

Imperial Borders
The CONGRESS of VIENNA



BY LARRY HARRIS



NIGHTINGALE
GAMES

IMPERIAL BORDERS

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PREMISE



With Napoleon's abdication, the major powers of Europe convene the Congress of Vienna in Austria. It is their hope that they can redraw the imperial borders of Europe and reinstate the traditional monarchies that preceded the French Revolution, thereby creating a balance of power that will ensure a lasting peace.

Historically, the Congress did convene, and did succeed in bringing peace to Europe - a relative peace that lasted for almost a hundred years, ending only with the onset of the First World War in 1914.

IMPERIAL BORDERS – The Congress of Vienna explores what might have happened had history taken a different course. You will take the reins of a great European nation of the period, and the borders of Europe will indeed be redrawn, but this time... by you.

You will require both diplomatic and military skills as you lead your nation to its rightful position in the lineup of competing nations. On the diplomatic front, you will make decisions that directly result in either war or peace with your neighbors. You may form alliances with other nations. Can they be trusted? Can they endure? You will direct your naval and land forces not only to protect your imperial borders, but also to expand them when such opportunities arise. Be the most skillful in these matters of statehood and YOU will be recognized as the greatest statesman and military commander of your time.

GAMEPLAY OVERVIEW

Up to 6 players take control of the major Nations of Europe during this historical period in the aftermath of Napoleon. Each Nation has the goal of establishing a dominating presence of power and wealth over the others, measured in game terms with Prestige Points.

Advancing through 6 to 9 Game Rounds, each consisting of 7 phases, players take the roles of the great leaders of Europe, who begin with their Homeland Territories, a single Annexed Territory, and a significant military force at the ready. With the hopes of expanding its control, each Nation will simultaneously plot secret marching and sailing orders for its Forces.

Nations will bid for Turn Order. The timing of both diplomacy and strategy is fundamentally consequential. It could be critical to strike the enemy first, or perhaps seek out allies and bide time. Each new Flag raised over a Territory brings additional Prestige and Gold tax income. Once the easier targets of Independent Territories are few and far between, the time for clashes on the battlefield heats up. Tactical battlefield decisions are made, and then the Dice are rolled with the booming crash of cannons and gunfire ringing in the ears. A boastful, victorious Commander may overreach, and if the spoils of battle are not shared generously, or promises are not kept, Nations may be compelled to break ties with close allies (in a brutal manner no less), and foster new friendships with former enemies.

After the clamor of battle fades, scores are tallied each Game Round in 5 categories ranging from National Morale to Territory Control to the Elite status of Land Units and Ships. Scores are then converted to Prestige Points, which accumulate over multiple Game Rounds. Finally, at the end of each Game Round, Nations spend their Gold mustering new Forces and have a chance to repair battle-damaged Ships and Fortifications.

The game will draw to a close when the Congress of Vienna convenes (starting in the 5th Game Round) and a vote for Peace takes place. Depending on the vote's outcome (Peace or War), the struggle for control of Europe will enter its final stages, and once the final extent of each Nation's territorial conquests is determined and all accumulated Prestige Points are tallied and compared, the victor will be hailed (or reviled).



The Exalted Winner

Territory & Elite Score

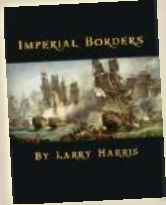
+

Prestige Track Score

=

Total End Game Score

CONCEPTS AND COMPONENTS



RULEBOOK

Any future updates to this Rulebook will be posted on our website - www.Nightingale-Games.com.

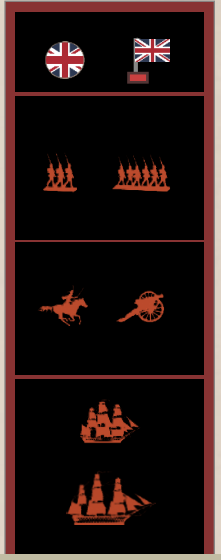
NATIONS

Each player will take on the role of 1 or more major Nations of post-Napoleonic Europe. The 6 Nations to choose from are listed below, each with its own **Storage Box** of components in its color. Depending on player count, 1 or 2 Nations may be designated as Neutral (and therefore out of play).

NATION CARDS

Each Nation receives a Nation Card (for establishing Turn Order).

| FRANCE | AUSTRIA | PRUSSIA | GREAT BRITAIN | RUSSIA | SPAIN |
|--------|---------|---------|---------------|--------|-------|
| Blue | White | Gray | Red | Green | Tan |
| | | | | | |



BRITISH STORAGE BOX

FORCES

Forces include both **Mobile Forces** (Ships and Land Units) and static **Fortifications** (Forts and Ports).

Each **Force Type** listed below provides a specialized benefit.

SHIPS

| | |
|--|---|
| | Frigates are standard warships and can transport Land Units as Cargo. |
| | Ships of the Line can also transport Land Units, but they are more powerful in battle than Frigates. |

ELITE PENNANTS

Elite Pennants can sometimes be awarded to Mobile Forces after a battle. Fortifications can never receive Elite Pennants.

A Land Unit or Ship with an attached Elite Pennant gains an ongoing Die bonus for future battles and annexation attempts. *See Benefits of Elite Status on page 20.*



Insert the Elite Pennant's tab into the base of a Land Unit or the hull of a Ship.

