

AGE OF NAPOLEON

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A STRATEGIC BOARDGAME BY RENAUD VERLAQUE
REVISED EDITION

Scenarios and more



AGE OF NAPOLEON

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17.0 THE SCENARIOS

Age of Napoleon 1805-1815 includes three scenarios. The main one starts in 1805. In our opinion it is the most interesting one because the players have the most options here. In addition, it has the least number of corps at the beginning. However, if you have less playing time available, you may also start in 1809 or 1813. All scenarios end in 1815 at the latest.

One player commands France and her allies, while the other commands the Coalition.

In all scenarios all corps neither mentioned as starting in play nor already out of the game are set aside in a pile near the gameboard. Some of them may not yet be available as per the diplomatic and/or special availability rules.

Place all other unused markers in reach of both players.

Although the scenarios do not start in the first campaign round, each player is entitled to a free move or interception (i.e., without discarding a card).

17.1 1805 Set-Up

The game starts in the third campaign round of the 1805 Campaign Phase, corresponding to the start of the Ulm & Austerlitz campaign. Place the game turn marker in the “1805” box and the campaign round marker in the “3” box.

17.1.1 Diplomatic Situation

17.1.1.1 The French player controls France, Italia (FD), Bayern (FA), Hannover (FA), Holland (FA), Lo stato della Chiesa (FA), Spain (FA), Schweiz (FA), Westfalen (FA) and Württemberg (FA).

17.1.1.2 The Coalition player controls Britain, Österreich (CM) (including Dalmatien and Tirol), Napoli (CM), Pommern (CM), Russia (CM) and Sverige (CM).

17.1.1.3 Danmark, Portugal and Preußen (including Polen and Sachsen) are neutral.

17.1.1.4 Place diplomatic alignment markers accordingly.

17.1.2 Cards

Remove the *English Gold* card and one of the two *Insurrection* cards from the card deck and set them aside (not in the discard pile). They will be added to the discard pile only if and when the *Continental System* card is played by the Coalition player. Then the card deck is shuffled and 8 cards are dealt to each player.

17.1.3 Military Situation

17.1.3.1 The French player deploys 8 corps on the gameboard:

Brune in Ile-de-France;
Napoléon, Murat, Davout and Soult in Flandres;
Bernadotte in Hannover;
Masséna in Italia; and
St. Cyr in Lo stato della Chiesa.

17.1.3.2 The Coalition player deploys 8 corps on the gameboard:

Karl, Johann and Hiller in Tirol;
Ferdinand and Mack in Bayern;
Bennigsen in Minsk;
Buxhowden in Volhynia; and
Kutuzov in Westgalizien.

17.2 1809 Set-Up

The game starts in the first campaign round of the 1809 Campaign Phase, corresponding to the start of the Wagram campaign. Place the game turn marker in the “1809” box and the campaign round marker in the “1” box.

17.2.1 Diplomatic Situation

17.2.1.1 The French player controls France, Dalmatien (FD), Hannover (FD), Holland (FD), Italia (FD), Napoli (FD), Lo stato della Chiesa (FD), Polen (FD), Pommern (FD), Preußen (FD), Sachsen (FD), Westfalen (FD), Bayern (FA), Danmark (FA), Schweiz (FA) and Württemberg (FA).

17.2.1.2 The Coalition player controls Britain, Österreich (CM) (excluding Dalmatien, but see Tirol), Portugal (CM), Spain (IC) and Tirol (IC)

17.2.1.3 Russia and Sverige are neutral.

17.2.1.4 Place diplomatic alignment markers accordingly.

17.2.2 Cards

17.2.2.1 Remove *Metternich*, *Radetzky*, *Continental System*, *Russo-Ottoman War*, *Napoleonic Dynasty*, and one of the two *Insurrection* cards from the card deck and place them in the discard pile. Then the deck is shuffled and another 24 random cards are removed and placed in the discard pile.

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17.2.2.2 *Radetzky*, *Continental System*, *Britannia*, *Territorial Concessions* (this is the reason why Polen, Dalmatien, and Sachsen are French dominions at start) are in effect.

17.2.2.3 After shuffling, 8 cards are dealt to the Coalition player and 10 cards to the French player.

17.2.3 Military Situation

17.2.3.1 The French player deploys 16 corps on the gameboard:

Joseph, Soult and Victor in Castilla;
St. Cyr in Catalonia;
Napoléon, Davout, Lannes, Masséna, Murat and Lefèbvre in Bayern;
Bernadotte in Sachsen;
Louis in Holland;
Jérôme in Westfalen;
Eugène and Macdonald in Italia; and
Poniatowski in Polen.

