

Wellington

The Peninsular War 1812-1814

by
Mark McLaughlin

picture to come

PLAY BOOK



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Part One

The Napoleonic Wars vs. *Wellington*

Introduction

Many of those who play *Wellington* will already be familiar with the first game in this series, *The Napoleonic Wars*, which was also designed by Mark McLaughlin and developed by Don Greenwood. The two games have a number of similar design elements—but there are some important differences as well. The purpose of this section is to address those differences.

What's Different?

Wellington is based on the rules system in *The Napoleonic Wars*. The number of soldiers per piece, map and time scales, however, are all different—as is the situation. The *Wellington* system has been adjusted to compensate for such variations.

Movement and Leaders

In *Wellington* a single combat unit is referred to as a 'Soldier'. Infantry and cavalry units (1 SP and 2 SPs respectively) do not require a Leader to move; artillery units (4 SPs) do require a Leader to move. Some *Wellington* card Events allow Soldiers without Leaders to attempt Interception as if they were under a 1-4 or 2-4 Leader's Command.

Rivers

Rivers are a new Line of March used to demonstrate the importance that bridges (and the lack of them) played during the campaign. Interceptions and Evasions are *not* allowed across rivers. A defender attacked from across a River Line of March gains three dice in the first round of Battle, and Retreat across a River causes Attrition.

Passes

Unless both sides of a Pass are Friendly-Controlled, a Formation must roll for Attrition when crossing (either during movement or a retreat).

Sea Movement

Amphibious Assault requires a British Home card. The British may also conduct a Convoy move each Impulse by paying 1 Command Point (CP) for each Soldier Strength Point or Leader moved, up to a maximum of 5 in total. The French may Convoy if they have the one Home card that allows it. The Spanish may not move by sea. There are no navies and there is no naval combat (although the French do have that one Home card which can be used to block a British move by sea).

Resources and Loot

Resources can be gained through the play of certain Events, and through Control of Madrid. The French may also gain Resources for Controlling Gibraltar and Lisbon. Each unplayed Resource at the end of the game is worth half a Victory Point (VP), unless the

game ends by 'Sudden Death'. Routing or eliminating an Army or Army Group also allows the victor to attempt to gain a Resource through Battlefield Loot; a Resource can also be gained after a successful Siege. If the Spanish gain a Resource through an Event, Battle or Siege, however, they are subject to Attrition, as some of their relatively undisciplined troops drift home with their booty! Resources may be used to buy cards or kept for their VP value; however, there is always the risk of their loss through the 'Corruption and Sabotage' Event or during the 'Resource Balancing' phase at the end of a Turn—no Power may have more than 5 Resources. There is more potential for using Resources in *Wellington* than in *Nappy*, if only because more Resources are likely to be in circulation. This may alter the pace of a Turn.

Attrition

The Commander of a two Power Army Group selects how Attrition losses are distributed. Unlike Battle loss distribution, Attrition losses do not have to be equally divided among the Powers.

Fortresses

All Fortresses have a strength of 3 (except for Gibraltar, which is a 5, or a card-enabled 'Hasty Fortress' which is 2). A Siege may be resolved at any point during Pre-Emption Impulses (not just Scheduled Impulses).

Politics and Diplomacy

This is a two-team game: French vs. Allies. In three and four player games, where two players are on the same side, there will be some diplomacy between them as they jockey for points, but they must win as a team before either is eligible for individual victory. There is no diplomacy table in *Wellington*. One playtester noted their *Wellington* ally was akin to a 'Bridge Partner' and preferred that type of partnering arrangement. In *Wellington* 'camp changes', *à la The Napoleonic Wars*, are not permitted. You and your teammate are in it together for the duration of the game—for better or worse!

Home Cards

The Spanish and British each have a mini-deck of six Home cards each. The two French Powers share one 12 card mini-deck. Home cards are drawn at random from these mini-decks each Turn: the Spanish and French Powers draw two cards each, the British Power draws three. Home cards are kept face down, their identities concealed from other players. Once played they are placed face up. They are shuffled back into the Power's Home card deck before the cards are drawn for the next Turn.

Cards and Keys

Unlike *The Napoleonic Wars*, card draw is *not* based on Key control. Each power has a base draw of six cards at the start of each turn plus Home cards (3 for the British and 2 each for the other Powers). Each Power's maximum card Hand size is eight, not including Home

cards. Should a Power carry over excess cards from the previous Turn, the ninth card is discarded at random in exchange for a Resource, and the tenth and any other excess cards are discarded in exchange for Reinforcement Command Points; this leaves eight cards in the Hand. There is no guarantee that a card carried over from the previous Turn will be retained for the next Turn.

Cards in General

The deck of *Wellington* has a far higher ratio of 'Battle' (including Battle cards which only effect Sieges) and/or 'Response' cards than *Nappy*. Consequently, there are more opportunities to 'burn' cards in hope of achieving dramatic results. This also increases risk of a player exhausting their hand of cards while the opposition still has cards available. Furthermore, the deck contains eight 'MUST PLAY' cards which, should a player possess, require playing sometime during the turn (with a possible exception, see rules).

Battle & Interception

Formations unable to Retreat are placed into the Regroup Box, rather than eliminated (as in the case of *Nappy*). Unique to *Wellington* are two-Duchy interceptions enabled by card events. These can be done by either the active player (as an 'Offensive Interception') or by the inactive player. Such two Duchy interceptions must be through non-enemy occupied territory and may not drop off nor pick-up friendly Formations. A Retreating inactive Formation may be split up to Retreat into more than one eligible Duchy.

Replacements

Leaders may only be replaced in a controlled Home Key Duchy of their Power. Newly built Soldiers and Leaders, when placed in a besieged fortress, trigger immediate Battle, but if such new Formations lose the Battle, they are placed in the Regroup Box. Unlike *Nappy*, it only costs **half** of a Leader's Command Rating to replace him. For example, Suchet, with a Command Rating of 6, costs 3CPs to replace.

Reinforcements

During the Interphase, reinforcements are contingent on die/dice rolls, not fixed amounts. Arriving reinforcements are placed in any one Home Key Duchy, or a friendly Duchy closest to one if all are enemy-occupied. Reinforcements may not be placed in a besieged Fortress. A reinforcement CP may be exchanged for an additional Deployment (or Convoy, for the British Power only).

Guerrillas, Victory and Game End

A Guerrilla Phase occurs after the last card is played for the turn or after an Allied Sudden Death Victory (to determine whether the Spanish or British player wins when a team has played). A die is rolled for each *unfortified* Spanish Duchy that does not contain at least one French Soldier or Leader. On a die roll of **four or more** the guerrillas seize and reflag it as Spanish (one is added to the die if Allied Soldiers and Leaders are adjacent). This also applies to any Portuguese Duchies under similar French control.

The *Napoleonic Wars* rules for a Power's conquest or submission are entirely absent from *Wellington*. Victory is determined only by the control of Duchies. Unless a Sudden Death Victory condition is fulfilled, the game can end in 1812 or 1813 on either a peace die roll—which players can not modify, except by play of one particular card—or through the conquest or liberation of Spain. The former is a die roll based on French control of Madrid and other Key Duchies in Spain; the later occurs if the French do not control any Keys

in Spain. If the game does not end in 1812 or 1813, it will end in 1814 with the French earning 'Bonus Victory Points' for keeping the Allies out of France.

The Reasons Why (in brief)

The Spanish Campaign is unique in the Napoleonic Wars. The French are not merely fighting to destroy armies but also to subjugate a people. They win not merely by taking ground, but by physically holding on to it. Moving troops in Spain is difficult. This is reflected by the River rules and the need for a Leader to be present in order to move artillery pieces. It also reflects the command and control problems of the various Powers, each of whom were hampered by political infighting as well as by inept, intransigent, and sometimes seemingly immobile subordinates.

Fortresses play an important role in *Wellington*. There were more sieges and storms of fortresses during the Spanish campaign than in all of the other Napoleonic wars combined. The Spanish were particularly inept at taking fortresses, and the British themselves often paid a very high price in taking these modern castles.

Spain was not the whole of the Napoleonic Wars. It was a secondary theater of operations. It may have been the main theater for Wellington and the British Army, but the British government gave priority to naval matters and to their diplomatic offensives. Spain was at best a tertiary concern, as it was for Napoleon. As a result, players have little control over if, when and how the Napoleonic Wars beyond the Peninsula will end.

Wellington and his French opponents were often the last to know of larger events outside their own theatre of war. While many of the possible and actual historic events that occurred in the Peninsula may take place through Events or a Peace die roll, such Events need not take place at all. In 1812, no one in Europe—including Wellington—believed that Napoleon would suffer defeat on the battlefield, let alone on the disastrous scale of the retreat from Russia, or the German campaign a year later. Neither would anyone have expected that the French could recover, and keep on fighting, after two such massive disasters. This uncertainty lies at the heart of *Wellington*.

picture to come

Part Two

The First Impulse Or How To Play Wellington

A Tutorial With Examples of Play

Introduction

This tutorial is designed to help teach you how to play *Wellington*. It is not necessarily designed to teach you how to play the game well, but is instead intended to familiarize you with the components and systems of the game and how they work together. This is a critical objective. For it is one thing to teach a game's mechanics and often another matter to show how those mechanics apply in game situations. Subheadings will note when a concept from the rules is being introduced.

The rule book includes examples and explanations of basic, straightforward movements of formations upon the map, battles, sieges, card play etc. In many instances a player will simply play a card to do what the card says (playing an 'Event'), or use the point value on the card to build or move pieces on the map. Not all moves are as complicated or as full as the 'point—counterpoint' style this tutorial uses to demonstrate *Wellington* gameplay. This tutorial, however, has been intentionally written to explain what happens when a lot of things come together at once, as they so often do during this highly interactive game. You can just read through this tutorial if you wish, but if you get out the game and follow along with the rules (which you should read first), map, pieces, cards (referenced by their I.D. number within this narrative) and even dice rolls, you will achieve a much better comprehension of how this game plays.

The Map, Its Duchies and Who Controls Them

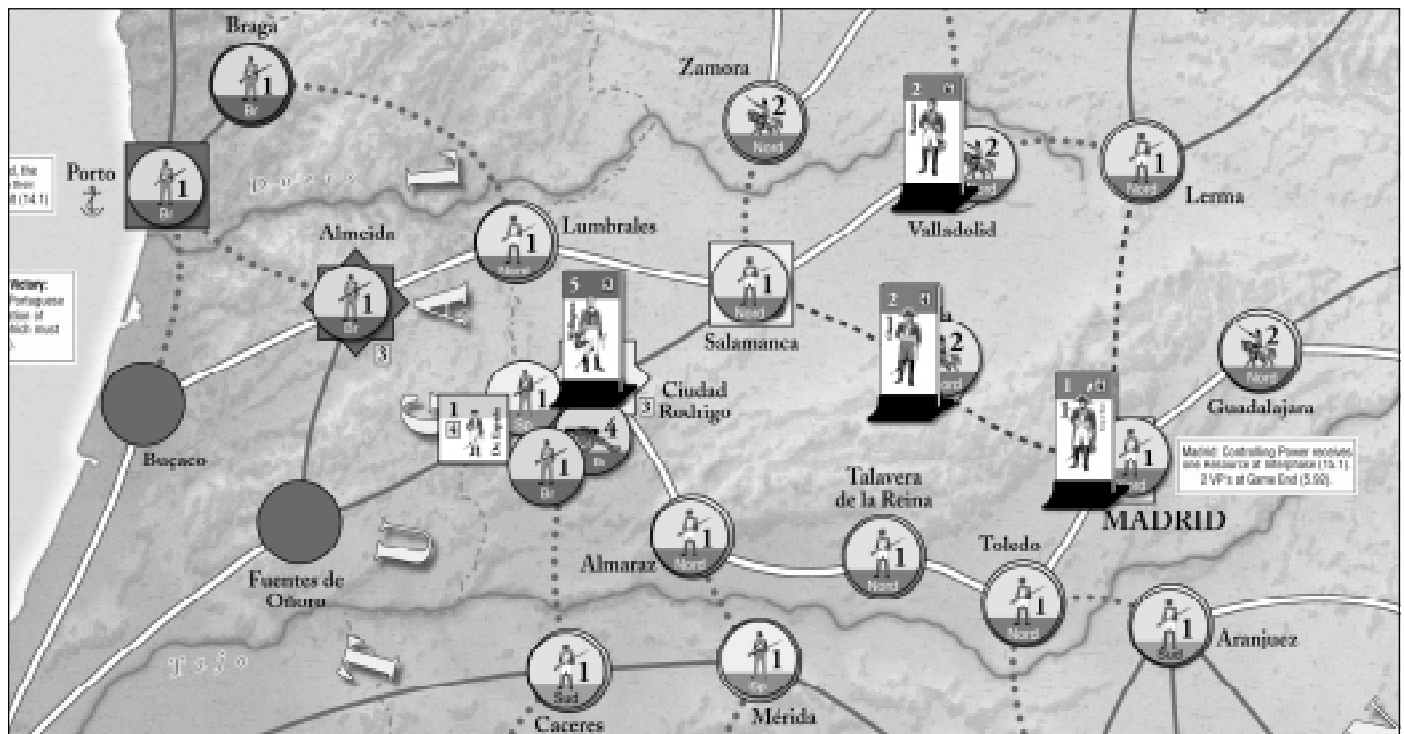
The situation as shown in Illustration #1 depicts the 1812 initial deployment in the central portion of the map between the 'star'-shaped Fortress Duchy of Ciudad Rodrigo and the square-shaped Capital Duchy of Madrid. These and all other Duchies shown in the illustration are occupied Duchies. They are marked with a blue dot inside the yellow circle, square or star that marks their locations. As defined in the Index (20.0) these are controlled by the French Armée du Nord (French blue Power). Two Duchies have green triangles to indicate their control of the French Armée du Sud: Cáceres and Aranjuez. Finally, a single Duchy is under Spanish control, Mérida, an isolated guerilla enclave completely surrounded by French controlled territory. This Spanish Duchy and all British controlled Duchies shown rely on their map colors of yellow and red to indicate control.

Setup: Leaders and Units

The three Leaders of Armée du Nord ('Army of the North') are placed in Madrid, Avila and Valladolid. Marmont (2-6) starts in Valladolid with a cavalry; Clausel (2-4) begins in Avila with a cavalry, and Joseph (1-4) is in Madrid with an infantry. Other Armée du Nord cavalry pieces are at Leon and Zamora. Armée du Nord Infantry pieces are at all the other Armée du Nord Duchies shown (except for the Fortress Duchy of Ciudad Rodrigo). These Duchies are Saldana, Salamanca (a Key Duchy), Lerma, Toledo, Talavera de la Reina and Almaraz. Armée du Sud Infantry are placed in Cáceres and Aranjuez with allied Formations as shown in the diagram.

Note that an infantry piece is a Soldier worth a single Strength Point (1 SP) and a cavalry piece is a Soldier worth 2 SP. Thus a cavalry unit is worth the same as two infantry units: 2 SPs.

Illustration 1



Although there are no French Armée du Nord pieces at Ciudad Rodrigo, the Fortress is in French control. It is therefore marked with a blue dot. It will remain in French Armée du Nord control until it becomes marked with another Power's Flag marker.

This is exactly what the British and Spanish (red and yellow) Powers wish to do. They start with the British Leader Beresford (2-6) in Lisbon with a cavalry. Their Leader Wellington (5-9), for whom the game is named, and the Spanish Leader De España (1-4), are at the Fortress Duchy of Ciudad Rodrigo. As they do not control the Duchy, they have it under Siege (12). De España has only a single infantry with him. Wellington (5-9) has an artillery and an infantry piece. All the preceding pieces constitute a single Formation (1.6).

Note that an artillery piece is a Soldier worth 4 SPs. Thus an artillery piece is worth the same as four infantry, or the same as two cavalry, or the same as two infantry and one cavalry. Any of those combinations make 4 SPs, the same as an artillery.

This tutorial shows only a portion of the map. The rest of the map, when the game commences, contains numerous Formations and Leaders of these three Powers and the fourth Power in the game, the French Armée du Sud ('Army of the South') or green Power. We will concentrate on this part of the map for our tutorial. It would be helpful if you would place the Leaders and Soldiers as shown in Illustration #1. Also place a British cavalry in the England/Portsmouth box.

Headquarters Cards, Armies and Army Groups

After placing pieces on the map, you should place the pieces that begin in the same Duchy with Leaders on their respective Headquarters Cards—the colored cards with the names, ratings and illustration of the game's Leaders on them.

You should take the cavalry pieces that begin with Marmont and Clausel from the map and place them in those Leaders' respective spaces on the blue Armée du Nord Headquarters Card for the 1812 Game Start. Also take the infantry piece that begins with Joseph in Madrid and place it on his space of the Headquarters Card.

Each of these Leaders is an Army in its own right. An Army is a Leader either alone or with his Soldiers. Each Leader has a Command Rating (Marmont is a 6, Joseph is a 4, etc.) that shows how many Strength Points he can lead in his Army. (Thus the cavalry with Marmont counts as two of the 6 SPs he can lead.)

