

TETE-A-TETE WAR & PEACE

The Grand Campaign For Two

By Ken Carl Campbell

WAR & PEACE filled a gap in the wargame field –the need for a playable (albeit lengthy) and comprehensive strategic simulation of the wars that gave Europa little respite during the period 1805 to 1815. The game provides an engrossing combat system that allows for leadership, battle tactics, morale, terrain and cavalry superiority. The strategic view presented permits a comprehensive overview and calls for the formulation of sweeping grand strategies as, one by one, every people of Europe are drawn into the fray. The play is colorful and bloody, swift and confused, tense, glorious and certainly frustrating – in short, everything the age was.

Sound greats, right? But the problems begin when the political rules are studied. Games like THIRD REICH and GUNS OF AUGUST are relatively easy to simulate strategically as they are, diplomatically, relatively straightforward: “We are neutral unless you invade us”. But the Napoleonic Era was decidedly more complex. Opportunistic politics is given full reign as each major power is presented carte blanche regarding the international scene, but only if each major power is represented by a separate individual.

A-ha, there’s a rub. How many of you have some half-dozen players ready to commit themselves to 120 turns of play? It would appear that the Grand Campaign Game was designed for no less than 4 players. In case these players cannot be found, an infamous “Alliance Phase” system was cobbled together. This system contributes little to realism or play balance. Owners of the game will undoubtedly have found that the conquest of Austria can be indefinitely delayed (!?) while Prague, Innsbruck and Vienna are held, and these cities so influence the Alliance Phase roll that Russia can be quickly brought in line. This accomplished, France finished up Austria and does in hapless Prussia. Poland is created (to help garrison the east), the Italian and German Minor State are now held and France is with or without Spain, undefeatable by the letter of the rules! If France really wants to do something, Spain can be fiddled with (far, far less risky than Russia as failure in Spain rarely brings serious repercussions in France whereas defeat in Russia can get things rumbling all the way back to Paris). Paris is certainly safe from anything hostile England and Portugal can pull off, so let’s just say 1812 is here and call this thing off, huh?

Despite some contention otherwise, a third player (Russia) cannot really alter this much, though he can make France’s job tougher. The Russian army off Russia soil cannot decisively defeat the Grand Armee alone; Austria and/or Prussia is needed. With Russia played (and therefore almost certainly hostile), the French should ignore Spain and turn the Empire’s eastern marches (Poland) into a massive camp ready to deflect Russian advances. Meanwhile, France takes no risk until 1815.

It is when a fourth player (Austria) is introduced that the French player suddenly sees a serious task looming ahead. Now, he must look to the victory of conquest, a far quicker route to winning the game, before the Allies can manifest their numerical superiority. With Austria now unwilling to mindlessly man Napoleon’s eastern front, France (even with a friendly Prussia) cannot realistically hold so large a border (i.e., Russia and Austria) with a solid and static defense. Instead, a fluid-mobile system is required with heavy emphasis crippling ability to disrupt the French monopoly on Italy and the Germanics!

When Prussia is played the game is more complex yet. The Allies want France dead to be sure, but each in their own good time. The fall of Paris when Russian forces are still east of the Vistula is not in Russian interests. So France will often be given grace by major powers who try to play Napoleon off against east while allies. And, this is very accurate to the period. It’s believed that Kutusov purposely allowed Napoleon to escape complete destruction during retreat from Moscow, “I am by no means sure that the total destruction of Emperor Napoleon and his army would be such a benefit to the world; his succession would not fall to Russia or any other continental power, but to that which already commands the sea whose domination would be then be intolerable.” But all this is lost on two players. The only response to such _ I have come across is the flippest suggestion to “get more players. Well, that is fine so far as it goes, but it is a shame that a game designer to be free encumbering and cluttering rules is encumbered and cluttered by the need for many players.

So what can two people with an interest in this period of history do? Read on. The following suggested variants will help make two player W&P more intense, uncertain and satisfying an experience.