17.2.3.2 The Coalition player deploys 12 corps on the gameboard:

Wellington in Britain;
Beresford in Portugal;
Cuesta in Andalusia;
Castanos in Murcia;
Johann in Tirol;
Ferdinand in Westgalizien; and
Karl, Hiller, Bellegarde, Colloredo, Kollowrath and Klenau in Kern-Österreich

17.2.3.3 The following corps are permanently eliminated:

Österreich: Mack, Kienmayer

Britain: Moore

France: Brune, Reille, Junot

Preußen: Braunschweig, Hohenlohe, Lestocq, Rüchel

Russia: Buxhowden, Dokthurov

17.3 1813 Set-Up

The game starts in the third campaign round of the 1813 Campaign Phase, corresponding to the start of the Leipzig campaign. Place the game turn marker in the “1813” box and the campaign round marker in the “3” box.

17.3.1 Diplomatic Situation

17.3.1.1 The French player controls France, Dalmatien (FD), Hannover (FD), Holland (FD), Italia (FD), Napoli (FD), Lo stato della Chiesa (FD), Polen (FD), Pommern (FD), Sachsen (FD), Westfalen (FD), Bayern (FA), Danmark (FA), Schweiz (FA) and Württemberg (FA)

17.3.1.2 The Coalition player controls Britain, Österreich (CM) (excluding Dalmatien, including Tirol), Portugal (CM), Russia (CM), Sverige (CM), Preußen (IC) and Spain (IC).

17.3.1.3 There are no neutral countries.

17.3.1.4 Place diplomatic alignment markers accordingly.

17.3.2 Cards

17.3.2.1 The deck is shuffled and 7 random cards are removed and placed in the discard pile.

17.3.2.2 *Radetzky*, *Britannia* and *Stein* are in effect. *Continental System* and *Territorial Concessions* have been played.

17.3.2.3 After shuffling, 6 cards are dealt to each player.

17.3.3 Military Situation

17.3.3.1 The French player deploys 12 corps on the gameboard:

Napoléon, Murat, Macdonald, Ney, Oudinot, Reynier and Poniatowski in Sachsen;
Davout in Hannover;
Rapp in Ostpreußen;
Soult in Navarra;
Suchet in Catalonia; and
Eugène in Italia

17.3.3.2 The Coalition player deploys 19 corps on the gameboard:

Charles-John, Bülow and Tautzien in Brandenburg;
Bennigsen in Westgalizien;
Blücher, Langeron and Yorck in Schlesien;
Schwarzenberg, Colloredo, Klenau, Wittgenstein, Constantine and Kleist in Böhmen;
Hiller in Kern-Österreich; Bellegarde in Tirol;
Wellington and Beresford in Castilla; and
Ballesteros and Mendizabal in Murcia

17.3.3.3 The following corps are permanently eliminated:

Österreich: Karl, Ferdinand, Johann, Kollowrath, Liechtenstein, Kienmayer, Mack, Rosenberg.

Britain: Moore.

France: Augereau, Bernadotte, Bertrand, Brune, Jérôme, Joseph, Junot, Lannes, Masséna, Lefèbvre, Louis, Marmont, Mortier, Reille, St. Cyr, Vandamme, Victor.

Preußen: Braunschweig, Hohenlohe, Lestocq, Rüchel.

Russia: Bagration, Buxhowden, Dokthurov, Gorchakov, Kutuzov, Miloradovich, St. Priest, Tchitchagov, Tormazov.

Spain: Blake, Castanos, Cuesta, Palafox, Romana.

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18.0 OPTIONAL RULES

The following rules are optional, although **18.2 and 18.3 are strongly recommended**. Mutual agreement is required to use any and all optional rules.

18.1 Napoléon Returns!

18.1.1 If France surrenders before 1815, but not if Napoléon's corps is eliminated, the game resumes in the second campaign round of the year following France's surrender.

18.1.2 All detached areas are returned to their original owners, and all countries but France and Italia, which remains a French dominion, are now Coalition members.

18.1.3 The Coalition player receives 10 cards while the French player receives 6 cards.

18.1.4 All corps present on the gameboard at the time of France's surrender must first be removed from the board, then each major country can deploy new corps, including minor allied corps, as per the reinforcement rules.

18.1.5 Note: Napoléon may only return once!

18.2 Losses

Whenever corps losses are incurred (i.e., March Attrition, battle, Winter Attrition), always remove losses one by one from what is the largest national contingent in the affected army before each loss is removed. For that purpose, consider all minor allied corps as forming one national contingent different from the major country that controls them. Owning player's choice in the event of a tie.

18.3 Major French Allies

Whenever the French player deploys a corps from Österreich, Preußen or Russia, he must choose the corps that has the lowest BR, and in the event of a tie, the corps that has the lowest SR.

18.4 Yield or Fight

Before a battle starts, both players state whether they want to "yield or fight." If a player yields, he loses the battle; all his corps in the battle area are removed as temporary losses and placed in the Prisoners Box. The defender must declare his intention first.

19.0 PART OF A SAMPLE GAME – 1805 & 1806

François is the French player and George is the Coalition player; the playing pieces are set up according to the 1805 set-up. You may follow the actions by setting up the game, playing the cards and moving the playing pieces.

François draws *Combined Arms*, *Napoleonic Dynasty*, *War with America*, *Alexander I*, *Cavalry Charge*, *Major Campaign*, *Austro-Ottoman War* and *No Surrender*.

