map has its own Set-Up section and Turn Track.

Example: The Italian Campaign map has a 1796 and 1800 Campaign.

All Campaigns use the same Set-Up procedures. The Set-Up section of each Campaign map lists the year of the Campaign and provides you with all the information you need to get started.
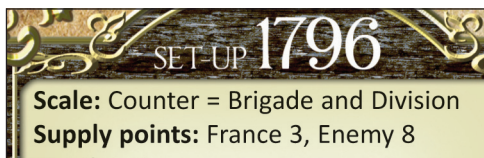
Special Rules

Some Campaigns have Special Rules printed on their maps. Special Rules take precedence over standard rules.

Campaign Turn

Place the Campaign Turn counter on the "Start" box of the Campaign Turn Track with its blue side face up.

Scale

Each Campaign notes the scale of the Forces. This does not affect game play. The size of units varied, but in general, a Corps contained roughly 25,000 men, a Division contained roughly 10,000 men, and a Brigade contained roughly 5,000 men.

Scale: Counter = Brigade and Division
**Supply points:** France 3, Enemy 8

Supply Points

The Set-Up Area of the Campaign map specifies the number of Supply points the French and Enemy begin the game with. Place the French Supply counters in the French Resupply box. Place the Enemy Supply counters in the Enemy Resupply box.

Use the Supply counters to track the Supply points available to the French and Enemy throughout the Campaign.

Battle Plans
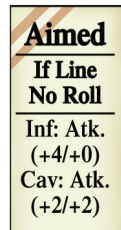
Place the Enemy Battle Plan counters in an opaque cup for later drawing.

Place the French Battle Plans next to the Battlefield Sheet to choose from later.

Cities

If only French Forces begin the Campaign in an Area with a City symbol, also place 1 French Garrison and 1 French Fortification counter in the Area.

Example: In the 1796 Campaign, Nice begins the Campaign Held by the French. Place 1 French Garrison and 1 French Fortification in the Nice Area.

During Set-Up, if only Enemy Forces are assigned to an Area with a City symbol, place 1 Enemy Garrison and 1 Enemy Fortification counter in the Area.

Example: In the 1796 Campaign, Genoa begins the Campaign Held by the Enemy. Place 1 Enemy Garrison and 1 Enemy Fortification in the Genoa Area.

During Set-Up, if both French and Enemy Forces begin the Campaign in an Area with a City symbol, place 1 Enemy Garrison and 1 Enemy Fortification counter in the Area.

During Set-Up, if no Forces begin the Campaign in an Area with a City symbol, place 1 Enemy Garrison and 1 Enemy Fortification counter in the Area.

Example: In the 1796 Campaign, Turin, Milan, Mantua, and Klagenfurt begin the Campaign uncontrolled. Place 1 Enemy Garrison and 1 Enemy Fortification in each of those Areas.

Forces

Use only Forces with the same Year as the Campaign you are playing. If a Force has a parenthetical notation in the Set-Up section, it means there is more than one counter with the Commander's name. Place all the counters with the Commander's name in the designated Area.

Example: In the 1796 Campaign, "Dichat (2)" appears in the Piedmont list of starting Forces. Place both Dichat counters in Savona.

Some Force counters begin the Campaign on the map and others arrive mid-way through the Campaign.

Starting Forces

Nationality — Map Area — Napoleon counter — Forces

Starting Forces:
France (Nice): Napoleon, Augereau, Serurier, Macquard, Garnier, Stengel, Kilmaine, La Harpe, Maynier

Find the Starting Forces listed in the Set-Up section of the map. Place the corresponding Force counters on the indicated Areas of the map.

Example: In the 1796 Campaign, place the Napoleon counter and the following French Forces in Nice at the start of the Campaign: Augereau, Serurier, Macquard, Garnier, Stengel, Kilmaine, La Harpe, and Maynier. Also place French Garrison and Fortification counters because Nice starts the Campaign as a French-Held City.

Late Arrivals

Late Arriving Forces:
Austria (Klagenfurt): Place when French Forces enter Lonato or Mantua: Quasdanovich (2), Melas (2), d'Irles, Davidovich (2), Meszaros (2)

Some Campaigns list the Turns, or Conditions, in which to place specific Forces. Place those Forces off to the side and add them to the game when you advance the Turn counter into the specified Campaign Turn Track box, or when the appropriate Campaign Conditions have occurred based on the Set-Up instructions.

Example: In the 1796 Campaign, place the following Austrian Forces in Klagenfurt when French Forces first enter Lonato or Mantua: Quasdanovich (2), Melas (2), d'Irles, Davidovich (2), Meszaros (2).

French Recruits and Static Forces

Place all French Recruits and extra Static Forces to the side for later purchase.

Enemy Recruits

Place all Enemy Recruits in a Reinforcement cup for later use.

Enemy Static Forces

Place all extra Enemy Static Forces to the side for later use.

Objective Counters

Place Objective counters in the map Areas designated by the Set-Up instructions.

Example: In the 1796 Campaign, place Objective counters in the following Areas: Nice, Turin, Milan, Mantua, and Klagenfurt.

Sequence of Play

SEQUENCE OF PLAY

FRANCE
- Advance Turn Counter
- Moves
- Resolve Battles
- Forced March
  - Resolve Battles
- French Resupply

ENEMY
- Enemy Orders
- Resolve Battles
- Enemy Resupply

During each Campaign Turn, play the game using the following steps. You may not go back to a step once it has been completed. Perform all steps in the order they are shown.

Each Campaign game Turn has two major sections, your half of the Campaign Turn, and the Enemy half of the Campaign Turn. During your half of the game Turn, you will move your Forces, initiate Battles, and Resupply your Forces. During the Enemy half of the Turn, he will perform Enemy Orders, initiate Battles, and Resupply his Forces.

French Turn

This is the time during the Campaign Turn when you carry the battle to the enemy.

Advance Turn Counter

Move the Campaign Turn counter one space to the right along the Campaign Track.

If you move the counter off the end of the Campaign Track, the Campaign ends in failure.

Example: The 1796 Italian Campaign ends in failure when you move the Turn counter to the right of the May 1797 box.

Exception: Some Campaigns do not end in failure when you move the Turn counter off the Track. Such Campaigns have Special Rules printed on their maps.

Example: When playing the 1798 Egyptian Adventure Campaign, you must play through all Turns on the Campaign Track.

Moves

You may now move each of your Mobile Forces to an Area adjacent to its current Area. There is no cost to do this.

Example: In the 1796 Campaign, these 2 Forces in Lodi can move to: Milan, Lonato, Mantua, Genoa, or Marengo.

If you have French Forces in the same Campaign map Area as Enemy Forces, you cannot move them.

Example: In the Peninsula Campaign of 1807, the French Force Dupont and the Spanish Force Castanos begin the Campaign in the Toledo Area. During your Move step, you cannot move Dupont because he is in the same Area as an Enemy Force.

You can move the Napoleon counter to an Area adjacent to his current Area. There is no cost to do this. If you move Napoleon to an Area that does not contain French Force counters, you lose the Campaign. You may move the Napoleon counter even if he is in the same Campaign map Area as Enemy Forces.

Resolve Battles

You must resolve a Battle when French and Enemy (ie opposing) Forces are present in the same Area.

Example: You must resolve the Battle for Marengo because French and Enemy Forces are present in the Area.

Choose a Battle you would like to resolve. You can resolve the Battles in any order.

Place the Battle Location counter on the map to mark the location of the Battle. Place the counter with the blue side face up as a reminder that the Battle is taking place during your half of the Turn.

Battle

Battle Turn Sequence

Use the Battle Turn Sequence listed on the Help Sheet to resolve each Battle.

Pre-Battle
Roll for Fog of War
Envelopment Check
Determine Battle Plan Quantities
Buy additional French Battle Plans
Select Insights
Place French Forces
Place Enemy Forces

Battle Turns
Insight Activation
Select and Place French Battle Plans
Draw and Assign Enemy Battle Plans
Resolve Enemy Battle Plans
Resolve French Battle Plans
Rout Check
Advance Battle Turn counter

Pre-Battle

Perform the following steps to prepare for each Battle.

Roll for Fog of War

Roll a die and consult the Fog of War chart on the Help Sheet.

If the Enemy has 4 to 6 Supply points, spend 2 of them and add 2 to the roll. If the Enemy has 7 or more Supply points, spend 4 of them and add 4 to the roll.

Scout Counters

If you have any available Scout counters, you can discard 1 Scout counter to re-roll the Fog of War die roll. When you re-roll due to a Scout, do not apply the modifier the Enemy received from spending Supply points. You can accept a roll or continue to re-roll and discard Scout counters until you have discarded all your Scout counters. You can repurchase discarded Scout counters during your Resupply steps.

Die Roll
The Roll column on the Fog of War chart shows the modified die roll results.

Battle Turns
The Battle Turns column on the Fog of War chart specifies the number of Battle Turns the Battle will last. Place the Battle Turn counter on the appropriate box of the Battle Turns Track on the Help Sheet.

Example: At the start of a Battle, you roll a Fog of War die and get an 8. The Enemy has 11 Supply points. You spend 4 of their Supply points to modify the roll to a 12. You do not like the result, so you expend one of your Scout counters to re-roll the die. The new roll is a 7. Even though the Enemy still has Supply points, do not modify the roll. The Battle lasts 5 Turns and you get 2 of the Enemy's Supply points.

