

This Q&A was compiled over the four months following the release of the game in October 2003. It is not sorted, and some answers have been made moot by a change of rule (i.e., in a neutral occupied country the neutrality violation rule is now suspended only for the side that occupies the country). It is recommended to consult the Living Rules file for all up-to-date errata, clarifications, rule changes and newly proposed optional rules (it's only 5 pages). Generally speaking the living rules take precedence about the published rules or this Q&A although I welcome any challenge. Thank you!

Q: Russian units marked "Invasion" -- are they available only while there are enemy units inside Russia itself, or do they remain available for the rest of the game (once an enemy invades Russia)? The French invaded Russia in 1812, and a few of the "Invasion" units were built. Now in 1813 the French have been pushed back to the Rhine -- can the Russians still build "Invasion" units, or not?

A: All corps' special availability rules that are unrelated to country control are meant as triggers. Once the appropriate event takes place, the corps become available and remain available whether the triggering event is still ongoing or not.

Q: I'm confused by the term "original ruler" in the second paragraph of 13.1. At what point do you judge the "original ruler"? Perhaps an example?

A: Original ruler is Austria in the case of the detached Dalmatia and Tyrol; Prussia in the case of the detached Poland and Saxony.

Q: It's the diplomacy phase. France decides to play first. The all powerful Napoleon occupies Moscow, Russia is an occupied neutral country. Napo plays a card to make an ally of the Czar. Then, the Coalition during its turn play English Gold and Russia becomes neutral. Napoleon is in Russia's capital violating its neutrality.

A: Actually, if the French player and the Coalition player played their diplomatic cards in the same phase, they cancel each other. Russia remains an occupied neutral and there is no neutrality violation.

Q: The Coalition plays Alexander I and decides to convert a French allied country into a neutral country. I chose Hannover, because its corps was deployed on the map. What happens to the French allied Hannoverian Corps that is deployed on the map? Does it disband (go back in reserve)?

A: Indeed, the Hannoverian corps has to be returned to the reserve, as per Rule 6.3 which does mention the corps of minor countries becoming neutral (as you well know minor countries do not have "independent" corps, so the reference logically concerns those corps provided by minors that are under the command of a major country leader -- Bernadotte of France in this case).

Q: Diplomacy Phase again. Pitt is played, and a neutral Spain becomes a coalition member.

Following the rules, Spain deploys 2 corps. Can it deploy further corps during the following reinforcement phase. I think so but I just want to be sure.

A: You are correct, in as much Spain's mobilization limit is not exceeded (which would typically not happen since the deployment limits are usually half the mobilization limits).

Q: An insurgent country is determined to have a successful insurgency due to the withdrawal of all French forces. In the Insurgency phase, the country becomes a Coalition member per the usual rules. However, the country only deploys the usual additional units in the reinforcement phase and stays weak. Then, in the ensuing combat rounds, only the capital region has to be conquered and 1 more French unit must be pumped into the country to have it surrender again in the surrender phase. We feel this to be a cheesy way out of insurgency (you can freely leave the insurgent country, wait at its borders for the successful insurgency and then fall upon the hapless victim (often Spain or Prussia))...did we overlook something?

A: No, you did not. It is indeed good, if cheesy, strategy to abandon an insurgent country and then re-invade because it is easier to achieve the latter than the former in a major country. BUT easier does not necessarily mean easy because (1) the Coalition will get one more card to draw immediately in the phase following the insurrection and (2) the formerly insurgent country will get new corps to supplement those that fought in the insurrection. In addition, suppose the French do retake the country and it becomes a French dominion again, there may another insurrection around the corner. I wanted to avoid too many special rules. The only alternative I considered was to make the surrender of formerly insurgent countries as difficult as terminating an insurrection (i.e., occupation of all areas), but I thought this would make it too difficult for the French player to achieve his victory marginal or decisive conditions.

Q: How many insurgent corps are mobilized as the country (...) rises up against its suppressor?

A: Simply apply the standard reinforcement rules. The only difference between insurgent corps and non-insurgent corps is that the former can only fight to liberate their country and cannot move/withdraw/retreat more than one area away from their country.

Q: Can the Coalition player recover the Britannia card from the discard pile after new cards are dealt provided the Britannia card is at the top of the discard pile? Say the French discard Britannia at the start of the strategic phase, and England is empty-handed, can it take Britannia in its own following strategic phase ?

A: The answer is no to both questions. The Coalition player must act IMMEDIATELY after the French player discards the Britannia card. (Now if the Coalition player has a Napoleonica card, it's a different matter; he can exchange it for the Britannia card at any time).

Q: Also, if the deck is reshuffled in the same strategic phase that Britannia is discarded,

can the Coalition player draw her before she disappears back into the deck?

A: The Coalition player could recover the card before the deck is shuffled, but since he can only use it the Reinforcement and Campaign Phases, it would do him no good and would have to discard it prior to the deck being reshuffled.

Q: During the reinforcement phase the example shows that if the Britannia event has been played the British can deploy one of their just built corps to a friendly area (Napoli in the example). If they are already at full mobilisation can they do this free deployment move anyway. I played that they could. I didn't see why they should be penalised for being at full strength.

A: If they are truly fully mobilized, no, they cannot. That's a cardinal rule of the game. However, I would note that the British will always be able to deploy the Anglo-Neapolitan corps (Stuart) in Napoli if Napoli is Coalition-controlled (whether Britannia is in effect or not).

Q: In paragraph-7 it says, "Every army move and interception with the exclusion of your first move or interception of the campaign phase required to play or discard one card". I read this two ways: A. In order to move one army, you must play a Major Campaign Card AND then a second card per army moved, or B. In order to move one army, you must play a Major Campaign Card, then play a second card for the third army moved.

A: The rules should only say "to discard", not "play or discard". So if you play a Major Campaign card, you must in addition discard one card per army you move (freebie notwithstanding). Note that playing a Major Campaign card is not required to move an army; it is only necessary if you want to move two or three armies in the same round.

Q: In paragraph-3 it says, "The moving player may normally move one army only per campaign round. However, by playing a Major Campaign Card, up to three armies may be moved per campaign round". This to me says that when a Major Campaign Card is played, an additional TWO armies may be moved, for a total of three as the rules state. Correct?

A: Correct.