LAND UNITS

| | |
|--|--|
| | Half Infantry are efficient when annexing Territories, are low in cost, and take up half the Cargo space of other Land Units on a Ship. |
| | Full Infantry are the core strength of an army, and require 2 Hits to fully eliminate in battle. |
| | Cavalry can move farther than other Land Units in each Game Round. |
| | Cannons are very powerful in battle, firing before other Land Units. |

FORTS

| | |
|--|--|
| | A standing rectangular Territory Flag placed atop a Fort indicates a Nation's control of that Territory. |
| | Each Nation has 1 very powerful Capital Fort in its Capital Territory. |
| | Each Nation has 1 Major Fort in each of its 4 Major Homeland Territories. |
| | A Minor Fort is placed in an Independent Territory if it is annexed. |

PORTS

| | |
|--|--|
| | A Port Flag roundel placed atop a Port indicates a Nation's control of that Port. |
| | Only GREAT BRITAIN and RUSSIA have Capital Ports : 2 and 1, respectively. |
| | 1 or 2 Major Ports are connected to each Major Homeland Territory that borders the sea. |
| | A Minor Port is placed in a Port region if it is seized by a Ship or if the connected Territory is annexed. |

CONCEPTS AND COMPONENTS



BATTLEBOARD

Battles are typically resolved using a **Battleboard**. The front side (battlefield) is for land battles, and the reverse side (coastline) is for Port battles. Open Sea battles can be conducted in any open space. A round **Mini Battleboard** is available for minor battles. A **Tally Chart** is available for reference.



MINI BATTLEBOARD



TALLY CHART



PLANNING MAPS

PLANNING MAPS

Using the included dry-erase pens, Nations will plot secret movement orders for their Land Units and Ships on their respective **Planning Maps**. There is a Reference Chart on the inside cover of each Planning Map.

DICE

Two kinds of **Dice** are rolled to resolve battles (and other events). A Die face will have Hit Blasts (1 or 2), have a Bar icon, or be blank.



BLACK DICE represent Cannons with heavy firepower.



WHITE DICE generally represent hand-held weapons and muskets.

BATTLE STANCE TOKENS

Each Nation has 1 double-sided **Battle Stance Token** used in battles, and also in voting for Peace or War during the Congress of Vienna.



Aggressive Stance
[Vote = War]



Defensive Stance
[Vote = Peace]

Commanders will choose an Aggressive or Defensive Battle Stance, which determines whether Bar icons on Dice either serve as Hits or block incoming enemy Hits.

STATUS TOKENS



HOTSPOT



ADDRESSED



ANNEX



FAILED ANNEX

HOTSPOTS/ANNEX TOKENS: These double-sided tokens are placed on the Game Map as reminders. Place the Hotspot side ("crossed sabers" icon) face up in a region to highlight a potential conflict. Place the Annex side ("crossed flags" icon) face up in an Independent Territory that could be annexed. Once each situation is fully resolved, remove the token. Otherwise, if the region remains in conflict after a battle or the annexation attempt fails, turn the token on its side to indicate the need for possible resolution in a future turn.



ARROW TAGS (BLUE, RED, and WHITE): These serve as indicators of Mobile Forces' status regarding movement and battle.



DAMAGE TOKENS: Place 1 of these tokens next to a Fort, Port, or Ship for each Hit Point (HP) of battle damage sustained.



FIELD HOSPITAL TENTS: Place these tokens in regions after battles, to track casualties for verifying plotted orders, as needed.

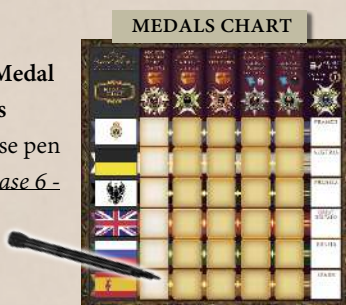


MORALE TOKENS: Nations collect these Blue (positive) and Red (negative) tokens when Territories and Ports are captured.

MEDALS CHART AND PRESTIGE CHART

MEDALS CHART:

Tally each Nation's Medal Points on the **Medals Chart** with a dry-erase pen during scoring in *Phase 6 - On Parade*.



PRESTIGE CHART



PRESTIGE CHART:

At the top of the **Prestige Chart**, insert the **Napoleon Peg** to track the current Game Round. Insert a **Prestige Peg** in each Nation's row to track the Prestige Points that accumulate each Game Round based on Medal Points rankings.

GOLD AND MEDALS

GOLD: Nations collect taxes from their Territories in the form of **Gold**. Nations spend Gold to muster new Forces and to bid for Turn Order. Gold denominations may be exchanged at any time.



Coin = 1 Gold



Chest = 5 Gold

TREASURIES



Nations store their **Gold** in their respective **Treasuries**. These trays also serve as temporary storage for Enemy Casualties.

MEDALS: Medals can be awarded to Nations in 6 categories during *Phase 6 - On Parade*. Medal recipients gain bonuses, such as Gold or Dice benefits in the following Game Round.

MEDALS



MAP FEATURES

THE GAME MAP

The Game Map unrolls in two pieces to form a representation of Europe circa 1815. There is a Reference Chart in the bottom right corner.

TREASURIES: Place each Nation's Treasury tray, along the edge of the Game Map. Always keep Treasury contents in public view, except when bidding for Turn Order.



TURN ORDER TRACK: Nation Cards are placed in this column for tracking Turn Order each Game Round.



LAND REGIONS: There are 2 types of land regions on the Game Map where Land Units can move:



- ♦ **Territories** are named, land regions that can be controlled by Nations. The **Interior** of a coastal Territory refers to the inland area that may connect to 1 or more **Ports** (see below).
- ♦ **Mountain Ranges** may look like mere borders, but they are distinct land regions (Territories on either side are not adjacent to one another). There are never Fortifications in Mountain Ranges, and control of them is not possible, but battles can occur there. There are two subtypes: **BROWN** and the much steeper **WHITE**. See page 11 for restrictions.