Now take the British cavalry that began with Beresford in Lisbon and place it on Beresford's space on the red British Headquarters Card. Then take the British artillery and British infantry that begin with Wellington and place them on the Wellington space of the British Headquarters Card. Take the one yellow infantry that begins with De España and place it on his space on the yellow Spanish Headquarters Card. Remember to use the 1812 Game Start sides of these Headquarters Cards if you're setting up for the entire game map.

Now remove De España himself from the map and place him on the British Headquarters Card right next to where you put the British artillery and infantry. (Alternatively, the Spanish could substitute De España's square Staff Officer piece, either leaving it on the map or in Wellington's Headquarters Card space. Whether to use De España's Staff Officer piece or retain the larger counter in its stand is a matter of player preference.) This shows that De España is with Wellington. When two or more friendly Leaders of different Powers and their Soldiers occupy the same Duchy, or two or more Leaders

of the same Power, they may form an Army Group (9.6). Only the Commander of the Army Group remains on the map in its stand. Wellington is the Commander of this Army Group for many reasons: i.e. he is the better Leader, as shown by his Battle Rating of 5 and his Command Rating of 9 compared to De España's 1 and 4. He also has more troops and the British go first in the order of play.

Home Cards

Each of the four Powers begins the game with a hand of cards. Home cards are distributed first.

Take the 12 French Home cards. These are blue, but are shared by both the blue and green Powers. Each of the two French Powers will receive two blue Home cards. These are normally dealt at random, face down, and only the Power to whom they are dealt can see them, but for purposes of this tutorial, all is known. Deal out the cards as follows (R = Response card, B= Battle card, += Plus card):

To Armée du Nord (blue Power): French Home cards: #101 'German Conscripts' (5CP +) and #105 'Afrancesados' (5CP +).

To Armée du Sud (green Power): French Home cards: #103 'Naval Support' (6CP R +) and #109 'Duke of Damnation' (6CP +).

Armée du Nord Home Cards

Armée du Sud Home Cards

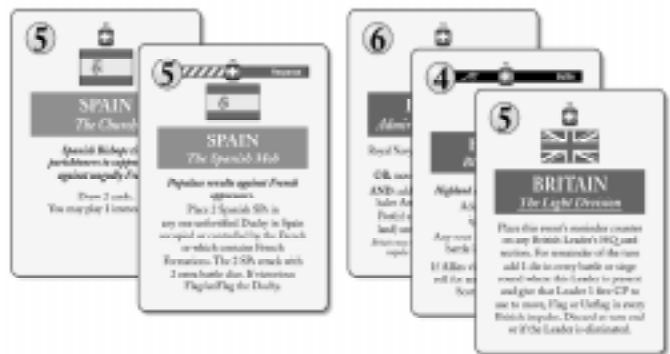


Now take the six Spanish Home cards. These are yellow. The Spanish player receives two of these dealt at random. For our purpose give them the following two Home cards: #89 'The Church' (5CP +) and #90 'The Spanish Mob' (5CP R +).

Now take the six British Home cards. These are red. The British receive THREE (yes, three, not two like everybody else). For our purpose give them the following three Home cards: #93 'Admiralty/Hearts of Oak' (6CP +), #96 'Bloody Bagpipes' (4CP B +), and #98 'The Light Division' (5CP +).

Spanish Home Cards

British Home Cards



Set these three decks of Home cards aside, face down, as appropriate in the Reserve Card boxes printed on the map.

Other Cards

There are 86 other cards in the game. These are *not* Home cards. Each of the four Powers will get six of these. These cards are, again, normally dealt at random, face down, so that only in a four player game the owning Power can see and read them, but for our demonstration purposes give the Powers the following cards:

To Armée du Nord (blue French Power)

Cards: 'Loot & Pillage' (#7), 'Really Big Guns' (#21), 'Leader Disgraced' (#33), 'House of Rothschild' (#57), 'Massed Grenadiers' (#70) and 'Sappers & Pioneers' (#71).



To Armée du Sud (green French Power)

Cards: 'Italian Adventure' (#26), 'The Emperor Beckons' (#38), 'Royalist Dissent' (#39), 'Leader Wounded' (#52), 'Bravest of the Brave' (#59), and 'Reversal of Fortune' (#78).



To the Spanish (yellow Power)

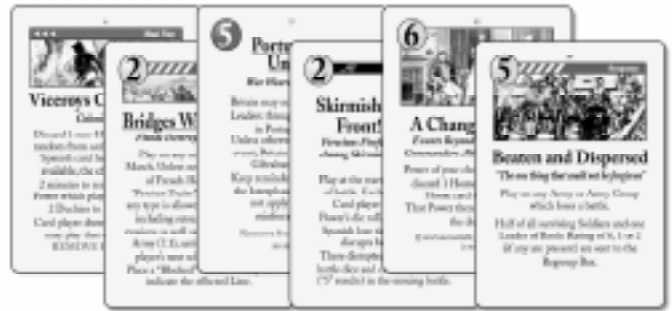
Cards: 'Bombardment' (#8), 'Passes Blocked' (#9), 'La Patrie en Danger' (#20), 'Hasty Fortress' (#37), 'Call for Reinforcements' (#40) and MUST PLAY 'Corruption & Sabotage' (#46).



To the British (red Power)

Cards: 'Viceroy's Overthrown' (#6), 'Bridges Washed Away' (#10), 'Portuguese Unrest' (#17), 'Skirmishers Front!' (#29), 'A Change of Plans' (#83) and 'Beaten and Dispersed' (#84).

The cards should be placed beside the respective Headquarters Cards. Those of you familiar with *Wellington's* relative, GMT's *The Napo-*



leonic Wars, will notice that there is a higher proportion of non-regular cards (especially Response cards). As you will see, this influences the pace and style of play. Again, these cards are normally face down so that only the owning player can see them (we will have them face up for ease of this illustration).

What do the cards mean?

Every card has a name and a card number (1 through 110).

Most cards contain a large number (2, 3, 4, 5, 6 or 8). This is the number of Command Points (CPs) that card provides when played for its CP value. Command Points are what you use to build and move Leaders and Soldiers, and to place or remove Flags that mark control of a Duchy.

All of the cards contain text describing an event. Many cards contain a period illustration. These illustrations have no effect on game play. Cards whose events have reminder counters have their titles underlined. Use of these markers can help you remember to account for an event's effect.

A card may be played either for its CP value or for its Event, *not both*.

Thus, for example, British Home Card #98, 'The Light Division', may be played either as the Event (following the instructions on the card) *or* for its Command Point value of 5 CPs.

Some cards contain one or more symbols. 'Plus' cards feature a large '+' sign at the top of the card. 'Response' cards have a blue bar at the top, with white diagonal lines, and the word 'Response'. 'Battle' cards have a black bar at the top, with a red cannon on the left hand side, and the word 'Battle'. 'Must Play' cards have a red bar at the top with three white arrows and the words 'Must Play' in it. These cards and their functions will be described in more detail later.

Number of Players and Who Sees The Cards?

In a four-player game, there is one player for each of the four Powers, so each player will have only a single hand of cards. In the three player game, one player may be both French Powers (blue and green) or both Allied Powers (red and yellow). In a two-player game one player is both French Powers and the other is both Allied Powers.

A player who controls two Powers may examine both Powers' card hands at any time, but *must keep their hands separate*. Powers are not allowed to exchange cards from their hands.

Mulligans

As explained in the rules, a player may decide to reject the hand dealt to a Power he or she controls. The player must then discard the **entire** hand (except 'Must Play' cards, which may not be dis-

carded; see 2.6 for more restrictions), and draw a new hand with **one card fewer** than the previous hand. In our example game, all of the players are happy enough with their Powers' hands, so nobody 'does a Mulligan'.

Resources

We are almost ready to start the game—all we need to do is to give each of the four Powers their starting Resource(s). Give one Resources marker each to the British, Spanish and Armée du Sud (green) Power, and two Resources to the Armée du Nord (blue) Power. Place these Resources on their respective Headquarters Cards.

Spanish Key Control Markers

As *Wellington* is a game about the conquest or liberation of Spain, Player Aid Spanish Key Control Markers are provided to assist the Powers to keep quick and easy track of which Spanish Keys they each control. Placement and exchange of these is not necessary for this tutorial. If markers are placed, they are deployed as follows (Duchies shown in italics are Fortresses):

British Headquarters Card: None—but they control their Home Key Duchies of *Gibraltar, Elvas, Lisbon, Almeida, and Porto* (5).

Spanish Headquarters Card: *Valencia, Cartagena, Cádiz, and Oviedo* (4).

Armée du Sud Headquarters Card: *Barcelona, Granada, Córdoba, Sevilla, and Badajoz* (5), with Home Duchies *Toulouse and Perpignan* (7).

Armée du Nord Headquarters Card: *Zaragoza, San Sebastián, Burgos, Madrid, Salamanca, and Ciudad Rodrigo* (6), with Home Duchies of *Bordeaux and Bayonne* (8).

This is the set-up for the entire game. As previously noted, we'll only focus upon a portion of the overall map—but as you can read from the preceding, the French begin 1812 with a respectable lead insofar as Key Duchy control is concerned.

You can already see how useful these Headquarters Cards can be for keeping track of what you have to play with!

Impulses, Rounds and Turns

There is a maximum of only three Turns in *Wellington*. Each turn is a year (1812, 1813, 1814). Each turn, however, is composed of many ROUNDS of play, and each Round has at least four individual plays or IMPULSES, one for each of the four Powers.

A Round normally proceeds in the Order of Movement as shown on the map: a British Impulse, followed by an Armée du Sud (green) Impulse, then a Spanish Impulse and finally an Armée du Nord (blue) Impulse. After that, the sequence starts again with a British Impulse. This order can be interrupted by what is called a 'Preemption' (see rule 4.22). These Impulse Rounds continue until only one of the four Powers has one or more playable cards left. That Power may take one more Impulse and then the Turn ends.

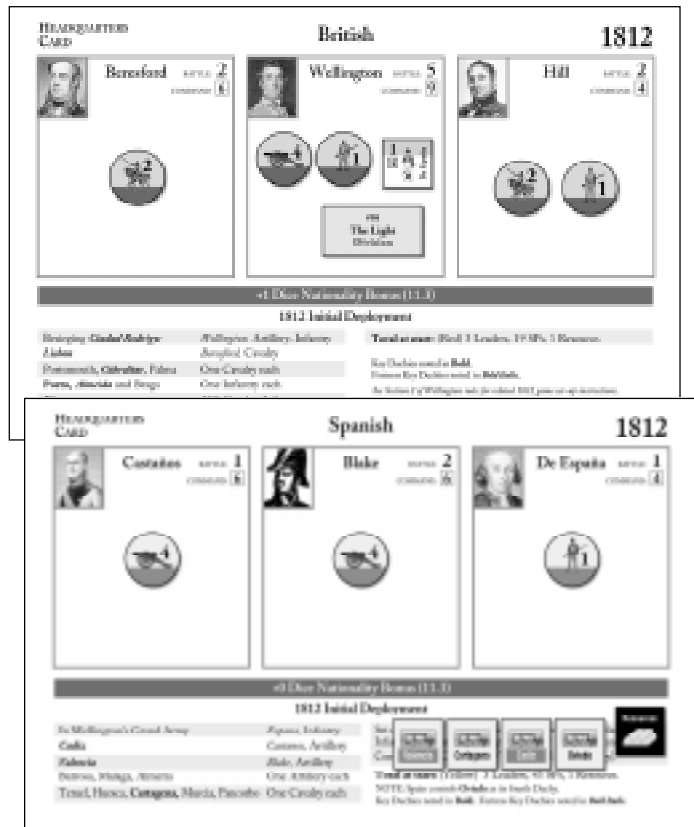
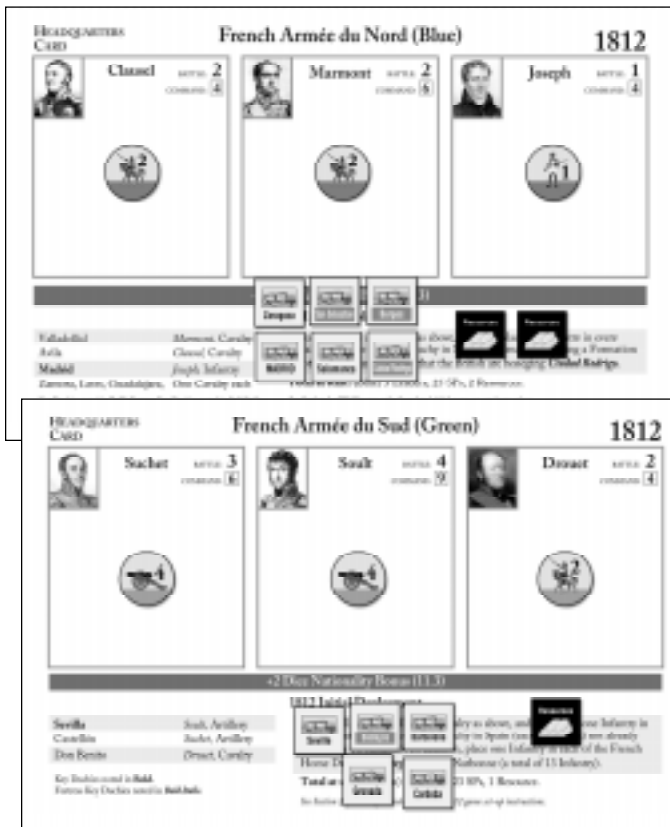
Now let us get on with playing our *Wellington* tutorial game's First Impulse of 1812.

The First Impulse

The British have the First Impulse.

A Power must begin an Impulse by playing a card (if it has any) or spending an available Resource (if the player wishes to).

The British Power plays Home card #98 'The Light Division'. The player plays it for the Event and attaches it to Wellington by placing



the card or 'Light Division' reminder counter on the Headquarters Card right on or below the Wellington Leader space to indicate that the Light Division (and all its benefits) is with Wellington.

The Light Division will add one die to every Battle and Siege Wellington resolves, and as Wellington decides to conduct a Siege against the Fortress of Ciudad Rodrigo, this will come in handy.

Siege Declaration

The British have played the 'Light Division' card as an Event, but this does not conclude their Impulse. As Wellington began the Impulse in Ciudad Rodrigo, and there is no enemy Formation in the Duchy, he may conduct a Siege against the Fortress. Note that this could be done at any point in the Impulse, even before card play, but the British player wanted the benefit of 'The Light Division' before besieging the Fortress.

Only a single Army, not an entire Army Group, may conduct a Siege. The British announce that Wellington and the British will thus lay Siege. The Spanish Army in the Army Group will not be involved.

Battle and Response Cards in Siege

No additional card play or Command Point expenditure is required to begin the Siege. Powers directly involved may play Battle cards (those marked with a black colored bar atop them, a red artillery symbol flush left within that bar and the word 'Battle' flush right) and any Power *may* play Response cards (those marked with a blue colored bar, with white diagonal stripes flush left and the word 'Response' flush right) that can be applied.

If no one plays any cards, the resolution of the Siege would be a simple matter. However, *Wellington* is a highly interactive game, and the cards are soon flying as various Powers 'up the ante' and escalate a straightforward action into an epic clash.

The British are attacking and as such must declare first if they are playing any Battle card(s). They decline to do so.

The French Armée du Nord may now declare a Battle card, as it is their Fortress that is under Siege. They decide to make the British Army's task harder by playing the 'Sappers and Pioneers' card (#71). This Event enhances the French defense, which will prove critical in the ensuing Siege.

The French Armée du Sud may not play a Battle card, as it is not directly involved in the Siege. It may, however, play a Response card. The Armée du Sud decides to be generous, and helps out its French Ally by playing the 'Leader Wounded' card (#52), inflicting a wound on Wellington.

As instructed by the card text, the French now roll a die to see how severe the wound is, or with luck, possibly eliminating him. Unfortunately for the French, the roll is just '1', which means that Wellington must deduct one die from his usual Siege dice total for the duration of this Siege and the remainder of this impulse. The 'Leader Wounded' reminder marker is placed in Wellington's section of the British Headquarters card.

The Spanish may not play a Battle card as the Spanish Army is not involved in the Siege. The Spanish may play a Response card, but at this point in time decline to do so, believing that the British still have a good chance of success on their own.

Siege Resolution (& Dice)

Now we are ready to resolve the Siege. This is done with dice. Note that while there are sufficient dice to play the game included in *Wellington's* box, players may prefer to collect a couple of dozen dice or more from other games or sources, both for ease of play and record keeping, and for the wargaming 'rush' or 'feel' of rolling 'buckets of dice.'

The British are the Besiegers (attackers). They receive the following number of Battle dice:

- five dice for Wellington (one for each point of his Battle Rating, which is a 5);
- five more dice for the SPs with Wellington (the infantry counts as 1 SP, the artillery counts as 4 SPs);
- one more die just for being British (the National Bonus).