Q: If a major campaign is played as the first action of the turn and one moves three armies, 3 cards must be used, right? The first would be the major campaign card, the first army moved would be free, and then one card each for the next two armies, giving a total of three right?

A: That's correct in both cases. Note that's using the errata on the cost of moving armies ("discard" instead of "play or discard") at least until the publisher confirms that this is indeed errata and not a last-minute change I was not aware of.

Q: Bennigsen (3-3-4) moves from Minsk to Volhynia and picks up Buxhowden (2-2-2). He then moves to Westgalzien where Kutuzov (4-3-6) is. Now, since Bennigsen has a Seniority

of 4 and a Movement of 3, could he a) move the entire Russian army 1 more space to Bohmen or b) does his move stop when Kutuzov (the non-active army leader) and his 6 Seniority takes over the army.

A: (b) is the correct answer, because an army can only move as long its leader remains the same (see p10, end of 1st/beginning of 2nd column).

Q: Can a lower rated commander pick up a senior one during the army move and then continue moving ?

A: No.

Q: Sweden to Lithuania in Winter: Just one movement point to move between the two in Winter?

A: No, 2 points. Consider the sea as an area just between Lithuania and Sweden. And because this move is possible only in winter, it requires a movement allowance of 3 and a march attrition die roll.

Q: If an army with a move of 4 uses a Force March to move 5 areas, does it roll 1 or 2 dice? (In other words, does an army that moves 5 areas trigger the "moves 4 areas" roll? I assume it does, but it would be clearer if it said "moves at least 4 areas.

A: The first two bullet points of 11.1.2 March Attrition (and corresponding text on the player aid card) should actually be combined as follows: "moves at least 4 areas or moves at least 3 areas and attacks". This means that an army that moves 4 or 5 areas and attacks, or moves 5 spaces even without attacking, can only do it thanks to a Forced March card and therefore must roll two dice. As a result, the Blucher example provided in the rules IS correct.

Q: How is it handled if an army dropped some corps off during the move? Are the dropped corps counted when figuring which column to use on the table? And are the dropped corps spent?

A: For simplicity's sake, the general concept of the rule as written is that march attrition is rolled for at the end of the move, taking into account all causes of attrition along the way (e.g., entering two different mountain areas would count as two causes), affecting only the corps present at the end of the move, both for the purpose of determining casualties and for ending the move spent.

Q: If an army enters multiple areas with mountains, does it roll a die for each such area? (Again, I assume it does, but wanted to make sure.)

A: Yes.

Q: Is it possible to withdraw a corps by sea (and send him from Naples to, say, Sweden)?

A: A WITHDRAWAL by sea is NOT possible. Period. A RETREAT by sea would be only for the Swedish corps in this particular example.

Q: Can a withdrawal be intercepted? Can a retreat be intercepted?

A: No to both questions. As the rules state, only army moves and interceptions can be intercepted. Interceptions, withdrawals and retreats are not army moves. Please note that only army moves and interceptions require you to burn cards; withdrawals and retreats do not.

Q: How many interceptions can be made in a round per player?

A: There is no limit per player, but there is a limit of one per (would be intercepting) army.

Q: When a minor neutral is violated, can any associated minor allied corps deployed? If so, do they have to conform to the relevant mobilization limit?

A: Yes and yes.

Q: Back to neutrals. Suppose Russia and Sweden are neutral. France violated Sweden so Russia's Charles-John can be deployed. Does this put Russia into the coalition camp as well? Similar possibilities in Bavaria with Wrede.

A: Nope, because the use of a minor corps requires both the related major country and the minor country to be controlled by the same player. Declaring war on Sweden does not bring Russia in, so the Swedish corps is not available. This answer complements the one given above.

Q: Now let's assume a situation where French troops are present in a French ally's capital and the Coalition plays a diplomatic card turning that country into a neutral. Is there a neutrality violation?

A: The answer is no. Not immediately, at least, because neutrality violation results from moving into a neutral country's capital area or dropping corps off in a neutral country. See 11.5. So, until they move, troops already present in a now-neutral's capital do not violate its neutrality. And if their movement allowance is high enough that they can move once and leave the country, there will be no neutrality violation. However, if they move, but can't leave the country in one move, then, yes, they will violate the country's neutrality, it will join the other side and deploy corps immediately. If such a situation arises, consider that the play of the diplomatic card achieved more than normally is possible, i.e., it shifted a country's stance all the way instead of just turning it neutral.

Q: If you have two corps and suffer 3 losses, where half are temporary, but the last odd one is permanent (for the reasons given in the rules) do you lose both steps permanently or does the half temporary loss apply?

A: Actually, there effectively is no 3rd loss since there are only 2 corps, so the first loss is permanent and the second loss is temporary (or vice versa, it does not matter).

Q: Are corps that are present at a battle but unengaged (either by choice or because of leadership limitations) vulnerable to battle losses?

A: Yes, they are (there's no mention in the rules that they aren't). The only deliberate reasons to keep corps unengaged are (1) to play (or fool the other player into thinking that you will play) the Pursuit card after the battle if you are victorious, and/or (2) to make sure that not all of your corps end up spent after the battle.

Q: A question for you regarding the example on page 13... the French won the battle not using a tiebreaker, inflicting 3 (2 + 1) losses and taking one, still the example tells us that the French loss is a permanent one! I think the French loss should be a temporary one. Am I correct?

A: Correct. Rule 12.3.1. stands true and the example is wrong as far as the French side is concerned; the French should suffer a temporary loss because they suffered just one loss (odd number) and won the battle w/o need for a tie-breaker.

Q: After the battle my spent units need to become "more spent"...What happens to spent units to must become again spent? March Attrition + Battle = spent + spent = ?

A: Only units that were fresh upon engaging in battle become spent after a battle, presuming they survive. Units that were already spent and survive just stay spent. (Now, because spent units are less powerful, their army is less likely to win the battle, therefore more likely to sustain additional losses.)

Q: Situation: A spent unit is attacked but another army intercept into the battle area. The combined army wins the battle. The victor may discard a card to unspent is units after the battle. Are all units unspend or only those that were spent because of the battle ?

A: The rules make no distinction; all victorious corps remaining in the battle space can be unspent if they were spent regardless of why they were spent.

Q: I know that unengaged corps must retreat, but do they become spent?

A: They do not become spent because they have not participated to the battle. They must retreat because their side is defeated and retreating.