VICTORY CONDITIONS

A game is only as good as its victory conditions. W&P, even with the second edition changes, has some trouble here. As already discussed it is too easy for the French to pursue a “Fortress France” strategy dragging the game out to an inevitable conclusion. A France that takes no risk is difficult to defeat as would be, say, a Germany in THIRD REICH that only endeavored to hold Berlin. The designer, Mr. McLaughlin, has objected, understandably, that this sort of play is rather pointless... and it is. But that is not what we need to correct the problem: some concrete rules are needed. The following “Graded” Victory System should be used:

FRENCH VICTORY LEVEL

E-Survival

D-Victory

C-Master of the Continent

B-Global Victory

A-Master of the World

CONQUEST REQUIRED

Paris Held. This can only be considered a draw unless French units entered a hostile Moscow, St. Petersburg, or Madrid at some point during the game.

Spain. The French Empire is firmly established and remain a premier influence in Europe.

Russia (with or without Spain). France dominates Europe in the continent.

England (with or without Spain). With the mother country broken, the English Empire will fall to the vultures. Holy Russia is more than willing to limit its sphere of influence.

England and Russia (with or without Spain). French becomes the new world language. You’ve done it all; the world is your Empire (and your Empire will be probably fall apart when you die, but, hey, *celo n’a pass d’important...*).

THE MAJOR POWERS

The Alliance Display system lacks somewhat in simulating the weight of time that played against Napoleon and his renegade France. The Emperor was driven, trying to set aright things before the major powers of Europe finally organized themselves and rushed France. To reflect this, the following table is to be rolled in order, as they can influence each other. If the die roll is made (after modifications), the listed powers will throw its lot in with redoubtable England after a “period of preparation”. Place the Alliance Display marker in front of the English player. Each Alliance Phase he will roll for all such hostile nations, a roll of “6” activating all the powers next turn. The Alliance Display marker(s) should be placed on the anti-French side of the Alliance Display. Note that while in front of the English player, the nation(s) are effectively neutral and cannot be influenced via the Alliance Phase. The French player could attack one of these powers, before England can make its preparation roll. The attacked power’s Alliance Display marker is immediately placed in the anti-French, and any others remain unaffected. Once a marker is back on the Alliance Display, it is subject to the normal Alliance rules.

The English player is not obligated to roll for any particular major power(s). Should he choose, any roll can be forfeited and that power’s Alliance Display marker remains where it was. This applies to the activation die roll or the preparation die rolls.

MAJOR POWERS CHART

Year	Russia	Austria	Prussia	Spain
1808	7	6	7	6
1809	7	6	7	6
1810	6	6	6	6
1811	6	6	6	6
1812	5	6	6	6
1813	4	5	5	6
1814	3	4	4	6
1815	2	3	3	6

MODIFIERS:

- 1: if three other major powers are at war with France (counting any powers that have been activated just now).
 - 2: if four major powers are at war with France (counting any powers that have been activated just now).
 - 1: for Prussia if the Kingdom of Poland was created.
 - 2: for Russia if the Kingdom of Poland was created.
 - +1: if there was no revival of Poland at all.
 - +1: if French or satellite units are on board 4
 - +1: if French or satellite units occupy Moscow or St. Petersburg.
 - +1: for Austria and Prussia, if no territory had been taken from them (e.g. Trieste, Innsbruck, Warsaw, etc.)
- NOTE: No modifiers apply to Spain.
NOTE: A power conquered within the past 12 months cannot be rolled for.

GERMAN UPRISING AND REVOLTS

Liberation by France was soon seen as nothing more than exchange of taskmasters, and this one foreign. As is often the case, external influences caused a people to rally from defeat, and German nationalism owes its roots to the Napoleonic Era.

The chance of a German Uprising against the French is related to the number of campaigns fought over their soil. A campaign, in this instance, is defined as a distinct and separate war with one of the German Major Powers (i.e., Austria and Prussia). Include the current campaign in this total. Thus, in 1805 war with Austria, 1806 war with Prussia, 1808 war with Prussia and an 1811 war with Austria, Prussia and Russia equate to five campaigns. Once the current campaign has been initiated the English player may begin rolling one die every Alliance Phase on this table:

Number of Campaigns	Die Roll
3	7
4	6+
5	5+
6	4+
7+	3+

MODIFIERS:

- +1: for each major German city that began the campaign in pro-French hands now in anti-French hands.
- +1: if the Kingdom of Poland was created.
- 1: if Austria and Prussia are both in war with France
- 1: for each major German city that began the campaign in anti-French hands now in pro-French hands.
- 1: if Russia has ever attacked Austria or Prussia.