Fog of War Event
Each Fog of War result benefits either the French or Enemy Forces.

1 - If Napoleon is not present, select 1 Insight
If Napoleon is not in the Battle Area, you can choose 1 Insight counter to use during the Battle. This Insight does not reduce your Battle Plan Quantity. If the Insight requires an Activation roll, use the Command rating on Napoleon's Campaign counter.

2 - You gain 2 Supply points
Immediately add 2 Supply points to your French Supply box.

3 - You gain 1 Scout

Immediately add 1 Scout counter to the Scout box on the Help Sheet.

4 - Pay 2 Supply points to add any 1 French Recruit to any 1 French occupied Area

If you pay 2 Supply points, add 1 of your currently unpurchased Recruits to any Area containing French Forces. If you cannot add a Force, or do not pay the 2 Supply points, disregard this Event.

5 - You may move Napoleon to this Battle from another Area

If Napoleon is not in the Battle Area, and he is present in another Area on the Campaign map, you can move him to this Battle Area. If he is not present on the Campaign map, disregard this event.

6 - You may move 1 Mobile French Force to this Battle

You may move 1 of your Mobile Forces on the Campaign map to the Battle Area. You may not move the Napoleon counter.

7 - Transfer 2 of the Enemy's Supply points to You

Immediately transfer up to 2 of the Enemy's Supply points to your French Supply pile. If the Enemy has only 1 Supply point, transfer it to you. If the Enemy has no Supply points, disregard this event.

8 - Transfer 2 of your Supply points to the Enemy

Immediately transfer up to 2 of your Supply points to the Enemy Supply pile. If you have only 1 Supply point, transfer it to the Enemy. If you have no Supply points, disregard this event.

9 - Inflict 1 Hit on your Forces in 1 random French occupied City

Randomly select a City Area containing French Forces. Inflict 1 Hit on any one of your Forces in that Area. If you do not have any Forces in Cities, disregard this Event.

10 - Add 1 Enemy Reinforcement to the Battle

Immediately draw 1 Enemy Reinforcement from the Reinforcement cup and add it to the Battle. If the cup is empty, give the Enemy 2 Supply points instead.

11-12 - Add 1 Enemy Garrison to the Battle

Add 1 Enemy Garrison to the Enemy Approach Area of the Battlefield Sheet. If the Garrison survives the Battle, place it on the Campaign map in the Area the Battle took place. If you cannot add a Garrison, give the Enemy 2 Supply points instead.

13-14 - Enemy gains +1 Battle Plan

Increase the Enemy Battle Plan Quantity counter's value by 1.

Envelopment Check

Total the Combat values for the Enemy Forces participating in the Battle and compare that number to the total Combat values for the French Forces participating in the Battle. If one side's Combat value is 3 times, or more than, the opponent's

Combat value, the weaker Forces are Enveloped. Do not fight the Battle. Destroy all the weaker Forces. If Napoleon is present in the Area and your Forces are Destroyed, your Campaign ends in Defeat.
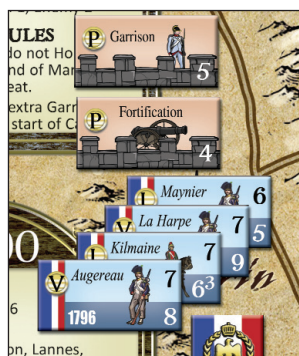
Example: In the battle shown on the left, the Enemy Forces have a total Combat value of 9. The French Forces have a total Combat value of 28. Your Forces have at least 3 times the Combat value of the Enemy, so the Enemy Forces are Enveloped, and Destroyed.

If there is no Envelopment, move all the Forces from the Campaign map's Battle Area to the Battlefield Sheet. Mark the Battle Area with the Battle Location counter with its blue side face up.

Determine Battle Plan Quantities

Battle Plans: No Napoleon 1, Enemy 2   The Set-Up section on the Campaign map shows the number of Battle Plans the Enemy receives.

Determine the number of Battle Plans the Enemy draws, and place a Battle Plan Quantity counter with that number on the Help Sheet in the Enemy Battle Plan Quantity box. Adjust the counter if directed to do so by the Fog of War event.

Example: In the 1796 Campaign, the Enemy receives 2 Battle Plans each Turn of Battle. A Fog of War roll of 13 increases their Battle Plan Quantity to 3 each Turn.

If Napoleon is in the same Area as the Battle, you gain the number of Battle Plans equal to his Command rating.

If Napoleon is not in the same Area as the Battle, you receive the number of "No Napoleon" Battle Plans shown in the Set-Up section of the Campaign map.

Battle Plans: No Napoleon 1, Enemy 2   *Example: In the 1796 Campaign, if Napoleon is not present in the Battle Area, you receive 1 Battle Plan each Battle Turn. The Enemy still receives 2 Battle Plans each Battle Turn.*

Determine the number of Battle Plans your French Forces receive, and place a Battle Plan Quantity counter showing that number on the Help Sheet in the French Battle Plan Quantity box.

Buy Additional French Battle Plans

You may spend Supply points to increase your Battle Plans. If you spend 2 Supply points, increase your Battle Plan Quantity counter by 1. If you spend 5 Supply points, increase your Battle Plan Quantity counter by 2.

Select Insight Counters

If Napoleon is present at the Battle, you may choose Insight counters.

Every Insight counter you select reduces the number of your Battle Plans by one. Adjust your Battle Plan Quantity counter as needed.

Example: In the 1796 Campaign, Napoleon has a Command rating of 2. This gives you 2 Battle Plans. You also paid 2 Supply points to get 1 extra Battle Plan, for a total of 3. To indicate this, you place a Battle Plan Quantity counter "3" on the Help Sheet. You now decide you want 1 Insight counter. Reduce the Quantity counter from a 3 to a 2. You will get to select 1 Insight counter for the Battle, plus 2 Battle Plans each Turn of the Battle.

Place the chosen Insight counters next to the Battlefield Sheet until you are ready to use them.

You may Activate more than 1 Insight each Battle Turn.

Each Insight counter has its own rules.
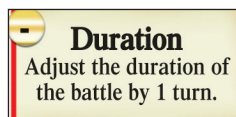
Duration - This Insight automatically Activates during the Insight Activation step of the first Battle Turn. Increase or decrease the duration of the Battle by 1 Turn.
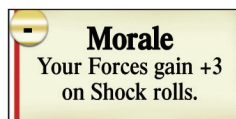
Engineers - During the Insight Activation step of any Battle Turn, you may attempt to roll Napoleon's Command rating or less to use this Insight. If successful, inflict 1 Hit on each Enemy Garrison and Fortification participating in this Battle. If unsuccessful, retain the Insight and continue to attempt 1 roll each Turn until successful, or until the Battle ends.
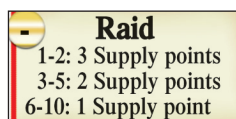
Front - This Insight automatically Activates during the Place French Forces step. Place up to 3 of your Forces in the French Front Area.

Morale - This Insight automatically Activates during the Insight Activation step of the first Battle Turn. Treat all your Forces as having +3 Combat value during the Battle when conducting Shock checks.

Example: Your Force has a Combat value of 5 and must make a Shock check. Instead of needing to roll a 5 or less to succeed, it must roll an 8 or less to succeed.

Raid - This Insight automatically Activates during the Insight Activation step of the first Battle Turn. Roll a die and compare it to the counter. Transfer the specified number of Supply points from the Enemy to you. If the Enemy has less than the specified Supply points, transfer the ones they have.
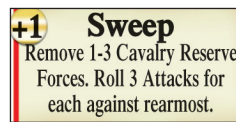
Sweep - During the Insight Activation step of any Battle Turn, you may attempt to roll Napoleon's Command rating +1 or less to use this Insight. Once this Insight is successfully Activated, immediately move 1, 2, or 3 French Cavalry Forces from the French Reserve Region to the Campaign map's Battle Area. Roll 3 Attacks for each Force you have returned to the map. The attacks inflict Hits on the Enemy Forces from the Enemy's rearmost Region forward. Apply the Hits in the standard order of lowest Skill Level to highest. Inflict the Hits from lowest to highest Skill Level in each Region. If unsuccessfully Activated, retain the Insight and continue to attempt 1 roll each Turn until successful, or until the Battle ends.

Example: You have 3 Cavalry Forces in your French Reserve Region. You successfully Activate this Insight at the start of a Battle Turn. You decide to use 2 of the Cavalry to perform the Sweep. Roll 3 unmodified Attacks for each Cavalry and apply their Hits to the Enemy Forces, starting in their Enemy Reserve Region and moving forward until all the Hits have been absorbed. Move the 2 Cavalry counters back to the Campaign map's Battle Area.
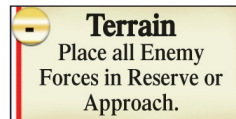
Terrain - This Insight automatically Activates during the Place Enemy Forces step. Place all the Enemy Forces, including Cannons, Garrisons, and Fortifications in either the Enemy Approach Region or the Enemy Reserve Region. Ignore the Approach Region's 4 Force placement limitation.

Place French Forces

Move the Forces from the Battle Area on the Campaign map to the Battlefield Sheet at the start of each Battle.