To this basic total of eleven dice we add or subtract based on the effects of Battle and Response cards played. We now add or subtract from this basic total of eleven dice:

- add one for the 'Light Division' attached to Wellington;
- subtract one for the 'Leader Wounded' result inflicted on Wellington.

We have a net addition of zero (+1, -1) to the basic 11, so we find the British are left with a total of 11 dice.

The British roll the 11 dice (either all at once or in groups, depending on personal preference and dice available).

In a Siege, the attacker counts only the 6s rolled; all other results are ignored. The British roll just two 6s, scoring two hits on the Fortress. Ciudad Rodrigo, like most Fortresses, has a defense rating of 3 (printed in the yellow box next to the Fortress Duchy). As the British have scored fewer hits than the Fortress's defense rating, the Fortress stands firm. However, scoring at least one hit means that the Siege may continue into a second Siege Round.

Now the French Armée du Nord rolls 3 dice, based on the Fortress's defense rating (the hits scored by the British do not reduce this total). The French do not count their Nationality Bonus as they are defending in a Siege. As the defenders, they count all 5s and 6s rolled. They roll one 5, causing one Disruption in the British Army.

Normally, as the British have scored more hits (two hits to the French one), the Siege would continue with another Round of dice rolling, with the British already having two hits of the three needed to take the Fortress. (Thus requiring only a single six in their next dice roll to reach the total of three needed to equal the defense of the Fortress and cause its capture). The French 'Sappers and Pioneers' card, however, allows the French Siege defense to add a '6' in the first Round of a Siege. This gives the French a second hit, which matches the number of hits the British have rolled.

As the British did not roll more hits than the defending French, their assault is repulsed. In addition, they will lose 1 SP for each 6 the French have rolled. So the British lose 1 SP from Wellington's Army.

However, all is not lost! Remember that Response cards may be played at any time during an Impulse. It is at this point that the Spanish Power selflessly comes to the aid of its British Ally, throwing down the 'Bombardment' Event (#8) as a Response. This allows the attacker to roll an additional 3 dice in the first or second

Siege Round. Furthermore, the attacker may conduct a further Siege Round, regardless of the results of the previous Round.

The British could add those three dice and roll them now, hoping to get that magical third 6 to take the Fortress down, but they decide not to press their luck. The British player instead decides to conduct a second Siege Round and add the three dice to that Round.

This does give the French another Round of rolling dice to try to inflict losses on the British, but the British are willing to accept this trade-off.

Second Siege Round & ‘Making Change’

The Fortress of Ciudad Rodrigo has two hits on it already. This can be marked with a die or a Siege Resolution Status Marker.

The British will roll 13 dice in the second Siege Round: 5 for Wellington’s Battle Rating, 4 for the remaining artillery Soldier (4 SPs), one for their Nationality Bonus, one for the ‘Light Division’ bonus, and 3 more for the ‘Bombardment’ Event played by the Spanish. From this total of 14 (5 + 4 + 1 + 1 + 3), they must deduct one for the French inflicted ‘Leader Wounded’ Event, giving a final total of 13.

The British roll several 6s; as they only needed one more to equal the Fortress’s defense rating of 3, the Siege is successful and the Fortress will be captured.

Although the Fortress is about to fall, the French still get to roll their own 3 Siege dice (the Fortress retains 3 dice for its defense rating, despite the hits it has taken). They roll a 5 and a 6, eliminating another British SP. The British ‘make change’, replacing the artillery (worth 4 SPs) with a cavalry (worth 2 SPs) and an infantry unit worth 1 SP, giving them their new total of 3 SPs. These Soldiers are placed on the Wellington space of the British Headquarters card. The Disruption caused by the 5 has no effect as the Siege is now over.

Flaging and Loot (“Sack and Pillage”)

Whenever a Fortress is captured by Siege the victor places one of their Power’s Flag markers on the Duchy. This is done for no additional CP cost.

Normally, the victor places their *own* Flag on the Duchy. As the British are attempting to liberate Spanish territory (a French Occupied Duchy); they may choose to place a Spanish Flag there instead (rule 7), thus placing it under Spanish control. The British Power decides to do just that, in return for the crucial Spanish play of the ‘Bombardment’ Response card, without which the Siege would have failed. Furthermore, placing Ciudad Rodrigo under Spanish control will allow the Spanish Power to build Soldiers and Leaders there, to reinforce De España’s feeble 1 SP Army.

Whenever a Fortress falls by Siege, the victor also has a chance to obtain ‘Loot’ (12.5). One die is rolled. To that die result one is added (as the British took Ciudad Rodrigo on the second Siege Round, one less round than the strength value defending the Fortress). If the result is a 6 or more, the British will gain a Resource. A 5 is rolled, to which that one is added making a total of 6, thus earning a Resource (which is placed on the British Headquarters Card).

Keep Going

If a besieger fails to take a Fortress, or needs all three Rounds (five in the case of Gibraltar) to take it without rolling excess 6 results, that Army must stop in the Duchy and move no further. If a besieger takes it in fewer rounds than its defense, as is the case here, the Army may continue to move via an Overrun result.

The ‘Light Division’ card played by the British allows Wellington ‘One Free CP’ to move.

It costs 1 CP to move an Army or individual infantry or cavalry Soldier from one Duchy to an adjacent Duchy. Artillery may not move without a Leader to command it. The ‘Light Division’ card allows the British ‘1 Free CP’ to move, and they decide to use it to move Wellington’s Army from Ciudad Rodrigo to Almaraz, the Duchy to the southeast (lower right on the map).

As it takes 1 CP to move each Army in an Army Group, the British cannot take the Spanish Army of De España with them. Take the De España Leader from the Wellington Box on the Headquarters Card and place it on Ciudad Rodrigo. Move Wellington to Almaraz. The British are going to try to ‘mop up’ (i.e. eliminate) some of the vulnerable French garrisons scattered along the southern route to Madrid.

Evasion

The French Armée du Nord Power has a single infantry in Almaraz. Its 1 SP has very little chance of stopping the British Army alone. The Armée du Nord decides to try to evade (i.e. avoid Battle by withdrawing).

Two dice are rolled. The French need a modified total of 9 or better to get away. They will be adding one to the dice because the Duchy to which the French infantry is trying to run (Talavera de la Reina) is Friendly. The French Power rolls a 5 and a 3, for a total of 8, but by adding that one bonus for evading to a Friendly Duchy, they succeed in getting away. Move the French infantry from Almaraz to Talavera de la Reina. The French may (and should) combine these two infantry pieces into a single cavalry piece.

The British are unhappy, as the French evasion has denied them the quick and easy victory that they had hoped for. Such a one-sided Battle could easily have resulted in a Flag Overrun, of which more later. However, the British have further plans for this Impulse.

Another Card?

A Power is normally limited to playing a single card on its Impulse. A Power may play two cards, however, if either the first or the second is a Plus (+) card. ‘The Light Division’ is such a Plus card.

The British elect to play a second card—#17 ‘Portuguese Unrest’. The British play it for the 5 CP value, not for the Event. (The Event is very pro-French anyway; as it hamstring the British ability to build new pieces for CPs in any of their Home Duchies but Gibraltar or Portsmouth.)

CP Expenditure: Moving Soldiers and Armies; Combining Forces; Forced March Attrition

After the bloody Siege of Ciudad Rodrigo, the British Power decides that Wellington needs more troops. The British are keen to defeat the divided French forces in detail before the French can react in their own Impulse.

The British player decides to leave the Leader Beresford in Lisbon, but moves the cavalry from Beresford's Army to Wellington's Army. That cavalry is removed from the British Headquarters Card, placed in Lisbon, and then moved to Fuentes d'Oñoro for 1 CP (one CP for one cavalry or infantry piece moving one Duchy) and then to Ciudad Rodrigo for another (a total of 2 CPs so far).

The British player could spend a CP to Flag Almaraz and make it Friendly (7.1), but decides to move Wellington's Army back to Ciudad Rodrigo instead (1 CP per Army per Duchy). The cavalry Soldier that left Lisbon is 'picked up' at no extra CP cost and is placed on Wellington's section of the British Headquarters card. A March counter of '2' is placed to remind the player of how many Duchies the Army (and the cavalry from Lisbon) has moved so far. This is important because moving five or more Duchies in an Impulse is a Forced March and incurs Attrition.

A fourth CP is then spent to move Wellington's Army to Salamanca, to attack the lone French SP stationed there.

A Spanish Response: Setting the Stage for the Capture of Salamanca

Before Wellington makes the move to Salamanca, the Spanish Power cries "Wait!" and plays a Response card—"The Spanish Mob" (Spanish Home card #90). This card calls for the immediate placement of a Spanish cavalry piece in an *unfortified* Duchy in Spain occupied or controlled by the French. The Spanish place that cavalry in Valladolid. It immediately attacks Marmont and the French cavalry there. By doing this, the Spanish Player, despite the odds, hopes to pin Marmont's Army in place—for unless the French win an Overrun Battle, Marmont will be unable to intercept for the balance of the Impulse.

A Remarkable Two Round Battle

Before the Spanish cavalry attacks, Marmont attempts to evade into Salamanca. If he is successful, he will confront Wellington – his

original intention. He needs a modified result of 9 or more. He rolls two dice and gets a 3 and a 2: a total of 5. Even after modification by Marmont's Battle Rating (+2), and trying to evade into a Friendly Duchy (+1), the result is only 8 – the evasion fails. A 'Battle or failed Intercept' marker is placed on Marmont. The Spanish must now announce if they will play any 'Battle' cards to influence the coming fight, but they decline, as do the French: after all, the coming Battle seems to favor the French defenders.

The Spanish cavalry counts as 2 SPs, giving the Spanish player two Battle dice. The Spanish Nationality Bonus is zero, but the 'Spanish Mob' card allows them two extra Battle dice, for a total of 4.

The French force consists of Marmont's Army, which gets 2 Battle dice for its cavalry piece (2 SPs) and 2 for Marmont's Battle Rating. The French Nationality Bonus adds another 2, for a total of 6.

In a Battle, every 5 or 6 rolled is a casualty. A 5 causes one Disruption, while a 6 eliminates one enemy SP or Leader.

The Spanish roll their four dice. They roll a single 5.

The French roll their six dice. They roll a single 6 and utter a lament to the gods of wargaming dice. The combatants are tied on one casualty each, which means a second Battle Round must be resolved. The Spanish remove their cavalry and replace it with an infantry; the French replace their cavalry with two infantry pieces, one of which is flipped to its 'Disrupted' side.

For the second Battle Round, the Spanish no longer enjoy the benefit of 'The Spanish Mob' card's two dice bonus. (Unless a card specifically states its Battle/Siege effect is for more than one Round, it is good for only one Round.) The Spanish player gets just one Battle die, for his remaining infantry (1 SP). He rolls the die – and scores a 6!

The French lose one Battle die because of their Disrupted infantry SP. The Armée du Nord player rolls the reduced total of five dice –

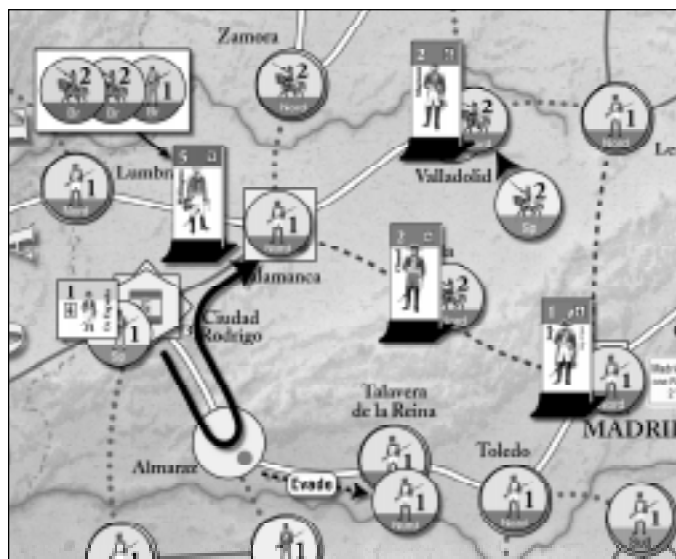


Illustration #2 shows Wellington's movement to Almaraz, and his return to Ciudad Rodrigo where he picked up 2 British SPs from Lisbon. On the road to Salamanca, the Spanish player plays "The Spanish Mob" Response event to place 2 Spanish SPs in Valladolid where it immediately attacks the French Formation there.

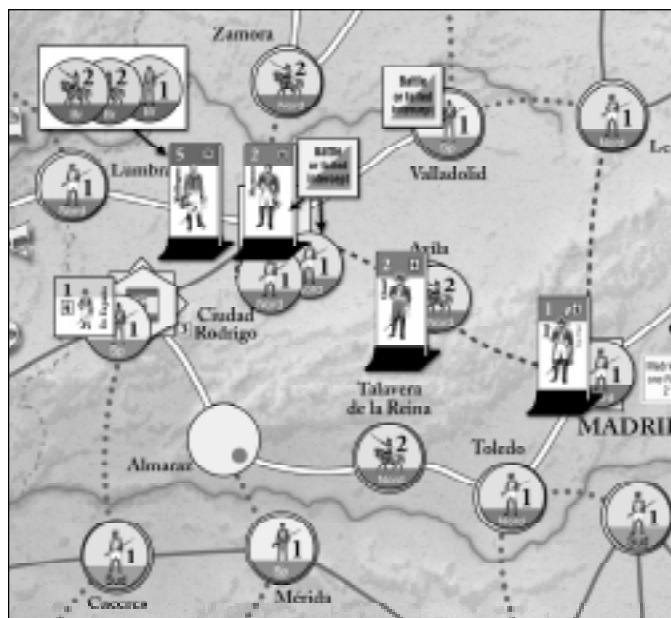


Illustration #3 shows the situation after the battle of Valladolid and Marmont's retreat to Salamanca. Play now continues with Wellington's attack on Salamanca.

and fails to score a single 5 or 6. We'll leave that player's invective comments to your imagination!

The Spanish have now inflicted two Casualties on the French and only received one in return: a surprise Spanish victory. Marmont loses one infantry, it makes no difference which one for the Disrupt result has no lingering effect now that the Battle is concluded. He retreats to Salamanca. This causes the French infantry originally in the Duchy to be placed in Marmont's section of the Armée du Nord Headquarters Card without a 'Battle failed Intercept' marker atop it.

The Battle ends with a 'Battle or Failed Intercept' marker placed atop the surviving Spanish infantry in Valladolid. Marmont and his one infantry already have 'Battle or Failed Intercept' markers with them. "The Spanish Mob" card also declares that if the Spanish are victorious they may place a Flag on the Duchy and they do so.

The Situation is now as it appears in ILLUSTRATION 3.

Interception & Response

Wellington now enters Salamanca to confront Marmont and his two infantry. Now, thinks the Armée du Nord player, this seems a fine opportunity to bring more French strength to bear: Clausel's Army in Avila.

The French grab two dice: as with evasion, they will need to roll a modified 9 or higher to be successful. The dice roll is modified by +2 for Clausel's Battle Rating, and +1 because Salamanca is a Friendly Duchy; however, there is also a modifier of -1 because Clausel is attempting to intercept across a Pass from Avila to Salamanca. The net modifier is thus +2. The Armée du Nord player rolls a 7, which gives a modified result of $7+2=9$. The interception is successful ...or so the Armée du Nord player thinks.

The Spanish Power once again comes to the rescue of their British Ally and again plays a Response card—"Passes Blocked" (#9). The 'Passes Blocked' marker from the counter mix is placed on the pass between Avila and Salamanca, thus stopping Clausel from intercept moving to join Marmont.

Evasion and Rivers

As the interception has thus been stymied and Marmont alone is not much of a match for Wellington and the larger British Army, the French consider evacuating Salamanca by evading, but to where? Lumbrales by the Portuguese border leaves the French even more isolated from their main forces. The Army cannot go to Avila (as the pass is blocked), nor can it cross the river to Zamora (as interception and evasion across rivers is not allowed, or at least not without the help of the French 'Pontoon Train' Home card #100—which neither French Power has) and Valladolid is now Spanish Mob occupied.

Trapped And Forced To Fight

With only unattractive Lumbrales to evade to and no hope of help from Clausel's Army, the French believe they've little option but to fight for Salamanca.

It is not a pretty prospect for Marmont's Army.

All that can save Marmont's Army now is luck, or great cards—preferably both. Perhaps the French can match the Spanish Mob's feats at Valladolid?

The British, however, are the attacker. They want to minimize the chances of a French victory and must play Battle cards before their opponent has to do so. The British have no idea what kind of cards the French may have, and rather than risk losing this rather fine (and expensive, in terms of cards used) opportunity to destroy Marmont, decide to make it more of a sure thing. The British play a Battle card: 'Bloody Bagpipes' British Home card #96. This gives them many advantages in the coming Battle (where they already have a big advantage). The French decide against playing any cards of their own. It would probably be just 'throwing good money after bad' as the saying goes.

The British collect dice for the Battle.

They have 5 SPs: two cavalry—which the British could trade in for an artillery piece, but figure they will need change for Battle losses anyway—and one infantry. Remember, the cavalry are worth 2 SPs each. This is five dice.