If it has been determined that an uprising will take place, roll one die on Table 2. This will determine which area rebels. Notice that each number has several listed areas, separate by slashes. Treat each group separated by a slash individually. When a number is rolled use only the leftmost group unless that has already been rolled this campaign, in which case use the next one and so forth. There can only be one uprising per area per campaign.

Die Roll	Area Affected
1	East Prussia/Saxony
2	E. Prussia & Hesse/Hanover
3	Bohemia/Bavaria & Wurtemberg/Rhine
4	Bohemia & Hesse/Bavaria/Saxony
5	Silesia & Hesse/Hanover & Rhine
6	Tyrol

RESULTS:

- Bavaria: roll one die on Table 3
- Bohemia: place 2L and a leader 0 in Prague
- E. Prussia: Prussia itself does not change status, this is a rebellion; place 2L next to Konigsberg with a leader 0.
- Hanover: place 1L in Hanover, or next to it if occupied by enemy units.
- Hesse: place a leader 0 and 1L in Brunswick and 1L in Cassel; if occupied by enemy troops, place these units besides the indicated cities.
- Rhine Confederation: roll one die on Table 3.
- Saxony: roll one die on Table 3.
- Silesia: place 2L in Breslau, or next to it if occupied by the enemy.
- Tyrol: place 2L next to Innsbruck in an unoccupied hex.
- Wutemberg: roll one die on Table 3

TABLE THREE

Die Roll	Effect
1,2	lose 1 SP
3	lose 2 SP
4,5	goes neutral
6	defects

MODIFIERS:

- +1: if any two of Austria, Prussia or Russia is at war with France.
 - +2: if all three of Austria, Prussia and Russia are at war with France.
 - 1: if only one of Austria, Prussia or Russia are at war with France.
- LOSE 1 SP: The SP must be removed from the board to the force pool. If one is not available, ignore this result.
LOSE 2 SP: As above, but 2 SP are to be removed.
GOES NEUTRAL: The satellite's units are all removed from the board to his force pool. It is out of the game until France or both the German major powers are neutral. It may then be used to raise units normally.
DEFECTS: The satellite immediately becomes anti-French. All units on the board and in the force pool are exchanged for Landwehr. Retreat them from hexes they occupy with pro-French units. The English player may recruit them as per the normal recruiting rules.

MINOR POWERS

The other minor powers are not hopelessly loyal either. As the French military position worsens, so does its diplomatic standing. If ever four or five major powers are at war with France after December 1809, the English player may roll two dice every Alliance Phase on the table below:

Die Roll	Nation
2	Switzerland
3	Naples (remove Murat permanently)
4	Holland
5 to 9	-
10	Sweden
11	Sweden
12	Denmark

If there are five major powers at war with France, the English player may add or subtract one from the die, as announced before the roll.

The nation affected, if pro-French, goes neutral; if neutral, goes anti-French. "Neutrality" involves removing all units outside their own country and freezing the ones therein –these units can be passed through, are not moved and cannot be attacked. "Anti-French" means the English player now controls them and may recruit for them.

THE TREATY OF TILSIT

This was the most important agreement of the period. Upon the complete French conquest of Austria and Prussia for the first time, the Treaty of Tilsit can be enacted in the game. The decision is that of the French player; but if it is rejected, it will not be offered again.

Historically, the agreement brought a degree of cooperation between France and Russia and can be reflected by the following rules:

- a) Russia is neutral for at least 12 months from the treaty's inception – no one may attack her or influence her allegiance during this span.
- b) Russia will lend France her navy until October 1809. If it is subsequently destroyed, the Russians must rebuild it as soon as possible but will not again lend it to France. (Note that this is not historical, but does make a better game).
- c) Russia cannot accept English production points until January 1810.
- d) Magdeburg becomes French controlled.
- e) France may add to or eliminate the Grand Duchy of Warsaw (see "Poland" below).

Once this Treaty is implemented, a state of war between Russia and France frees both from any restrictions.