George draws *A Hero's Death*, *Reverse Slope*, *Call to Arms*, *Interior Lines*, *Scorched Earth*, *Fog of War*, *La Garde Impériale* and *Grand Battery*.

Each side has 8 corps on the gameboard.

1805 3rd Campaign Round

François decides to move first and moves Napoléon with Murat, Soult & Davout to Bayern via Württemberg. This is the first French move, so François does not have to pay (i.e., discard a card) for the move. Napoléon's effective movement allowance is 3 since his MR is 4 and François wants him to attack at the end of the move.

Ferdinand and Mack cannot withdraw because Ferdinand's movement rating is lower than Napoléon's, so there is a battle.

All corps present in Bayern are engaged and placed in the Battle Box on the gameboard. The French battle strength is 23. The Coalition's is 4. No battle cards are played. François rolls a 3 and inflicts 1 loss. George rolls a 1 and does not inflict a loss. François wins and inflicts 1 more loss for a total of 2. George chooses Mack as his 1 permanent loss and places Ferdinand in the Prisoners Box. Napoléon's army is spent, but François discards *War with America* to rally them (i.e., "unspend" them).

Now George moves Kutuzov to Volhynia to pick up Buxhowden and then moves to Böhmen via Westgalizien, using its movement allowance of 3 to move 3 areas. This is the 1st Coalition move, so George does not have to pay for it. Kutuzov, but not Buxhowden, is subject to March Attrition and becomes spent after entering Böhmen.

1805 4th Campaign Round

François plays *Major Campaign*. First, François discards *Austro-Ottoman War* to move Napoléon with Murat, Soult & Davout to Böhmen via Kern-Österreich where Murat is dropped off before attacking the Russian army. Second, François discards *Alexander I* to move Masséna to Lo stato della Chiesa to pick up St.Cyr, then to Tirol to attack Karl, Hiller & Johann. Since Tirol is a mountain area, the French corps are subject to March Attrition and become spent. François foregoes his 3rd Major Campaign move. Note that all moves are completed before the battles are resolved. François chooses the order in which the battles are resolved. In Tirol, François's battle strength is 7, while George's is 12 (including +3 for 3 Austrian corps fighting at home). François plays *Combined Arms* and *Cavalry Charge* to increase his battle strength to 11 (worth it because of the column

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shift on the Battle Results Table), but George plays *Fog of War* and cancels François's *Combined Arms* and *Cavalry Charge*, so François's battle strength is back to 7. François rolls a 3 and does not inflict a loss. George rolls a 5 and inflicts 1 loss. George wins without need for a tie-breaker and inflicts 1 more loss for a total of 2. François chooses St. Cyr as his permanent loss and places Masséna, his temporary loss, in the Prisoners Box. Karl's army is spent, but George discards *La Garde Impériale* to rally them.

In Böhmen, François's battle strength is 19 and George's is 5. George plays *Grand Battery*, increasing his battle strength to 7 (worth it because of the column shift on the Battle Results Table). François rolls a 2 and inflicts 1 loss. George rolls a 3 and does not inflict a loss. François wins and inflicts 1 more loss for a total of 2. George chooses Buxhowden as his 1 permanent loss and places Kutuzov in the Prisoners Box. Napoléon's army is spent.

George discards *Reverse Slope* to move Karl & Co. to Kern-Österreich and attack Murat. François intercepts with Napoléon's army by discarding *No Surrender*. François has to be the defender since Murat was already in Kern-Österreich. François's battle strength is 19, while George's is 12. François rolls a 6 and inflicts 2 losses. George rolls a 4 and inflicts 1 loss. François wins and inflicts 1 more loss for a total of 3! George chooses Hiller & Johann as his 2 permanent losses and places Karl in the Prisoners Box. François places Murat back in the reserve.

1805 5th Campaign Round (Winter)

Both players opt not to move.

1805 6th Campaign Round (Winter)

Both players again opt not to move.

1805 Surrender

French corps occupy Kern-Österreich, the capital area of Österreich, and there are no Austrian corps left, so Österreich surrenders and becomes neutral. Until François removes all his corps from Kern-Österreich Österreich is an occupied neutral country and cannot be affected by Coalition diplomacy with the exception of *Metternich*. However, an insurrection is possible.

1805 Winter Attrition

François must roll for Winter Attrition in Kern-Österreich because he has (at least) 3 corps there. George cannot play *Scorched Earth* because he no longer controls Österreich. François rolls 2, +1 for being in a capital area, resulting in a modified score of 3 and no loss.

1806 Diplomacy

Europe seems to be mesmerized by the swift French actions; nothing happens.

1806 Insurrection

Nothing happens.

1806 Strategy

François must discard his remaining card (*Napoleonic Dynasty*) and is entitled to draw the number of cards provided by the countries he controls, subject to a minimum of 6 and a maximum of 10. He can receive 5 cards for France, 2 for Spain and 2 (i.e., 8/3 rounded to 2) for the 8 minor countries he controls, which amounts to 9 cards in total.