The Battlefield Sheet
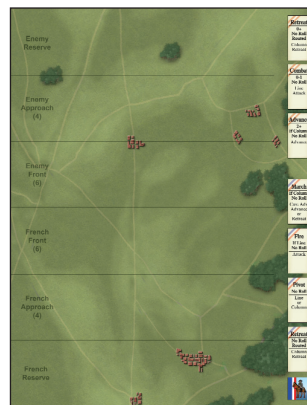
The Battlefield Sheet has 6 Regions: Enemy Reserve, Enemy Approach, Enemy Front, French Front, French Approach, and French Reserve.

Enemy Reserve - Enemy Infantry and Cavalry cannot attack when they are in their own Reserve Region. There is no limit to the number of Forces in this Region.

Enemy Approach - Up to 4 Mobile Enemy Forces start in the Enemy Approach Region. During the Battle, up to 4 Mobile Enemy Forces and 4 Mobile French Forces can occupy the Region at any given time.

Enemy Front - During the Battle, up to 6 Mobile Enemy and 6 Mobile French Forces can occupy the Enemy Front Region at any given time.

French Front - During the Battle, up to 6 Mobile French and 6 Mobile Enemy Forces can occupy the French Front Region

at any given time.

French Approach - You can select up to 4 of your Mobile Forces to start in your Approach Region. During the Battle, up to 4 Mobile French Forces and 4 Mobile Enemy Forces can occupy this Region at any given time.

French Reserve - Your Infantry and Cavalry Forces cannot attack when they are in your Reserve Area. There is no limit to the number of Forces in this Region.

Place French Static Forces
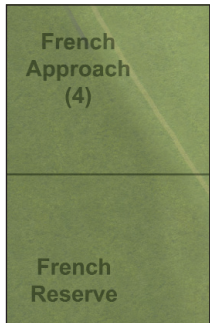
Move the French Garrisons from the Battle Area on the Campaign map to the French Approach Region on the Battlefield Sheet. Move French Fortifications from the Battle Area to the French Reserve Region on the Battlefield Sheet.

French Static Forces do not count against a Region's Force maximum.

Place Mobile French Forces

Move the Mobile French Forces from the Campaign map's Battle Area to the Battlefield Sheet in the French Approach Region and the French Reserve Region. You can place up to 4 Mobile French Forces in your Approach Region.

Place Napoleon

If Napoleon is in the Campaign map's Battle Area, move the Napoleon counter to the Napoleon box on the Battlefield Sheet. Napoleon does not move or fight, but his presence gives you Battle Plans equal to his Command rating and allows you the option of selecting Insight counters.

Place Enemy Forces
Place Enemy Static Forces

Move the Enemy Garrisons from the Campaign map's Battle Area to the Enemy Approach Region. Move Enemy Fortifications in the map's Battle Area to the Enemy Reserve Region.

Enemy Static Forces do not count against a Region's Force maximum.

Place Mobile Enemy Forces

Randomly place the first 4 Enemy Infantry and Cavalry Forces in their Approach Region and place all other Enemy Mobile Forces in their Reserve Region.

Formations

The game uses two Formations: Column and Line. Position a Force counter horizontally to show it is in Line Formation. Position the counter vertically to show it is in Column Formation.

Place all Cannons, Garrisons, and Fortifications in Line Formation.

You can set up each of your Mobile French Forces in either Line or Column Formation.

Place Enemy Infantry and Cavalry Forces in Column Formation.

Battle Overview
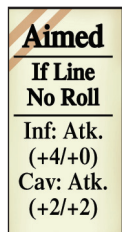
Every Force receives a Battle Plan every Turn of the Battle. The French have two types of Battle Plans, counters and Default. The Enemy has two types of Battle Plans, counters and Default.

Battle Plan counters are more powerful than Default Plans and allow the Force you place them on to do more actions. Default Battle Plans are printed on the Battlefield Sheet. Any Force that does not receive a Battle Plan counter uses a Default Battle Plan.

Battle Plans use key words to designate the actions the Force is to perform.

No Roll - The Force does not need to roll to Activate this Battle Plan. It automatically performs the Orders on the Battle Plan.

Only Inf (Only Cav) - Only Infantry (or Cavalry) can Activate the Battle Plan.

Advance - Advance the Force 1 Region. A Force cannot Advance if it is in Melee combat.

Retreat - Retreat the Force 1 Region.

Routed - Can only be selected and Activated if the Forces are Routed.

Attack - Perform an Attack against the closest opposing Forces.

2+, 0-1, 0+ - Designates the number of Regions you must be from the closest opposing Force to Activate the Battle Plan.

Line - Change the Force's Formation to Line.

Column - Change the Force's Formation to Column.

Battle Plan Assignment

Unless a Battle Plan states otherwise in its description, you can only assign Battle Plans to Infantry and Cavalry Forces.

Garrisons, Fortifications, and Cannons have special limitations on the Battle Plans they are able to use.

Garrisons - A Garrison always performs a Fire or Combat Battle Plan if there are opposing Forces in its same or adjacent Region. A Garrison does not act there are no opposing Forces in its same or adjacent Regions.

Fortifications - A Fortification always performs a Fire or Combat Battle Plan is there are non-Melee combat opposing Forces at range 1 or from the Fortification. If all the opposing Forces are in Melee combat, or there are opposing Forces in the Fortification's Region, the Fortification does not act.

French Cannons - A French Cannon can perform a Fire Battle Plan is there are non-Melee combat Enemy Forces at range 1 or more. French Cannons can perform March Battle Plans, but only to Retreat. French Cannons perform the Retreat Battle Plans if the French Forces Rout.

Enemy Cannons - An Enemy Cannon always performs a Combat Battle Plan is there are non-Melee combat French Forces at range 1 or more. If all the French Forces are in Melee combat, or there are French Forces at range 0, the Cannon does not act. French Enemy Cannons perform the Retreat Battle Plan if the Enemy Forces Rout.

Battle Plan Activation

For a Force to perform a Battle Plan, you must roll the Force's Activation number or less. If you are successful, that Force performs the Orders listed on the Battle Plan.

If the Activation roll is unsuccessful, the Force does not perform an action this Turn.

When performing a Battle Plan, the Force follows the Battle Plan's list of instructions, in order from top to bottom, performing all the Orders it is able to perform.

Example: Augereau has an Activation value of 7 and a Combat value of 8. To Activate a Battle Plan, he must roll a 7 or less.

If there is an Order the Force cannot perform, skip it, and move on to the next Order. Do not return to the skipped Orders.
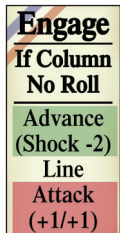
Example: Augereau is using the Engage Battle Plan. He is in Line Formation, so you must roll his Activation value of 7 or less to Activate the Battle Plan. If he were in Column Formation, you would not need to roll to Activate the Battle Plan. You roll a 4, and are successful. Augereau Advances into a Region with no Enemy Forces and the Battle Plan changes Augereau to Line Formation. He is already in Line Formation, so you ignore the Order. He is adjacent to a Region with Enemy Forces and performs an Attack with a +1/+1 modifier.

If a Force that is not in Melee combat has a Battle Plan counter on it at the time it is to act, you must perform the Battle Plan. A Force must perform all the Orders on a Battle Plan that it is able to perform.

Advance and Retreat

Advance means to move a Force one Region closer to the opposing side's edge of the Battlefield Sheet (behind its Reserve Region).

Example: An Enemy Force in the French Front Region receives an Advance Order. Move the Force to the French Approach Region.

Example: A French Force in the Enemy Approach Region receives an Advance Order. Move the Force to the Enemy Reserve Region.

Ignore Battle Plan Advance or Retreat Orders that would move a Force into a Region that already contains the maximum number of Forces allowed for the Region.

Ignore Advance Orders for Forces that are in the opposing side's Reserve Region.

Example: A French Force is in the Enemy Reserve Region and its Battle Plan specifies an Advance and Attack. Ignore the Advance and perform the Attack.

Retreat means to move a Force one Region closer to its own edge of the Battlefield Sheet (behind its Reserve Region).

Example: A French Force in the French Approach Region receives a Retreat Order, Move the Force to the French Reserve Region.

Shock

When a Force enters a Region containing opposing Forces, select one opposing Force with the lowest Skill Level to make a Shock check. If there are several Forces of the same Level, choose the Force to make the check.

Example: A Force moves into a Region containing the following opposing Forces: 2 Conscript Forces, 1 Veteran Force, and 1 Elite Force. You select one of the Conscript Forces to perform the Shock check.

To perform a Shock check, roll the Force's printed Combat value or less to succeed.

If a Force passes its Shock check, it suffers no ill effects.

If the Force fails its Shock check, the Force suffers one Hit and Retreats one Region on the Battlefield Sheet. Static Forces do not retreat. If the Retreating Force exceeds the number of Forces allowed in the Region, Destroy the Force.

Example: A French Force moves into a Region containing Enemy Forces. Roll a Shock check for one of the lowest Skill Level Enemy Forces in the Region. The Force has a Combat value of 5. You roll a 6, so the Force fails its Shock check. Inflict 1 Hit on the Enemy Force and Retreat the Enemy Force 1 Region. If the new Region already contains its maximum number of Forces, Destroy the Shocked Force.
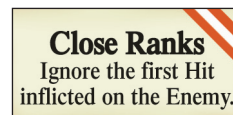
If the "Close Ranks" Battle Plan cancels the Shock Hit, the Force still must Retreat one Region.

Infantry and Cavalry in Column Formation automatically fail Shock checks.