To this they add the five for Wellington's Battle Rating, as well as the National Bonus (one more), the Light Division bonus (another one) and the two extra dice for 'Bloody Bagpipes.'

This is a total of 14 ($5+5+1+1+2=14$), but again the British must take away one for the 'Leader Wounded' card result's effect as this is still the British Impulse. The British thus have 13 dice.

Against this the French have only seven dice. Two for the two infantry, two for Marmont's Battle Rating, two for the French National Bonus and one more for the terrain. The line connecting Ciudad Rodrigo with Salamanca is a 'rough' Line of March, and as Salamanca is still in French control, the French get the advantage of that terrain.

The British player rolls 13 Battle dice and scores one 6 and three 5s: a total of 4 casualties inflicted on the French, with one elimination (the 6) and three Disruptions (the 5s).

The Armée du Nord player rolls 7 Battle dice, and scores one 6 but only two 5s. Unfortunately for Marmont, the 'Bloody Bagpipes' card allows the British to ignore two disrupts—thus negating those two 5s.

The final result is four hits for the British, one for the French.

The British take their one loss, and remove the single infantry SP from Wellington's Army.

Rout, Flag Overrun, Loot and a Convoy

It is more than just a British victory: it is a Rout. For a Rout to occur the victorious side in a Battle must inflict 3 or more casualties (5s and 6s combined) than it receives, as has just happened in Salamanca. A Rout means that all Disruptions inflicted on the losing side immediately become eliminations. Marmont's Army suffered 3 Disruptions, which are added to the elimination caused by the British roll of 6, giving a total of 4 eliminations (kills) required. As the Army only has its Leader and 2 SPs to lose, all of these are eliminated and returned to the counter mix. They may be rebuilt using reinforcement CPs later in the game.

Because the French Formation suffered more eliminations than it could meet, the Rout becomes a Flag Overrun as well. A Flag Overrun (11.9) allows the victor to Flag the Battle Duchy at no CP cost. Conscious that they need to keep some Victory Points for themselves, the British place their own Flag on the Key Duchy of Salamanca.

The British do have one last thing to do regarding the Battle of Salamanca. When an Army is eliminated or routed the victor rolls one die to resolve Loot. One is added to the die result for each enemy SP and Leader eliminated (three total in this case). The 'Bloody Bagpipes' card, however, lets the British add another three (for Scottish thoroughness). If the modified total is equal to or greater than **8** (or a natural six is rolled) the victor receives a Resource as Loot, if the roll is equal to or greater than **12**, the victor receives **two** Loot. The unlucky British roll a 1 on their die, which even with the addition of the six modifier is just not quite enough to gain them another bit of Loot. The old gamer adage 'I win on anything but a one' comes through again!

The French sigh with relief: at least something went wrong for the British.

The Victor can keep moving in an Overrun, if that Power has any more CPs available to pay for movement. The British could again move Wellington's Army with the fifth and final CP of the 'Portuguese Unrest' card, but instead choose to execute a Convoy (14.2).

The cavalry piece in Portsmouth is broken down into two infantry SPs. One of these infantry is then Convoyed, at a cost of 1 CP, to the Spanish Fortress of Valencia (not shown in this booklet's illustrations, please consult *Wellington's* map). By doing this, the British player is not only reinforcing Blake's Spanish Army defending one of the four Key Duchies still held by Spain, but this makes possible British play of Battle card #29: 'Skirmishers Front!' to aid the Spanish should Suchet's French Army assault them.

The End of the British Impulse

As the British Impulse is now over, the 'Leader Wounded' card which reduced Wellington's Battle Rating can at last be discarded; the 'Iron Duke' is restored to his full Battle Rating of 5.

The next Power to take a scheduled Impulse, as shown on the Impulse Track, is the Armée du Sud – the green French Power.

A 'Must Play' Card

The Armée du Sud Power could take action in areas of the map not shown in our illustrations, but the Armée du Sud player decides that his partner, the blue Armée du Nord, needs some help. He plays a 'Must Play' card, 'Italian Adventure' (#36). First, the British must remove 2 SP. The British decide to remove the cavalry (worth 2 SPs) that begins the game in Palma (not shown). Then the British place the 'Italian Adventure' card or counter in front of them as a reminder that during their next Impulse they *must* use that card as their play, and as a 2 CP card at that.

The card also instructs the Armée du Sud player to draw another card from the deck. The card drawn is #86, 'The Eagles Come South' – an excellent card for the French. Suppressing a grin, the Armée du Sud player adds it to his Power's hand. He may not show it to any other player, including his French Ally.



The Armée du Sud player could play a second card at this time, if it were a '+' card. He decides not to do so, even though his Home cards #103 and #109 are both '+' cards. The Armée du Sud's Impulse thus comes to an end, and the Spanish Power's Impulse begins.

Removing 'The Passes Blocked' Marker

The Spanish played the 'Passes Blocked' (#9) Event to stop Clausef from intercept marching to help Marmont. The card requires that the 'Passes Blocked' marker be removed at the start of the card player's next Impulse—and it is now the start of the Spanish (the card player's) next Impulse. Remove the marker. The Avila/Salamanca pass is no longer blocked.

The Spanish Spend a Resource and Play a 'Must Play' card

Having already used three cards to help the British, the Spanish decide to buy a card rather than play one at this point. This is done by spending the one Spanish Resource and drawing the top card from the deck. The Spanish player draws card #16, 'La Sortie/Siege Relief' (a 5 CP/Response card). The card is added to the Spanish hand without the other players seeing what it is.



When a Power spends a Resource to buy a card, it may then declare its Impulse over, but the Spanish player indicates a wish to continue. However, as spending a Resource is counted as playing a '+' card, the Spanish player may now only play a non-'+' card. The player chooses the 'Must Play' card #46 – 'Corruption and Sabotage'.

Fortunately for all the Powers, none has more than three Resources (the British and blue French Powers have two each and the green French Power has one). As a result, no Power has to pay the heavy penalty of losing half of its Resources. The Spanish then draw another card from the deck and receive card #41: 'Stragglers' (3CPs—R). The discard pile, along with 'Corruption and Sabotage', is then reshuffled and placed face down to provide a reconstituted main deck for the rest of the Turn.

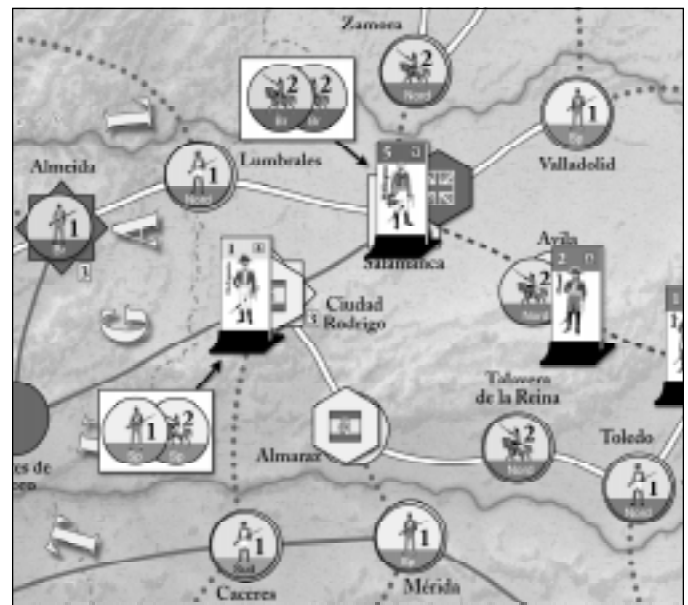


Illustration #4 shows the situation after the Spanish Impulse. The Spanish player has placed 2 SPs in Ciudad Rodrigo and flagged Almaraz.

Play of a MUST PLAY card allows that Power to draw a card and play 'that or another card'. The Spanish player decides to play 'La Sortie/Siege Relief', using it for its CP value, not for its Event.

The Spanish Build and Flag

Card #16 is worth 5 CPs. The Spanish decide to spend four of those CP to build Soldiers. An SP costs 2 CPs each, so the Spanish can buy 2 SPs. They could buy two infantry Soldiers and place them in separate locations, but as the British kindly placed Ciudad Rodrigo under a Spanish Flag, the Spanish decide to buy a cavalry (cost: 4 CPs) and place it there, along with their Leader De España. The cavalry is therefore added to De España's space on the Spanish Headquarters card, along with the infantry already there.

The Spanish still have one of the 5 CPs from card #16 left. They decide to use it to Flag adjacent Almaraz (the Duchy that Wellington advanced into but then left to head up to fight Marmont). It costs 1 CP to place a Flag and a Spanish Flag is placed on Almaraz. This ends the Spanish Impulse.

Armée du Nord (Finally)—Multiple Card Play

The French Armée du Nord (blue) Power is champing at the bit. It has been a tough Round so far, but the French do not want to just sit and wait for the Allies to come at them again. Blue ruminates, however, that Armée du Nord's forces are too weak right now to attack—or so it seems.

First, blue plays French Home card #105—"Afrancesados". This allows an Armée du Nord cavalry piece to be placed in any unbesieged Spanish Duchy currently controlled by the Armée du Nord, or occupied by an Armée du Nord Formation. As this Event can only be played while the French control Madrid, the Armée du Nord player decides it's now or never. The cavalry piece is placed in Madrid, where it joins Joseph's Army (which currently has one infantry).

As card #105 is a Plus card ('+'), the Armée du Nord may play a second card, but not another Plus card. (You may never play two '+' cards in an Impulse. Neither may you play more than two cards in the same Impulse unless allowed to by an Event: this is what happened during the Spanish Impulse when they played 'Corruption and Sabotage'.)

Blue plays card #57 'House of Rothschild.' This allows Armée du Nord to draw two cards from the deck, one of which *must* be played.

Card #23 'Humbled' and #85 'All the Emperor's Horses' are drawn—two high CP value cards!

The Armée du Nord player must now play one of the two cards drawn, as directed by the 'House of Rothschild' Event. Once that Event play has been completed, the 'House of Rothschild' card instructs the player to shuffle that card together with the main deck and the discard pile. The cards are then placed face down as a reconstituted main deck.

The Armée du Nord player decides to play 'All the Emperor's Horses' (#85) for its 6 CP value, not for its Event. Indeed, the Blue Power wants to get the card out of its hand to

prevent the possibility of it being taken by an enemy and used as an Event against the French!

Having decided to use the card for its CPs, the Armée du Nord player now reshuffles the deck, along with the three cards from the discard pile ('House of Rothschild', 'La Sortie/Siege Relief' and 'All the Emperor's Horses'). The 6 CPs should provide a fine opportunity to attack and discomfit the Allies.

Move, Transfer, Move, UnFlag and Attack

The Armée du Nord player spends one CP to move Clausel back from Avila to Madrid. At no additional CP cost, the French may now transfer Joseph's infantry SP to Clausel's Army (simply move the unit to Clausel's section of the Armée du Nord Headquarters card). Clausel's Army now has 3 SPs (one cavalry and one infantry).

Joseph, along with the 'Afrancesados' cavalry that was recently placed in his Army, is moved from Madrid to Toledo (1 CP) and then to Talavera de la Reina (1 CP), where he picks up the cavalry piece there and adds it to his Army. Joseph's Army is now at his Command Rating maximum of 4SPs. So far the Armée du Nord has spent 3 CPs.

The fourth CP from card #85 is spent to move Joseph's Army to Almaraz. The Spanish Army under De España could attempt to intercept this move, but decides not to: waiting instead to see what the French do.

With the fifth CP, the French unflag Almaraz. The Spanish Flag marker is removed and the Duchy returns to French Occupied Duchy status (as indicated by the blue circle occupation symbol on the map). This is important, because Armée du Nord spends the sixth and final CP from the card to move Joseph and attack De España in Ciudad Rodrigo. Had Almaraz not been flagged by the French, they would have incurred Ambush Attrition for moving from an uncontrolled Duchy to an enemy Duchy (9.43).

Interception and Evasion Foiled by Cards, Battle Brought On

The French move appears bold, or foolhardy - perhaps even rather desperate at such an early stage of the game - but the Armée du Nord player is determined to see it through.

The British prepare to intercept with Wellington. The British modify the interception dice roll by +5 (Wellington's Battle Rating); the penalty for intercepting across a Rough Line of March is cancelled out by the +1 modifier for intercepting into a friendly Duchy. They should have little difficulty in succeeding, as a dice roll of 4 or more will give them the 9 or more they need to intercept.

No sooner do the British announce their intentions, however, than the Armée du Nord player spoils their plans by playing the 'Humbled' Event (card #23) as a Response. The Event's effects temporarily reduce Wellington's Battle Rating from 5 to 1, and his Command Rating from 9 to 4. The British player places the 'Humbled' reminder counter on the map near Salamanca.

This means that the British attempt to intercept is now only a +1 (Wellington's new Battle Rating of 1, +1 for going to a Friendly Duchy, -1 for the Rough Line of March). The British roll a 6 which is modified to a 7, but this is still shy of the 9 result needed.

Wellington fails to Intercept! A 'Battle or Failed Intercept' marker is placed atop Wellington. It should be noted that play of the 'Hum-



to begin with, followed by ‘House of Rothschild’ which allowed them a rare chance to play a third card. They may not play another card under any circumstances.

They can, however, Siege the Fortress, because they inflicted an Overrun on the enemy Formation in the Duchy.

The French may play Battle cards that apply to Sieges — and the French have a pair of such cards: their ‘Really Big Guns’ (#21) and ‘Massed Grenadiers’ (#70). These two cards are played as Events.

The French Army of Joseph will roll eight dice (four for the cavalry, two for the National Bonus, one for Joseph’s Battle Rating and one more for the ‘Massed Grenadiers’).

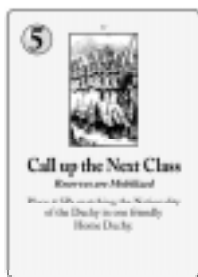
Normally, only 6s count against a Fortress, but the ‘Really Big Guns’ lets each pair of 5s rolled cause a hit.

The French roll two 6s and two 5s—that is three hits, enough to take the Fortress with its defense of three in a single Round!

The Spanish score no hits with their three dice roll.

The French remove the Spanish Flag from Ciudad Rodrigo—it is French Armée du Nord’s once again.

The Armée du Nord may now roll for ‘Sack and Pillage’, but before doing so the Armée du Nord player uses a Response card— ‘Loot and Pillage’ (#7). This allows the Armée du Nord to gain a Resource and a card from the deck. They draw ‘Call up the Next Class’ (#47) —a useful card later in the game, as it will allow them to receive more Soldiers.



The French then roll for ‘Sack and Pillage’, adding two to the die roll because the Siege was ended in just one Round—two fewer than the Fortress’s defense rating of 3. A 5 is rolled and modified to 7 – enough to bring in yet another Resource for the Armée du Nord – their fourth!

Round Over and Preemption

With this play, the French Armée du Nord Impulse, and with it the Round, is over. All ‘Battle or Failed Intercept’ markers are removed. The Turn has a long way to go and unless Armée du Sud (green) chooses to exercise Preemption (for it now has the most cards in its Hand of any Power—seven versus six for Britain); it is now the British Impulse once again.

Looking Ahead

The situation in the center is a challenging one for both sides. Spain and Britain have a number of cards left, as does the Armée du Sud Power — and these include several powerful cards. The Round was a furious one in which many, many cards were spent, and the game has only just begun! Armée du Nord, in particular, dumped a lot of cards during this first Round of play, but still has four Resources (which are, in effect, potential additional cards).

A big problem for the British is that they have the ‘Italian Adventure’ restriction placed on them—they *must* take its 2 CPs as their next Scheduled Impulse. As they do not have any Plus cards in their Hand, other than ‘Admiralty/Hearts of Oak’... a card which the British prefer to retain should an amphibious invasion opportunity arise

once Beresford receives some strength, their next Impulse is going to be at best a short one.

Wellington, reduced to a 1-4 due to the lingering effect of the ‘Humbugged’ card, is cut off from the British Home Duchies in Portugal (which is where the British can nearest build pieces). This is annoying, but Wellington could try to cut his way back home. He could knock out Joseph and once again besiege Ciudad Rodrigo, or take the easier route through Lumbrales where the lone French infantry there is unlikely to stop him. Alternatively, Wellington could drive on Clausel’s Army in Madrid, braving the Attrition for crossing the two mountain passes (to and from Avila) or going around the top, across the river to Lerma (giving the French three bonus Battle dice and in the next British Impulse possibly come down south through the mountain pass from Lerma into Madrid, again braving Attrition.

These are expensive and risky propositions that are likely to get Wellington killed, barring some good fortune. Then again, the British may take the long-term approach, build up Beresford and in lieu of a naval move, prepare to march him to hit Joseph, thus restoring Wellington’s line of communication and setting up for the following Impulse, when the effects of the ‘Humbugged’ and ‘Italian Adventure’ cards will be gone. That, of course, leaves Wellington out on a limb, but Armée du Nord does not appear to have the power or cards to hit Wellington in the meantime.