George must discard all his remaining cards and is entitled to draw the number of cards provided by the countries he controls, subject to a minimum of 6 and a maximum of 10. He can receive 4 cards for Britain, 3 for Russia and 1 (i.e., 3/3) for the 3 minor countries he controls, which amounts to 8 cards in total.

Because Österreich surrendered, the entire deck must be reshuffled before the new cards are dealt.

François draws *Combined Arms*, *Peace Talks*, *No Surrender*, *Veterans*, *Republicans & Royalists*, *Forced March*, *Napoleonica* (twice!) and *Cavalry Charge*.

George draws *A Hero's Death*, *War with America*, *Alexander I*, *Interior Lines*, *Forced March*, *Fog of War*, *Art of War* and *Britannia*.

1806 Reinforcement

François already has 4 French home corps on the map whereas his mobilization limit is 10, so is entitled to his full deployment limit of 5 additional corps (as he won't have more than 10 on the gameboard as a result). François is also entitled to his full deployment limit of 2 Spanish corps and 2 French minor allied corps (François controls 8 minor countries; 8/3 rounded down equals 2). François places Lannes, Rapp, Suchet, Ney and Grouchy in Flandres (Lannes is the army leader), Castanos and Blake in Estramadura, Eugène in Italia and Macdonald in Lo stato della Chiesa. He discards *Peace Talks* to rally Napoléon's army. Finally, he removes Masséna from the Prisoners Box and places him back in the reserve.

George has 1 Russian corps on the map, so he is entitled to his full deployment limit of 4 additional Russian corps. George is also entitled to 1 British home corps (Wellington) and to the Neapolitan British minor allied corps (Stuart) since he controls Napoli. George first places Tolly, Bagration, Constantine and Langeron with Bennigsen in Minsk (Tolly is the army leader) and Stuart in Napoli. Then George plays *Britannia* (and places the *Britannia* marker in the *Britannia* box), which allows him to place Wellington with Stuart in Napoli. Finally, George removes Kutuzov, Karl and Ferdinand from the Prisoners Box.

1806 1st Campaign Round

François moves Lannes with Ney and Suchet from Flanders to Italia via Champagne and Bourgogne (free 1st French move of the turn). Having moved 3 areas, the French corps are subject to March Attrition and become spent in Italia. George passes his move.

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1806 2nd Campaign Round

François discards *Republicans & Royalists* to move Lannes & friends to Napoli to attack Wellington and Stuart. On the way he picks up MacDonald (who is fresh) and drops Ney (who is spent). François's battle strength is 17 and George's is 11 (including +1 for Stuart's Neapolitan corps fighting at home). François plays *Cavalry Charge* to increase his battle strength by 4 to 21 (one column shift on the Battle Results Table). George plays *Art of War* and will use Wellington's battle rating of 6 in lieu of a die roll. François rolls a 3 and inflicts 1 loss. With 6, George also inflicts 1 loss. It is a tie. Each player must roll one die for tie-break; François benefits from a tie-breaker modifier +4 while George benefits from a TBM of +2. François rolls $4 + 4 = 8$ and George rolls $2 + 2 = 4$, therefore François wins the tie-breaker and the battle, but does not inflict an additional loss. George chooses Stuart as his 1 permanent loss and has a spent Wellington retreat by sea to Britain. François chooses Macdonald as his permanent loss, but George plays *A Hero's Death* and chooses Lannes instead. François leaves Eugène in command with Suchet and Macdonald, all spent, in Napoli.

George moves Tolly and the other Russian corps 3 areas to Böhmen through neutral Preußen (free 1st Coalition move of the game turn). The Russian corps become spent in Böhmen due to March Attrition. There is no Prussian neutrality violation because the Russian army did not enter the capital area or drop any corps off along the way, but since Österreich is a neutral and the Russian corps stopped in the Austrian area of Böhmen, it becomes a French ally and François can immediately deploy one Austrian corps. He places Karl in Kern-Österreich (note: if optional rule 18.3 is used, François must deploy the weakest available Austrian corps instead). François opts not to intercept with Napoléon.

1806 3rd Campaign Round

François discards *Combined Arms* to move Rapp and Grouchy 3 areas to Kern-Österreich. The French corps are subject to March Attrition and become spent upon arrival. George gets cold feet and discards *War with America* to move his Russian corps out of Böhmen to Westgalizien.

1806 4th Campaign Round

François discards *No Surrender* to move Castanos and Blake to Portugal. Portugal's neutrality is violated by the move and Portugal becomes a Coalition member. George can immediately deploy Beresford's Anglo-Portuguese corps in Portugal.

François's battle strength is 6 while George's is 4 (including +1 for Beresford's Portuguese corps fighting at home). François rolls a 1 and does not cause a loss. George rolls a 4 and does not cause a loss either. To break the tie, François rolls $4 + 1 = 5$ while George rolls $6 + 0 = 6$. George wins the tie-breaker and the Spanish army is forced back to Estramadura. Both armies are spent.