Example: You Advance 1 of your Forces into a Region containing 2 Enemy Veteran Forces. One Force is in Line Formation and the other is in Column Formation. You choose to have the Force in Column Formation make the Shock check. It automatically fails. The Force suffers 1 Hit and Retreats 1 Region.

Infantry and Cavalry in their own Approach Region or Reserve Region automatically fail Shock checks.

If a Mobile Force is in its Reserve Area and must Retreat due to a failed Shock check, Destroy the Force.

Melee Combat

Opposing Forces that are in the same Region on the

Battlefield Sheet are in Melee combat.

Example: There are Enemy Forces and French Forces in the Enemy Approach Region. All those Forces are in Melee combat.

Combat
0-1
No Roll
Line
Attack

Always perform the Default "Combat" Battle Plan when an Enemy Force in Melee acts.

If an Enemy Force in Melee combat has a Battle Plan counter on it at the time it acts, disregard and discard the Battle Plan counter and perform the Combat Default Battle Plan.

A French Force in Melee combat can perform any of the following Battle Plans: Fire, Pivot, Square, Prepare, Retreat (if Routed), Formation, or March (Retreat move only).

If a French Force has any other Battle Plan counter on it at the time it acts, disregard and discard the Battle Plan and perform a Default Battle Plan.

A Force in Melee combat can never perform an Advance Order from a Battle Plan. This means that a Force will never move behind an opposing Force on the Battlefield Sheet.

Charge
Only: Cav
Advance
(Shock -3)
Advance
(Shock -3)
Attack

Example: A French Cavalry Force performs a Charge Battle Plan and Advances into a Region containing 3 Enemy Forces. Perform a Shock check for one of the Enemy Forces at -3. Do not perform the second Advance Order on the Battle Plan because the Cavalry is in Melee combat.

If a Force enters Melee combat due to its Battle Plan Orders, continue to perform the Orders listed on the Battle Plan.

A Force in Melee combat can Retreat.

Treat a Force in Melee combat as having a Combat value of +3/+3 when Attacking. Apply the second Hit on an opposing Force in an adjacent Region if there are no more opposing Forces in the Melee combat Region.

Langeron 4 | 1813 | 6

Example: A Russian Infantry Force in Melee combat has a Combat value of 6. While in Melee combat, treat it as having a Combat value of 9/3.

Recruit 5 | 2¹

Example: An Enemy Cavalry Force in Melee combat has a Combat value of 2/1. While in Melee combat, treat it as having a Combat value of 5/4.

Cannons and Fortifications cannot Attack when in Melee combat.

Example: An Enemy Force moves into a Region containing 2 French Fortifications. The Fortifications cannot Attack until they are no longer in Melee combat.

Performing an Attack

Forces can attack opposing Forces in the same Region or an adjacent Region.

If a Force is supposed to conduct an attack, and there are no opposing Forces in the same Region or adjacent Regions, do not perform an attack.

Infantry and Cavalry cannot attack when in their own Reserve Region. Cannons and Fortifications can Attack from any Region.

When a Force is attacking, roll its Combat value or lower. If the roll is successful, inflict one Hit on an opposing Force.

If the attacking Force has a superscripted number, and the roll is equal to or lower than its superscripted value, the attack scores 2 Hits.

Kilmaine 7 | 1796 | 6³

Example: A Force has a Combat value of 6/3. It inflicts 1 Hit on a die roll of 4 through 6, or 2 Hits on a die roll of 1 through 3.

Cannons and Fortifications

Cannons and Fortifications cannot attack opposing Forces engaged in Melee combat. Cannons and Fortifications attack opposing Forces in the closest non-Melee combat Region of the Battlefield.

Example: A French Cannon is located in the French Reserve Region. The French Approach Region contains only French Forces. The French Front Region contains French and Enemy Forces. The Enemy Front Region contains no Forces. The Enemy Approach Region contains Enemy Forces. The Enemy Reserve Region contains Enemy Forces. The French Cannon would attack the Enemy Approach Region.

Inflict Cannon and Fortification Hits starting with the lowest Skill Level Force in the Region. If all the opposing Forces in the Region are Destroyed, apply remaining Hits against the next farthest Region containing opposing Forces in Skill Level order from lowest to highest.

Attack Bonuses

When a roll is modified by a Battle Plan, Insight, or special rule, treat the Force's Combat value and superscript Combat value as being higher by the amounts indicated. If the Force has no superscript value, assume the superscript value is a zero.

Aimed
If Line
No Roll
Inf: Atk.
(+4/+0)
Cav: Atk.
(+2/+2)

Example: An Enemy Infantry Force has a Combat value of 6 with no superscript value. When the Force uses the Aimed Battle Plan, treat the Force's Combat value as being 10/0.

Allocating Hits

When you inflict a Hit on the Enemy, apply the Hit on the lowest Skill Level Force in the Region you are attacking.

If an Attack inflicts 2 Hits, the Hits can be allocated to the same or different opposing Forces.

If the attacking Force is in Melee combat, an opposing Force in Melee combat must absorb the Hit. If there are no opposing forces remaining in Melee combat, allocate the Hit to an

opposing Force in an adjacent Region.

Suffering Hits
A Force must absorb each Hit scored. One Hit flips a full strength Force to its reduced side, or Destroys a reduced strength Force and removes it from play.

Destroyed Forces
Move your Destroyed French Forces to your Reinforcement pile. Your Destroyed Forces can be re-purchased during your Resupply steps. Move Destroyed Mobile Enemy Forces to the Reinforcement cup. Move Destroyed Garrisons and Fortifications back to the table for later purchase.

Battle Turns

Perform the following steps each Turn of a Battle.

Insight Activation
Roll Napoleon's Command rating or less to activate an Insight counter. You may attempt to Activate one or more Insights. Roll a die for each. Insights with a dash "-" do not require a Command roll. They automatically Activate.

If you have any available Scout counters, you can discard 1 Scout counter to re-roll an Activation die roll. You can accept a roll or continue to re-roll and discard Scout counters until you have discarded all your Scout counters. You can repurchase discarded Scout counters during your Resupply steps.

Select and Place French Battle Plans
You get to choose your Battle Plans during each Turn of Battle. You get to choose a number of Battle Plan counters up to your Battle Plan Quantity number. Do not place more than one Battle Plan on each French Force.

You may only place Battle Plans on Infantry and Cavalry Forces unless a Battle Plan states otherwise.

If you are able to select more Battle Plans than you have Forces that can receive Battle Plans, do not assign the additional Battle Plans.

Advance Orders are highlighted in green to help them stand-out on the counters. Attack Orders are highlighted in red.

Select and place your Battle Plan counters at this time.

French Battle Plan Counters
Designated by the French banner in the top-left corner.
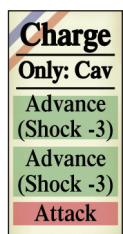
Charge – Roll to Activate this Battle Plan. Only a Cavalry Force can Activate this Battle Plan. Advance the Force. If the Force enters a Region containing an Enemy Force, the Enemy Force must make a Shock check at -3. Advance the Force, if the Force is not in Melee combat. If the Force enters a Region containing an Enemy Force, the Enemy Force must make a Shock

check at -3. Perform an Attack for the Force if there are Enemy Forces at range 0 or 1.
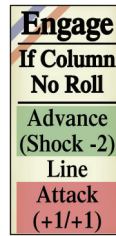
Engage - If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. Advance the Force. If the Force enters a Region containing an Enemy Force, the Enemy Force must make a Shock check at -2. Change the French Force to Line Formation. Perform an Attack for the Force with a +1/+1 modifier if there are Enemy Forces at range 0 or 1.

Example: A French Force using the Engage Battle Plan Advances into a Region with 3 Enemy Infantry Forces. Roll a Shock check for the Enemy Force with the lowest Skill Level at -2. He fails the roll, so you inflict a Hit on the Enemy counter, and Retreat the counter one Region. Change the French Force to Line Formation. Perform an Attack for your Force with a +1/+1 modifier due to the Engage Battle Plan and add a +3/+3 modifier for being in Melee combat, for a total of +4/+4.
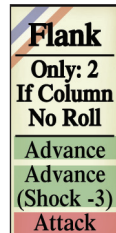
Flank - This Battle Plan can only be Activated if the Force is exactly 2 Regions away from the nearest Enemy Force. If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. Advance the Force. Advance the Force. When the Force enters a Region containing an Enemy Force, the Enemy Force must make a Shock check at -3. Perform an Attack if there are Enemy Forces at range 0 or 1.

Formation - Do not roll to Activate this Battle Plan. Do not assign this Battle Plan to a Force. Place it off to the side of the Battlefield. Once, at any time, during the Enemy or French Resolve Battle Actions steps you can change the Formation of up to 3 of your Forces, including Forces in Melee combat.

Grapeshot - This Battle Plan is an exception: You can place this Battle Plan on Cannons and Fortifications. You cannot place this Battle Plan on Infantry, Cavalry, or Garrisons.

Do not roll for Activation, this Battle Plan automatically Activates. Perform an Attack for the Force with a +2/+1 modifier.

Prepare - Do not roll for Activation, this Battle Plan automatically Activates. This Battle Plan is an exception, you can place it on any of your Forces.

Add this Battle Plan to a Force that already has been assigned a Battle Plan counter or will receive a Default Battle Plan. This is the only Battle Plan that can be attached to a Force that has been, or will be, assigned another Battle Plan. Resolve the Battle Plan counter or Default Battle Plan before you resolve the Enemy Battle Plans. If your Force acts when in Melee combat, discard its other Battle Plan counter as normal, but do not

discard the Prepare Battle Plan.