Armée du Sud and the Spanish are likely to turn their attention to where their forces are gathered—namely the southern half of the map. Many important victory centers (the square Duchies or ‘Keys’ as well as Fortresses) are situated there, and neither Armée du Sud nor the Spanish gained any victory points out of the First Impulse.

Armée du Sud in particular has the tempting ‘Duke of Damnation’ card—Home card #109. This could be used to swing the Armée du Sud’s best general, Soult (a 4-9), who is Battle Rated second only to Wellington himself, up north to face Wellington, or Soult could gather up scattered green infantry SPs into a major Army capable of threatening Portugal or the few Keys still retained by the Spanish. Whether this should take place before or after playing ‘The Eagles Come South’ (#86), which can re-energize French good fortunes in Spain, is a delicious dilemma for the green Power to contemplate.

As for Armée du Nord, with ‘German Conscripts’ (Home card #101) and ‘Call up the Next Class’ (#47) and its *four* Resources (the two it began with plus the one gained retaking Ciudad Rodrigo and one for the ‘Loot & Pillage’ card... lucky for them that ‘Corruption & Sabotage’ card #46 showed up during the preceding Spanish impulse!), the way is clear: build Soldiers and buy cards. This may allow the Armée du Nord to attack again, but that will be during another Impulse.

Things are looking up for the French: but *Wellington* can be fickle and only continued play will reveal what fate has in store.

Incidentally, the kind of luck described in this tutorial—both with card draws and dice rolling, did actually occur during *Wellington’s* playtesting at one time or another! Furthermore, readers are urged to consider possible play variations for this tutorial which did not occur. For example, what if Spain played the ‘Stragglers’ Response card Event on blue as soon as Joseph’s Army departed Madrid? *Wellington* is a game with many paths to take, and many possible resolutions – we hope you enjoy discovering them for yourselves.

Part Three

Historical Background, Player's Notes & Designer's Notes

The Game Opens...

In January 1812 the French were at the height of their power in Spain. They controlled almost all the major cities and most of the important towns. Such control, however, was limited to the ground physically occupied by their armies. The French had a further handicap: the need to disperse their troops to winter quarters to more easily house and feed them.

There were five French armies in Spain. In *Wellington*, three have been grouped into the Armée du Nord (the blue French forces) and two into the Armée du Sud (the green French forces).

The French Marshals detested one another almost as much as they despised Joseph. Each sought to win imperial favor. Each sought to carve out his own viceroyalty.

The Spanish were a nation in arms. Their strength lay not in their large but frequently ineffectual field armies in the southern cities, but in the bands of guerrillas holding out in the mountainous regions of northern and central Spain. These enclaves posed a constant threat to the French, who had to rely on men sent from France and its distant German allies, among others, for replacements.

France and Britain had been fighting in Iberia since 1807. In 1808 Napoleon invaded his former Spanish ally and all but conquered the country. For the next three years General Arthur Wellesley (created Duke of Wellington after his 1809 victory at Talavera de la Reina) fought to defend Portugal—and mostly Lisbon at that—from a succession of French marshals. Brief forays into Spain were just that—brief forays. Always outnumbered, the British had little choice but to retire back to Portugal to defend their foothold on the Peninsula.

Armée du Nord

(Army of the North: The Blue French Power)

This represents:

- The Army of the North: 48,000 men in garrison towns.
- The Army of Portugal: 52,000 men under Marshal Marmont and his senior division commander Clausef.
- The Army of the Center: 15,000 men under Napoleon's brother, Joseph. Napoleon had crowned Joseph King of Spain.

Armée du Sud

(Army of the South: The Green French Power)

This represents:

- The Army of Castile and Aragon: 60,000 men under Marshal Suchet.
- The Army of Andalusia: 54,000 men under the formidable Marshal Soult. Soult's force included the former Grande Armée V Corps under General Drouet, the Comte D'Erlon.

Course of the Campaign

In January 1812 Wellington hit the scattered French early. With thunderclap surprise he took the twin fortresses of Ciudad Rodrigo and Badajoz. Meanwhile, the French launched what they believed would be their final offensive to complete the subjugation of Spain: Suchet took Valencia from the Spanish and smashed Blake's army while Soult tightened his hold on Andalusia. Marmont and the old Army of Portugal moved on Ciudad Rodrigo, which Wellington had left in the hands of his Spanish ally, General De España. Fearful of losing that newly captured fortress and leaving Portugal open to invasion again, Wellington marched north from newly secured Badajoz. That march brought about the Battle of Salamanca. There, the British, initially in retreat, turned and attacked Marmont.

This battle has been described as one of the most even contests in military history. Two veteran armies of almost exactly equal strength met on that field. Marmont was wounded early in the battle and after a long bloody combat his army was virtually annihilated. British authors call Salamanca Wellington's masterpiece. Joseph, in a panic, abandoned Madrid to the advancing British.

Joseph's chief of staff, Marshal Jourdan, ordered the armies to concentrate. To do so the French had to relinquish control of much Spanish countryside to the guerrillas, already heartened and emboldened by Wellington's Salamanca victory. Thus Soult and Armée du Sud abandoned Andalusia. Once again outnumbered by this French concentration, Wellington fell back to Portugal to regroup.

In 1813 Napoleon recalled thousands of veterans from Spain to rebuild armies lost in the disastrous Russian campaign. A strengthened Wellington again advanced from his Portuguese bastion. Outmaneuvered and beset on all fronts by the guerrillas, the French fell back. At Vitoria Wellington caught and routed the combined French armies. Soult took charge of what was left and fell back to defend the French border.

In 1814 Wellington led the allied armies in a final campaign to attempt to liberate the rest of Spain and crossed the Pyrenees to invade France itself. The last battle of the Peninsula War was fought outside Toulouse, in southern France, only days before Napoleon abdicated. Nevertheless, the French managed to hold on to a few bastions in Spain which were forfeited in the post-war armistice.

To Reason Why... Explaining The 'Random Elements' of *Wellington* and What They Represent

While the war in the Peninsula was the principal theater of operations for the Spanish and for the British Army, it represented only a fraction, albeit a significant one, of a much greater war across the European continent and other parts of the world. Some of the events of that wider conflict are depicted in the cards (e.g. 'Disaster on the Rhine', 'Canada Invaded', and 'Viceroys Overthrown'). Although all these events actually happened, they did not necessarily have to happen. More importantly, the commanders in Spain (or the cabinet ministers in London, Paris and Moscow for that matter) could not anticipate let alone count on such events occurring. When Wellington learned of the French invasion of Russia, for example, he welcomed

the news of England gaining an ally, yet also feared this would be yet another in the long series of Napoleon's triumphant conquests. Few in Europe, including Wellington, could anticipate that an invasion by the largest European army ever assembled would end as it did in the horror of the winter retreat from Moscow.

To game the campaign in Spain without taking into account what did and what could have happened in the rest of the world would be as false as scripting it to exactly follow history. To burden the game and its players with too much of what is going on outside Spain and beyond their control would be no better. The middle ground is to insert a simple element of chance and uncertainty into the game. This is done in three ways. First, there are the two types of event cards that refer to affairs outside Spain—those which the players may or may not elect to play as events (e.g. 'Royalist Dissent') and those **MUST PLAY** cards (e.g. 'The Emperor Beckons'), which, barring great luck, have a high probability of influencing a *Wellington* game. Second: the Peace Die Roll. Third: the Reinforcement die rolls. Taken together, these three methods represent a compromise that allows players to game the campaign in the Peninsula without either fighting in an ahistorical vacuum or being slavishly forced to follow the diary of history.

The Peace Die Roll

The roll of a '6' to end the game represents a wide variety of events that could or did occur.

In 1812, a roll of a '6' could mean one of the following:

- **Napoleon victorious in Russia.** The Tsar sues for peace. Complete master of Europe, Napoleon is free to concentrate his vast resources on the final subjugation of Spain. Britain, without hope of a major ally opening a second front and already near bankruptcy, comes to terms with the empire. The Spanish continue to resist, but without British money, arms and soldiers to back them, the conflict devolves into a long grueling but ultimately hopeless guerrilla war.
- **Napoleon dies or is captured in Russia.** Napoleon is murdered by Russian assassins in Moscow (a goal of Count Bezuhkov in Leo Tolstoy's *War and Peace*) or is killed or captured by Cossacks during the winter retreat (an actual incident that was narrowly averted by the 'sacred squadron' of mounted generals and staff officers). Napoleon's death could have opened the way to a continental peace conference, a French civil war, or at least a state of interregnum within the empire. Peace or dissension on such a wide scale could have effectively reversed the French tide in Spain, resulting in the eventual liberation of all or most of the Peninsula.
- **Malet's Conspiracy Succeeds.** After military disaster, Napoleon fails to return to Paris in time to prevent the conspirators from taking power, deposing him and making peace. The result is similar to what might have occurred had the emperor died or been captured in Russia. (Historically, Napoleon raced home from Russia, abandoning his army in the snow, arriving in Paris barely in time to avert a coup by his chief of the secret police and other ministers.)
- **The British Government Falls.** The British economy teetered on the brink of bankruptcy in 1812. War weariness and dissension in Parliament and even in the ruling cabinet nearly led to the fall of the prime minister and the return of the Whigs, or at least a coalition government, as the Regent himself tried to organize. As Charles Oman and other historians note, such a change would have resulted in the withdrawal of British forces to Portugal (at the very least), and more likely a negotiated peace with Napoleon.

- **The Cortes Accepts Ferdinand's Return.** The Spanish junta very nearly accepted a deal proposed by the French and by ousted King Ferdinand for the return of the Bourbon monarchy to Spain. At the core of this was an agreement that Spain recognize the annexation of certain of its border provinces by France in return for a French withdrawal from the rest of the country. In return, the Spanish would agree to neutrality in the Anglo-French conflict. These negotiations very nearly succeeded and if they had done so the war in Spain would have been over.

At the end of *Wellington's* 1813 turn, the '6' could mean that Napoleon dies, is captured or overthrown, or meets with an even more complete disaster than that which befell the French at Leipzig. The six could also mean the British government falls or the Cortes makes peace, as above, or that:

- **Napoleon is Victorious in Germany.** Napoleon's numerous victories over the Russians and Prussians in 1813 either are more complete or at least not undermined by the losses suffered by his marshals in their separate engagements. Austria sees no incentive to join a losing proposition and thus remains neutral. Napoleon is at best free to send reinforcements to Spain, or at worst no longer draw forces from the Peninsula.
- **Armistice.** In the summer of 1813 an armistice was negotiated in Germany. It very nearly led to a continental peace conference. Napoleon's own stubbornness and pride led him to spurn offers made by the Austrians to end the generation of conflict that had bled Europe dry. A peace agreement could either have left the French a free hand in Spain, or drawn the British into negotiations to settle—or, at worst, withdraw from—the Peninsular conflict.

The Reinforcement Die Rolls

At the conclusion of the 1812 and 1813 *Wellington* game turns these die rolls also reflect the course of events that happened or could have happened in the rest of the world. Had the wars and rebellions in Germany, America and the Spanish colonies worsened, France, Britain and Spain would have been faced with diverting even more troops and resources to those troubled areas. The reverse is also true, successes in those regions could have freed up more troops and more money for the Peninsula. The Reinforcement die rolls also represent many other possible political, economic, domestic and international pressures and events too numerous to list that affect the ability of the Powers to raise armies for the war in Spain.

The Conquest Die Roll

While the willpower of the Spanish people to resist the French was rarely an issue, the ability of the Spanish to fight anything more than a guerrilla war rested on far more than just hatred and national pride. Spanish fortunes hit their nadir during 1812. Wellington himself knew that he needed a major victory to reinvigorate the spirits of the Spanish generals, nobles, bishops and politicians in the ruling junta, many of whom had grown despondent or at least willing to consider negotiating a settlement with France. The Spanish were bickering among themselves and were not confident that the British would continue to spend treasure and blood to liberate Spain. As even Wellington had always kept close to the Portuguese frontier and repeatedly retreated back into Portugal after each victory, such concerns were valid.

The conquest die roll represents the very real possibility that, had Wellington not turned the tide, 1812 could have seen the collapse of

organized resistance and signaled an eventual French victory in Spain. While such a turn of events is still possible in the second and third game turns, it becomes less and less likely, as time and the fall of the cards generally don't favor the French.

Levels of Victory: The Liberation of Spain and the Defense of France

In 1812 the French fought to conquer Spain. By the start of 1813, their hopes of conquest were dimmed by news of the disaster in Russia, yet they still held Madrid and most of the country. By late summer 1813 the French were on the defensive. Despite disasters in Germany, they still held onto many of their possessions, especially in the areas Napoleon wished to annex, or which some of the French marshals believed were to become their near-feudal fiefdoms. By 1814, however, the French were reduced to defending their own country, yet they still savagely fought to hold on to bridgeheads on the Spanish side of the Pyrenees.

These changing goals are reflected by the victory conditions in the game. For the French, control of not just the Keys but all Duchies of the map contribute to determining if they win or lose. Then there are the more difficult to achieve 'Sudden Death' victory conditions which players should keep in mind.

In 1812 the French have a chance to win the game outright by conquering Spain. Should the game end in a peace die roll, the French are likely to win — as long as they at least managed to hold on to what they began with. The British and Spanish must act aggressively to prevent the French from getting a chance to conquer the country. The Allies must bring the situation into balance so a peace die roll does not give the game to the French.

1813 is usually a more balanced year, in which either side can win. While the French are less likely to conquer Spain on Turn 2, they cannot simply run for France. They have to play for the win on points should the peace die roll end the game, or at least ensure they go into the 1814 Turn in position to protect France. That means holding on to at least some vital Spanish areas so the Allied Powers do not win an automatic victory by completely liberating Spain through capturing all 15 of its Keys.

The third turn, if the game goes that long, provides victory points to the French for holding their Home Duchies, and gives them incentives for retaining at least some of Spain. Should they do so, the bonuses they gain do not merely reflect a game balancing design element, but give the French players a reward for doing better than their historical counterparts. A French player who wins the game on points on the third turn can take consolation in having protected the emperor's rear—giving Napoleon a chance to mobilize forces and turn once again on the Austrian, Russian and Prussian armies that closed in on Paris in 1814. That Napoleon was historically unable to do so and was forced to abdicate in April of that year was, as he himself complained, due to the fact that when he turned to go south, he found that part of France already occupied by Wellington.

Player Notes and Strategies

The French

Initial Advantages

The French Powers have many advantages at the start of the 1812 Set-Up game. Although inferior overall in numbers compared to the combined British and Spanish, the French Leaders are far superior to the Spanish, and with their +2 nationality bonus they are more than a match for any major army the Spanish can field...or move.

The French control 11 of the 15 Keys (victory centers) in Spain, including Madrid. This gives them a strong chance to conquer Spain and win the game early. The French Armée du Nord controls more of these centers (6 of the 11), but is more likely to face Wellington. The Armée du Sud has better leaders (Soult and Suchet) and faces mostly Spanish troops.

French Card Play & Strategic Options

The French have to weigh playing cards to move armies, win battles and influence events, against the need to build new Soldiers and replace those that are lost. Against aggressive Allied play, the Appeal to the Emperor Table will not be a source of enough reinforcements, even with the best of die rolls. The French need to be wary of the isolated Spanish enclaves at the start. Spanish forces raised in these Duchies can create havoc in the French rear by cutting off the movement of reinforcements and redeployments from France. A flying column of 'guerrilla busters' is often needed to keep the road home open. A French player who cannot move Leaders back to France to pick up new Soldiers is doomed.

If cut off from France, there may come time during a turn when a Leader must be deliberately sacrificed in a 'suicidal' attack in the depths of Spain to make him available for replacement in France. An alternative is to await the Interphase and the opportunity for a Leader Strategic Transfer (16.32). This is expensive in CPs as it represents an extraordinary redeployment of resources; but there can be time when such a drastic measure becomes necessary.

The French do have a large if scattered army in Spain. They can unite their forces for a smashing blow or create an 'army of distraction' to harass the Spanish rear or invade Portugal. This maneuver can be quite effective when Wellington and the bulk of his British troops are busy in and around Madrid. If forced to fall back, the French can form a hedgehog of mutually supporting armies using interception (10)—particularly if in possession of one or more two-Duchy interception cards, e.g. 'Call for Reinforcements.' (Note how important centrally located Vitoria becomes when occupied by a French army with a two-Duchy interception card.) The 'Duke of Damnation' Home card #109 can be used to instantly create a French offensive resurgence when and where the Allies least expect it.

The French need to concentrate forces to defeat their many enemies. However, stripping garrisons to form large armies or transferring Soult and his Army from Andalusia to defend Madrid is a gambler's move. If the game does not end from peace or conquest, every Duchy that is not occupied by French troops risks being taken over by the Spanish guerrillas (4.4). This is the French dilemma: how to hold on to enough territory to conquer Spain without being defeated by

The Quality of the Armies and Their Generals

An explanation of the National Bonus and Leader Ratings.