George discards *Interior Lines* to move Wellington to Portugal by sea.

1806 5th Campaign Round (Winter)

François discards *Veterans* to move Grouchy and Rapp to Böhmen. Since it is winter and the French corps are already spent, François must roll for March Attrition losses under the 2-column—he rolls 6 and sustains no loss. Not to miss an opportunity, George discards *Forced March* to move Wellington and Beresford to Estramadura and attack the Spanish army. A March Attrition die roll of 5 indicates no loss.

François's battle strength is 6 (including +2 for 2 Spanish corps fighting at home), while George's is 7. François rolls a 3 and does not inflict a loss. George rolls a 2 and does not inflict a loss. It is a tie. To break the tie, François rolls $3 + 1 = 4$ while George rolls $5 + 1$. George wins the tie-breaker and the Spanish army must retreat to Castilla and test for March Attrition because they moved in winter.

1806 6th Campaign Round (Winter)

François discards *Forced March* to move Macdonald and Suchet to Italia and pick up Ney on the way. Macdonald and Suchet must check for March Attrition losses in Lo Stato della Chiesa, and again in Italia, this time along with Ney. Luckily, all three French corps come unscathed. George discards *Fog of War* to move Wellington and Beresford to Castilla and attack Castanos and Blake. They too avoid March Attrition losses.

François's battle strength is 6 (including +2 for 2 Spanish corps fighting at home), while George's is 7. François rolls a 6 and inflicts 1 loss. George rolls a 4 and does not inflict a loss. François wins the battle and inflicts 1 more loss for a total of 2. Beresford is a permanent loss, and Wellington goes to the Prisoners Box. Spain is safe (seen from the French point of view...)!

1806 Surrender

No country is forced to surrender.

1806 Winter Attrition

François must roll for Winter Attrition in Kern-Osterreich (3 French corps) and in Italia (also 3 French corps) whereas George must roll for Winter Attrition in Westgalizien (5 Russian corps). François incurs no losses in either area, but George rolls a 5, -1 for being in an enemy area, -1 because more than half of his corps are spent, -2 for being in a barren area, for a final score of 1, indicating 1 permanent loss.

1807 Diplomacy

François has no diplomatic cards, so he does nothing. George controls Russia, so he is able to play *Alexander I* to convince neutral Preußen to join the Coalition. George immediately deploys 2 Prussian corps (Braunschweig and Lestocq) in Brandenburg.

Will France be able to knock out Preußen quickly?

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20.0 CARD MANIFEST

This is a list of all the cards in **Age of Napoleon 1805-1815**. In parentheses is the phase when a card may be played, in square brackets you see the number of identical cards of that type in the game.



A Hero's Death (Campaign): Play this card immediately after a battle to determine 1 of the other player's permanent battle losses (Napoléon excepted). [1 card]

Note: Napoléon's corps may never be chosen as a permanent battle loss when this card is played. As noted in the main rules, *A Hero's Death* must be played after losses have been determined, not before.

Alexander I (Diplomacy): If Russia is a French dominion or ally, the French player may convert 1 Coalition member into a neutral country, or 1 neutral country into a French ally. If Russia is a Coalition member, the Coalition player may convert 1 French ally into a neutral country, or 1 neutral country into a Coalition member. If Russia is a neutral country, the Coalition player may convert it into a Coalition member. [1 card]

Art of War (Battle): Use the BR of your army leader instead of the result of a die roll. In the case of Napoléon, use 6. [1 card]

Note: If the battle needs a tie-breaker (because the losses were equal), *Art of War* is no longer in effect—you have to roll the die. In other words, *Art of War* is only good as a substitute for the first die roll.



Austro-Ottoman War (Reinforcement): Österreich's mobilization and deployment limits are decreased by 2 this turn only. Return excess corps to the reserve if applicable. [1 card]

Example: Österreich has 6 corps in play (its maximum). The French player plays *Austro-Ottoman War*. The Coalition player immediately has to return 2 corps of his choice to his reserve.

Bravest of the Brave (Battle): Retreat without rolling dice to resolve the battle but at the cost of 1 permanent loss of your choice. [1 card]

Note: If the other player plays *A Hero's Death*, he will select your permanent loss.

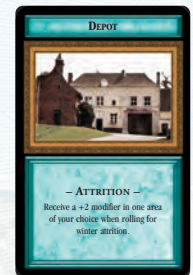
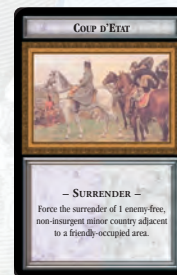
Britannia (Reinforcement or Campaign): Coalition corps may now move by sea for reinforcement, movement or retreat purposes. May only be played by the Coalition player. [1 card]



Call to Arms (Reinforcement or Campaign): During the Reinforcement Phase, ignore the deployment limit, but not the mobilization limit, for any 1 country; or during the Campaign Phase, either France or Russia may immediately deploy up to 2 corps from the reserve in any 1 home area entered by an enemy army with 4 or more corps. [1 card]

Cavalry Charge (Battle): Increase the BR of up to 4 corps by 1 each when attacking; or increase the BR of up to 2 corps by 1 each when defending. [2 cards]

Combined Arms (Battle): Increase the BR of all your engaged corps by 1 each. [1 card]



Continental System (Any Time): When this card is first played, place the second *Insurrection* card and the *English Gold* card in the discard pile, but only if Britain is at this time the only major Coalition member. [1 card]

Note: These two cards are set aside at set-up in the 1805 scenario as per 17.1.2. In the other scenarios, *Continental System* is considered to have already been played and these two cards are already available in the deck.