SEA REGIONS: There are 2 types of sea regions on the Game Map where Ships (and Cargo) can move:



- ♦ **Open Sea** regions, bordered by coastlines and anchor-lines, are never controlled by Nations.
- ♦ **Ports** are coastal regions. Each is adjacent to 1 Territory and 1 Open Sea region, however some Territories are adjacent to multiple Ports. Land Units may not remain in Ports unless aboard a Ship as Cargo. The controller of a Port and its connected Territory can be different Nations.

TIERS: There are 3 tiers of Territories and Ports: **Capital**, **Major**, and **Minor**. The tier of each Territory indicates the tier of its connected Port(s).

- ♦ Each Territory can have exactly 1 Fort (of the corresponding type) topped with a Nation's Territory Flag.
- ♦ Each Port region can have exactly 1 Port miniature (of the corresponding type) topped with a Nation's Port Flag.

The tier of each territory is indicated by the number of **Government Building Icons** on it (4, 2, or 1). This number determines the Gold and Medal Points it provides when controlled, as well as the strength in Hit Points (HP) and Dice of its Fort and connected Port(s) in battle.

HOMELAND TERRITORIES: Each Nation starts the game in control of its 5 **Original Homeland Territories**, consisting of 1 **Capital** (marked with a Flag printed on the Game Map) and 4 **Major Territories**. These **Homeland Territories** are tinted in each Nation's color on the Game Map. Each coastal Homeland Territory is connected to 1 or 2 **Original Homeland Ports**.



CAPITAL (Homeland)
4 Gold, 4 Medal Points

CAPITAL (HOMELAND) TERRITORY: Capital Forts and Ports are distinguished by adding their color-coded bases below a Major Fort or Major Port miniature, respectively. A Nation must control its own Capital to spend its Gold and to be eligible to win the game.



MAJOR (Homeland)
2 Gold, 2 Medal Points

MAJOR (HOMELAND) TERRITORIES: The other 4 Homeland Territories of any given Nation each contain 1 Major Fort and are each connected to 1 or more Major Ports (if on the coast).

INDEPENDENT TERRITORIES: Most Minor Territories (pale green regions) begin the game as **Independent Territories**, not controlled by any Nation until annexed (a few begin the game already annexed). Their connected Ports are also Independent (not useable) until seized/claimed.



MINOR (Annexed)
1 Gold, 1 Medal Point

MINOR (ANNEXED) TERRITORIES: Once annexed, a Nation will assert control of a Minor Territory by placing a Minor Fort there, topped with their Flag. An Annexed Territory never reverts to an independent state.

SPECIAL LOCATIONS



GREAT BRITAIN starts the game controlling 2 Major Ports in the Mediterranean Sea: *Gibraltar* and *Malta*. Neither provide Gold nor Medal Points, as they are Ports only. Newly purchased Ships cannot be deployed in either Port, as they are NOT Homeland Ports of any Nation.

Andalusia (a Homeland Territory of *SPAIN*) serves as *Gibraltar's* Interior.

No Land Units can unload in *Malta*, because it is a Port only and has no Interior.



The tan areas labeled as the **OTTOMAN EMPIRE** in North Africa and in the Balkans are off-limits, and may not be entered or controlled.

ASSIGN NATIONS

The number of Nations each player controls depends on the number of players.

If there is no consensus of who will play which Nation(s), form a random draw pile of the indicated Nation Cards:



♦ 6 players: Each player draws 1 Nation Card.



♦ 5 players: Each player draws 1 Nation Card. *SPAIN* is Neutral (*see below*) and is excluded.



♦ 4 players: Each player draws 1 Nation Card. *SPAIN* and *RUSSIA* are Neutral.



♦ 3 players: Each player draws 2 Nation Cards.



♦ 2 players, option A: Each player draws 3 Nation Cards.



♦ 2 players, option B: Each player draws 2 Nation Cards. The 2 remaining (*SPAIN* and *RUSSIA*) are Neutral.

ALLIANCES AND AGREEMENTS

Nations can form or break alliances and agreements as they choose on a case-by-case basis, within game rules. Terms can be discussed secretly or publicly. Agreements can be made, changed, or broken at any time, except during Battle Resolution (after Negotiations) or during Cargo Management. A promise of future action does not need to be upheld, but any immediate permission granted must be honored. Region control and resources (Gold, Forces, Elite Pennants, Medal Points, Prestige Points, and Medals) may not be transferred.

OPPOSING FORCES: In many cases, a Nation must seek permission from all other Nations that have Forces present in the relevant region before taking an action. This is usually indicated by the phrase "opposing Forces" in various rules. In such cases, opposition by ANY ONE of those Nations will prevent the action.

TEAM PLAY: When a single player controls 2 or more Nations, they are always considered to be a team. Additionally, players can form fixed teams of 2 or 3 Nations, if agreed before starting the game. Victory is decided by each team's combined score (*see Final Scoring on page 24*).

- ♦ No betrayals, denials of permission, or internal battles are allowed within teams.
- ♦ Multiple Nations controlled by 1 player always operate independently, using separate Planning Maps and their resources can't be mixed.
- ♦ In games involving only 2 teams, the recipient of the *AD VICTORIAM IMPERIALIS* Medal ignores the *Diplomatic Bonus* (*see page 23*).

NEUTRAL NATIONS

When there are Neutral Nations in play, they do NOT take a turn during play. Place the Nation Cards of Neutral Nations in the last 1 or 2 slots of the Turn Order Track (face-up). Their Homeland Territories and Homeland Ports are never to be entered by any Mobile Force (i.e., Land Unit or Ship). Place the Neutral Nations' Flags in the Forts and Ports of restricted regions as reminders of their Neutral status. This no-entry restriction also includes specific Annexed Territories and their connected Ports listed below:



♦ If *SPAIN* is Neutral, then *Balearic Islands* may not be entered, and the Port of *Gibraltar* will be isolated from land.