The French

In 1812 the French were the finest army in Europe, if not the world. Many of the finest units in Napoleon's army were stationed in Spain, including the elite Young Guard, the Polish regiments and the best of the veteran French, Italian and German contingents. Soult and Suchet were among the most capable and renowned of the marshals, and Marmont, although arguably not of their stature, was well thought of and respected by Wellington himself as a worthy and crafty opponent. Liberally equipped with a highly mobile and efficient corps of artillery and supported by a large mounted force of chasseurs, hussars, dragoons (and a few lancer and cuirassier regiments as well), the French in Spain were a formidable and frightening foe. This is reflected in their +2 national bonus in Battle/Siege in the game and in the high ratings of their better Leaders.

Within a year, of course, this would all change. Many of the best formations were pulled out of Spain during 1812 to form the core around which Napoleon would build his Grand Army for the invasion of Russia. Even more veterans, as well as much of the cavalry, would be recalled during early 1813 as Napoleon desperately conjured up new armies to hold on to the empire he threw away in the snowy retreat from Moscow. What replacements were sent to Spain were young, inexperienced recruits, many of them unwilling conscripts drawn from Italy. That the French did not collapse entirely and stubbornly fought on until the spring of 1814 is a tribute to the leaders and hardened veterans who held their armies together. This is why the rating slips only to +1 and no further should the card that represents these events, 'The Emperor Beckons' (#38), be played.

The British

In *Wellington*, the British are rated a +1 national bonus (as compared to the initial +2 for the French). This is in no way meant to demean the fighting spirit or bravery of Britain's forces in the Peninsula. Many of the finest regiments in the British Army fought in Spain. Unfortunately, these made up at best a third of Wellington's forces. Another third was made up of Portuguese troops, many of dubious quality and questionable reliability. Yet another third of the Duke's forces were comprised of what he himself called the "scum of the earth"—poorly trained, poorly equipped recruits sent over from England. The regiments of Scottish Highlanders, Foot Guards, King's German Legion and the Rifle Brigade proved themselves time and time again. But infantry alone do not an army make. Wellington's own disappointment with his cavalry is well-recorded, as is his despair at almost always being either outgunned or outweighed—or both—in the matter of artillery.

The British are rated +1 mainly because of the number of excellent infantry (and some cavalry) units in their army. The attachment of the Light Division, British HOME card #98, into which Wellington had consolidated many of his finest regiments, to any British Leader, effectively makes his forces a +2—the same as the French. While Beresford and Hill are capable officers able to stand up to the second tier of French Commanders, Wellington,

however, remains the acknowledged master of this theater of war. His high Command Rating makes it unlikely that any Army or Army Group led by him will be caught in a Battle it does not wish to fight, or be caught napping by a French Formation trying to sneak past. Under his command, any British Formation is equal, if not superior, to anything the French can muster.

Still, Wellington had to earn his victories. He had great respect for Marmont (until he bested him at Salamanca) and especially for Soult, a wily opponent whom Wellington dubbed "The Duke of Damnation". (This was partly as a word play on Soult's imperial title of Duke of Dalmatia, but more appropriately because of his refusal to stay beaten.)

The Spanish

The Spanish army was virtually destroyed in a single month during 1808. What remained of the professional army, notably the Walloon Guards and the three Irish regiments (the Irlanda, Hibernia, and Ultonia regiments), formed the core of the force commanded by General Blake, a veteran Spanish officer of Irish ancestry. That Blake is rated as a '2' while the other Spanish leaders are but "1" point Leaders, reflects this.

The Spanish fielded masses of ill-trained, poorly armed and woefully under-equipped hordes to hurl at the French, usually with predictably fatal results to the attackers. Spanish armies again and again fell before the French marshals. Blake himself was forced to surrender. Despite their poor performance in the field, the Spanish made up in courage what they lacked in skill. Dogged and determined, they kept coming back again, and again, and again. The Spanish regulars and militia, however, were not the real nemesis of the French occupation forces. It was the partisans, the guerrillas, who trapped convoys, ambushed couriers and destroyed outlying garrisons that caused the French their greatest problems in Spain. The Spanish refusal to surrender forced the French to spread themselves thin, and their sacrifices ground down and wore out the French armies. Although they do not have a national bonus in Battle, the Spanish ability to pop up almost anywhere to bedevil the French, even in Duchies the French think they control, is their true strength.

picture to come

Wellington. The largest strategic influence in French favor is that the Allies must expend CPs to capture Spain, while France can use its CPs to essentially respond to threats and build (or rebuild) forces. The trick is not to lose territory and Soldiers more quickly than they can be replaced.

Additionally, if the French are fortunate enough to receive additional victory points through Resources acquired by cards or battle-field Loot (11.10), should they hold onto them or spend them for extra cards whose Events/CPs could preserve an on-map Key Duchy/Fortress? This must be tempered by keeping an eye on how many Resources each Allied Power possesses. Then there's the danger of having too many accumulated Resources which could trigger a loss due to the effect of the 'Corruption & Sabotage' Event (card #46).

The British

1812 Options

The British begin the game laying siege to Ciudad Rodrigo. They have strong positions to fall back to (Lisbon and Gibraltar) and with control of the seas can move about from port to port rather freely. What they lack in initial victory centers they make up for in mobility and power. Wellington is the best Leader on the map. With his Battle Rating of 5 Wellington (who can be supplemented to an impressive six Battle Dice with the 'Light Division' Home card assigned him) is not only a powerful piece in Battle or Siege, but also can evade or intercept almost at will.

An early British strategic decision is to decide whether to lunge for Madrid or build up more forces from Portugal before doing so. Some reserve in Lisbon is important, as the French can be highly mobile and assail the Allied rear. Invading France by sea, if in possession of the correct cards, can be tempting, particularly in light of the Sudden Death Victory Condition for conquering France. Such an attack may give the French fits, but this course of action can be a trap that reduces Allied momentum in Spain itself: for most *Wellington* games are won or lost in Spain.

There are times when it is wise to flag a newly captured Duchy as Spanish, rather than British, to give the Spanish a place to build new Soldiers to harass the French and support the British advance. For that reason, unless the Duchy is a Key, it's a 'no brainer' for the British to Spanish Flag every Spanish Duchy they capture.

Above all KEEP THE OFFENSIVE MOVING! The British, particularly the army under Wellington, constitutes the Allied 'hammer' which must be aggressively wielded and wielded with an eye on the 'game clock' if there's to be any hope of victory. Make every Impulse count!

Tactical Considerations

Keep in mind that two-Duchy interception cards can be used offensively as a means to hurry fresh troops to the front. The threat of them alone can keep the French guessing as to a reserve Army's axis of attack—for example, Wellington with a British Army or Army Group in Madrid could two-Duchy intercept into Burgos or Zaragoza.

The British are fragile in that they cannot easily replace losses as they advance farther from their Portuguese Home Keys. Consequently, a well-played Allied end game could see multiple British/Spanish Army Groups sequentially hammering the French via attritional Battles to overcome their mutually supporting forces to

outflank the Ebro River line via the vital Duchy of Vitoria and eventually threaten France itself. Teaming Spanish and British armies together will reduce British losses in Battle (since losses must be shared equally), and from Attrition (as the Allies can choose to lose more Spanish than British to suffer Attrition, per 13.1), as well as provide a greater choice of potential Battle cards.

The Spanish

General Considerations

The Spanish have the largest army, but its Soldiers fight poorly and its Leaders are even worse (as represented not only by the low ratings of their Leaders but also by the zero nationality bonus, as compared to the +2 gained by the French). Furthermore, the Loot rule compels the Spanish, unless they play the 'Wild Geese' Battle card, into rolling Attrition for their victorious Formation when they gain a Resource through Battle, Siege or a Battle/Siege-Related card Event. The Spanish also control only four victory Key Duchies at the 1812 start, and have their backs to the sea. This leaves them little room for error.

Spanish strength lies in their Home cards and their ability to harass the French, particularly by attacking their small garrisons. The Spanish must fight a war of attrition—a guerrilla war of striking where the French are weakest, and deliberately battling French Formations in the hope of eliminating one or two Strength Points each time. (This tactic can be especially effective in whittling down Soult's Army to set the stage for the liberation of Andalusia.)

The Spanish can build in places they liberate, while the French can only build back in France—and that is a long and vulnerable path that can be blocked. The Spanish could liberate a port for British reinforcement via Convoy. There's also nothing sweeter than a French Army advancing into a Battle it may lose only to have the Duchy it departed from fall to the Spanish via 'The Spanish Mob' (#90) or 'Juramentados' (#35) Response cards.

When two players take the Allied side, the Spanish player must carefully keep track of how many Spanish Keys the British flag for themselves—being on the alert that one Flag too many for the Brits, despite Spanish Bonus VPs, could mean a loss in event of Allied Victory. Of course this concern is moot if the Allies fail to win the game overall, which is akin to fighting over the Titanic's best deck chair.

Tips for Both Sides

Regarding Card Play and Player Choices

Both sides are thus forced on to the offensive from the beginning, yet should try to accumulate some reserves in case MUST PLAY cards compel Soldier removals from the game. The longer the game goes on, the more likely the Allies will win. The Allies, however, cannot sit back. They must strike quickly to prevent the risk of Spain being conquered.

There is often tension in choosing how or when to play a card and game circumstances will indicate when it's best to use a card for its CPs or Event. This 'player stress' was deliberately designed into *Wellington's* game system. Sometimes it's better to 'go with your gut' than expend too much intellectual energy and game playing time deliberating over all possible choices and card play combinations before you.

There will be occasions when it seems ever so tempting to expend Battle cards to secure a singular victory. During playtesting, we experienced conflicts with as many as four or five cards, both Battle and Response, being played by a side to secure what appeared a crucial battlefield or Siege victory. Such prolific expenditure of cards, particularly by an attacker when the defender had no obligation to respond in kind with cards of their own, can reap tactical victory at the price of seeing one's opposition running rampant upon the map and possibly achieve a Sudden Death Victory Condition.

Then the player who exhausted a hand of cards can only respond by expending Resources for new cards or sit by helplessly having given the opposition complete tactical and strategic freedom of action. Beware this trap—be a 'card counter' (or for that matter a Resource counter). The French should be most mindful of this during an 1813 game start since this version of *Wellington*, in potential effect with Resources, initially provides the Allies 21 cards versus 17 for the French.

If you have cards whose Events provide additional cards or Resources, hold off playing them until the end of a Turn draws near. Then your Formations can enjoy a distinct initiative advantage upon the game map. Always watch your ratio of accumulated Resources versus those of your opponent(s). Beware the 'Corruption & Sabotage' Must Play Event card becoming a factor during a Turn, but take full advantage should you receive it since possession of that card allows you to accumulate Resources without fear of losing them until the Interphase's 'Resource Balancing Phase' (4.5).

The 'Luck Factor'

Finally, players should realize that luck, with the dice and cards, can seem to heavily influence a game of *Wellington*. That's as it should be, for fortune surely favored one side or the other at various points during the historic Peninsular Campaign. (How else to explain an annihilation battle such as Vitoria?) The key is to make the most of good luck or manage to endure and overcome fickle dice rolling or poor luck drawing optimum cards. It's your ability to make the most of opportunities, as well as curtail those of your opponent(s), that make for successful *Wellington* play.

Three card Events can be particularly valuable if you're victimized by bad dice rolling as they eliminate Rout Battle losses: 'Cavalry Brigade' (#2), 'Rear Guard' (#49), and 'Rally' (#48). Then there are other Events which can put a close Battle resolution 'over the edge' for one side or the other. Yes, it is indeed luck whether you have such cards when they're needed.

Be calm when things aren't going well. Each side has good resilience to 'bounce back' from seeming disaster. (Although feel free to cuss or implore the dice and the card deck—a time-worn wargamer's right—whenever you feel it appropriate.) Be a courteous gamer: if you're playing against two teamed players, it's good sportsmanship to play the game out to the end, doing the best you can to stave off what seems inevitable defeat, since there may be question as to which player of that winning team will individually win the game. Even a one-sided game of *Wellington* can still be entertaining for all participants and every game presents opportunity of learning or experiencing something new.

The Long and the Short

The 1812 game start version of *Wellington* can end as early as the first turn. Such games almost always result in a French victory. Then again, there are at most two chances of that happening. One of those

requires the roll of a 6 on a six-sided die, and the other is rarely any better (at most a fifty-fifty 4–6, but that means France owns 12 of 15 Spanish Keys to get to that level).

The Allies can play the odds and anticipate a long game, but if they do that and hold back, they might just find the game is over before they really start to play. Acting aggressively and taking Madrid during Turn 1 means the French cannot roll for conquest, and thus eliminates one of the two chances the game will end early: Armée du Nord's forces are initially spread thin, so the opportunity is certainly there. The Allied decision whether to have Wellington's army approach Madrid from the north or south is an important one. Each route has its potential advantages and pitfalls.

The second Turn can be anyone's game—and usually is. Even if one side or the other has a strong position the game can turn on a single Battle. Again, the Allies have to decide if they want to minimize risks and go for a long game, which maximizes the odds of card Events which hurt the French getting into play, or make sure the French can not end it early—as early endings still tend to favor the French even in the second 1813 Turn.

If the game goes on to a third 1814 Turn, a new factor must be counted. Each French Power can gain four victory points as a bonus if at the end of the Turn that Power holds all four of its original Home Duchies.

This is more than just a game-balancing tool. It mirrors history. The British and Spanish were not out to win the war just on points by having the most of Spain; they wanted it all and needed to carry the war into France. Wellington in particular was less concerned with freeing Spain than with taking the war to the French, thus taking pressure off other members of the great coalition fighting on the continent.

The British ability to reinforce or descend from the sea takes on new importance in a long game, as does the French need to protect and garrison their rear areas. Rather than just concede the game from what seems to be a losing position in 1814; the French can still win by holding on to their home areas and at least a significant piece of Spain—two things that Marshal Soult, to his great discomfiture, could not accomplish.

For both sides, there are times to play like a Field Marshal Montgomery and times to play like a General Patton... knowing which persona to adopt, and when, are keys to learning how to play *Wellington* to victorious effect.

Why Start in 1812 and not earlier?

The Peninsular War began with the French invasion of Portugal in 1807. A year later Napoleon betrayed his Spanish ally and invaded the country. Arthur Wellesley, later Duke of Wellington, led one of the British armies that landed in 1808 to help Spain resist the French and liberate Portugal.

So why not start a game of the Peninsular War in 1807 or 1808? Why wait until 1812? To answer that the designer would like to quote Sir Charles Oman, one of the most respected historians of that war. In 1914 Oman prefaced Volume V of his epic 'A History of the Peninsular War' as follows:

"The fact is that, from the point of view of Wellington's army, the year 1812 was much more tightly packed with military events than any which had gone before. In 1809 there was nothing important to

chronicle after August; in 1810 the Anglo-Portuguese did not come to the forefront of the war until July, when (French Marshal Andre) Massena had crossed the frontier and laid siege to Almeida. In 1811 the year opened with a deadlock, which was only ended by the commencement of Massena's retreat on March 9th, which concluded with a similar deadlock which endured from July to December—interrupted only by the short campaign of El Bodon and Aldea da Ponte, and this covered only a week.

“In 1812 the great strategical operations began on the first day of the year with the concentration for the siege of Ciudad Rodrigo, and did not end till the last week of November—which saw Wellington once more encamped under the walls of that fortress. For eleven months he had been on the move, with only a brief rest in the cantonments between April 24th, the day when he gave up his pursuit of (Marshal Auguste) Marmont in Northern Portugal, and the end of May, when his division began to assemble again for the projected march on Salamanca. But for this short break his operations were continuous, and the narrative of them must of necessity be lengthy.

“The campaign of 1812 cannot be called the greatest exhibition of military genius in Wellington's career: that distinction must be given to the campaign of 1813. But it included the battle of Salamanca, the most skillfully fought and the most decisive of his victories, ‘the beating of forty thousand men in forty minutes.’ And its earlier episodes, the two sudden strokes which ended in the storming of Ciudad Rodrigo and of Badajoz, deserve the closest attention, as showing a marvelous power of utilizing opportunities, and solving time-problems of the most complicated sort. We shall see how Wellington, in face of an enemy whose whole force was far superior to his own, so conducted his operations that he had success in his hands before the French armies could concentrate to overwhelm him.’

The 1813 Game Start

This version of *Wellington*, with experienced players using the aggressive Allied play these notes urge, can be a real challenge for the French (which it should be...this is 1813 after all). Armée du Nord, as with the 1812 start, again commences the game in control of Madrid with its weakened forces spread thin. Armée du Sud has lost Andalusia and Soult. Soult is not upon the map and can be returned to play only via CP expenditure!

However, all is not lost for the French since the Allies must use their superiority in cards to simply move Formations on the map getting at their objectives. While the French could, and likely should, try to distract the Allies with some offensive action, it's a fine line to determine the number of CPs to expend for such purpose. Spending too many CPs and cards, including Battle and Response cards to win what seems a critical 1813 battle or siege, can find the Allies moving unfettered upon the map.

There may come a point during play when it's best for the French to go onto the defensive and rely upon interceptions to meet the Allies in battle. With luck, they may be able to obtain battlefield Loot Resources which can be converted into cards to redress the Allies' advantage at the start.