POLAND

Poland died even as the French Revolution matured. Indeed, it can be argued that the Revolution owed its existence to Poland's partitioning, as it distracted Russia, Prussia and Austria from events elsewhere. Poland would not be resurrected as a separate entity

until after WWI except for the brief moment granted it by victorious French armies. Most certainly grateful to France, the Poles were not independent (their Duchy rightly ruled by the King of Saxony, Frederick Augusts) and hoped for full rebirth. Despite vague promises to the effect, Napoleon never did intend to allow survival of a Polish Kingdom for fear of alarming the Russians. But, he could well have, and the French player should also be allowed so monumental a decision.

With the Treaty of Tilsit (or, if that was rejected, with a French conquest of Russia), the French player must make a decision regarding Poland. The three options are listed below. The one chosen must be announced at the same moment the Treaty (or conquest) is established and is irrevocable.

a) **THE GRAND DUCHY OF WARSAW:** Created when Warsaw was liberated by France, the decision here is to simply maintain it. All normal game rules apply.

b) **THE KINGDOM OF POLAND:** Further chunks of Prussia and Russian Lithuania are added to resurrect the Kingdom. This is in defiance to Russian and Prussian interests.

1. Grodno, Brest-Litovsk, Kovno, Thorn and Danzig are part of Poland. Therefore, Grodno and Brest-Litovsk can be used as French supply sources.
2. Grodno is also a Polish production city, thus, giving the Poles two production points.
3. Add 8I (Po) to the Polish Force pool.
4. Polish morale is 2 if Warsaw is friendly, dropping to 1 otherwise.
5. Königsberg may immediately begin producing Landwehr.
6. Add 6L to the Prussian force pool.
7. Russia and Prussia will never lend expeditionary forces to France.
8. Russia will be able to accept English production one year earlier (i.e., January 1809).

c) **NO POLAND AT ALL:** Even the Duchy of Warsaw is dismantled and the lands returned to Prussia, Poland being relegated to history. No Polish units may be built. Remove any units already on the board.

SPAIN

That Spain is difficult to conquer is historical fact, but it is not one based upon circumstances. It was Spanish people that could not be defeated, not the army; the game, as it is, implies otherwise, for the Spanish army can never really be stopped (conquest being so though). The Spanish special production should only be applicable *if Spain is invaded first*. That is, if Spanish troops attack France before the French invade Spain, Spain does not get the special production if France should thereafter enter the country. If Spain were to go neutral and France then invaded, the special production would apply. In cases where the special production does not apply, the country is conquered by occupying its capital. *This conquest does not fulfill French victory conditions.*

The conqueror (via this form of conquest) must exit Spain in 12 months or a rebellion breaks out. On the first turn of a rebellion, the English player roll one die for each major or minor city, a roll of 5 or 6 placing 1M in it – any hostile units in that city retreated one hex. From this point on the special production rules apply, as does the conditions of total Spanish conquest. Conquering Spain would now constitute a victory condition.

IMPORTANT: No friendly foreign power may ever occupy more Spanish cities than Spanish units actually occupy (alone). With 18 cities, means that 9 is the limit a friendly France could occupy.

EVENTS

To add uncertainty and excitement to a two-player game, players should make up chits numbered 1 to 10. Before the game is started, each draws two. These can be held secretly such time as the even described can be played and the players wish it implemented.

ENGLISH CHITS:

1. *Russia concludes treaty with Persia.* Play after 1807. Relations are so good that Russia can free up a large part of her army. Place 10I and 2C at Kharkov. These are brought on from the excess counters, not the force pool.

2. *Russia and Sweden come to terms over Finland.* Play after 1806. Sweden becomes a Russian satellite and shares whatever alliance Russia does. Also, add 4I(Sw) to their force pool.

3. *Prussian secret societies rampant.* Exceedingly well organized and directed, the Prussian underground is very troublesome. Add 2 partisan counters to the Prussian Force pool –they operate exactly like French partisans, except their initial placement can be anywhere inside of Prussia's initial borders. Play after 1808- Also, add KGL to the English Force pool.

4. *Prussian Krumpersystem very successful.* Play after 1808. When played, immediately add, from the Prussian Force pool, 4I in Berlin and 2I in every other Russian major city.

5. *Schönebrunn brings war.* The Austrian War Party gets its way. Play after 1807. Instead of making the annual Major Power roll (as described above in this article), the playing of this chit guarantees Austrian activation. She must still make the preparation die roll as normal.