Q: And can a player unspend his army between the successive battles of the Interior Lines card ?

A: I would rule "no" on this one because the army using Interior Lines would not have to the time to recover before facing the next enemy army. (it's really one big battle split in three)

Q: Austria is conquered by France. It must become neutral. Coalition plays insurrection card on Austria. The French win a battle vs. 1 Austrian insurgent corps and are now the only military force in Austria. Does Austria go back to being neutral? I assume they do.

A: Nope; it is now an insurgent country, so eliminating all Austrian insurrection corps is not sufficient; you've got to follow the rules on insurrection (i.e., occupy all Austrian regions during the next Insurrection phase). Insurrection is a tough cookie to swallow.

Q: When the French Empire conquers a minor country, what does it become, a French Ally or a Dominion ?

A: It becomes a French ally if it never was insurgent; a French dominion otherwise. See 13.1.

Q: What happens if one side (e.g., the French) occupies a neutral country's capital region (e.g., Austria), but then is forced by the other side (e.g., the Coalition) to abandon it?

A: Generally speaking, when the capital region of a neutral country ceases to be occupied by its victor, said country immediately loses its "occupied neutral country" special status and it simply becomes a "neutral country". In addition, the neutrality violation rule is no longer suspended (since it applies only to occupied neutral countries). Therefore, if, and only if, the occupation of the neutral country's capital region ceases because of a successful invasion by the other side, a logical (and appropriate) application of the relevant rules results in the formerly occupied neutral country becoming an ally of its former occupant. The chain of events goes as follows: (1) as the country is no longer occupied by its victor, the country becomes neutral and the neutrality violation rule swings back into effect, (2) the presence in its capital region of foreign corps is therefore considered a neutrality violation, (3) resulting in the country therefore joins the side opposing the new occupant, i.e., the side of its former occupant.

Q: I know this is probably clear to most, but I was wondering about the French victory conditions. For the Marginal conditions, there is this phrase: "either Austria or Russia must be under French control or occupied by the French or their allies while the other must be neutral, under French control or occupied by the French or their allies...." Now, "under French control" seems clear -- the country in question is either a French Ally or French Dominion. But, what exactly does "occupied by" mean? It can't mean "Occupied Neutral", because it says "neutral... or occupied by the French or their allies" -- which implies that "occupied" means something different than neutral. Does it simply require that there be some French or French allied units in the country in question, but that the "occupied" question can still be a Coalition Member? Any clarification for this would be great. Thanks.

A: The "or occupied by the French or their allies" phrase is unnecessary (since "neutral" covers that situation too), although not wrong. Note that the reverse is not true, i.e., "occupied" presents an additional requirement (the presence of troops) to simply "neutral".

Q: Are the rolls for the winter attrition simultaneous ? In other word, can a Napoleonic

card be used to pick up a Depot card which has just been used by your enemy?

A: I would allow the play of the Napoleonica card in this context, as from a gaming standpoint, the rolls are not simultaneous.

Q: I tried playing along with the sample game last night, and discovered numerous problems. Obviously, it was never checked with the final version of the rules and components. None of the mistakes are that important, but could be confusing to someone trying to use the example to learn the game. Here are the problems I found: (i) 1805 4th campaign round Since the F army that marched to Tirol had to check for March Attrition, it should be spent, and only have a strength of 7 (which means that playing Combined Arms won't help it). (ii) 1806 Strategy It says that F has no cards to discard, but it still has Napoleonic Dynasty and Out of Favor. (iii) It says that C has 4 minors, but it only has 3 (Napoli, Pommern, and Sverige). This doesn't change the number of cards drawn, though. (iv) 1806 Reinforcement It says that Murat is removed from the prisoner box, but he was never placed there. (v) 1806 1st campaign round It says that Lannes moves to Italia via Bourgogne and Provence, but since he started in Flandres, he would actually move via Champagne and Bourgogne. (vi) 1806 2nd campaign round F plays Grand Battery as an attacker, but playing it requires the presence of Napoleon, who isn't there. (vii) 1806 3rd campaign round F discards Peace Talks, but he doesn't have it because he discarded it during the Reinforcement phase to unspend Napoleon. (viii) 1806 5th campaign round After Wellington's attack on the Spanish, it states that "both armies are spent". However, they were both already spent earlier in the turn, so there is no need to spend them again.

A: (i) Correct. (ii) Correct. It means that F must discard those two remaining cards and draw an entirely new hand of 9 cards. Errata has no effect on the game as it unfolds. (iii) Correct. (iv) Correct. Murat was a temporary loss, but since the French won the battle, he was directly returned to the reserve as the play example first says. (v) Actually, he moves through Champagne, Bourgogne AND Provence before reaching Italy. Which is OK given his MR of 4, but would result in one cause of march attrition. (vi) Correct. (vii) Correct. (viii) This one is actually a question of semantics. Both armies are indeed spent after the battle; it makes no difference that one was spent before the battle.

Q: How is the Out of Favor card used if there are no corps in the reserve? Can it still be played?

A: No.

Q: I was puzzled by the pursuit card. If the effect takes place before the winner's corps are flipped to their spent side, it's a terrible slaughter (more appropriate to an ancient period battle I'd have thought), while if played afterwards it won't have any effect. Are you meant to keep some corps out of the battle for use in pursuit?

A: Absolutely. The Pursuit card is not a Battle card, but a Campaign card that must be played immediately after a battle and prevents the use of a discard to unspend a victorious army. Therefore the only way to use the card is to keep one or more fresh corps unengaged

in the battle. These are the corps that lead the pursuit and cause a lot of damage (the inspiration is Jena-Auerstadt). Do note that all of the corps so eliminated go back to the reserve via the prisoners box (they are not dead).

Q: Re Pursuit, the unengaged corps presumably have to be in the same province as the battle. What about the command control limit? If you use as many corps as the leader can command in the battle, can you then pursue with other corps which had to be held out of the battle for this reason?

A: Yes to both questions. It is necessary and sufficient that the corps used for the pursuit be in the battle area.

Q: Can Radetzky be played by the Coalition player even when Austria is French controlled? Same question for Stein and Prussia.

A: Yes. Historically, one could say it was the case for Prussia. While Austria was neutral.

Q: The Reinforcement chart: some Coalition nations have a "*" next to their mod/depl. numbers. It means "1 if under French control". I do not understand this. Can those countries deploy corps' even if under French control? Or is it the number of insurrection corps?

