AGE OF NAPOLEON Player Aid Card 1 Revised Edition

PLAY SEQUENCE

- Diplomacy Phase: Play cards to affect the diplomatic alignment of certain countries.
- Insurrection Phase: Determine outcome of existing insurrections and whether other countries become insurgent.
- Strategy Phase: Discard remaining cards; reshuffle the card deck if required. Draw new cards.

Reinforcement Phase: Deploy reinforcements. V B R I G R Rally spent corps. Repatriate prisoners.

Campaign Phase: Move armies and fight battles.

Surrender Phase: Force enemy countries conquered by your armies to surrender.

Winter Attrition Phase: Remove winter attrition losses. Victory Check Phase: Determine whether either side has won.

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Alignment	Controlling Side	Immune to Diplomacy?	Subject to Insurrection?
Britain	Coalition	Yes	No
Coalition Member (never was insurgent)	Coalition	No	No
Coalition Member (previously insurgent)	Coalition	Yes	No
Insurgent Country	Coalition	Yes	No
Neutral Country (unoccupied)	Neither	No*	No
Neutral Country (occupied)	Neither	Yes**	Yes
French Ally	France	No	No
French Dominion	France	Yes	Yes
France	France	Yes	No

* Unoccupied major neutral countries are immune to French diplomacy

** Immune to diplomacy of non-occupying side only (but see Metternich/Alexander I exception)

Player whose turn it is to play a diplomacy card must show card to other player and declare which country he targets, as permitted. Other player may immediately play diplomacy card of his own to counter first player and prevent change in diplomatic alignment. If other player does not counter, change in diplomatic alignment takes place and cannot be reversed in same phase (i.e., same country cannot be targeted by other player).

STRATEGY CHART

Each player draws at least 6 cards and never more than 10 cards. Reshuffle deck with discard pile before drawing if a major country surrendered in the prior game turn.

If Controlling	French Draw	Coalition Draw
Britain	NA	4
France	5	NA
Österreich	2	3*
Preußen	1	2*
Ref. Preußen	2	3*
Russia	2	3*
Spain	2	2*
Minor Countries	1 per 3 minors	1 per 3 minors

* The Coalition player draws 1 less card in each major insurgent country and does not receive any card for minor insurgent countries.

REINFORCEMENT CHART

Mobilization: Number of corps allowed at any time. Deployment: Number of corps deployable as reinforcements each turn, provided they do not exceed mobilization limit.

If Controlling	Mobilization	Deployment
Britain	2	1
British Minors	2	1
France	10	5
French Minors	1 per 2 minors	1 per 3 minors
Preußen	4*	2*
Österreich	6*	3*
Ref. Österreich	8*	4*
Ref. Preußen	6*	3*
Russia	8*	4*
Spain	4	2

* 1 only if under French control.