Example: Your Force begins the Battle Turn in Melee combat with an Enemy Cavalry. You assign your Force a Volley Battle Plan and a Prepare Battle Plan. You hope that by the time the Force acts, another one of your Forces will use its Square to Destroy the Enemy Cavalry. As it turns out, it fails to Destroy the Cavalry. It is now time for your Force to act using its Prepare. You must discard the Volley. The Prepare counter stays, and you use it to perform a Default Battle Plan before the Enemy acts.

Push - If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. Change the Force to Column Formation. Advance the Force. If the Force enters a Region containing an Enemy Force, the Enemy Force must make a Shock check at -4.

Example: Your Force enters a Region containing an Enemy Force with a Combat value of 6. The Enemy Force would need to roll a 2 or less for its Shock check.

Square - Only an Infantry Force can Activate this Battle Plan. This Battle Plan automatically Activates. Before the Enemy resolves its Battle Plans for the Turn, perform an Attack for the Force with a +4/+0 modifier against an Enemy Cavalry Force at range 0 or 1. The Attack cannot affect any Force other than Cavalry. This Battle Plan can be placed on and Activated by a Force in Melee combat.

Volley - If the Force is in Line Formation, do not roll for Activation, this Battle Plan automatically Activates. If the Force is an Infantry, perform an Attack for the Force with a +4/+0 modifier if there are Enemy Forces at range 1. If the Force is a Cavalry, perform an Attack for the Force with a +2/+2 modifier if there are Enemy Forces at range 1.

French Default Battle Plans
Designated by the orange banner in the top-left corner.

Any French Force that does not receive a Battle Plan counter may use a Default Plan. Select the Default Plan for a Force when it is about to act.

There are several Default Battle Plans printed on the Battlefield Sheet.

You may also choose for a Force to do nothing during the Turn.

March - If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. If the Force is a Cavalry, you may (but are not required to) Advance the Force. If the Force enters a Region containing an Enemy Force, the Enemy Force must make a Shock check. Advance the Force (if the Force is not in Melee combat) or Retreat the Force. If the

Force enters a Region containing an Enemy Force, the Enemy Force must make a Shock check. This Battle Plan is an exception: Cannons may use this Battle Plan to Retreat.

Fire - This Battle Plan is an exception: All your Forces may use this Battle Plan. If the Force is in Line Formation, do not roll for Activation, this Battle Plan automatically Activates. Perform an Attack for the Force if there are Enemy Forces at range 0 or 1.

Pivot - This Battle Plan automatically Activates. Change the Force from Line to Column or from Column to Line.

Retreat - Once your French Forces Rout, all Mobile French Forces must select this Battle Plan. This Battle Plan automatically Activates. Change the Force to Column Formation. Retreat the Force.

Draw and Assign Enemy Battle Plans
Draw from the cup, and place a number of Enemy Battle Plans equal to their Enemy Battle Plan Quantity.

Assign Battle Plan counters to Cavalry and Infantry Forces only. Do not assign them to Garrisons, Cannons, or Fortifications.

Do not place more than one Battle Plan on an Enemy Force.

Place each Enemy Battle Plan on the highest Skill Level Force that does not already have a Battle Plan. If there is more than one Force with the same Skill Level, you can choose.

Choose the Enemy Force to receive each Battle Plan before drawing the next Battle Plan.

If the Enemy is able to draw more Plans than he has Forces that can receive Plans, do not draw the additional Plans.

Enemy Battle Plan Counters

Aimed - If the Force is in Line Formation, do not roll for Activation, this Battle Plan automatically Activates. If the Force is an Infantry, perform an Attack for the Force with a +4/+0 modifier if there are French Forces at range 1. If the Force is a Cavalry, perform an Attack for the Force with a +2/+2 modifier if there are French Forces at range 1.

Assault

If Cavalry No Roll

Advance

0-1: Line

Attack

Assault - If the Force is Cavalry, do not roll for Activation, this Battle Plan automatically Activates. Advance the Force. If the Force enters a Region containing a French Force, the French Force must make a Shock check. If the Force is now in Melee combat with, or adjacent to, a French Force, change the Force to Line Formation. Perform an Attack for the Force if there are French Forces at range 0 or 1.

Closing

If Infantry No Roll

Column

Advance

(Shock -3)

Attack

Closing - If the Force is Infantry, do not roll for Activation, this Battle Plan automatically Activates. Change the Force to Column Formation. Advance the Force. If the Force enters a Region containing a French Force, the French Force must make a Shock check at -3. Perform an Attack for the Force if there are French Forces at range 0 or 1.

Forward

If Column No Roll

Advance

1: Line

Attack

Forward - If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. Advance the Force. If the Force enters a Region containing a French Force, the French Force must make a Shock check. If the Force is now adjacent to the nearest French Force, change the acting Force's Formation to Line. Perform an Attack for the Force if there are French Forces at range 0 or 1.

Melee

If Line No Roll

1: Adv.

Inf: Atk.

Attack

Line

Melee - If the Force is in Line Formation, do not roll for Activation, this Battle Plan automatically Activates. If the Force is adjacent to a French Force, Advance the Force. The French Force must make a Shock check. If the Force is an Infantry, perform an Attack for the Force if there are French Forces at range 0 or 1. Perform an Attack for the Force if there are French Forces at range 0 or 1. Change the Force to Line Formation.

Rush

If Column No Roll

Cav: Adv.

(Shock -3)

Advance

(Shock -3)

Column

Rush - If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. If the Force is a Cavalry, Advance the Force. If the Force enters a Region with a French Force, the French Force must make a Shock check at -3. Advance the Force, if the Force is not in Melee combat. . If the Force enters a Region with a French Force, the French Force must make a Shock check at -3. Change the Force to Column Formation.

Wedge

Column

Advance

Attack

(+2/+2)

0-1: Line

Wedge - Roll to Activate this Battle Plan. Change the Force to Column Formation. Advance the Force. If the Force enters a Region containing a French Force, the French Force must make a Shock check. Perform an Attack for the Force with a +2/+2 modifier if there are French Forces at range 0 or 1. If the Force is now in Melee combat with, or adjacent to a French Force, change the Force to Line Formation.

Wheel

Cav: Adv.

Advance

Line

Inf: Atk.

Wheel - Roll to Activate this Battle Plan. If the Force is Cavalry, Advance the Force. If the Force enters a Region containing a French Force, the French Force must make a Shock check. Advance the Force, if the Force is not in Melee combat. Change the Force to Line Formation. If the Force is Infantry, perform an Attack for the Force if there are French Forces at range 0 or 1.

Enemy Special Battle Plan Counters

Some Enemy Battle Plans affect all the Enemy Forces (Infantry, Cavalry, Garrisons, Fortifications, and Cannons) for the Turn. When you draw one of these Battle Plans, place it on the Battlefield Sheet for easy reference, and redraw for the Enemy Force. Special Battle Plans do not count as a Battle Plan draw.

Example: The Set-Up section of the Campaign map states the Enemy receives 2 Battle Plans. The Enemy has 5 Forces on the Battlefield Sheet. You draw a Wheel Battle Plan and place it on the Enemy Force with the highest Skill Level. You draw an Officers Battle Plan for the second Battle Plan draw and place it to the side. You draw a Melee Battle Plan and place it on the Enemy Force with the highest Skill Level that does not already have a Battle Plan. All the other Enemy Forces receive Default Battle Plans.

Close Ranks

Ignore the first Hit inflicted on the Enemy.

Close Ranks - Cancel the first Hit inflicted on the Enemy Forces during the Turn, then return this counter to the cup.

Officers

All Enemies get +3 on Activation rolls.

Officers - All Enemies get +3 on Activation rolls during the Turn. Return this counter to the cup at the end of the Turn.

Well Struck

All Enemies get +3/+0 when Attacking.

Well Struck - All Enemies get +3/+0 when Attacking during the Turn. Return this counter to the cup at the end of the Turn.

Enemy Default Battle Plans

The Enemy receives Default Battle Plans for their Forces that did not receive Battle Plan counters.

Assign a Default Battle Plan to each Force based on the Force's range to the closest French Force.

Advance

2+

If Column No Roll

Advance

Advance - Assign this Battle Plan to every Infantry and Cavalry Enemy Force that is 2 or more Regions away from the nearest French Force. If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. Advance the Force.

Combat - Assign this Battle Plan to every Enemy Force that is 1 Region or less away from the nearest French Force. This Battle Plan automatically Activates. Change the Force to Line Formation. Perform an Attack for the Force if there are French Forces at range 0 or 1.

Retreat - Once the Enemy Forces Rout, all Mobile Enemy Forces must select this Battle Plan. This Battle Plan automatically Activates. Change the Force to Column Formation. Retreat the Force 1 Region.

Resolve Enemy Battle Plans

Resolve Enemy Battle Plans in order from the frontmost to rearmost Battlefield Regions (from French Reserve to Enemy Reserve). In each Region, resolve the actions for Enemy Forces that have a Battle Plan counter before resolving actions for those using Default Battle Plans.

Roll to Activate and resolve the Battle Plan for each Enemy Force, one at a time.

As you resolve each Battle Plan counter, return it to their Battle Plan cup.