A: It means that when allied to France, Austria, Russia and Prussia can each deploy/mobilize one corps to be controlled by the French player (think Schwarzenberg's and Yorck's corps during the Russian campaign).

Q: The Strategy chart, it refers to Prussia and Ref. Prussia. On the reinforcement chart, there are Prussia/Ref. Prussia, and Austria/Ref. Austria. What are the differences, and when do you use each?

A: Play of Stein to REForm Prussia and Radetzky to REForm Austria.

Q: What is the reasoning behind having to discard your whole hand in the Strategy Phase?

A: Events are fleeting opportunities; also, this prevents players from storing cards away to deny them to the other player.

Q: 2. Do units ever become unspent if the owning player does not spend a card to unspend them? Can this only be done in the Reinforcement Phase, when he wins a battle, or at any time?

A: No, they do not. To unspend units a player needs to discard one card per stack either in the Reinforcement phase or after winning a battle (in which case only the stack in the battle space can be unspent and only if the victorious player does not play a Pursuit card).

Q: 3. If Napoleon is in a stack and is spent, can someone else be in command? I would think not, merely because he is Napoleon.

A: Seniority ratings are not affected by the spent status, so Napoleon would always have the highest SR and therefore would always be in command.

Q: 4. Can the Napoleonica card be played by either side? It has a picture of Napoleon on it and the word Napoleon.

A: The very few cards that can only be played by one side or the other are clearly marked as such. Napoleonica is not one of them; it is named as such and has an iconic picture of Napoleon (Bonaparte really) because the game is called Age of Napoleon...

Q: 5. If a country is captured and joins the French side, is it a Dominion or Ally?

A: A MINOR country becomes a French ally when it surrenders to the French, unless it is, or was, insurgent, in which case it automatically becomes a French dominion. As for major countries, they become occupied neutrals.

Q: 6. If the Continental System card is played, is it then removed from Play?

A: There's no mention on the card that it should be removed from play, so it stays in the game and is used for discards henceforth.

Q: 7. Can the Stein and Radezky cards be played even if Austria and Prussia are neutral?

A: The answer is yes. Historically, Prussia was an occupied neutral and Austria neutral when the reforms took place.

Q: Do these cards come out of the deck so they can't be used again? Do the forces go on the map?

A: As for Continental System, Stein and Radetzky stay in the game and can be used as discards henceforth. The corps that become available upon playing the cards join the off map reserve of their respective countries and can be deployed on the map immediately as part of the reinforcements brought in during the Reinforcement Phase.

Q: 8. In 9.7 it says that prisoners are repatriated. However, on the Player Aid Card 1, it says that in Other Actions, "Discard 1 card to "unspend" an army; repatriate corps from the prisoners box". When does the Unspend happen?

A: In the Reinforcement Phase, as mentioned above, you can discard one card per stack you wish to unspend. In addition, at the end of the phase, after placing all reinforcements, all the corps present in the Prisoners Box are returned to the reserve (because it happens at the end of the phase, they cannot be immediately deployed in the same phase).

Q: 9. When Russia is invaded by France, do the nine Russian corps go to the Reserve?

A: Yes.

Q: 10. If the Territorial Concessions card is played, do the corps named Poland, Dalmatien, and Sachsen counters then become available or are they automatically in the Reserve pile if France takes ownership of their countries?

A: The latter.

Q: 11. Since the Russians can only have eight units on the board and the French can have ten, what is stopping the French from moving to Moscow, capturing it, and getting the Surrender for having more Corps in Russia, provided no other countries come to Russia's aid?

A: Nothing really, except that the French can never have more than one Russian corps on the map, so that's not going to help them much. Moreover, in order to have even that one corps, Russia would have to become a French ally first.

Q: 12. Does the Russian Sverige Corps count against the 8-corps rule for Russia?

A: Yes. Only British and French minor allied corps have their own limits. Austrian, Prussian and Russian minor allied corps count against their major ally's limits.

Q: 13. I am assuming that neither side can look through the discard pile, as it lets the other player see what card was taken when the Napoleonica card is played. Correct?

A: You're correct. Otherwise I guess it would contradict the spirit of saying that the player picking up the card does not have to show it to the other player (amended answer).

Q: 14. What is the point of doing a Sea Attack when the strongest Coalition unit is a "6", which rolls on the "6" column, and means that a "6" is needed and with the -2 for the Sea Attack, the attacker cannot win.

A: We are not speaking about Operation Overlord here. Winning an amphibious invasion without additional support should be extremely rare--although it is not impossible--especially since the French capital region is a coastal region.

Q: 15. In reference to the Fog of War card, if it is played first by the attacker, then the defender will know not to play any of his Battle Cards, therefore, shouldn't this card should be allowed to be played by the attacker after the defender has played all his Battle Cards?

A: The rules state that the attacker must play all his cards first. He can play Fog of War preventively to make sure that no battle cards will affect the battle, which is useful. This being said, the card is arguably more powerful in the hands of the defender because it actually cancels battle cards already played by the attacker. (Nick, I think that answers your question too)

Q: 16. The Pursuit card: (a) This says to play it "after winning a battle". Can the loser play it to prevent the winner from unspending his stack? (b) Also, if the attacker wins the battle, how can he use the card's effect of increasing losses if all his units that attacked are immediately spent? Should he have left units out of the battle?

A: (a) The loser does not win the battle, so he can't play it. (b) Yes, he should. That's to illustrate the concept of reserve.

Q: In a battle area, MUST the commanding leader be present in the battle, or can he just order other corps to the slaughter and not get personally involved?

A: Hmm. There used to be something to the effect that the leader had to be engaged, but it's not there anymore, so it's not required. Still, the leader's seniority rating determines the maximum number of corps that can be engaged in the battle on his side.

Q: Does the leader himself count as one of the corps in the maximum allowed per battle. Thus, if rating of 4, does this mean 3 corps plus the leader corps (assuming the leader must be present at the battle)?

A: If the leader's corps is engaged, your assumption is correct.

Q: Insurrection question: When a neutral is activated in the diplomacy phase it is clearly stated that you go through an initial deployment. That power will also be able to deploy in the upcoming reinforcement phase. Is a power activated by insurrection capable of same? There is no mention of it in the appropriate section and therefore a power activated by insurrection will only deploy during the reinforcement phase, right?