6. *Archduke Charles completely reforms the army.* Play after Austria has been conquered during a year of enforced neutrality. The reforms give greater mobility. The Austrian regular army (i.e.: not Landwehr) get the same Force March and Attrition bonuses as do France and her satellites. Also, Schwazenberg is immediately added to the Austrian Force Pool.

7. *Dutch Revolution.* Play after 1806, but only if two or more major powers are at war with France. Pro-French units are moved one hex out of Amsterdam and Antwerp and 1L(English) placed therein. Dutch troops are replaced by English satellite forces if in Holland; otherwise, remove to the force pool (which is changed). Add 2I and 1C to the force pool.

8. *Conspiracies abound in Paris.* Play after 1807. Napoleon must immediately return to Paris (place him there) and stay for a number of turns equal to a dice roll. During this time, there is no doubling for French production.

9. *Pope openly condemns Napoleon.* Play after 1806. Catholic Spain shifts one way from pro-French on the Alliance Display table. Also, any Spanish war with France adds 6M to the Spanish force pool.

10. *Increased Portuguese and North German contribution.* Play after 1806. Add 5I(Pt), 2I(Br), 2I(He), 2I(L) for Hanover, each to their respective force pools.

FRENCH CHITS:

1. *Persia declares war on Russia.* Play after 1807. This is treated like a Turkish war.

2. *Sweden fiercely opposes Russia in Finland.* Play after 1807. Sweden becomes a French ally. Russia must remove 4I permanently, representing additional forces allocated to garrison Finland.

3. *Blücher dies in combat.* Play anytime after Prussia has been defeated before Blücher comes on the board. Blücher is considered to have died and is permanently removed.

4. *Prussian peasantry revolts against conscription.* Play after Prussia has been conquered once. The Prussian lower classes do not share the middle and upper class enthusiasms for war. Prussia cannot produce Landwehr.

5. *Diverse nationalist elements clash in Austrian Empire.* Croats and Slovaks rebel. Play after Austria has been defeated at least once. To put down these rebellions, the Austrians must remove 6I and two leader "1's" for one year.

6. *German support for French advances against other great powers.* Play anytime after Austria and Prussia have been defeated. Add 4I(B), 4I(R), 4I(S) and 4I(W) to their respective force pools.

7. *Turkey declares war on Austria.* Play after 1806. Treat this as a Russian-Turkish War, with Austria sending 14I and 6C.

8. *Great rally of French patriotism.* Play after 1808. Immediately add 10I from the French Force Pool to the board (no more than four to a

major city).

9. *Denmark supports the Continental System.* Play after Prussia has been conquered. Denmark becomes French controlled and 2I(D) are added to its force pool.

10. *Portugal adheres to the Continental System.* Play anytime after France has defeated two major powers. Portugal is treated as a French ally.

FRENCH MANPOWER

By 1813 France was experiencing serious manpower problems. It came down to the old military question of quantity versus quality. Commencing with the March 1813 turn, the French player must choose between *quality*, in which case French and French satellite units cost double, or *quantity* where the units cost the same but they lose their force march and attrition bonuses. This switch from quality to quantity can be made at the beginning of any turn, but it is an irreversible decision.

PLAYING THE MAJOR POWERS

All major powers are to be moved by English player when neutral or active. Of course, when neutral, they cannot attack or leave their home country. The French player may only move the expeditionary forces of the major powers. This rule prevents the French player from performing silly actions that only aid the future conquest of a now friendly ally.

IMPORTANT: The Prussian initial set-up cannot be altered until Prussia enters the war or January 1806, whichever comes first.

ENGLISH PRODUCTION POINTS

There may be shipped to any friendly or neutral major power, except those conquered within the last year and Russia when restricted by the Treaty of Tilsit.

LANDWEHR

The mass conscriptions of Austria and Prussia were an attempt to emulate the French practice. Austria's large scale conscription was established with the Patent of June 1808. Thus, Austrian landwehr production cities (Innsbruck and Prague) may not produce until June 1808. Until that time, these same cities function only as major cities *and have no bearing, as production cities, on the Alliance Phase.* Prussia, more entrenched in past glories, was slower to develop this system and Landwehr were not introduced until late in the period. For game purposes Prussia can begin producing Landwehr from Königsberg immediately after Prussia has entered her second war. At this point, Königsberg will function as a production city for Alliance Phase purposes.