♦ if *RUSSIA* is Neutral, then *Finland*, *Lithuania*, *Suwalski* and *Moldavia-Wallachia* may not be entered.



SET-UP

Players each claim the Storage Box(es) of their Nation(s) and then follow the steps below (referring to the inside cover of their Planning Map).

STEP A. SET UP HOMELANDS

Each Nation begins the game in control of its **5 Homeland Territories** (including its Capital), tinted in its color, as well as its Homeland Ports:



Each Nation places the following on the Game Map:

- ♦ **1 Capital Fort**, topped with a Territory Flag, in its Capital Territory.
- ♦ **1 Major Fort**, topped with a Territory Flag, in each of its other 4 Homeland Territories.
- ♦ **1 Major Port**, topped with a Port Flag, on each of its Ports connected to a Major Homeland Territory.



GREAT BRITAIN also starts the game controlling **Gibraltar** and **Malta**, therefore place a **Major Port** with a British Port Flag on each.



GREAT BRITAIN and **RUSSIA** are the only Nations that have a Capital with a coastline; place **1 Capital Port** (with a Port Flag) on each of **Liverpool**, **London**, and **St. Petersburg**.

STEP B. SET UP ANNEXED TERRITORIES

Each Nation begins the game in control of **1 Annexed Territory** (listed below the images of rectangular Territory Flags and round Port Flags):

| FRANCE | AUSTRIA | PRUSSIA | GREAT BRITAIN | RUSSIA | SPAIN |
|-------------|-----------|----------------|---------------|--------------|----------------------|
| Corsica | Tyrol | Westphalia | Hanover | Finland | Balearic Islands |
| Ajaccio | - | - | Bremen | Helsinki | Palma |



- ♦ Place **1 Minor Fort**, topped with a Territory Flag, in the Annexed Territory.
- ♦ Place **1 Minor Port**, topped with a Port Flag, in the Port (if any) connected to the Annexed Territory.

STEP C. PLOT STARTING MOBILE FORCES

The quantity of Starting Forces for each Nation are detailed on the inside cover of their Planning Maps. Using the Planning Maps, each Nation secretly marks the starting positions for their Land Units and Ships, **with dots**. The specific Force Types (Infantry, Cavalry, Cannon, etc.) are **NOT** plotted on the Planning Maps. Wait until **Step E** (see below) to decide Force Types.

- ♦ Each Nation's Forces must start the game within its own controlled Territories and Ports.
- ♦ There is a limit of **3 Land Units** per Territory. (This limit only applies during setup - there is no limit once the first Game Round starts.)
- ♦ Land Units can **NOT** start the game in Mountain Ranges or as Cargo on Ships.
- ♦ At least **1 Cannon OR 1 Full Infantry** must start in each Nation's Capital.

| FRANCE | AUSTRIA | PRUSSIA | GREAT BRITAIN | RUSSIA | SPAIN |
|---------------------------|---------------------------|---------------------------|---------------------|---------------------|---------------------|
| 1 Frigate | 1 Frigate | 1 Frigate | 1 Frigate | 1 Frigate | 1 Frigate |
| 1 Elite Ship | - | - | 1 Elite Ship | - | 1 Elite Ship |
| 6 Half Infantry | 6 Half Infantry | 6 Half Infantry | 7 Half Infantry | 7 Half Infantry | 6 Half Infantry |
| 1 Cavalry | 1 Cavalry | 2 Cavalry | 1 Cavalry | 1 Cavalry | 1 Cavalry |
| 1 Elite Cavalry | 1 Elite Cavalry | - | - | - | - |
| 2 Full Infantry | 1 Full Infantry | 1 Full Infantry | 1 Full Infantry | 1 Full Infantry | 1 Full Infantry |
| 1 Elite Full Infantry | 1 Elite Full Infantry | 1 Elite Full Infantry | - | - | - |
| 1 Cannon | 1 Cannon | 2 Cannons | 1 Cannon | 1 Cannon | 1 Cannon |

Each Nation starts with **1 Elite Ship** or **1 Elite Land Unit**, as indicated. Attach an Elite Pennant to the base of a Land Unit or hull of a Ship.

STEP D. ESTABLISH TURN ORDER FOR SETUP

After all Nations have finished **Step C**, randomly place the Nation Cards face up on the Turn Order Track.



STEP E. PLACE STARTING FORCES ON GAME MAP

In Turn Order, each Nation now places its starting Mobile Forces on the Game Map, in the locations and quantities previously plotted in **Step C**. Once setup is complete, begin the game with **Phase 1 - Collect Taxes**. (Turn Order will be reset in **Phase 3 - Establish Turn Order**.)

PRUSSIA and **GREAT BRITAIN** each start with **1 Gold Chest** in their Treasury. This represents benefits gained by defeating Napoleon.



Nations start the game without Medals.

Reminder: See the bottom of page 6 for how to set up Neutral Nations.

SEQUENCE OF GAMEPLAY

PHASE 1 - COLLECT TAXES

Simultaneously, each Nation collects its tax income:

- **4 Gold** per Capital controlled
- **2 Gold** per Major Homeland Territory controlled
- **1 Gold** per Annexed Territory controlled
- **GREAT BRITAIN** gains an additional **2 Gold** from its Colonies, if the requirements are met.

PHASE 2 - PLOT SECRET ORDERS

- ♦ Step A. Plot Secret Movement Orders [all Nations act simultaneously]
- ♦ Step B. Indicate Orders Are Complete [by placing Planning Maps down on the table]

PHASE 3 - ESTABLISH TURN ORDER

- ♦ Step A. Bid Gold for Turn Order [simultaneously]
- ♦ Step B. Reveal and Pay Bids [simultaneously and without revealing orders]
- ♦ Step C. Bidders Claim Slots [high bidder chooses a slot first and so on, down to the lowest bidder; randomly break ties]
- ♦ Step D. Assign “Zero Bidders” [randomly place zero-bidder Nation Cards face-up in the remaining slots]

PHASE 4 - ON THE MARCH

In Turn Order, each Nation will take its turn as the **Active Nation**. ALL the steps below will be resolved before the next Nation takes its turn.