As to the Allies, the 1813 game start places more pressure on them to move, and move decisively, than in 1812. See the 1812 British and Spanish Power Player Notes, as these apply to the 1813 situation with a vengeance.

WELLINGTON: 1813 Set-Up

Situation:

See the four Wellington Headquarters Cards (1813 sides) for the 1813 Game Set-Up as well as the Set-Up Map on Page 27 of this booklet.

Although 1812 had initially seemed a grand year for the Allied cause in Spain, the French proved themselves to be as resilient as always. Madrid, relinquished by Joseph in a panic after Wellington annihilated Marmont's Army at Salamanca, was back in French hands by winter. Marshal Soult had all but abandoned the south to mobilize enough forces to save the capital, and the British, rather than risk a decisive battle late in the campaign season, pulled back into Portugal to regroup. Suchet's victory over Blake at Valencia anchored the French position on the Mediterranean coast. Consequently, except for the loss of the border fortresses of Ciudad Rodrigo and Badajoz, the French Armée du Nord central position was almost as strong at the end of the year as it had been at the start of 1812.

Then came news of the disaster in Russia. Instead of reinforcements, the armies of Spain were called upon to send drafts of troops back to France to rebuild Napoleon's forces. Soult was ordered home to oversee the reconstruction of new field armies. Marmont, still recovering from wounds to his body and spirit, remained in hospital. With the French position in Europe now teetering precariously, Wellington prepared for a new campaign he hoped would push them over the brink.

Starting Forces and Resource Markers

Leaders and Soldiers are placed per the four Powers' Headquarter Cards 1813 set-up deployment. Also see Rule Section 1.9 for optional Spanish Key Duchy Counters allocation. Note that all former French-occupied Duchies that now contain Spanish Soldiers must also be flagged as Spanish. Britain starts with three (3) Resource Markers, Spain and Armée du Nord one Resource each and Armée du Sud none.

Turn, Impulse, and Victory Point Markers

For Key Duchies, set the Victory Point markers to 5 for Britain (red), 4 for Armée du Sud (green), 7 for Armée du Nord (blue) and 8 for Spain (yellow). The Turn marker is set at 1813 and the impulse marker is set for the British to play first. (With Resources, the Score is 15 Allied to 18-1/2 French were the game to end at the conclusion of 1813 with no Duchies changing hands—so the pressure is on the Allies.)

Cards

Remove from play the French 'Young Guard' card (#99). Place the 'Russian Front' (#4), 'Viceroys Overthrown' (#6), and the 'Emperor Beckons' (#38) cards face up near the Regroup Box or use their reminder counters. These cards are considered to have been played during 1812 and are not reshuffled into the deck or drawn for the start of play. The French are assumed to have already paid the penalty in removed Soldiers. Note that:

- (1) the French National Bonus is reduced to +1 and
- (2) the effects of the 'Emperor Beckons' card are in force for the remainder of the game, and that both it and the 'Russian Front' (#4) card will have an effect on the French reinforcement die roll during the next Interphase (if one occurs).

Peace, Conquest, Liberation and Victory:

All other *Wellington* rules are in play, including the normal Peace, Conquest, Liberation and Victory rules. The game begins in 1813 and may end at the conclusion of the 1813 Turn or sooner via fulfillment of a ‘Sudden Death’ victory condition. If it does not, it will end at the conclusion of the 1814 Turn.

Historical Notes on Leaders

Marshal Marmont was recovering from wounds received at the Battle of Salamanca. General Clausel, Marmont’s Senior Division Commander, took his place for a while, but was later sent home to France

to recuperate from his own injuries. He was recalled to the Spanish front in January—hence his appearance at Bayonne with some sorely needed reinforcements. Marshal Soult organized the removal of key units from Spain, but returned later in 1813.

General Blake was captured at Valencia and sent to a prison in France where he remained until the end of the war. There were several other fairly able and combative Spanish officers who took to the field in 1813. The Blake Leader represents not only those officers but the new units raised, equipped and paid for by British subsidies.

Part Four

TYPE: **R** = Response card, **B** = Battle card, **E** = Event card, + = Plus card,
MP = Must Play card

Card #

CP Value	Type	Event
1	2 R	Form Square
2	2 R	The Cavalry Brigade
3	6 R	Mud, Mud & More Mud
4	- MP	Russian Front
5	- MP	Disaster on the Rhine
6	- MP	Viceroy Overthrown
7	5 R	Loot & Pillage
8	4 R	Bombardment
9	2 R	Passes Blocked
10	2 R	Bridges Washed Away
11	6 R	Another Day of Battle
12	3 B	Riding to the Rescue
13	4 E	Atrocity
14	4 B	With Cold Iron
15	4 B	The Forlorn Hope
16	5 R	La Sortie/Siege Relief
17	5 E	Portuguese Unrest
18	8 E	Royal Intervention
19	3 E	Los Banditos de Sierra

- 2 R Form Square:** Cancels all enemy battle dice effects from the following cards for the rest of this impulse: *Dragoons* (#106), *Cavalry Brigade* (#2), *Cuirassiers* (#107). Also voids enemy use of the *Lancers* event (#61).
- 2 R The Cavalry Brigade:** Gain 2 battle dice for 1 battle round. OR: Choose and discard 1 enemy battle card currently in play. OR: A rout becomes merely a retreat. May be negated by *Lancers* (#61).
- 6 R Mud, Mud & More Mud:** Play on Soldier/Army/Army Group as it enters any Duchy by movement, intercept, evasion, or retreat. That Formation may not move any further this impulse. Additionally: the Mud marker is placed near the Duchy to indicate that this Formation, as well as any others which enter or are in the Duchy that impulse, may not exit the Duchy for any reason until their next friendly impulse (other than retreat).
- MP Russian Front:** The French Powers have 2 minutes to eliminate 5 French SPs between them or the Spanish Power will choose for them. Card player draws another card and may play that or another card. REMOVE FROM PLAY and place this event’s reminder counter by the ‘Appeal to the Emperor Table’ to modify that table’s die roll by +2.
- MP Disaster on the Rhine:** The French Powers have 2 minutes to eliminate 3 French SPs between them or the Spanish Power will choose for them. Card player draws another card and may play that or another card. REMOVE FROM PLAY and place this event’s reminder counter by the ‘Appeal to the Emperor Table’ to modify table’s die roll by +2.
- MP Viceroy Overthrown:** Discard 1 non-Home card drawn at random from each of the British and Spanish card hands. If no card is available, the affected Power has 2 minutes to remove 2 SPs or the Power which played this card selects 2 Duchies to lose 1 SP each. Card player draws another card and may play that or another card. REMOVE FROM PLAY
- 5 R Loot & Pillage:** Play immediately after flagging a Fortress from a siege or after routing or eliminating an Army or Army Group. Victorious player gains 1 Resource and draws 1 card (this Resource is in addition to any Resource gained via normal Looting).
- 4 R Bombardment:** Besieger adds 3 dice to a single siege round (only 1st or 2nd round). Besieger is allowed to conduct a 2nd or 3rd round of siege with surviving Soldiers regardless of the results of the preceding round.
- 2 R Passes Blocked:** Play on any one mountain Pass Line of March. Until the start of the card player’s next scheduled impulse, no movement of any type is allowed across that Line, including retreats, interception/evasions, neither can there be Flag placement by Army (7.1) across

the affected Line of March. Place a ‘Blocked’ marker on map to indicate the affected Line.

- 2 R Bridges Washed Away:** Play on any one River Line of March. Unless negated through play of French Home card 100: ‘*Pontoon Trains*’, no movement of any type is allowed across that Line, including retreats, interception/evasions as well as Flag placement by Army (7.1), until the start of card player’s next scheduled impulse. Place a ‘Blocked’ marker on map to indicate the affected Line.
- 6 R Another Day of Battle.** Play at the conclusion of any round of battle if the battle did not result in a rout or complete elimination. The battle continues for another round. In addition, any and all Formations of card player’s choice within two Duchies from the site of the battle may make an interception roll to attempt to join the battle. For the interception roll(s) treat leaderless Soldiers as if led by a ‘2-4’ Leader. If applicable, roll Loot (11.10) at the end of this round.
- 3 B Riding to the Rescue:** Play on one Leader at the start of any round of battle. One SP of that Leader’s nationality joins the battle from the Force Pool. In addition to the battle die resulting from the Soldier, gain 1 extra battle die for this round.
- 4 E Atrocity:** Add 1 battle die in all battles involving at least 1 of your Formations for the remainder of the turn. This does not affect sieges. (Retain card and marker face up as a reminder.) Discard this card at end of Turn.
- 4 B With Cold Iron:** Add 3 battle dice but roll them separately; 5s and 6s hit as usual but any 1s inflict a single kill on your own Formation. Maximum self-inflicted loss of 1 SP (or Leader, if no Soldier available).
- 4 B The Forlorn Hope:** Besieger adds 3 dice to siege resolution for 1 round only. Roll separately, 6s hit as usual but any 1s inflict a single kill on your own Formation. Maximum self-inflicted loss of 1 SP (or Leader, if no Soldier available).
- 5 R La Sortie/Siege Relief:** Play on besieger before resolving a siege’s 1st round: besieger loses 3 dice in that round. OR: Any and all Formations of card player’s choice within two Duchies of the siege site may roll to intercept and initiate a battle. For the interception roll(s), treat leaderless Soldiers as if led by a ‘1-4’ Leader.
- 5 E Portuguese Unrest:** Britain may not spend CPs to build reinforcements in Portugal this turn. Unless otherwise specified by an event, Britain may build only in Gibraltar/Portsmouth. Keep reminder counter out until the Interphase. This event does not apply to ‘Letter to the Horse Guards’ reinforcement builds. Remove from play if played as an event.
- 8 E Royal Intervention:** Take 1 card of your choice from your own Reserve Pile (excluding cards already played) and gain a Resource.
- 3 E Los Banditos de Sierra:** Play on any 2 adjacent unfortified Duchies* anywhere on the map. Roll 3 dice for each Duchy: For each 5 or 6 rolled the enemy must lose 1 SP, Leader, or Flag (owning Power’s choice). *An enemy force besieging a Fortress may be selected as a target.

20. **2 E La Patrie En Danger:** Event may only be played if any British or Spanish Formation occupies, controls, or is adjacent to, a French Home Key Duchy. Place 1 French SP in every French Home Duchy still in French control and gain 1 Resource for each French Power. Remove from play if played as an event.
21. **5 B Really Big Guns:** Play before rolling dice to resolve a siege. Score one 6 on Fortress for every two 5s rolled by the besieger in each Siege Round.
22. **4 R Ally Insulted:** Play on any Power. No Leader or Army of that Power may move, intercept or evade as part of an Army Group led by a Leader of another Power. This remains in effect until the end of the next scheduled Impulse of the Power on which the card is played.
23. **5 R Humbugged:** Play on any one Leader. Reduce his Battle and Command Ratings to 1 and 4 respectively until the end of his Power's next scheduled Impulse. (Discard card if Leader eliminated.)
24. **6 R The Hand of God:** Cancel all effects of a just played card and place that card on the appropriate discard deck. OR: Take 1 non-Home card at random from any other Power's hand and add it to your own.
25. **5 + The General Staff:** The Power selected to use this event may now use 2 CP to move or build and treat this card as a '+' card AND that Power gains 1 Resource.
26. **- MP Italian Adventure, Bentinck's Anglo-Sicilian Campaign:** The British Power has 2 minutes to eliminate 2 British SPs or Armée du Sud will choose instead. The British Power must use this card for 2 CP in its next scheduled Impulse. Card player draws another card and may play that or another card. +1 to Appeal to Emperor Table. REMOVE FROM PLAY
27. **4 R Heavy Guns Stuck:** Play at the start of any siege resolution. Besieger rolls only half the normal number of siege dice (round up), or may elect not to attack.
28. **2 B Artillery Duel:** Play at the start of the 1st round of battle. Each side rolls 1 die and modifies it by its National Bonus. Card player also adds +2 to its Power's die roll. French win ties, Spanish lose ties. Loser takes 2 disrupts before battle. These disrupted SPs do not add battle dice and count as casualties (5 results) in the ensuing battle.
29. **2 B Skirmishers Front!** Play at the start of the 1st round of battle. Each side rolls 1 die. Card player adds +2 to its Power's die roll. British win ties, Spanish lose ties. Loser takes 2 disrupts before battle. These disrupted SPs do not add battle dice and count as casualties (5 results) in the ensuing battle.
30. **3 B Fortified Village:** Play by defender only at start of 1st round of battle. Attacker loses 3 dice. OR reduce 2 hits: elimination becomes a disruption, and/or disruptions become 'no effect' (choose before dice are rolled).
31. **3 R Sauve qui peut!** Play on either side at the end of any battle round, before resolving any rout or retreat. Affected side immediately incurs Attrition; losses are added to battle casualties and are included when determining victor. *Rally* (#48) and *Rear Guard* (#49) may cancel this event.
32. **4 R Before I was a Marshal I was a Grenadier:** Play on your own Leader at any point in a battle round. Roll dice equal to that Leader's Battle Rating: 5 and 6 inflict casualties as normal; each 3 or 4 removes 1 disrupt each from your Army. If a 1 is rolled the Leader is killed and placed in the Regroup Box but is available to be rebuilt on owner's next Impulse. Killed leader counts as a casualty and no other can take command this Impulse. Treat as a 0-4 Leader Army for all purposes (i.e. Loot, Flagging).
33. **2 R Leader Disgraced:** Play on any Leader with a Battle Rating of 0, 1, or 2 who tries to evade, or retreat from a battle. If French or British, place the Leader in the Regroup Box. If Spanish, the Leader is shot by his own men (and must be rebuilt at full cost to reenter play).
34. **4 + Seize the Initiative.** Card player designates Power of choice to take a pre-emptive 3 CP Impulse provided this will not create back-to-back Impulses for that Power. This card may only be played as an event before a Power's impulse begins. Playing this card counts as a '+' card play for the designated Power.
35. **2 R Juramentados:** Play on any unfortified Duchy in Spain. Remove (eliminate) 1 French SP if any present. Place 1 Spanish SP in the Duchy. It attacks any remaining French there: if no French Formation remains after placement or battle; reflag the Duchy as Spanish.
36. **4 R The Scovell Ciphers:** Play at the end of 1st round of battle to allow any and all Formations of card player's choice within two Duchies from the site of battle to make an interception roll in an attempt to join the battle. For the interception roll(s) treat leaderless Soldiers as if led by a '1-4' Leader. Play of this event assures a 2nd round of battle is fought.
37. **4 E Hasty Fortress:** Place a 'Hasty Fort' marker in any one unfortified Duchy under your control. This marker may not be removed by any card play and is not subject to Attrition. Treat the Duchy as a Fortress with 2 strength (and as a shore battery of 4). If captured by siege, this Fortress is destroyed (remove marker from map, it may be reused if card is played again).
38. **- MP The Emperor Beckons:** Remove *Young Guard* card (#99) from game even if in a Power's hand. Furthermore, the French National Bonus is reduced to +1 battle die for the remainder of the game. Card player draws another card and may play that or another card. REMOVE FROM PLAY and set this event's reminder counter by the 'Appeal to the Emperor Table' to modify that table's die roll by +1.
39. **3 E Royalist Dissent:** French Soldiers and Leaders in French Home Duchies may not move except to evade/intercept/retreat. Remove from play after each French Power has completed one scheduled Impulse. Then set this event's reminder counter by the 'Appeal to the Emperor Table' to modify that table's die roll by +1.
40. **5 B Call for Reinforcements:** Play at the start of any round of battle. Any Formation(s) of the card player's choice within two Duchies from the site of a battle may roll to attempt to intercept and enter the battle. For the interception roll(s) treat leaderless Soldiers as if led by a '1-4' Leader.
41. **3 R Stragglers:** A moving, intercepting, evading or retreating Formation suffers Attrition in the Duchy it has just entered and in each additional Duchy it enters during this impulse. Once played, the affected Formation may not retract its move.
42. **4 R Fog of War: Confusion Reigns at Headquarters.** Play immediately after another Power has played a Battle or Response card (for either battle or siege). That card is discarded as if not played.
43. **4 R Dysentery:** All enemy Formations in a Duchy of your choice suffer Attrition. Add +1 to the 6th and subsequent rolls. OR: may be played on a besieged Fortress. It falls on a die roll greater than the map printed Fortress Strength and the besieger may continue moving as if an overrun occurred. The besieger makes a normal Loot die roll (12.5).
44. **4 E Turning Movement:** One of your Armies may move two Duchies without interception, Attrition or enemy evasion. Battle occurs only if you enter a Duchy containing an enemy Formation during the move. If moving one Duchy and an overrun results, the 'Turning Movement' may continue into a 2nd Duchy. An Army may bypass an enemy Fortress unoccupied by any enemy Formation.
45. **3 R Column Harassed:** Play on any Formation as it moves. That Formation must expend an additional CP for each Duchy it enters during its current impulse. OR: Cancel one successful evasion or interception (place a 'Battle or Failed Intercept' marker atop Formation).
46. **- MP Corruption & Sabotage:** When this event is played, every Power with more than 3 Resources loses one half of all of its Resources. If this condition is not valid for any Power at the time this event is played, it is a 'No Effect' event for that Power. Whether event is effective or not, the card player draws another card, and may play that or another card. Then shuffle all non-Home discards back into the deck including this card.
47. **5 E Call up the Next Class:** Place 4 SPs matching the nationality of the Duchy in one friendly Home Duchy.
48. **6 R Rally!** Cancels all 5 disrupt results against one side in the current battle. Cancels *Panic* (#54) and *Sauve qui peut* (#31) events whether they are played before or after this event. Play of this card can alter the results of a battle.
49. **4 R Rear Guard:** Cancel all Rout Losses. Cancels *Panic* (#54) or *Sauve qui peut* (#31) events whether played before or after this event. Play of this card does not alter a battle's result — just Rout Losses.
50. **5 E Extended Campaign:** Draw 2 cards if you have no other cards remaining in your hand. You may play one immediately.