A: You are correct. It takes longer for an insurrection to gather momentum, hence the difference from countries that become French ally or full-fledged Coalition member and are assumed to have some standing army in place.

Q: Movement question: If a corps rated 4 for movement picks up another, rated 3 for movement, but with a higher command value, on its third movement point, must the army stop or is the remaining point still available?

A: Movement points unused are lost. It is not possible to pick up a corps with a higher seniority rating and keep moving.

Q: I have a question about the timing of withdrawals and attritions. Suppose that a French army (movement 4) moves 3 spaces to enter a mountain space occupied by a unit with movement 3. The French suffer attrition, so become movement 3, but do they do so before or after the assessment of eligibility to withdraw? If they are attritioned before withdrawal, then withdrawal is allowed, but then do the French still have the extra movement point available in order to follow (so move as though still with movement rating of 4)?

A: Actually, the rule says that you compare movement RATINGS, which are unaffected by attritional situations, not movement ALLOWANCES, for withdrawal or interception purposes. So the army with an MR of 3 could not withdraw before battle if attacked by an army with an MR of 4 in any circumstance. As an aside, note that the "Forced March" and "Mud" cards modify the MR, so could modify a withdrawal or intercept situation.

Q: I am bit hazy on the distinction between movement allowance and movement rating.

A: Movement allowance is calculated each time an army moves based on its movement rating. It is reduced when moving in winter or attacking at the end of the move. The movement rating can only change via card play (Forced March or Mud).

Q: I thought that withdrawal happens at the point the army enters the enemy occupied space, whereas attrition happens after the army finishes moving.

A: That's the principle. However, because some people felt that it was inappropriate that some corps could be dropped off without consequences before the completion of an attritional move, I suggested in errata that such dropped off corps be spent.

Q: If that is how it works, then in the example given where a 4-movement army moves three spaces, ending in a mountain, it rolls twice on the attrition table...

A: Let me interject here, you roll two dice, but only take the worst of the two.

Q: ... and the surviving corps are flipped to the spent side with 3 MP, but only after completing the move, so the enemy had no chance to withdraw.

A: It would indeed work that way too, but it is actually irrelevant, because you compare MRs, not MAs.

Q: The Movement Rating is printed on the counter. The spent Movement Rate is always 1 less than the fresh rate, so once the corps has become spent, its Movement Rating drops by 1. If you roll on the attrition table, a corps will be flipped to the spent side at the end of its move. Since you compare Movement Ratings to decide if an army can withdraw, it does matter that the moving corps is flipped at the end of the move, after resolving any withdrawals-before-combat (assuming it survives).

A: The comparison of MRs for withdrawal or interception takes place before the completion of the move (hint: it is written that if a corps withdraws, the moving corps can keep moving if its MA is not exhausted) and therefore before flipping to "spent" status.

Q: I am not entirely clear about corps which suffer attrition due to a withdrawal (into a mountain area say) If they flipped immediately, their Movement Rating (printed on the counter remember) would drop, and they would be unable to run away a second time. Is that the intention?

A: Even though that is not necessarily consistent with prior answer, I would apply attrition (die roll + spent status, if applicable) after each one-area withdrawal, which is the most consistent with the rules as written.

Q: 1805 scenario: if the Coalition player starts with a major campaign card, and uses the first move to put the other two Russian armies under Kutuzov in West Galicia, can he then move the "new" Kutuzov army as the second move out of the three allowed by the card (since Kutuzov himself didn't move yet, only its subordinates)

A: Doesn't it say in the rules that no corps can move twice in the same round? (I'll have to check)

Q: Can someone summarize the distinction between movement rating and movement allowance and why it matters?

A: Movement ratings are used to determine if an army can withdraw or not, that's the important point. Or intercept. Because MRs are compared and not MAs, it does not matter that an army has already used, say, 3 points out of 4 when an enemy army wishes to intercept it (or withdraw from it to avoid battle). And it does not matter if the army is moving in a winter round and/or attacking (both situations that reduce its movement allowance, but do not affect its movement rating).

Q: was wondering when tirol and daltmatien are french dominions as well as poland. do the austrians or prussians get the +1 bonus for being in a home territory or not?

A: Well, technically, no because it's no longer home (certainly, it could be argued as far the Tyrol goes, but we'll leave it at that).

Q: Am I correct in thinking that Westfalen prevents Holland and Hannover from being contiguous?

A: No, Westfalen does not prevent movement between Holland hannover and it is not a coastal area.

Q: The losing side in a battle has three losses inflicted upon it. It only has two corps. Are both corps permanent losses?

A: Nope. As indicated before, the number of losses cannot exceed the number of corps, so for all purposes and intentions, the losing side is taking two losses, therefore one permanent and one temporary.

Q: 1. When the 1805 scenario begins with the the third Campaign Phase, is the first unit movement free? We assume, "Yes".

A: Yes.

Q: 2. What is the logic behind the JOSEPH diplomatic card? It can only be played by the Coalition player and turns a French Ally into a French Dominion. What is the importance to the Coalition player that a French Ally can become a French Dominion?

A: Use Joseph to turn a major ally into a dominion and make him a target for insurrection.

Q: 3. When the PURSUIT card is played after a battle, are the pursuing Corps Spent?

A: No.

Q: 4. Once a side passes, can he move in a later Campaign phase? We assume, "Yes".

A: Yes, in a different round.

Q: 5. Is the below correct? If a player wins a battle outright, his losses are:

1-loss: Temporary

2-Losses: 1-Permanent, 1-Temporary

3-losses: 1-Permanent, 2-Temporary

4-losses: 1-Permanent, 1-Temporary, 1-Permanent, 1-Temporary

5-losses: 1-Permanent, 1-Temporary, 1-Permanent, 2-Temporary

A: Yes.

Q: 6. When Russia becomes Neutral, what happens to the Sverige unit that is on the board? Does it disappear?

A: Yes.

Q: 7. Can the STEIN card increase the Allies' 10-card limit to 11?

A: No.

Q: 8. When a Strategy Phase occurs, can you play any Strategy cards prior to discarding them, or is the entire hand discarded w/o a Strategy card being played? We assume that they are discarded w/o being played. Also, is this answer also true in the 2nd game turn as there is no Strategy Phase in the 1st turn?