- ♦ Step A. Review Orders
- ♦ Step B. Conduct Pre-Movement Battles
- ♦ Step C. Execute Movement Orders
- ♦ Step D. Conduct Post-Movement Battles
- ♦ Step E. Check Status Tokens

Chapters of a Battle

- Chapter 1: Pre-Battle
- Chapter 2: Wage Battle (limit of 3 Battle Rounds)
- Chapter 3: Post-Battle

PHASE 5 - ATTEMPT ANNEXATIONS

- ♦ Step A. Place/Update Annex Tokens [simultaneously]
- ♦ Step B. Resolve Annexation Attempts [simultaneously or in Turn Order]

PHASE 6 - ON PARADE

An elected scorekeeper conducts the following steps:

- ♦ Step A. Update Medal Points
- ♦ Step B. Award Prestige Points
- ♦ Step C. Award Medals
- ♦ Step D. Convene Congress of Vienna [only in the 5th Game Round and beyond]

PHASE 7 - PURCHASE NEW FORCES

Conduct these steps simultaneously, or in Turn Order if anyone insists:

- ♦ Step A. Repair Damaged Fortifications and Ships
- ♦ Step B. Purchase New Forces
- ♦ Step C. Deploy New Forces on Game Map
- ♦ Step D. Advance Game Round Tracker







Then, if the game has not ended, proceed to the next Game Round.

1

Collect Taxes

TAX INCOME

Each controlled Territory with a **Government Building Icon** on the Map provides Gold as tax income, as shown below:

| | | | |
|---|---|---|--|
|  | = |  | ♦ Each Capital Territory provides 4 Gold . |
|  | = |  | ♦ Each Major Territory provides 2 Gold . |
|  | = |  | ♦ Each Minor (Annexed) Territory provides 1 Gold . |

- ♦ Neutral Territories, Mountain Ranges, Ports, and Open Seas never provide tax income.
- ♦ Independent Territories provide no tax income (until annexed).

COLLECT TAXES: During *Phase 1 - Collect Taxes*, each Nation collects their Gold income for the Game Round and places it in their Treasury.



A NATION'S TREASURY

THE TREASURY: A Nation's Treasury is permanently located in their own Capital Territory. For convenience, Treasury contents are stored next to the Game Map in each respective Nation's Treasury tray. A Nation can only spend Gold stored in their Treasury. Once in a Treasury, Gold cannot be stored elsewhere.

LOST CAPITAL: When a Nation loses its Original Capital, their Treasury Gold transfers to the Victor's Treasury or is shared among allies participating in its capture. Such a Nation cannot collect or spend Gold until their Original Capital is regained. New Gold income remains in its generating Territory (it cannot be moved) until either the Original Capital is recovered or the Territory is captured by another Nation. Once recovered or captured, the Gold is transferred immediately to the controller's Treasury.

Example: FRANCE collects 15 Gold as tax income, which is placed in their Treasury: Capital (4), Major Homeland Territories (2 each), and Annexed Territories (1 each).

AN EMPIRE ON WHICH THE SUN NEVER SETS

During each Game Round's *Phase 1 - Collect Taxes*, if **GREAT BRITAIN** has at least 1 Ship on the Game Map AND controls **England** and the Port of **London** (while neither contain opposing Forces), then **GREAT BRITAIN** collects an additional **2 Gold** in their Treasury.

Beginning in the 18th century, GREAT BRITAIN became the dominant colonial Nation in the world. This led to economic prosperity and naval supremacy.



As a reminder, place a Hotspot Token on the British Colonies box if these requirements are NOT met.



STEP A. PLOT SECRET MOVEMENT ORDERS

Each Nation takes their Planning Map and SIMULTANEOUSLY AND SECRETLY plots Marching Orders and Sailing Orders for ALL, SOME, OR NONE of their Mobile Forces.

- ♦ Fortifications can't be moved, and therefore are never assigned orders.
- ♦ Each Mobile Force can only be assigned one order per Game Round.
- ♦ After setup, there is no quantity limit on Mobile Forces in a region.

SECRECY: While plotting orders, Nations MUST keep their Planning Maps confidential, as one can never fully trust an ally.



PLOTTING NOTATION

1. ACCOUNT FOR ALL FORCES: Within each region, the Nation should write the **TOTAL** quantity of their Mobile Forces (excluding Cargo) currently there (do not exclude those without orders to move).

Example: SPAIN has the following Mobile Forces: 2 Ships in the Port of Corunna; 1 Land Unit in Mountain Range between Leon and Portugal; and a mix of 3 Land Units in Leon.



2. PLOT PATHS TO DESTINATIONS: For each group of Mobile Forces to be ordered, draw a continuous line from its starting region to its destination region (no arrowhead is needed). Multiple paths can lead outward from the same starting region, but there must be at least 1 Mobile Force present in the starting region for each path leading out. Do not plot branching or converging paths.

Example: SPAIN plots the various routes that each group of its Mobile Forces will be ordered to travel.



3. PLOT DESTINATION QUANTITIES: At each destination region, draw 1 dot for each individual Force being ordered to end its movement there. If there are multiple paths leading into the same destination region, circle each group of dots to distinguish its origin. There should never be more dots plotted than possible, given the number of Forces in the various regions of origin.

Example: SPAIN orders only 1 Ship to enter the Port of La Rochelle, leaving the other behind. 1 Force from the Mountain Range will join 2 Forces from Leon in Aragon-Catalonia. The third Force from Leon is sent over the Mountain Range to Portugal.