Coup d'Etat (Surrender): Force the surrender of 1 enemy-free, non-insurgent minor country adjacent to a friendly-occupied area. [1 card]

Depot (Attrition): Receive a +2 modifier in one area of your choice when rolling for winter attrition. [1 card]

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English Gold (Diplomacy): Convert 1 French ally into a neutral country, or convert 1 neutral country into a Coalition member. This card can only be played by the Coalition player. [1 card]



Envelopment (Battle): Increase the BR of all your engaged corps by 1 each, but only if you are attacking with a larger force than the defending force (all corps in the battle area are counted, not only engaged ones). [1 card]

Example: The Coalition army has 8 corps, but can only engage 6, and the French army has 7 corps that can all be engaged, the Coalition army is considered to be larger and each of the 6 corps receives a +1 bonus to its battle rating.



Fog of War (Battle): Cancel the effects of all other battle cards played in this battle. [1 card]

Note: No other battle cards can be played in the same battle after *Fog of War* has been played.



Forced March (Campaign): Increase 1 friendly army's MR by 1 for movement, withdrawal or interception purposes. Do not discard another card when moving or intercepting with the army benefitting from the play of this card. Force-marching is a cause of march attrition. [2 cards]

Example: Suppose a French army whose leader normally has a movement rating of 3 and could not intercept a Coalition army whose leader has a movement rating of 4. By playing *Forced March*, the French army can now intercept the Coalition army.



Grand Battery (Battle): Increase the BR of up to 4 corps by 1 each when defending; or, increase the BR of up to 2 French corps by 1 each when attacking, but only if Napoleon is engaged on your side in the battle. This card may never benefit British, Prussian or Spanish corps. [2 cards]



Indecision (Campaign): Force the other player to pass during the current campaign round. [1 card]

Note: By using this card, one player prevents the other from playing cards or moving armies regardless of play order.



Insurrection (Insurrection): 1 French dominion (Polen excepted) or neutral country occupied by the French or their allies becomes insurgent. This card can only be played by the Coalition player. [2 cards]



Interior Lines (Campaign): When attacked by more than 1 army during an enemy *Major Campaign*, fight each attacking army one after the other in the order of your choice. [1 card]

Note: *Interior Lines* must be played before the battle rating modifiers for each battle are determined and cannot be canceled by *Fog of War*. The series of battles stops if the side benefitting from the card is defeated.



Joseph (Diplomacy): A major country of your choice becomes a French dominion, but only if it already is a French ally and never was a French dominion. This card can only be played by the Coalition player. [1 card]



La Garde Impériale (Battle): Inflict 1 automatic additional Coalition loss if Napoléon is engaged in the battle. However, if the French side is defeated, French losses are doubled. This card can only be played by the French player. [1 card]



Major Campaign (Campaign): Move up to 3 friendly armies in the same campaign round before resolving any battle. [3 cards]



Manoeuvre Sur Les Arrières (Campaign): Move 1 friendly army with no more than 4 corps through an enemy-occupied area without fighting a battle unless intercepted. [1 card]

Scenarios and more



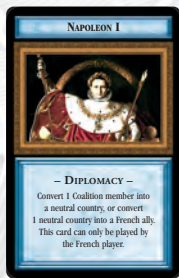
Metternich (Diplomacy): If Österreich is a French dominion or ally, the French player may convert 1 Coalition member into a neutral country, or 1 neutral country into a French ally. If Österreich is a Coalition member, the Coalition player may convert 1 French ally into a neutral country, or 1 neutral country into a Coalition member. If Österreich is a neutral country, the Coalition player may convert it into a Coalition member. [1 card]



Mud (Campaign): Reduce the MA of the moving army by 1. This card must be played after the other player indicates which army he is going to move, but before he actually moves it. [2 cards]

Note: *Mud* does not affect movement ratings.

Napoleon I (Diplomacy): Convert 1 Coalition member into a neutral country, or convert 1 neutral country into a French ally. This card can only be played by the French player. [1 card]



Out of Favor (Reinforcement or Campaign): Force the other player to replace 1 corps of your choice (Napoleon excepted) with a reserve corps of his choice, which must be similarly fresh or spent, as the case may be. [1 card]

Example: It is not possible to exchange Karl (Austrian) for Wrede (Bavarian) even though Wrede is an Austrian minor allied corps.