A: No, you can play them before discarding.

Q: 1. One player asked about "Bennigsen (334) moves from Minsk to Volhynia and picks up Buxhowden (222). He then moves to Westgalzien where Kutuzov (436) is." In this situation, the ruling was that he couldn't pick up Kutuzov, obviously. However, must the army move STOP in that space? Could not Bennigsen's army just continue moving so long as they leave Kutuzov and all his corps alone, or are you saying that Kutuzov immediately takes control of this passer-by?

A: Bennigsen can move past Kutuzov.

Q: 2. For deployment...in placing French troops in insurgent areas, what is the definition of a "enemy free french area adjacent?" Does this mean "Home" French areas adjacent, or ANY area, dominion, ally or otherwise that is French controlled?

A: The expression used in the book is "adjacent to an enemy-free French area"; it used to say "French home area". In any case, this would be an area colored in blue (otherwise it would say French-controlled which would include allies and dominions).

Q: 3. For Britannia deployment, may ANY coalition corps be placed on a coast...even, for example, Austrians?

A: Any Coalition corps is eligible, even Austrians (who, arguably, could be land-locked, but it did not seem worth it to introduce "exception" rules)

Q: Question about major countries surrendering. Let's say its the end of 1805. France has more corps in Austria than Austria, and has occupied the capital. A Russian army is still in Austria, and the combined number of Russian/Austrian corps exceeds the French total. Does Austria surrender, i.e. do the Russian corps count? The rules say friendly corps.

A: They do, unless there's no Austrian corps at all.

Q: In the Reinforcement phase, are the cards played first, or are reinforcements taken, or what? In my game last night, we played the cards first and my Coalition opponent played the card that forced Napoleon off the board to be replaced by an underling. I then took my reinforcements and brought Napoleon back on, but that didn't seem fair.

A: Unless specifically indicated otherwise in the rules, the general answer to this question is to be found in Section 8.0 "You may play cards in any of the phases listed on each individual card", which means that that in the situation above the Coalition player could wait until the end of the Reinforcement Phase to play his "Republicans & Royalists" card.

Q: I would go with the sequence of play. One player goes first in the Reinforcement phase (France chooses who that is 1806-1810, the coalition thereafter), the other goes next.

A: The statement made at the beginning at 9.0 really refers to the action of choosing and placing troops, not to card play.

Q: The Surrender rules section says that minor countries, when they surrender, join the conquering player's side. Does that mean they become French Allies or Dominions when conquered by the French (assuming they have never been insurgent)? I assumed Allies.

A: I can see that the rules could be more explicit as they say "Minor countries automatically surrender to, and join, the side whose armies are occupying them. Any once-insurgent minor

country thus conquered by the French side becomes a French dominion" Putting A & B together (but I should be doing that, not the reader), the general rule is that the surrendering minor becomes a French ally or Coalition member, as the case may be, except if once-insurgent and surrendering to the French, in which case it becomes a French dominion.

Q: The Coalition player draws the Continental System card as part of his first hand in the campaign game. It can only be played during the Strategy phase which has already occurred this turn; however, can he play it during the following strategy phase, before cards are discarded? (We ruled yes in our game.)

A: See response above regarding the play of cards, i.e., in this case Continental System could be played just before cards are discarded or just after they are drawn. Generally speaking, assume that a phase starts (and cards can be played, unless specified otherwise) when the preceding phase ends and a phase ends when all phase-specific actions and card play are completed.

Q: Is there any rule-related or strategic reason not to immediately invade Portugal as the French on turn 1?

A: None, but unless helped the Spanish corps may not succeed in beating Beresford who immediately pops up in Portugal in response to the violation of Portugal's neutrality.

Q: Suppose a French army moves 3 spaces into Brandenburg. Prussian corps deploy and force a battle. Does this impose an additional 1 movement point cost on the attacking force, requiring them to leave any corps with <3 movement rating behind?

A: That's a good one, but this situation is consistent with an interception (because the French army did not plan for the attack) and therefore there is no movement point cost for the attack (as per 11.1).

Q: This brings up a point I may be missing. If for example a minor country like Sachsen is loyal to a Coalition member and is invaded by France, since there is a Coalition Corps but it is in the Reserve, would it immediately appear there and undergo combat? I have been playing that only major countries instantly generate forces.

A: Only neutrality violations produce immediate deployment. A coalition controlled minor isn't neutral.

Q: 1. If a French controlled major country (e.g. Spain) becomes insurgent, what happens to its troops inside its borders (e.g. Spanish troops inside Spain). Does the control of them immediately switch to the Coalition?

A: Yes.

Q: 2. In post #1014 I read that "Insurgency markers never come off.". So does that mean that the Coalition will always get -1 malus during card drawing for this country even if its an ally of the Coalition?

A: No. The markers stay only as reminders of their once-insurgent status (which makes them impervious to French diplomacy and become French dominions if minors and conquered by the French).

Q: I am aware that neutrality is not violated as long as potential violators don't end their movement in a neutral country. However, I have been told that if a potential violator *moves* thru the *capital* area of a major country, neutrality IS violated; is that correct?

A: Yes (more exactly, the rule p12 even says if it "enters" the capital area). Of course, this is assuming that the neutrality violation rule is not suspended because the neutral is presently occupied.

Q: I guess my question is: suppose Austria is conquered and France maintains the capital garrison. How can Austria rejoin the Coalition? Is an Insurrection card the only way? If so, it appears that regardless of the board situation -- even if the French are on the run everywhere -- the Coalition player is out of luck if he doesn't draw an Insurrection card. Moreover, he can't use the Coalition powers to militarily liberate a conquered former ally.

A: Insurrection is one way -- there are two cards (plus you can always pick one up with a Napoleonica card). Otherwise, go and kick the French out. Austria might ally with France, but she can only contribute one corps, so with a little luck and planning, you'll force Austria to surrender to the Coalition.

Q: I played a Major Campaign and moved a Corps into an area that Napoleon and some other troops were in. I then activated another area and moved a 2nd single Corps into the Napoleon, then activated Napoleon as my 3rd area and moved the entire army (including the two I had just move in). Is it legal for these two Corps to make such a compound move with Napoleon's army since they had just moved?

A: Nope. The rules clearly specify that a corps can only move once in any given round--that's right where the play of a Major Campaign card is described.