If the Force is in Melee combat at the time it acts, discard its Battle Plan. It must use the "Combat" Default Battle Plan.

Resolve French Battle Plans

Roll to Activate and resolve the Battle Plans for your French Forces in any order.

If the French Force has a Battle Plan counter, resolve its Battle Plan. If the Force does not have a Battle Plan counter, select a French Default Battle Plan for it to use when it acts.

As you resolve each Battle Plan counter, return it to the table.

If a Force is in Melee combat at the time it acts, discard its Battle Plan. Select a Default Battle Plan for the Force.

Rout Check

Recheck the Combat values of each side to determine if one side has Routed the other.

Total the Combat values for the Enemy Forces on the Battlefield Sheet and compare that number to the total Combat values for the French Forces on the Battlefield Sheet. If one side's Combat value is 3 times, or more than, the opponent's Combat value, the weaker Forces have been Routed.

Example: Your French Forces have a total Combat value of 15. The Enemy Forces have a total Combat value of 52. Your Forces Rout.

When a side's Force's Rout, immediately Destroy all of its Battlefield Garrisons and Fortifications. All its Mobile Forces must choose the Retreat Battle Plan until they all exit the Battlefield, by moving behind their Reserve Region.

If a Retreating Force exceeds the number of Forces allowed in the Region, Destroy the Force.

If a Force moves behind its Reserve Region it exits the Battle. As each Force exits the Battle, return the Mobile Enemy Forces to one randomly selected friendly controlled or uncontrolled Area adjacent to the Battle Area. If no adjacent Areas are friendly controlled or uncontrolled, Destroy the Force.

If you voluntarily Retreat a Force behind your French Reserve Region, follow the above procedure.

If your French Forces are Routed, move the Napoleon counter to the same Campaign map Area your first Force moves to when it exits the Battlefield.

Once one side has Routed, ignore the Battle Turn Track. Continue resolving Battle Turns until all of the Routed Forces are Destroyed, or have exited the Battlefield.

Advance Battle Turn Counter

Advance the Battle Turn counter on the Help Sheet and begin a new Turn of Battle starting with the Insight Activation step.

End of the Battle

The Battle ends when the first of three conditions is met:

The Battle ends if the Battlefield contains only French or Enemy Forces.

The Battle ends when one side is Routed and the last Routed Mobile Force exits the Battlefield Sheet.

If the Battle ends with only one side's Forces present on the Battlefield, return that side's remaining Forces, and Napoleon if present, to the Campaign map's Battle Area.

The Battle ends when you move the counter into the Withdrawal box of the Turn Track. Roll and consult the Withdrawal chart to determine what to do next.

Withdrawal

Withdrawal	
Roll	**Post-Battle**
1-2	Rejoin
3-5	Enemy Retreat
6-8	French Retreat
9-10	Encamp

If you move the Battle Turn counter into the Withdrawal box, immediately end the Battle. Roll on the Withdrawal Table to determine the fate of the Forces remaining on the Battlefield.

Rejoin
Return the Napoleon counter (if present) and all the remaining Forces to the Campaign map's Battle Area and immediately start a new Battle with those Forces, starting with the Fog of War roll.

Enemy Retreat
Return the Napoleon counter (if present) and the French Forces to the Campaign map's Battle Area. Destroy all Enemy Static Forces. Return all the Mobile Enemy Forces to one randomly selected Enemy controlled or uncontrolled Area adjacent to the Battle Area. If no adjacent Areas are Enemy controlled or uncontrolled, Destroy the Mobile Enemy Forces.

French Retreat
Return the Enemy Forces to the Campaign map's Battle Area. Destroy all French Static Forces. Return the Napoleon counter (if present) and all the Mobile French Forces to one randomly selected French controlled or uncontrolled Area adjacent to the Battle Area. If no adjacent Areas are French controlled or uncontrolled, Destroy the Napoleon counter (if present) and the Mobile French Forces, and the Campaign ends in Defeat.

Encamp
Return the Napoleon counter (if present) and all the remaining Forces to the Campaign map's Battle Area. Do not start a new Battle for the Area during this Campaign step.

Post-Battle

Forced March
You may now move each of your Mobile Forces to an Area adjacent to its current Area.

You cannot move your Forces that are in the same Campaign map Area as Enemy Forces.

Pay 1 Supply point for each Force you move.

Example: You have 4 Forces in an Area. You decide to Force March 2 of them to adjacent Areas. You must pay 2 Supply points.

A Force can move during the Forced March step whether it moved during the Move step or not.

You can Force March the Napoleon counter to an Area adjacent to his current Area. There is no cost to do this. If you move Napoleon to an Area that does not contain French Force counters, you lose the Campaign. You may move the Napoleon counter even if he is in the same Campaign map Area as Enemy Forces.

Resolve Battles
Resolve any Battles for Campaign map Areas that contain both French and Enemy Forces.

French Resupply

RESUPPLY

FRANCE
Gain 3 Supply points, plus 3 Supply points for each French-Held City

Find the number of Supply points you earn by referencing the French Resupply section of the Campaign map.

Refit Forces
You may spend 2 Supply points to flip each of your reduced Forces to their full strength sides.

Example: 3 of your Forces have been reduced. You can choose to pay 2 Supply points for each Force you'd like to flip back to full strength.

Purchase New Forces
You may spend Supply points to purchase French Recruits, Static Forces, or previously Destroyed French Forces. The cost to purchase each Force is equal to its Combat value (ignore the superscript).

You can buy a reduced Force if it has reduced values. That Force can be Refit during a future Resupply step, but not during the same step you purchased it.

Example: During the 1807 Campaign, you choose to purchase the French Junot counter. The cost is 7 Supply points to purchase the full strength counter, or you may purchase it as a reduced strength counter and pay only 4 Supply points.

Once purchased, place your new Forces. You may only place the new Forces in Areas containing French Forces.

When you place a Static Force on the Campaign map, it must remain there for the duration of the Campaign.

Unless a Campaign's Special Rules state otherwise, you may repurchase your previously Destroyed Forces.

Purchase Scouts

Scout

You may spend Supply points to purchase Scout counters. Pay 2 Supply points for each Scout counter you purchase. The counter mix does limit game play.

Place each Scout counter you purchase on the "Scout" box on the Player Help Sheet.

Enemy Turn

The Enemy now gets a chance to go on the offensive.

Enemy Orders

Each Campaign map has an Enemy Orders chart.

This chart dictates the movement actions of the Enemy Forces on the map.

Enemy Orders Movement

If Enemy Forces are in the same Campaign map Area as French Forces, do not move them.

Enemy Force Groups

In each Campaign map Area containing Mobile Enemy Forces, separate the Enemy Forces into different piles according to Nationality. Treat Recruits as being a separate Nation.

Example: An Area contains 6 Austrian Forces, 5 Russian Forces, 2 Prussian Forces, and 3 Recruit Forces. Separate them into an Austrian stack, a Russian stack, a Prussian stack, and a Recruit stack.

After separating the Forces by Nationality, randomly break apart the Forces into the size of groups specified on the Enemy Orders chart. Then, roll once on the chart for each group's action.

Example: If the Enemy Orders chart reads: "Roll for groups of 4 Forces in each Area", randomly separate the Enemy Forces in each Area into groups of 4 Forces by Nationality.

Example: Randomly separate the 6 Austrian Forces into a group of 4 and a group of 2. Randomly separate the 5 Russian Forces into a group of 4 and a group of 1. The 2 Prussian Forces remain a group of 2. The 3 Recruit Forces remain a group of 3.

Roll for each group of Enemy Forces and consult the Enemy Orders chart to determine its action. You get to choose the order in which you roll for the Enemy groups. Move each group before rolling for the next.

Treat all rolls as if they are conducted simultaneously.

Example: In the 1796 Campaign, an Enemy group in Savona receives the "French-Held Objective" order, so you move the group into Nice, an Objective Area that is Held by French Forces. You then roll for a second Enemy group in Savona. It also receives a "French-Held Objective" order. Advance this group into Nice also. Even though the Area is not French-Held at the time of the die roll, the Area was French-Held when you started rolling for Enemy Orders and all orders are considered simultaneous.

Many of the Enemy Orders charts have modifiers listed at the bottom. Use these modifiers to modify the die rolls for the

Enemy groups.

Example: In the 1796 Campaign, you are rolling for 3 groups: 1 Piedmont and 2 Austrian. The Enemy has 5 Supply points. Spend 2 of his Supply points and add 2 to all his die rolls. You roll a 4 for the Piedmont Force, which becomes a 6. Perform a Random movement for the Force. You roll a 1, which becomes a 3, for the first Austrian Force. The Austrian Force Holds. You roll a 10, which becomes a 12, for the second Austrian Force. The Force Advances twice toward the closest French-Held Objective.

If you have any available Scout counters, you can discard 1 Scout counter to re-roll an Enemy Orders die roll. When you re-roll due to a Scout, do not apply any modifiers. You can accept a roll or continue to re-roll and discard Scout counters until you have discarded all your Scout counters. You can repurchase discarded Scout counters during your Resupply steps.

The Enemy Orders chart contains the following instructions.

Enemy-Held Objective

Move the group one Area toward the closest Objective that is Held by the Enemy. If the Enemy does not Hold any Objectives, move the group to a random adjacent Area that is uncontrolled or Enemy Held. If there are no uncontrolled or Enemy-Held adjacent Areas, the group Holds.

