

AGE OF NAPOLEON

Player Aid Card 2

Revised Edition

MOVEMENT

Discard one card per army (except first move or interception of Campaign Phase).

Movement Allowance = MR of army leader,
-1 if attacking, +1 if using *Forced March* card,
-1 in winter and/or -1 if victim of *Mud* card.

MARCH ATTRITION

Each corps that enters a third or fourth area during the same move, or enters a mountain or marsh area, or enters any area during a winter round, or enters any area during a *Forced March* is subject to march attrition.

For each cause of march attrition, roll one die and cross-reference result (left) with number of corps subject to march attrition (top) in order to determine number of corps losses. Fresh corps avoid first die roll, but become spent instead.

Losses are permanent in winter; otherwise, temporary and placed in Prisoners Box.

BATTLE RESULTS TABLE

Number of corps engaged per side may not be higher than SR of army leader. Specify which corps are not engaged, if any. Attacker must decide first. Place all engaged corps in Battle Box.

Determine battle strength by summing up battle ratings of engaged corps, including that of army leader. Apply relevant situation modifiers:

- +1 per corps fighting at home
- 2 per corps attacking at the end of a sea move.

Play cards applicable to battles. Attacker must play first.

Roll one die and cross-reference result (left) with modified battle strength (top) in order to determine number of corps losses inflicted to other side. Side inflicting most losses automatically wins and defeated side sustains one additional loss. If tied, each player rolls another die, adding his Tie-Breaker Modifier (TBM). Victory goes to high scorer, or to defender if tied again. Either way, Winner can play *Pursuit* if applicable to increase loser's losses.

Half of losses sustained are permanent; all other losses temporary. If odd number of losses, last odd loss is permanent if army lost battle or won after tie-breaker; temporary otherwise. Loser's temporary losses are placed in Prisoners Box and winner's temporary losses are returned to reserve. All remaining engaged corps are spent, but winner may discard one card to "unspend" his army. Winner's surviving corps must stay in battle area; loser's surviving corps must retreat.

WINTER ATTRITION

In every area with 3 or more corps, roll one die; apply relevant modifiers to die roll result:

- +2.....if playing *Depot* card
- +1.....in friendly area
- +1.....in capital area of major country
- 1.....in enemy area
- 1.....if half or more of the corps are spent
- 2.....if victim of *Scorched Earth* card
- 2.....if French-controlled corps in insurgent area
- 2.....in barren area

and cross-reference result (left) with number of corps (top) to determine number of permanent corps losses incurred.

WITHDRAWAL & INTERCEPTION

Successful if MR of intercepting/withdrawing army leader at least equal to MR of moving army leader. Discard one card per army for interception (except first move or interception of Campaign Phase), but not for withdrawal.

	1	2	3	4	5	6	7	8
1	1	1	1	2	2	2	3	3
2	0	1	1	1	2	2	2	3
3	0	0	1	1	1	2	2	2
4	0	0	1	1	1	1	2	2
5	0	0	0	1	1	1	1	2
6	0	0	0	0	1	1	1	1

	< 6	6-10	11-15	16-20	21-25	26-30	31-35	> 35
1	0	0	0	0	1	1	1	1
2	0	0	0	1	1	1	1	2
3	0	0	1	1	1	1	2	2
4	0	0	1	1	1	2	2	2
5	0	1	1	1	2	2	2	3
6	1	1	1	2	2	2	3	3
TBM	0	+1	+2	+3	+4	+5	+6	+7

	3	4	5	6	7	8	9	10
≤1	1	1	1	2	2	2	3	3
2	0	1	1	1	2	2	2	3
3	0	0	1	1	1	2	2	2
4	0	0	1	1	1	1	2	2
5	0	0	0	1	1	1	1	2
≥6	0	0	0	0	1	1	1	1