51. **6 R To The Death:** Cancel any land evasion or retreat including any required because of previous card(s) played. Enemy must fight a new battle now. This event does not prevent fulfilling any Rout losses or gaining Loot first. Cumulative losses by the enemy in this Duchy count for any Loot (11.8).
52. **4 R Leader Wounded:** Select one Leader, roll a die, and the Leader is affected thus: 1: Lose one Battle die*, 2-4: Void Battle rating*, 5: Leader goes to Regroup Box**, 6: Leader is killed (eliminated)**. Removed Leader counts as a casualty, and no other can take command this impulse. May still roll for Loot if appl. *for this impulse only. **available to be purchased and rebuilt on owner's next impulse
53. **6 B Concentration of Forces:** Play at the start of any round of battle. Any and all Formations of the card player's choice within two Duchies from the site of battle may make an interception roll, without possibility of Attrition, to join that battle. For the interception roll(s) treat leaderless Soldiers as if led by a '2-4' rated Leader.
54. **5 R Panic!** The loser of any battle suffers Attrition with all surviving (including disrupted) Formations prior to any retreat resolution. Add +1 to the 6th and subsequent dice rolls if there are 6 or more surviving SPs/Leaders. These Attrition losses contribute to possible rout conditions. This event can be voided by play of *Rally* (#48) or *Rear Guard* (#49) events.
55. **4 R Outflanked!** Any one played unresolved non-Home Battle card of your choice now benefits the opposing side in the upcoming battle (do not roll die for cards #28, #29, or #58 — card player is presumed to have won the die roll). OR: Any one played Home Battle card of your choice is placed into the discard deck.
56. **3 R Cavalry Raids:** Play on any two unfortified* Duchies adjacent to a friendly Army. All Flags and Formations of the enemy in those Duchies take an Attrition check. If any enemy Flags are removed, they are replaced with the Flag of the Power controlling that friendly Army (if possible). *An enemy force besieging a Fortress may be selected as a target.
57. **5 E House of Rothschild:** Draw 2 Cards. You must play 1 of them now. Not playable in any impulse in which you have Preemption capability. After play of this card shuffle all non-Home discards into the deck, including this card.
58. **2 B Seize the High Ground:** Play at the start of 1st round of battle. Each side rolls 1 die and adds half the Battle Rating (fractions rounded up) of one Leader (if any present). Card player adds +2 to die roll and wins ties. Winner chooses to either gain 3 battle dice OR force the discard of 1 enemy Battle Card (decide after all Battle Cards revealed).
59. **2 R Bravest of the Brave:** Play on any Leader with a printed Battle Rating of 1 or 2. From this point onward treat him as having a Battle Rating of 1 higher for all purposes. Keep this card or its reminder counter beside that Leader's Headquarters card space as a reminder of his new rating. Discard this card if the Leader is eliminated for any reason.
60. **3 B Turncoats:** Enemy suffers Attrition before battle. Each enemy loss gives you 1 extra battle die throughout all rounds of the upcoming battle.
61. **3 R Lancers:** Increase or decrease casualty disparity requirements for Rout by one and surviving routed enemy pieces take Attrition. Victor adds +2 to die when rolling for Loot. This event also negates all effects of *The Cavalry Brigade* (#2).
62. **4 E Nationalist Uprising:** Place 2 Spanish SPs in any unfortified French-controlled Duchy in Spain or 2 British SPs in any unfortified British Home Duchy under French control. The 2 SPs attack any enemy Formation present with 1 additional battle die for all battle rounds. If victorious, the attacking Power removes the French Flag.
63. **6 E British Subsidies:** British Power places 4 SPs in any one British Home Port Duchy in British control. The Spanish Power also places 4 SPs in any one Spanish Home Port Duchy in British or Spanish Control. Spanish and British Powers each draw an additional card.
64. - **MP Canada Invaded:** The British Power has 2 minutes to eliminate 4 SPs or the Armée du Nord Power will choose. Card player draws another card and may play that or another card. REMOVE FROM PLAY
65. **2 E Palace Intrigue:** Take 1 non-Home card at random from any other Power's hand which you may play or keep in exchange for this card. That Power must use this card as 2 CPs during its next impulse unless this card is lost in the interim. Place this event's reminder counter on the affected Power's Impulse Track Box.
66. **3 R Commander's Health:** Void the Battle Rating of any one Leader for the rest of this impulse: Battle Rating is now 0.
67. **2 R Conflicting Orders:** Void any move, interception, or evasion by any Formation (or Army Group) led by a Leader of 0, 1 or 2 Battle Rating. It may not further move or intercept during this impulse. Any CP spent for an attempted move is lost. Place a 'Battle or Failed Intercept' marker on the affected Formation.
68. **2 R Train des Equipages:** Cancel any Attrition losses suffered in one Duchy for any reason (even after Attrition has been resolved). OR: Prevent victorious enemy from gaining any Loot at the end of a battle (as alert drovers rush supply trains to safety). May not prevent Loot gained via event.
69. **3 E Descent from the Sea:** Place 1 British SP (from the Force Pool) and a British Flag in any unfortified, unoccupied enemy Port, as if by Amphibious Assault (14.3) No shore battery fire may take place. This is in addition to any other British convoy or Amphibious Assault made during the impulse.
70. **2 B Massed Grenadiers:** Add 1 battle die to a battle or siege and select the winning side in any one tied round of battle or siege. Tied sieges may continue for another round, even if this extends the siege beyond its normal maximum number of rounds.
71. **3 B Sappers & Pioneers:** Add one 6 to any siege attack or siege defense in the 1st round of one siege. If event is played offensively and the fort does not fall to the besieger, the siege may proceed to another round regardless of the result during the round this card was played.
72. **3 E The Other Wellesley:** May be played by British or Spanish to add 1 die to both the next Spanish & British reinforcement rolls. OR: A French Power may play as Lord Richard Resigns event to reduce the next British (only) reinforcement roll by 1 die. If played as an event retain near the Horse Guards as a reminder and then REMOVE FROM PLAY
73. **5 B Conscripts:** Play on one friendly Leader before the 1st round of a battle or siege. 2 SPs of his Power immediately join the battle or siege.
74. **5 B Field Fortifications:** May be played by an inactive Power before any battle. Void 2 disrupt results on your forces. Enemy must retreat after one round of battle unless you are routed or eliminated. If enemy overruns you, they may not receive a free Flag or continue moving — and if eligible for Loot subtract 2 from their die roll.
75. **3 R Baggage Train Taken:** Play immediately after an Army or Army Group has been routed or eliminated. Victorious Power gains 1 Resource and draws 1 card (this Resource is in addition to any Resource gained via normal Looting).
76. **6 + Exploring Officers/Spies:** Draw up to 3 non-Home cards at random from any other Power's hand. Discard 1 card of your choice and return remainder to that Power's hand. OR: Draw the next 3 cards from the deck. If you have not spent any Resource this impulse, you may now spend one to acquire 1 of these cards. Reorganize remaining 2 cards in any order and place them face down on top of the deck.
77. - **MP War Without End:** No Peace Die Roll is made this turn. French must roll a modified 9 or greater to successfully conquer Spain this turn. Card player draws another card and may play that or another card. Retain face up or use the reminder counter. REMOVE FROM PLAY at start of the Interphase.
78. **6 R Reversal of Fortune:** When used in response to the play of either *Disaster on the Rhine* (#5), *Russian Front* (#4), *The Emperor Beckons* (#38), *Royalist Dissent* (#74), or *All The Emperor's Horses* (#85), that card is discarded and its effects canceled. OR: place 4 British SPs in any friendly controlled British Home Key.
79. **3 R Dilatory Generals:** Play at end of any round of battle. Halve (round up) the number of eliminated SPs/Leaders from all battle rounds for both sides (this could cancel a Rout result). AND If applicable, cancel any overrun.
80. **3 E Inefficient Intendant:** One Army or Army Group of your choice is required to check for Attrition.
81. **3 B Thunder & Lightning:** Play at the start of 1st round of battle and/or siege. Halve (round up) all battle and/or siege dice for both sides for all rounds of battle/siege in that Duchy this impulse. Any rout by

either side becomes a retreat. Overrunning Formation may not move/evade/intercept out of that Duchy after battle and/or siege until their next impulse (they may retreat).

82. **2 R Scum of the Earth:** Play on any Power's Army or Army Group immediately after it wins a battle or siege. Until the end of that Power's next scheduled impulse this Army or Army Group subtracts 2 from evasion/interception dice rolls and pays double CPs to move.
83. **6 E A Change of Plans:** Power of your choice must randomly discard 1 Home card and 1 non-Home card from its hand. That Power then draws 1 card from the draw pile. If card or cards unavailable for discard, there is no penalty. Power effected by this Event may still select one new card from the draw pile.
84. **5 R Beaten and Dispersed:** Play on any Army or Army Group which loses a battle. Half (round up) of all surviving Soldiers and one Leader of Battle Rating 0, 1 or 2 (if any are present) are sent to the Regroup Box.
85. **6 E All the Emperor's Horses:** Card player may remove either *Dragoons* (#106) or *Chasseurs & Hussars* (#103) French Home cards from the game even if already in play — and subtract 1 from the dice for all French evade/intercept dice rolls for the remainder of the game. (This is a once per game penalty.) Retain card face up for the turn. Reshuffle this card back into the deck after the Interphase.
86. **6 E The Eagles Come South:** French Home cards that were played and/or removed from the game are shuffled back into the Reserve Deck. Deal 1 Home card to each French Power and place 4 French SPs in any one friendly Home Duchy of each Power. Place reminder counter by Appeal To Emperor Table to subtract 3 from the upcoming roll. Remove card from play after Interphase

SPANISH HOME CARDS

87. **4 +B Militia:** Spanish add 2 battle dice for all rounds of a battle. Also, French may not gain the advantage of an overrun of any type. Victorious French may not continue moving and may Flag Duchy only if paying a CP to do so.
88. **6 + Partisans:** Choose any 3 Spanish Formations in different Duchies. Each French Formation in Spain adjacent to one of those Formations must check for Attrition. (No French Formation may check for Attrition more than once due to this event.)
89. **5 +E The Church:** Draw 2 cards. You may play 1 immediately.
90. **5 +R The Spanish Mob:** Place 2 Spanish SPs in any one unfortified Duchy in Spain occupied or controlled by the French or which contains French Formations. The 2 SPs attack with 2 extra battle dice. If victorious Flag/unflag the Duchy.
91. **3 +B The Wild Geese:** Spanish add 2 dice in one round of battle/siege and ignore 1 disrupt. Spanish do not roll for Attrition (11.11) if they gain Loot from battle, siege, or event (due to presence of disciplined troops).
92. **5 +R Guerrillas Strike:** Select up to 5 French-controlled Duchies in Spain not containing any Formations. Roll 1 die for each such Duchy. Add +1 to die roll if it is adjacent to a Spanish or British Formation. On 4, 5, or 6 re-Flag Duchy Spanish. The Spanish may then also force an Attrition check on any 1 French Army or Army Group of choice that cannot trace a line of friendly Duchies to one of its own friendly Home Duchies.

BRITISH HOME CARDS

93. **6 + Admiralty/Hearts of Oak:** Royal Navy allows British Amphibious Assault (14.3). OR move 2 convoys at no CP costs AND add 1 battle/siege die as well as halve Attrition to British Formations in Port(s) entered (whether by sea or land) until the end of the impulse. Britain may still pay for its normal one convoy per impulse in addition to the above moves.
94. **6 +R Cavalry of St. George:** Britain may give this card to Spain to use in any Spanish impulse this turn as 5 CPs (but not as a '+' card). Giving it away fulfills the required card play of the British impulse.
95. **5 R The Rifle Brigade:** Play on any French Formation with or adjacent to a British Formation as it (the French Formation) attempts to move, intercept, evade, retreat or start a round of battle or siege. That French Formation must take an Attrition check. Any pieces lost count toward determining the victor of a battle/siege. Pieces lost to this card are sent to the Regroup Box.

96. **4 +B Bloody Baggpipes:** Add 2 Battle dice and ignore 2 disrupts. Any rout inflicted on Allies in this battle is reduced to a retreat. If Allies victorious, add 3 to the die roll for any Loot, if applicable (for Scottish thoroughness).
97. **4 B Damn Good Ground:** Convert half (round up) of the 6 die rolls against you to 5s for all battle rounds. If played when Wellington is in command and a French Army or Army Group is eliminated or routed; this card is returned to the British hand. This card may not be used in battle again in the same Power's impulse.
98. **5 +E The Light Division:** Place this event's reminder counter on any British Leader's HQ card section. For remainder of the turn add 1 die in every battle or siege round where this Leader is present and give that Leader 1 free CP to use to move, Flag or Unflag in every British impulse. Discard at turn end or if the Leader is eliminated.

FRENCH HOME CARDS

99. **4+R Young Guard:** If a French Leader is present, commit the elite Young Guard Divisions after seeing all other battle dice results. Roll 3 more battle dice. Besides inflicting casualties, negate 1 Allied inflicted disrupt for each '4' rolled by the extra dice. (These extra results could cause a Rout). Remove from play (and player's hand) immediately if *Emperor Beckons* (#38) event is played.
100. **4+R Pontoon Trains:** The French Power playing this card may treat any one River Line of March as if it were clear this impulse. That Power* may attack, retreat, intercept and/or evade across this river without checking Attrition and an Allied defender does not receive the river battle dice bonus. *Including any Army Group it leads.
101. **5+E German Conscripts:** Place 4 French SPs on one of your friendly controlled Home Duchies. May not be played as an event if *Russian Front* (#4) event has been played.
102. **4+R Chasseurs & Hussars:** For this turn, including any just rolled result(s), halve any Attrition losses caused by *Guerrillas* (#92), *Partisans* (#88), or *Raids* (#18, #56) against any Army or Army Group of the card player. This benefit extends to all of the card player's pieces and all French Formations sharing a Duchy with any of the card player's Armies or Army Groups.
103. **6+R Naval Support:** You may announce and move a convoy at no CP cost. OR: You may block any 1 British convoy or amphibious assault (14.3). (The British Power forfeits CPs spent or the event played to initiate the convoys/amphib. assault is canceled and the card is discarded.) OR: Negate all French Attrition checks in 1 port this impulse. (Even after the Attrition check die rolling has been resolved.)
104. **8 E Imperial Favor** Draw 2 cards. You may play 1 immediately. OR: Select 1 French Home card of your choice from the Reserve Pile (even if that Home card was already played this turn) and gain 1 Resource.
105. **5+E Afrancesados:** Place 2 French SPs in any one unbesieged Spanish Duchy you occupy or control. MADRID: This card may not be played as an event if the Spanish or British control Madrid.
106. **5+E Dragoons:** Place this event's reminder counter on any French Leader's HQ card section. Increase that Leader's Battle Rating by +1. AND: After every battle won by an Army or Army Group containing that Leader, roll 3 dice: each 5 or 6 results in one additional kill on the defeated enemy force. (These extra losses could cause a Rout.) Discard at turn end or if Leader is eliminated.
107. **3 R Cuirassiers Charge:** Add 2 battle dice in one round of battle. AND: Roll a die after any tied or won battle round and convert that number of disrupt results (5s) into eliminations (6s) inflicted on the Allies.
108. **4 R March to the Guns:** Play before the start of any battle round. Any Formations of the card player's choice within two Duchies from the site of battle may roll to attempt to intercept. For the interception roll(s) treat any leaderless French Soldiers as if led by a '2-4' Leader.
109. **6+E "Duke of Damnation"** Soult may move by land through an unlimited number of friendly Duchies gathering any Soldiers and Leaders up to his Command Rating as he goes. He may leave Soldiers and Leaders in the Duchy he starts from but may not drop any off during his move. Soult may not enter any Duchy where he could be intercepted.
110. **3 B Twelve-Pounders:** Roll 4 extra battle dice before the next battle round. Any casualties inflicted may not return fire. Losses are considered battle casualties but will not prevent another scheduled Battle round from occurring.