Enemy-Held City

Use the same rules as for an Enemy-Held Objective, except in regard to Cities instead of Objectives.

Hold

Do not move the group.

Random

Move the group to a randomly chosen adjacent Area.

Example: A group of Enemy Forces in Lodi receives the Random order. They can move to Milan, Lonato, Mantua, Genoa, or Marengo. Roll a die and give each possible adjacent Area an equal chance of being chosen. On a 1 or 2 move them to Milan, a 3 or 4 Lonato, 5 or 6 Mantua, a 7 or 8 Genoa, and a 9 or 10 Marengo.

French-Held Objective

Move the group one Area toward the closest Objective that is Held by the French. If you do not Hold any Objectives, treat as an Advance. Move the group toward the French occupied Objective Area that has the lowest total Combat value.

French-Held City

Use the same rules as for an French-Held Objective, except in regard to Cities instead of Objectives.

Advance

Move the group one Area toward the closest French Force. Move the group toward the French occupied Area that has the lowest total Combat value.

Advance x2 or x3

Move the group 2 (or 3) Areas toward the French occupied Area with the lowest total Combat value that the group can move into. If the group cannot reach any French Forces, move it toward the French occupied Area with the lowest total Combat value.

Example: There is an Enemy group in Mantua with an "Advance x2" Order. It would move to Savona to attack the French Forces with a total Combat value of 7. While the group can reach Lodi, the French Forces in Lodi have a higher Combat value. The group cannot reach Turin, so it wouldn't move toward that Area. If the group had an "Advance x3", they would move into Turin.

French-Held Objective x2 or x3

Move the group 2 (or 3) Areas toward the closest Objective that is Held by the French with the lowest Combat values. If you do not Hold any Objectives, treat as an Advance x2 (or x3).

French-Held City x2

Use the same rules as for an French-Held Objective, except in regard to Cities instead of Objectives.

Move Toward…

Move the group one Campaign map Area closer to the named Campaign map Area, or the Campaign map Area containing Napoleon, whichever is specified by the Enemy Orders instructions.

Resolve Battles

After you complete all Enemy movement, resolve a Battle for each Area containing opposing Forces (French and Enemy Forces in the same Area).

As you move the Forces to the Battlefield Sheet, mark the Location of each Battle Area on the Campaign map by placing the Battle Location counter with the orange side face up.

Continue to the Enemy Resupply step after you have resolved all Battles.

Enemy Resupply

The Enemy Resupply section of each map has a chart and instructions used to determine how many new Forces and Supply points they receive.

Example: In the Italian

Campaigns, roll once on the Resupply chart for each Enemy-Held City. If the Enemy Holds Mantua and Milan, you would roll once for Mantua and once for Milan.

Fortification - Place the noted number of Enemy Fortification counters in the Area you are rolling for. If the Enemy does not have a Fortification Force available, for every Force they are supposed to receive, but did not, give them 2 Supply points instead.

Garrison - Place the noted number of Enemy Garrison counters in the Area you are rolling for. If the Enemy does not have a Garrison Force available, for every Force they are supposed to receive, but did not, give them 2 Supply points instead.

Reinforcement - Draw the noted number of Reinforcement counters from the Enemy Reinforcement cup and place them in the Area you are rolling for. If the Enemy does not have any Forces in their Reinforcement cup, for every Force they cannot draw, give them 2 Supply points instead.

Supply - Add the noted number of Supply points to the Enemy Resupply box on the Enemy Resupply section of the map.

Perform all the Resupply rolls for the Enemy. After the rolls, the Enemy will Refit any reduced Forces on the map. If any Enemy Forces are flipped to their reduced side, spend 2 Enemy Supply points to flip each of them back to their full strength side in order from highest to lowest Skill Level.

Example: The Enemy has 3 Supply points, 1 reduced Line Force, and 1 reduced Poor Line Force. Spend 2 of the Supply points to Refit the Line Force.

Next Turn
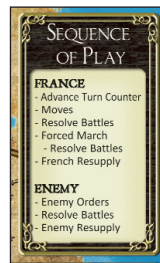
This concludes one Campaign Turn. Return to the start of the Sequence of Play and resolve the next Turn. Continue to do so until the end of the Campaign.

Solitaire Decisions

There will be times during the game when you need to make game decisions for the Enemy Forces. The rules provide you with procedures to guide your decision making. If the rules leave you with more than one equally valid option, you are free to choose from the available options.

Example: A group of Enemy Forces on the Campaign map receives an Advance Order. There are French Forces in two equally close Areas. Both Areas contain 12 Combat points of French Forces. You get to choose which Area the Enemy Forces move closer to.

Example: There are 3 Enemy Forces on the Battlefield Sheet with Line Skill Level, but they only have 2 Battle Plans to allocate to them. You get to choose which 2 Forces receive the Battle Plans.

Example: When rolling for Enemy Orders, you get to choose the order in which to roll for the Areas containing Enemy Forces.

Linked Campaigns

Instead of playing each Campaign as a stand-alone game, you can link them into a series of linked Campaigns stretching from Napoleon's first battle to his last.

Begin with the 1796 Campaign, and play each Campaign in chronological order.

If you ever suffer a Campaign Defeat, do not continue, your quest for immortality has ended.

At the end of each Campaign, note on the Player Log the number of Victory Points you scored.

Historical note: If a commander survived a battle, but lost most of his men, he would be given new green recruits. In the game, a Commander's Combat value and Activation value changes between Campaigns because the skills of his men change.

At the end of each Campaign, also note on the Player Log the Force Commanders that were on the map at the end of the Campaign. The next Campaign may use some of the same Force Commanders. You may re-use the surviving counters in the next Campaign if their name appears on one of your Force counters in the next Campaign. This is useful when the previous Campaign's commander is superior to the new Campaign's commander.

Example: Augereau in the 1805 Campaign has Activation 7 and Combat 4. In the 1806 Campaign he has Activation 6 and Combat 4. If Augereau was on the map at the end of the 1805 Campaign, you could bring his 1805 counter into the 1806 Campaign instead of using the 1806 Augereau counter.

You may also choose to use the counter which normally goes with the next Campaign. Choose to use a Commander's new counter or the Commander's counter from the previous Campaign individually.

For each counter you replace with a past Campaign's surviving Commander counter, roll on the enemy upgrade table and place the resulting Enemy Force in a random Enemy-Held Area.

Roll	Upgrade
1-2	Fortification
3-4	Garrison
5-8	Reinforcement
9-10	5 Supply points

If the result includes Supply points, place them in the Enemy Supply box. If the Enemy runs out of Fortification, Garrison, or Reinforcement counters replace each with 5 additional Supply points.

Once you have completed all eleven Campaigns, compare your total Victory Points to the chart below to determine how long history will remember your exploits.

Victory Points	Years
0 to 39	50
40 to 89	100
90 to 129	500
130 to 169	1000
170 to 199	1500
200 to 229	2000
230 to 259	2500
260 to 279	3000
280 to 299	4000
300 or more	5000

Bonus Material

We believe new material is the best way to keep games fresh and new. We will be providing free additional material for this game on our website: www.dvg.com

If you have any ideas for optional rules, scenarios, or add-ons, please email us. Our plan is to make available our new materials as well as that sent in by players.

Credits

Extended Example

This is an extended example of play for the Italian 1796 Campaign. Some of the actions in this example are to illustrate game mechanics, rather than as part of a winning strategy.

Set-Up

Here is how the Campaign map looks after the counters have been placed following Set-Up. Note the additional Garrison and Fortification counters placed in Mantua due to the Special Rules.

1st Campaign Turn - French Half

I begin the Turn by advancing the Campaign Turn counter. I then get to move my French Force counters. According to the Special Rules, I must Hold at least 2 Objectives at the end of my Turn, or my Campaign ends in Defeat.

I move 4 Forces into Turin to claim a second Objective, and the remainder of my Mobile Forces and Napoleon into Savona to destroy the Piedmont Forces.


Battle of Turin

I choose to resolve the Turin battle first. I start by rolling for Fog of War. The Enemy has 8 Supply points, so I spend 4 of them and add 4 to the roll. I roll a 1, which becomes a 5. I can move the Napoleon counter to this battle. I choose not to. I then check for Envelopment. I have 28 Combat points, the Enemy has 9 Combat points. I have a total Combat value of 3 to 1 or higher, so they are Enveloped. I Destroy their Forces and the battle ends.

Battle of Savona

I proceed to the battle for Savona. The Fog of War roll is an 8, plus 2 because they spend 2 Supply points, and it becomes a 10. I randomly draw an Enemy Force from their Reinforcement cup. It is a Cannon. I add it to their Reserve Region in Line Formation. The battle will last 5 turns. I place the Battle Turn counter on the "5" box of the Battle Turns Track on the Help Sheet. I check for Envelopment: I have 23, they have 26, so no Envelopment takes place. I then determine Battle Plan Quantities. They receive 2 as per the map, and I receive 2 due to my Napoleon counter. I choose not to purchase any additional Battle Plans. I move the Forces to the Battlefield Sheet. I choose to place 3 of my Forces in my Approach Region and 1 in the Reserve Region. I choose to place 3 in Column Formation and 1 in Line Formation. I randomly place 4 of their Forces in their Approach Region. All their Infantry and Cavalry Forces start in Column Formation.
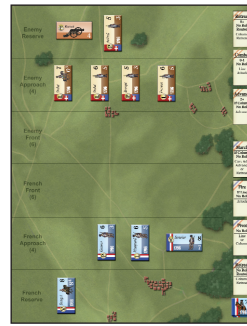
I choose to use 1 of my 2 Battle Plans to buy a Sweep Insight. I will now only get to select 1 Battle Plan each turn of the battle.