Note: The exchanged playing pieces must be from the same country. If this card is played against a spent corps, the replacement corps must be spent as well. If there is no corps available in reserve, this card cannot be played.

Peace Talks (Campaign): Both players must skip this campaign round and the next (if in the same Campaign Phase only). This card must be played before either player has moved or passed in the first round to be skipped. Diplomacy cards may be played during the cancelled round(s). [1 card]

Note: This means that, out of sequence, you may play diplomacy cards in the Campaign Phase. The French player decides whether to play first or second in 1805-1810, the Coalition player in 1811-1815.

Pitt (Diplomacy): Convert 1 French ally into a neutral country, or convert 1 neutral country into a Coalition member. This card can only be played by the Coalition player. [1 card]



Napoléonica (Any Time): Exchange this card for any 1 of the cards currently present in the discard pile (except for the other Napoléonica card). [2 cards]

Note: A player cannot swap one *Napoléonica* card for the other.

Napoleonic Dynasty (Diplomacy or Surrender): In the Diplomacy Phase, convert up to 5 minor French allies into French dominions; or in the Surrender Phase, convert 1 major country that has just surrendered into a French dominion. [1 card]

No Surrender (Surrender): Prevent 1 major country under your control from surrendering this turn. This card cannot be played in 1815. [1 card]

Note: If a player draws this card in the Strategy Phase of the 1815, he can immediately discard it after showing it to the other player and draw another card.



Pursuit (Campaign): Play this card after winning a battle. The losing army sustains 1 additional temporary loss, to be placed in the prisoners box, for each fresh corps left in the winning army. Playing *Pursuit* prevents the winner from discarding a card to flip his remaining corps to their fresh side. [2 cards]

Note: In order to play the *Pursuit* card, you need to win the battle and have fresh corps in the battle area, which means that you need to have kept some fresh corps unengaged.



AGE OF NAPOLEON

Example: A Coalition army of 6 fresh corps defeats a French army. Only 4 Coalition corps are engaged. By playing *Pursuit*, the Coalition player can inflict 2 additional temporary losses.

Radetzky (Any Time): Provided Österreich was forced to surrender at least once previously, its military reforms make 5 additional Austrian corps available, increase its mobilization limit to 8 and its deployment limit to 4. This card can only be played by the Coalition player. [1 card]

Republicans & Royalists (Reinforcement): Force the French player to replace Napoléon with a reserve corps of his choice, which must be similarly fresh or spent, as the case may be. This card can only be played by the Coalition player. [1 card]

Note: If this card is played against a spent Napoléon, the replacement corps is spent as well. If there is no corps available in reserve, this card cannot be played.



Reverse Slope (Battle): Increase the BR of all British corps by 2 each when *defending*. This card can only be played by the Coalition player. [1 card]

Russo-Ottoman War (Reinforcement): Russia's mobilization and deployment limits are decreased by 2 this turn only. Return excess corps to the reserve if applicable. [1 card]

Savary (Any Time): The French player may look at all the cards in the Coalition player's hand or examine the composition of the Coalition armies in any 2 areas. This card can only be played by the French player. [1 card]



Scorched Earth (Attrition): Cause the other player to suffer a -2 modifier when rolling for winter attrition in 1 area under your control. [1 card]

Stein (Any Time): Provided Preußen was forced to surrender at least once previously, its military reforms make 6 additional Prussian corps available, increase its mobilization limit to 6 and its deployment limit to 3. In addition, control of Preußen now provides 1 more card in the Strategy Phase. Can only be played by the Coalition player. [1 card]

Talleyrand (Diplomacy): The French player may convert 1 Coalition member into a neutral country, or convert 1 neutral country into a French ally. The Coalition player may convert 1 French ally into a neutral country, or convert 1 neutral country into a Coalition member. [1 card]



Territorial Concessions (Surrender): Upon forcing the surrender of Österreich, the French player may convert Dalmatien and Tirol into French dominions; or upon forcing the surrender of Preußen, the French player may convert Polen and Sachsen into French dominions. [1 card]

Veterans (Reinforcement): Recover 1 corps previously removed as a permanent loss and return it to the reserve in exchange for 1 corps from the reserve. [1 card]

Note: The newly chosen piece must be from the same country.

War with America (Reinforcement): No British home corps are available for reinforcement this turn only. This card can only be played by the French player. [1 card]

Winter Quarters (Campaign): The second or both winter campaign rounds are cancelled. This card must be played before either player has moved or passed in the first winter campaign round to be cancelled. [1 card]



21.0 DESIGN NOTES

Because my job and family take most of my time, I want to create strategy games that can be played in under three hours and still provide good historic feel. In nearly six years the design of *Age of Napoleon 1805-1815* has evolved quite a bit, but from the start I felt that the choice of proper gameboard and unit scales was critical.

Compared to most strategic games using space-to-space or area gameboards, the game map in *Age of Napoleon 1805-1815* has very few spaces, but I deemed it essential to cut playing time down and also felt it was appropriate for a grand-strategic game.