Q: 1. French in capital 2. Russians enter capital and fight ---at this point occupied neutral in effect, so no violation--- 3. Combat ensues and French are eliminated, Russians still present ---at this point, not occupied neutral anymore, so Russians violate. Do you then place the Austrian unit AFTER step 3, during this same turn?

A: Yes.

Q: Ok, to continue then...Austria is now an Ally of the French, but it is occupied in its capital by the Russkies. So, during surrender phase, Austria surrenders to the Russkies and is an _occupied neutral_ by them.

A: Assuming the conditions for surrender are met, yes.

Q: So in the upcoming Diplomacy phase, I take it that the Russkies could play a card to make them an ally?

A: Yes.

Q: Question relates to Battle Cards. In reading the rules, it appears that battle cards must be played BEFORE the actual die roll, and that attacker plays them first, followed by the Defender. IF this is so, does this mean that a player must play "A Hero's Death" BEFORE the die is rolled and thus before he even knows if there will be a casualty? An example in the scenario book, on page 6, would seem to indicate otherwise, but strict rule reading seems to show that you must play all your battle cards prior to the die roll and that this example of play violates this rule. If this "A Hero's Death" is an exception to the rule...what about "Fog of War?" Could you then play Fog of War (either player) to avoid the "A Hero's Death" _both_ after the battle die roll has been completed? And if not, would a "Fog of War" played at the start of the battle sequence then cancel a "Hero's Death" played at the end of the battle (again, noting that this seems to be a rule violation with play of Hero Death at end)

A: Good catch! A Hero's Death should be playable only after losses are determined. A Fog of War is really meant to cancel those battle cards (i.e., all but A Hero's Death that affect the resolution of the battle). This probably qualifies as an errata (though I bet most people just go ahead and play the Death card as we just discussed).

Q: Does "Call to Arms!" allow violation of the mobilization limit?

A: Yes when played during the Reinforcement Phase; no when played during the Campaign phase.

Q: 1. The "Territorial Concessions" card had NOT been played. Do Tyrol and Dalmatien(sp?) go FD as well?

A: Until the "Territorial Concessions" card has been played to this effect (or if they have been re-attached), Tyrol and Dalmatien do not exist as separate countries, thus they are likelu any other Austrian regions.

Q: 2. With Austria as a French Dominion now, can I deploy Austrian corps from reserves in the Reinforcement phase to fight on the French side in future battles?

A: One corps only.

Q: And while I'm at it, I have one more. What happens to Tyrol and/or Daltmatien if I have French corps in them BEFORE I conquer Austria AND before Territorial Concessions card

are played. Do I remove the CM marker and place a French Ally marker or do I have to wait to conquer Austria totally?

A: See answer to #1 (note: they would not have CM marker if they have not been detached--in major countries, markers are placed only in the capital region).

Q: Can I play any number of cards in a phase or am I limited to one card play/phase? As an example if I have 3 Campaign cards, can I play them all during the campaign phase, if I can, or only one? I'm using the Campaign Phase as an example phase. The question applies to all phases.

A: There is no general restriction on the number of cards you can play in any phase; there may be some specific restrictions, like being unable to play two diplo cards to move a country all the way from French ally to Coalition member or vice versa.

Q: Are Bayern and Switzerland considered 'adjacent?' There appears to be a lake between the two of them along the entire small border they share.

A: The only relevant terrain effect is indicated by the presence of icons (mountains, marshes). This lake is there because it was present on the underlying satellite picture.

Q: can a campaign card be played by either side at any time during the campaign phase ? ?

A: Yes, unless specified otherwise, there are no timing constraints on the play of cards. In the campaign phase, play order only matters as far moving armies is concerned. Cards can be played at all times.

Q: What happens to units over the mobilization limits for a country. The rules say they cannot be on map, implying removal but to reserve or dead?

A: Units removed from the map go back to the reserve and can be used again; those removed from the game go back to the box and cannot be used again.

Q: What happens when a card says swap a unit with the reserve and there is no reserve left. Is the unit removed without replacement or is the card unplayable?

A: The latter.

Q: Situation , French occupied neutral. Diplomacy phase, French play card to change it to French Ally, Coalition cannot play card on occupied neutral. So Neutral becomes French Ally. Now Coalition can play card turning it back to Neutral. However this does not return it to its previous state as once it turns neutral it has an invading French army in its capital so goes Coalition ally. I presume this is a special case of offsetting cards where the Coalition card is forced into offsetting even though it is not strictly playable. Is that correct?

A: That is correct and specified in the rules. When diplo cards are played in succession,

they offset each other. So the targeted occupied neutral remains so.

Q: Interaction of Indecision and Peace Talks/Winter Quarters cards. Player one plays Indecision forcing other player to pass. This card can be played before player one moves or passes. Both Peace Talks and Winter Quarters can also be played before either player moves or passes. Does the play of Indecision prevent the play of the other two by the second player? I assume they are still OK to play as long as played before either player moves or passes but I am not certain.

A: Generally speaking, if there is a question as to which player plays a card first when their play is essentially simultaneous, the French player has priority in 1805-1810 and the Coalition player in 1811-1815. (I might add more here when I have the time)

Q: when a unit is placed in the prisoners box or in reserve from the board, does it retain its 'reduced' state and thereby return to the game in reduced state if placed back on the board at a later time, or is the unit considered refit and placed on strong side?

A: No, it doesn't.

Q: 1. Suppose a minor country previously detached from Austria or Prussia is re-conquered by the Coalition but the associated major country is not a Coalition member at the time of liberation; the rules clearly state the minor country remains detached. If on a later turn the original ruler major country does rejoin the coalition, does the detached minor region then rejoin its original ruler at that time (assuming it is still Coalition controlled)?

A: Yes. It's not clearly stated, but that's the logical implication.

Q: 2. The rules state that the Neutrality Violation rule is suspended if the affected country is an occupied neutral country. Just to be certain, does this suspension apply both to the occupying power and the enemy (my literal interpretation of the rule says corps of either player can end their movement in an area of the occupied neutral country with no repercussions)?

A: Yes--although with hindsight it would have been easier to suspend it just for the occupier.

Q: 3. If, say, France enters a neutral Prussia with the intention of just passing through (thus avoiding triggering a neutrality violation), can the French army be intercepted by a Coalition army that is in an area that adjoins an area in Prussia that the French army enters? If so, is France considered to have violated Prussian neutrality? And if so, can Prussian units be placed in that area to participate in the battle on the Coalition side?