I start the first turn of the battle by rolling to Activate my Sweep Insight. I need to roll a 3 or less because I need to roll Napoleon's Command rating, plus 1, or less. I roll a 5, so it doesn't Activate this turn.

For my 1 Battle Plan, I choose an Engage and place it next to Garnier's counter. I resolve the Enemy Battle Plans from their frontmost to rearmost Regions. I randomly grab 2 Enemy Battle Plans from their cup. Before looking at the Battle Plans, I decide to place the first on Dichat's Cavalry. It is a Wheel. I choose to place the next Battle Plan on Brempt. It is a Closing. Dichat must roll his Activation value of 7 or less to Activate the Battle Plan, and rolls a 3. Because the Force is a Cavalry, it Advances. It then Advances again. It then changes to Line Formation. It is not an Infantry, so it does not Attack. Since Brempt's Force is an Infantry, it does not need to roll to Activate. Brempt Advances. There are no French Forces in the same or adjacent Regions, so it does not Attack. The 2 remaining Enemy Infantry perform Default Advance Battle Plans because they are 2 or more Regions from the closest French Force. They are in Column Formation, so they do not need to roll to Activate the Battle Plans. I then resolve Battle Plans for their Reserve Region, and perform an Advance for deVital. Cannons always perform Combat Battle Plans, so I roll for its Attack. It needs to roll 4 or less, and it rolls a 2. I suffer 1 Hit, and I must apply it to Garnier because he is in the closest non-Melee Combat Region, and he is the lowest Skill Level Force in the Region. I flip Garnier to his reduced side.

I now get to resolve my Battle Plans in any order. I choose to resolve Garnier's Engage first. He does not need to Activate because he is in Column Formation. He Advances and the lowest Skill Level Enemy Force must make a Shock roll because he has entered their Region. Dichat is the only Force, and the Shock roll is at -2 because of the Engage. Normally, he would need to roll a 6 or less, but now he must roll a 4 or less. He rolls a 3, succeeds, and suffers no effect. I change Garnier to Line. He Attacks with +4/+4 and rolls a 10, missing. I then perform a Fire for Serurier. He needs to roll a 7 or less, and he rolls a 2, scoring 1 Hit. Dichat is Destroyed. I then use March to Advance Macquard. I do nothing with Stengel.


I check for Rout. I have 22, and they have 20. No Rout. I Advance the Battle Turn counter to the "4".

I start the second turn of the battle and roll for my Sweep Insight. I need a 3 or less, and roll a 9, failing.

I select the Formation Battle Plan. It is not assigned to a particular Force, so I place it next to the Battlefield Sheet.

I draw 2 Battle Plans for the Enemy. They must be placed on Dichat and Provera because they have the highest Skill Levels. They are Melee and Aimed. I use my Formation to change Macquard to Line and Serurier to Column. I start with Dichat. He must roll 6 or less to Activate, and he rolls a 2. Because he is at range 1, he Advances. Garnier must roll a 2 or

less for his Shock, and he rolls a 3. He suffers 1 Hit and is Destroyed. Because Dichat is an Infantry, he Attacks. He would normally need to roll a 5 or less to score 1 Hit, but because he is in Melee combat, he will score 2 Hits on a roll of 1 to 3, and 1 Hit on a roll of 4 to 8. He rolls a 9 and misses. He then Attacks again, and rolls a 7 for 1 Hit. I flip Macquard to his reduced side. I then roll for Provera to Activate his Aimed. He needs a 6 or less and rolls a 9. He does nothing. Brempt is at range of 0 or 1, so he performs a Combat. He changes to Line and Attacks. He rolls a 9, missing. deVital then Advances. The Cannon then Attacks and rolls a 3, Hitting. Serurier takes the Hit because he is the closest Force not in Melee Combat. I flip Serurier.
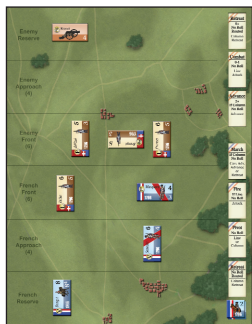
I then perform my Battle Plans. Serurier Advances. This forces Dichat to make a Shock check, but Dichat is in Column Formation and automatically fails. Dichat suffers 1 Hit and Retreats. Macquard then Attacks, needs to roll a 3, and rolls a 1, inflicting 1 Hit. I can choose between deVital and Brempt, and I choose deVital. I have Stengel do nothing.

I check for Rout. I have 15, and they have 17. No Rout. I move the Turn counter to the "3".
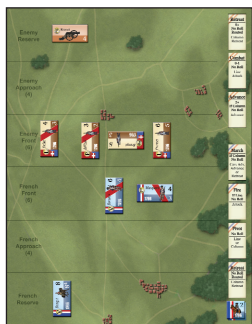
I start the third turn by rolling for my Sweep. I need a 3 or less, and I roll a 2. Success!

I can choose up to 3 Cavalry Forces in my Reserve Region to Sweep. I have only 1, Stengel, so he will Sweep. I roll 3 Attacks for him, and roll a 2, 5, and 7. A total of 4 Hits. I apply them from the Enemy's rearmost Region forward. 1 Hit Destroys his Cannon. The next 3 Hits get applied to his Front Region to deVital and Brempt. 3 Hits are enough to Destroy both of them. I return Stengel to Savona on the Campaign map. I choose the Push Battle Plan for Serurier.

I draw a Well Struck for Dichat, so I draw again and get an Assault. I draw a Wedge for Provera. Because of the Well Struck, all Enemy Forces get +3/+0 to Attack this turn. Dichat rolls a 7 to Activate, fails, and does nothing. Provera rolls a 10 to Activate, fails, and does nothing.
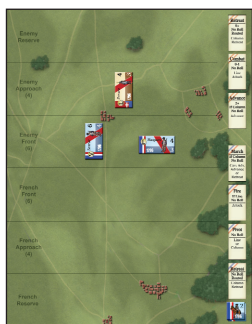
Serurier uses the Push to Advance. I choose for Dichat to make the Shock roll at -4. He is in Column and fails automatically. He is Destroyed. I order Macquard to March. He rolls for and succeeds in his Activation roll to March, and enters Provera's Region. Provera fails his Shock check, suffers 1 Hit, and Retreats.

I check for Rout. I have 7, and they have 3. No Rout. I move the Turn counter to the "2".

I select Formation for my Plan. I draw Aimed for Provera. He fails his Activation roll. I use Formation to change Macquard to Column. Macquard Advances, forcing Provera to make a Shock check. Provera fails automatically because he is in Column Formation. He also fails because he is in his own Approach Region. This ends the battle. I place all the Destroyed Enemy Forces in their Reinforcement cup. I place all my Destroyed Forces off to the side for later repurchase.

I return my 2 reduced Forces to Savona to join Stengel.

Here is what the map looks like after my battles.

Post Battle
I can now choose to Force March any of my Forces by paying 1 Supply point each. I choose to Force March Augereau, Kilmaine, and La Harpe from Turin to Savona for a cost of 3 Supply points.

I now resolve my Resupply step. I gain 9 Supply points due to the Resupply instructions. I spend 2 to flip Macquard back to full strength, and 4 to purchase a French Fortification for Savona. I save 3 for later. This ends my half of the Campaign Turn.

1st Campaign Turn - Enemy Half
I begin by rolling for their Orders. They have 2 Supply points, so they spend 1 to get +1 on their Order die rolls. The only Mobile Forces they have on the map are in Genoa. I divide those Forces into groups of 3 in accordance with the Enemy Orders instructions, then roll for each group's action. The first group is Liptay, diCuto, and Schubirz. I roll a 4, which becomes a 5, and they move randomly. There are 4 possible adjoining Areas for them to move to, I assign an equal chance to each Area and roll. They move to Lodi. The next group is Rosselmini, Nicoletti, and Kerpen. I roll a 1, which becomes a 2, and they move 1 Area toward the nearest Enemy-Held Objective, Mantua. The next group of 3 is Salisch (Infantry), Salisch (Cavalry), and Pittoni. I roll a 9, which becomes a 10, and they move into Savona. Rukavina is the final group, and I roll a 2, which becomes a 3, and he stays in Genoa.

I then resolve the battle in Savona. I roll for Fog of War and get a 7. I transfer the Enemy's 1 Supply point to me. I perform an Envelopment check. I have 44, and they have 14. I Envelop them, and Destroy all their Forces.

There are no other battles, so I go on to the Enemy Resupply step. I roll once on the Enemy Resupply chart for each Enemy-Held City, which is: Genoa, Mantua, Milan, and Klagenfurt. For Genoa, I roll a 1, and it gets a Fortification. A 2 for Mantua, and they get a Garrison. A 4 for Milan, so I draw 1 counter from their Reinforcement cup and Salisch's Cavalry re-enters the Campaign. An 8 for Klagenfurt, so I add 3 Supply points to the Enemy Resupply box.

This ends the first Campaign Turn. I'll repeat the process until I run out of Campaign Turns on the track, suffer the Defeat Condition, or meet my Victory Condition.

Some of our fine DVG games...