With so limited a number of areas, there just could not be too many units on the gameboard. Given that armies of the era could be as large as a few hundred thousand men, I had to choose a unit scale that would require only few playing pieces to represent the larger armies. Otherwise, the players could spread around their units and easily cover the

gameboard with them. I settled for an average real-life unit strength of about 40,000 men, with the understanding that earlier during the Napoleonic Wars it might be closer to 30,000 men and later it might be closer to 50,000 men without affecting the system. At that scale, I felt that it did not make sense to represent the various arms—infantry, cavalry, artillery—separately.

Next came the question of representing leaders, a necessity when recreating an era full of captivating military personalities with real influence on the outcome of campaigns. However, adding leader pieces excessively would only increase the counter density on the gameboard, even with the unit scale under consideration. Therefore, from the very beginning, I decided to combine military leaders and military units. A corps playing piece would represent both the leader and his troops and would be rated based on my very subjective view of both the commander's record—and, in some cases, potential—and his home nation's military doctrine. All significant commanders of the period are represented in the game, and even some less significant!

To make all this work in a simple yet subtle and flavorful way I adopted a card-driven system inspired by Mark Herman's work. Cards are great because they introduce controlled randomness, they can provide players with a realistically limited number of choices, and they introduce events that increase the game's flavor and historicity in the form of special rules that are very easy to remember since you hold the cards in your hand!

A very important task that was assigned to the card-driven system was to handle diplomacy. Indeed, a game of the Napoleonic Wars needs to be about diplomacy as much as it is about military campaigns. As one of my basic design goals, I wanted **Age of Napoleon 1805-1815** to be a game for two players, because (a) multiplayer games tend to last a pretty long time and excessively deviate from history, and (c) I felt the Napoleonic Wars were mostly a power struggle between France and Britain with the other European countries playing the role of "guest stars" at times. I created a simple scale of meaningful diplomatic alignments with France and Britain as the "enemis irreductibles" at opposite ends of the scale and just a few intermediary alignments. Only military victory or the play of a deliberately limited number of event cards can result in a change of alignment. Note that the French dominion status is meant to tempt the French player to expand the French Empire and make countries immune to Coalition diplomacy, but at the risk of becoming insurgent and forever immune to French diplomacy.

Besides events and diplomacy, the other main task assigned to the card system was to handle operations, i.e., the movement of the armies. One goal was to limit the operations capabilities of the protagonists in a realistic way by making it quasi-impossible to move all of their units without first concentrating them at the risk of suffering winter attrition. Players will find that there may be one or more campaign rounds, sometimes an entire year, when they cannot move their armies because they had better

concentrate on other aspects of the war, such as diplomacy. Indeed, another goal was to force arbitrage between the event capability of a card and its operations capability, which makes for more interesting play and typically felt more realistic. Yet another consideration, given that **Age of Napoleon 1805-1815** uses a single deck and that some events are specific to one side or the other was to avoid the syndrome of the "useless card" present in some other card-driven games. In **Age of Napoleon 1805-1815**, it is highly unlikely you will not use all of your cards. In fact, you will often find that you do not have enough...

No grand-strategic game should ignore the economic aspect of war; yet, this often results in unwieldy, tedious systems akin to accounting that greatly slow down the game. In order to keep things simple, for each country, there is a set number of event cards available to the player who controls it. In addition, the deployment limit is an economic constraint on the number of units that can be trained and brought in as reinforcements each year by each country, which would be hardly original except that the mobilization limit, or maximum number of units that can be fielded at any time, makes it impossible to build unrealistically gigantic and expensive armies. Finally, the force pool system takes into account total manpower resources over the ten-year period of the Napoleonic Wars and factors in the inevitable decline in population morale as time goes by.

The battle resolution system also required a fair amount of thinking, especially because the unit scale is such that the loss of just one corps playing piece represents the loss of 40,000 men (e.g., half of Napoléon's army at Waterloo). This lack of "granularity" made it difficult to provide differentiated loss results even for armies that were different in strength—so I implemented the tie-breaker modifier and temporary vs permanent loss systems to compensate. However, it is possible to obtain that elusive Napoleonic decisive battle where the enemy is nearly destroyed—just win the battle without the need for a tie-breaker and play *Pursuit*...

With regards to the victory conditions, I wanted to place players to think in terms of territorial control, diplomatic influence and economic (i.e., force pool) exhaustion or lack thereof. Victory levels depend on how the game situation compares to the historical outcome and takes into account the motivations of the leaders of the period. For France, it means that no marginal victory (historically achieved in 1807) is acceptable in the early years, only the total domination over the European mainland (i.e., the requirement for a decisive French victory) will do. Winning over Britain, though, is not a requirement; in fact, it is impossible in game terms because I believe it was impossible historically. France can also win a moral victory for doing better than the Emperor himself if the Coalition does not win by 1815. For the Coalition, it is necessary to obtain the historical 1815 result in order to achieve a decisive victory, but a marginal victory, forcing France back to its pre-Revolution borders, is also acceptable.