A: Tough one. The question is more, "who has violated Prussia's neutrality first?" because, as in other games, an intercept is often taking place at the same time as, or even before, the active player's move. [update] For this reason, I am inclined to say that the interceptor

would be considered as the violator (the net effect being that there probably will be no interception of that kind).

Q: 1. The Continental System strategy card was discarded by the French during the Campaign phase. My Allies had Napoleonica and I was tempted to pull CS from the discard pile but the rules state that cards can be played in the Strategy phase only after the new draw of cards. Was I correct to assume that the only way that the Coalition can play CS is to draw it in a new hand and play it immediately in the Strategy phase?

A: Actually, I don't think the rules state that "cards can be played in the Strategy phase only after the new draw of cards". The rules only state that "newly drawn strategy cards may be played immediately". The question is more how to interpret "both players must discard all their remaining cards now". Does that mean that cards can't be played at the beginning of the strategy phase? I was asked this very question earlier and responded that this was not the intended meaning (at least I don't recall that it was). So in your example, you could swap Napoleonica for the CS card at any time between the time CS was discarded and before you would have to discard in the strategy phase, specifically you would play it at the very beginning of the strategy phase (but could swap for it earlier). I am actually indifferent to the answer; if people feel that "both players must discard all their remaining cards now" clearly imply that no cards can be played in the strategy phase before all cards left in hand are discarded, then so be it.

Q: 2. I played Mud on Napoleon. I assumed that this would allow a 3 movement Austrian general to retreat from Napoleon, whose movement was now reduced to 3. My opponent argued that a discrepancy in the wording between the Force March and the Mud cards meant that Napoleon's movement rating remained 4, even if Mud had reduced his movement by 1. So the 3 movement Austrians could not evade him. Who is correct?

A: he's actually correct. Both FM and Mud modify movement allowance--and changes in movement allowance are irrelevant as far interception and withdrawal are concerned (Errata--I just noticed: the description of both cards in the scenario booklet refers to the Movement Rating, but the actual cards do refer to movement allowance). HOWEVER, as specified on the card, Forced March only can also modify the Movement Rating, which is relevant for interception and withdrawal.

Q: 3. I played an Out of Favour card on a stack of flipped French units. My opponent argued that the replacing corps should enter at fresh status. This seemed a bit daft to me, since it is the general being replaced, not the men. Again, who is correct?

A: You are. The commander changes, not the men. It used to be made clear that the new corps would keep the same status (fresh or spent) as the replaced corps--I guessed this got lost, but your interpretation is by far the most logical anyway.

Q: The rules for the Diplomacy Phase state that it is "not possible for a player to target the same country with two cards." Is this limit for the entire turn or just the Diplomacy

Phase? E.g. is it possible to make a FA into an FD in the Diplomacy Phase and then make that same country IC in the immediately following Insurrection Phase?

A: The rules relate to the play of diplomatic cards during the diplomacy phase. So one could do what you suggest (in fact it is a good play, especially if you can play Joseph, then Insurrection!).

Q: Except for Battle (where the attacker must play all his cards first, followed by the defender) and Diplomacy (where play alternates) and for certain specific cards (e.g. Mud) can cards be played at any time during the appropriate phase (e.g. could the C player wait to play Republicans & Royalists after the F player completes all his deployments)? What about Strategy cards, can these be played from the "old" hand, before discarding or can they only be played from the "new" hand after redrawing?

A: Yes to the first question. Either or both to the second question.

Q: Is it correct that a new ally gets two deployments in the turn in becomes an ally: first the "immediate" deployment in 6.3 and then the normal deployment in the Reinforcement Phase?

A: Yes (there is presumption of a standing army)

Q: Rule 7.3 implies a one insurrection per turn limit, even if the C player has cards to cause more (e.g. he holds both Insurrection cards or has Napoleonica and there are Insurrection cards in the discard pile) is the limit one insurrection per turn or one per Insurrection card?

A: Per card.

Q: The immunity of FD, IC, and occupied neutrals to diplomacy is just for Diplomacy, e.g. they can still be targets of Surrender and or Insurrection cards, correct?

A: Absolutely (and critically so!).

Q: Rule 7.1 (Failed Insurrection) applies only at the start of the Insurrection Phase, correct? (I.e. that's when occupation is checked, not at any other point during the turn.)

A: Yes.

Q: Are the 9 Russian "Invasion" corps available for the all turns following an invasion, or just while enemy forces are in the country? I assume the former.

A: Correct.

Q: If a major country is made neutral by the play of a card does that count as a major country surrender for propose of triggering a reshuffle of the deck? I assume not.

A: Correct.

Q: The implication of 4.2 (highest seniority leader is army leader at all times) and 11.0 (may pick up and drop off corps as long as army leader does not change) is that a moving army may not pick up a leader with a higher seniority rating than the moving army's army leader. Is that correct?

A: Correct.

Q: Britannia enables a sea move per Campaign Round, not per Phase, correct? (I know the answer is round, but I'm having a dispute with someone!)

A: Correct. Once per round as the allowed move for that round.

Q: The -1 reduction in movement allowance for an army whose move is meant to engage an enemy in battle is for the entire move, not for each attempt (e.g. in the case of withdrawal). Correct?

A: Correct.

Q: The distinction between movement allowance (e.g. 11.1) and movement rating (as in the note to 11.3) is important and intentional. I.e., a moving army uses its printed rating when comparing for withdrawal, not its reduced allowance. Correct?

A: Correct.

Q: In 11.1.2 does "attacks" mean "is meant to engage an enemy" as in 11.1 or that the a battle must actually ensue (i.e. there's an enemy army left in the area where the moving army ends its move)?

A: The former, or more precisely if and when the -1 movement allowance penalty is incurred, which is the case when a force withdraws in front of the moving army.

Q: What happens if an army "liberates" an Occupied NC by eliminating or dislodging the occupying army from the capital?

A: Since the capital is no longer occupied by the "victor" (in the sense of 13.2, i.e., the side that forced the original surrender), the suspension of 11.5 has expired and the "liberated" country goes over to the other side.

Q: At what point in card play do cards go to the discard pile?

A: Immediately. (Remember that you cannot play the same card twice in a given battle.)