DECIDE SEQUENCE AND FORCE TYPE LATER: Both the sequence timing and distinction of which Force Type(s) needn't be decided until the movements occur in *Phase 4 - On the March* (only the quantity and path are plotted).

CARGO: Land Units can be transported on Ships as Cargo, **loading and unloading without orders or without any plotted notation** via Ports (see *Cargo Management on page 12*). Rather than being plotted, Cargo movement is decided in the moment, during *Phase 4 - On the March*. Land Units may not end their movement in a Port, unless aboard a Ship as Cargo.

STEP B. INDICATE ORDERS ARE COMPLETE

Once finished with plotting, each Nation places their Planning Map down on the table to indicate they are ready to continue.

Maintain the secrecy of plotted orders.

A Nation's plotted orders are not revealed until it becomes the Active Nation in *Phase 4 - On the March*.



MARCHING ORDERS ON LAND

In each Game Round, Land Units can be plotted to move **up to 2 land regions**. Land regions consist of Territories and Mountain Ranges. Independent Territories that are empty of Forces are always freely passable, until annexed (see *Attempt Annexations on page 21*). However, any Forces present belonging to other Nations may oppose any exit attempt (see *Exiting a Region on page 14*).

Land Unit Movement Rates

| | | |
|---|----------------------|----------|
|  | Half Infantry | 2 |
|  | Full Infantry | 2 |
|  | Cannon | 2 |

CAVALRY BONUS MOVEMENT



Cavalry 2 (+1)

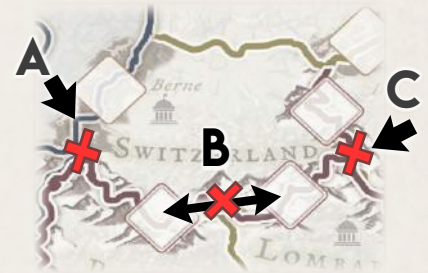
During *Phase 4 - On the March*, immediately following the resolution of its normal plotted movement (0, 1, or 2 land regions), each Cavalry can optionally be moved **1 extra land region**. This bonus movement should NOT be plotted.

Example: 1 Land Unit is plotted to move 2 regions, passing through Galicia. If it were a Cavalry then it could optionally move 1 additional region farther.



MOUNTAIN RANGES: Mountain Ranges make travel between certain Territories take longer, as they cost movement to enter (like any other land region). They have the following additional movement rules:

- Upon entering a **White Mountain Range** region, Land Units **MUST** end their movement for the current Game Round. (Entering a **Brown Mountain Range** region has no such restriction.)
- Cavalry Forces ending their movement in a White Mountain Range are not eligible for Cavalry Bonus Movement (see above).
- Land Units may NOT bypass a Mountain Range intersection diagonally (see arrow "A").
- Land Units must enter/exit Mountain Ranges from/to a Territory, i.e. ridge to ridge movement is NOT permitted. (see arrows "B").
- Land Units may NOT enter/exit from the end cap of a ridge line (see arrow "C").



SAILING ORDERS AT SEA

PLOTTING: Ships (along with their Cargo) can only enter Ports and Open Seas, moving **UP TO 6 regions** per Game Round. For groups of Ships moving together, draw a single continuous line on the Planning Map through every region of the path. Loop the line for double-back maneuvers.

PAUSING IN PORTS: Ships can pause to **LOAD** Cargo (see *Cargo Management on page 12*) in plotted Ports that are free of opposing Forces, and then continue on. **UNLOADING** Cargo ends further movement.

SEIZING PORTS: If a Ship of the Active Nation seizes an Independent Port it must end its movement there (see *Special Movement on page 14*). Other Ships could sail on per their orders. The act of seizing a Port is optional and not plotted.



Example: 2 Spanish Ships have orders to visit the Port of Cagliari and then stop in the Port of Naples, which is a sailing distance of 6.

MANAGING CARGO

- ♦ “Cargo” is the term for Land Units aboard a Ship. Cargo is placed beside its Ship and moved along with it. **Cargo cannot oppose any action.**
- ♦ “Managing Cargo” is the act of loading, unloading, or ship-to-ship transfer of Cargo, which may ONLY be done in a Port. **To manage Cargo, do NOT plot orders.** There is no movement cost (for either the Cargo or Ship).
- ♦ Cargo can be transported by another Nation if all involved agree. Such Cargo may not be seized by the Ship owner.

SHIP CAPACITY

- ♦ Each Frigate can carry up to **1 Land Units** or up to **2 Half Infantry**.
- ♦ Each Ship of the Line can carry up to **2 Land Units** or up to **4 Half Infantry** (or a mix, such as 1 Cannon and 2 Half Infantry).
- ♦ Cargo can NOT be dumped.



PORT CAPACITY

- ♦ During movement, Land Units can only enter or remain in Ports as Cargo on Ships. **Without movement cost**, Cargo can either be **loaded onto a Ship** to eventually cross the Open Seas or be **unloaded from a Ship** to enter the connected Territory’s Interior.
- ♦ Unopposed Land Units from the Interior may temporarily enter a Port to participate in a Port battle, unless the Port is still Independent. Surviving participants must immediately return to the Interior afterward. (See [Port Battles on page 16.](#))



