

The Napoleonic Wars (GMT Games)

Quick Start Rules for New Players compiled by Steffan O'Sullivan, August, 03

Duchies & Keys

Spaces on the map are called *Duchies*. (The lines at sea separate the seas into *Zones*.) Non-round Duchies are *Key Duchies*, usually just called Keys. Every Key you or your Proxy Allies control beyond your starting number is +1 VP; every one below your starting number is -1 VP.

Eight-pointed star Duchies are Fortresses, which must be besieged to be taken. Duchies of a solid color are *Home Duchies*, while those split into two colors are *Associate Duchies*. Certain events will refer to these specifically.

Your own Duchies and those of an Ally are *friendly* unless occupied by enemy forces. Duchies belonging to other nations are *enemy* Duchies unless occupied by your forces, or those of an Ally. Duchies with units of one side but a flag of the other side are *Uncontrolled*.

Units

Round pieces represent troops, and are in one, two, or four Unit denominations. The illustrations are simply to identify strength easily – there is no difference in ability between Infantry (1), Cavalry (2) or Artillery (4).

Square pieces are Leaders. A leader alone or with units is called an Army. A leader can control a number of units up to the number in a square on his piece. A leader can control an *Army Group* consisting of two or more Armies. A leader can also simply be a unit under another leader.

Rectangular pieces are Naval Squadrons. These are either at sea or in port (inverted). Multiple squadrons make up a *Fleet*.

Nations, Allies & Resources

There are nine nations in the game: five Powers and four Minor Nations. The game begins Britain, Austria and Russia allied against France and Spain. Since Spain is a minor nation, a *Proxy*, it is played by the player playing France. Prussia is a neutral Power, but may become allied with one side or the other.

Minor Nations may become Allies through play on the Diplomacy Track. At game end, a Minor Ally = 1 VP.

Each player starts with one Resource. This may be saved until game end (+1 VP), or used during the game to draw a card or attempt to end the turn early. (Or lost if you are conquered!) You gain Resources by conquering a nation or having more cards than you can use at the beginning of a turn.

Turns, Impulses, Cards

Each *Turn* consists of a number of *Impulses*. An impulse is the play of a card, and all resulting actions therefrom. You start a turn with one card for every two Keys you control. After the first round of impulses in the game, whoever has the most cards can *Preempt* another player by taking an impulse out of turn order.

Every card lists both an Event and Command Points (CPs). When you play a card, you may only play it as the event **or** as

CPs – not both. *Response* cards may be played at any time, even out of turn. The card *Scarce Forage* regroups all units/leaders **beyond** 8 in a stack.

Home cards may be used once per turn, either as the Event or as CPs. A card with a + on it may be played in addition to a non-plus card, if desired. (But not 2 + cards in one impulse.)

Command Points (CPs)

You can spend CPs in various ways, and do not have to spend all CPs from the same card in the same way:

- It costs 1 CP to move a piece or an Army one space. It costs 1 CP per Army to move an Army Group one space.
- It costs 1 CP to *Flag* a space (convert it to your control).
- It costs 2 CP to build a unit in a friendly Home or Associate Duchy. (4 CP to build a squadron.)
- You can build a leader for CP equal to his boxed number.
- CP = [next #] allows you to move a Consul on the Diplomacy Track. (Up for you, down for others.)
- 1 CP allows you to attempt to end your Foreign War.
- 1 CP gains you 2 Naval Maneuvers. It cost one Maneuver to move a squadron or fleet, and one to attempt to find an enemy fleet in the same zone (*Patrol*).

Combat, Interception, Evasion, Attrition

When you enter an enemy's space, he may attempt to Evade: he rolls 2 dice and adds his leader's unboxed number. Likewise, when you move into a space adjacent to him, he may try to Intercept in the same manner. There are modifiers for terrain and friendliness of Duchies, and from card play.

If there is no Evasion, there is combat for 1 round, or 2 if they tied for hits in the first round. Each side rolls a # of dice:

- 1 die for each unit in the battle.
- 1 to 4 dice for the Leader's unboxed number.
- 0 to 3 dice for the Terrain bonus (1 round only).
- Dice as indicated by Battle cards played.
- 1 die for each enemy failed Evasion attempt
- Nationality bonus: +2 if units & leaders > 50% French, +1 if > 50% other Power.

Hits = every 6 rolled is a Kill; every 5 is a Disrupt.

Attrition: when called for, roll 1 die/unit: each 6 is a Kill.

Conquest, Game End, Interphase

When a turn ends, check for attrition in Uncontrolled Duchies and Conquest of another nation. If you occupy a nation's capital, roll a 6+ to conquer it. (There are modifiers, including the number of Keys of the conquered nation controlled.)

At the end of each turn, roll to see if the game ends. You may spend a card from next turn's deal to influence the die roll.

If the game doesn't end, there is an Interphase of Reinforcements and Deployment. The entire deck of cards (except Home cards) is shuffled and dealt out anew.