CARGO MANAGEMENT RESTRICTIONS

- ♦ Only the Active Nation can manage Cargo, during their turn during *Phase 4 - On the March*.
- ♦ Cargo Management is not possible in Independent Ports.
- ♦ If the Port has at least 1 HP, the **Port Controller** may oppose any Cargo Management. Otherwise, permission is not required.
- ♦ Apart from Ship-to-Ship transfers ([see below](#)), Cargo may only be loaded from or unloaded to the connected Territory's Interior.
- ♦ Before being loaded as Cargo, Land Units may move as plotted across land to enter the connected Territory. However, Land Units can NOT be loaded onto a Ship after their plotted movement orders have been canceled or dismissed ([see pages 13 and 14](#)).
- ♦ If **LOADING** Cargo, both the Port and the connected Interior must contain no opposing Forces (Out-of Action Ships can’t oppose).
- ♦ If **UNLOADING** Cargo, the Port must contain no opposing Forces, but the connected Interior may contain them. Unloaded Land Units may **NOT** move further in that Game Round, except for being loaded as Cargo again; tag them with Blue Arrows ([see Arrow Tags on page 14](#)).
- ♦ **TRANSFERS:** All or part of the Cargo of Ships in the same Port can be transferred or simultaneously exchanged Ship-to-Ship, if at least one of these Ships belongs to the Active Nation. The same Cargo can be transferred any number of times during a Game Round. Cargo Transfers are NOT possible in Open Seas.
- ♦ **Out-of-Action Ships** ([see Ships on page 19](#)) can’t take on new Cargo (until repaired). They CAN unload or transfer away Cargo.

| Cargo Management | LOADING | UNLOADING | SHIP-TO-SHIP TRANSFER |
|-----------------------------|---------|-----------|-----------------------|
| OPPOSED OR INDEPENDENT PORT | NO | NO | NO |
| OPPOSED INTERIOR | NO | YES | YES |



3

Establish Turn Order

Nations (excluding Neutrals) collect their Nation Cards and then establish Turn Order Rank by following these steps:

STEP A. BID GOLD FOR TURN ORDER

In order to bid for Turn Order, each Nation simultaneously and secretly gathers any amount of Gold from their Treasury (including none), and hides it in their closed fist. Players that control multiple Nations hide each respective bid beneath its Nation Card (or write bids on Planning Maps).

STEP B. REVEAL AND PAY BIDS

All Nations now reveal any Gold bids. All bids (win, tie, or lose) must be paid to Common Storage.

STEP C. BIDDERS CLAIM SLOTS

The highest bidder places their Nation Card (face up) into any empty slot on the Turn Order Track, not necessarily the earliest (see image at right). This proceeds in descending order of amount bid until all slots are filled. Break ties by drawing Nation Cards randomly among those with the same bid.

STEP D. ASSIGN "ZERO BIDDERS"

If multiple Nations bid zero, randomly place their Nation Cards face up in the remaining open slots (i.e., no choice of slots).



4

On the March

REVIEW ORDERS

THE ACTIVE NATION

In Turn Order, each Nation takes a turn as the **Active Nation**, addressing **ALL** of its plotted orders and movements and resolving any resulting battles, before the next Nation becomes the Active Nation. Each Nation's Planning Map is kept secret until it becomes the Active Nation.

STEP A. REVIEW ORDERS

When it is a Nation's turn to be the Active Nation, it must first present its Planning Map for all to review for mistakes.

DISMISSING ORDERS: Any order that contains mistakes (see below) must be dismissed. Place a **White Arrow Tag** (see *Arrow Tags* on page 14) pointing to any group for which the order was dismissed.



OUT OF RANGE (IMPOSSIBLE): An order that plots any Force to move beyond its allowed range **MUST** be dismissed. Reminder: Do NOT plot Cavalry Bonus Movement.



TOO MANY DESTINATION DOTS: If there are more destination dots than Forces available to proceed with an order, dismiss **ALL** orders originating from that region, **UNLESS** the discrepancy was caused by casualties from one or more prior battles this Game Round, as indicated by the presence of **Field Hospital Tents** (see *Step A. Clear the Battleboard* on page 20).

Dismiss an order if there are more dots than existing Mobile Forces.

FIELD HOSPITAL TENT

TOO MANY PATHS: If there are more paths leading out from a region than the plotted number of Mobile Forces present (or the number of Mobile Forces and Field Hospital Tents actually present), **ALL** orders originating from that region **MUST** be dismissed.

Dismiss an order with too many paths for the same group.

AMBIGUOUS NOTATION: If destination dots are not clearly linked with their region of origin (circling destination dots as needed), all orders leading into such affected regions **MUST** be dismissed. Illegible orders or nonsensical orders, such as a Ship moving over land, **MUST** be dismissed.

Dismiss orders that are not clearly associated with their region of origin.

CANCELING ORDERS: The Active Nation may voluntarily cancel any of their orders by eliminating their corresponding plotted paths either before or after pre-movement battles, if any. **Plotted orders can't be canceled partially** – either by quantity of Forces or by path distance, except for Ships (see *Admiral's Prerogative* on page 14). A number of Forces equal to the number of destination dots at the end of each canceled order's path must be tagged with a White Arrow, prioritizing those not already tagged with a White Arrow.



STEP B. CONDUCT PRE-MOVEMENT BATTLES

Before the Active Nation begins moving ANY of their Forces, they may choose to initiate battles in regions that also contain other Nations' Forces (that are not on the same team, see Team Play on page 6). ALL "pre-movement" battles must be addressed (or declined by the Active Nation) before ANY of the Active Nation's movement begins, including Cargo Management. Such a battle could be a follow-up to a prior conflict, or an attempt to remove blocking Forces (see below).

STEP C. EXECUTE MOVEMENT ORDERS

In any preferred sequence, the Active Nation now executes all plotted orders that were not either dismissed or canceled, along with any supplemental movements such as Cargo Management. Cavalry Bonus Movement must be resolved immediately following the execution of its plotted orders, if any. As each order is completed, tag the ordered Forces with a Blue Arrow (see sidebar at right). In order to avoid errors, do not mix ordered groups until this step is completed.

FORCE TYPES: The Active Nation decides which exact Forces (from among those present not yet tagged with Blue or White Arrows) will form the group that will proceed with any given plotted order in the moment. Plotted orders denote the **QUANTITY** and **PATH** of Forces to be moved, and **never FORCE TYPE(S)**.

BLOCKED MOVEMENT: The Active Nation's Forces **cannot exit a region occupied by opposing Forces** (unless in the Open Seas, see Admiral's Prerogative below). The Active Nation may regard another Nation's Forces (not on the same team) in the same region as opposing, regardless of any friendly appeals, thereby ending their Forces' movement there. When a Force's movement is blocked, even in its starting region, it is NOT considered a cancellation of its order.

ARROW TAGS

Place Arrow Tags on Mobile Forces to track their movement status and battle eligibility during Phase 4 - On the March. The Arrow Tags of Ships and their Cargo are separate and never apply to one another. After all plotted orders have been resolved, each Force that was ordered will have been assigned at least either a Blue or White Arrow Tag. Fortifications are never assigned Arrow Tags.

BLUE: These Forces have either completed their movement or had their movement blocked, and can't move further, except as Cargo. They may still battle.

RED: These Forces have participated in a battle as the Active Nation (or on their side), and therefore can't do so again. They can still move and can battle AGAINST the Active Nation.

WHITE: These Forces have had their orders dismissed or canceled and therefore can't move (not even as Cargo), manage Cargo, or battle, except AGAINST the Active Nation. A White Arrow Tag replaces a Red Arrow Tag.

ARROW TAG SETS: Mobile Forces in the same region that share the same Arrow Tag(s) can be grouped into **Arrow Tag Sets** in order to track their status more easily. Sets may be merged and split as needed.

SPECIAL MOVEMENT



CAVALRY BONUS MOVEMENT: The Active Nation can choose to move each of their Cavalry 1 adjacent land region further immediately after completing the entire plotted portion of that Cavalry's movement. This bonus is negated in the following situations: Cavalry enters a White Mountain Range; Cavalry is in a region with opposing Forces; or Cavalry is tagged with a White Arrow.

ADMIRAL'S PREROGATIVE: Ships can sail past other Ships in the Open Seas (not in Ports) regardless of opposition. Also, all or some of an ordered group of Ships may prematurely end movement in any region(s) along their plotted path after they have left their starting region.



SEIZING INDEPENDENT PORTS: Only Ships (along with any Cargo) may enter Independent Ports. An Active Nation's Ship that enters an Independent Port that is free of opposing Ships can immediately seize control of the Port (without a die roll) by placing a Minor Port topped with one of its Nation's Port Flags in the region. Only 1 Ship need remain, and others may sail on (per orders) or stay. Once a Port is seized, Cargo Management can occur immediately. Any Out-of-Action Ships (see Out-of-Action Ships on page 19) in the Port or any Land Units present in the connected Independent Territory cannot seize the Port, nor oppose the seizure of it.

CARGO MANAGEMENT: Cargo Management decisions are made in the moment by the Active Nation (see Cargo Management on page 12).

STEP D. CONDUCT POST-MOVEMENT BATTLES

Once the Active Nation has resolved ALL movement for ALL of its Forces, it then has a **second opportunity** to initiate battles in regions that contain other Nations' Forces (that are not on the same team). However, as Arrow Tags do NOT refresh until the end of this phase, any Nation's Forces which already have Red Arrow Tags cannot participate on the side of the Active Nation. **Reminder:** Fortifications and Forces opposing the Active Nation can always participate in battles. The only movement possible during this step is Cargo Management. *For example, a group of Ships can battle a Port, capture it, unload Cargo into the Interior, and then those unloaded Land Units can wage a battle in that Interior.*

STEP E. CHECK STATUS TOKENS

Check the Game Map and remove any irrelevant Status Tokens, while adding Hotspot/Annex Tokens where relevant. If ALL Nations have had their turn as the Active Nation, remove all Arrow Tags and Field Hospital Tents from the Game Map.



HOW TO RESOLVE BATTLES

INITIATING A BATTLE: At least 1 of the Active Nation's Forces (that is not tagged with a Red or White Arrow, *see Arrow Tags on page 14*) must be present in a region to initiate a battle there. Cargo, Out-of-Action Ships, and 0 HP Forts can't initiate battles on their own.

Note: The Active Nation may initiate multiple battles in the same region, so long as all involved Forces on its side are unrestricted (by Red or White Arrows) each time.

STEPS OF BATTLE: A battle (Land, Sea, or Port) is broken into 3 chapters, each with sequential steps:



Place **Hotspot Tokens** to highlight contested regions. If a region is no longer contested, remove the Hotspot. If the region remains contested after all potential battles there are addressed for the current Active Nation, turn the Hotspot on its side, until the next Nation becomes the Active Nation.

CHAPTER 1
PRE-BATTLE

- A. Negotiations
- B. Choose Sides & Assign Commanders
- C. Transfer Forces to a Battleboard

CHAPTER 2
WAGE BATTLE (UP TO 3 ROUNDS)

- A. Assign Cavalry Positions
- B. Choose Battle Stance
- C. Gather Dice
- D. Roll Dice
- E. Remove Misses & Assign Hits
- F. Apply Damage
- G. Continue or End Battle

CHAPTER 3
POST-BATTLE

- A. Clear the Battleboard
- B. Claim Control
- C. Assign Elite Pennants
- D. Check Status Tokens

STEP A. NEGOTIATIONS

Before resolving any battle, there is an opportunity for negotiations. Discussions could lead to promises of future action. The Active Nation could call off the battle if satisfied. However, once **Chapter 2: Wage Battle** begins and Dice are rolled, the Battle must be played out fully, stopping only at the end of a Battle Round (at the discretion of the Active Nation).

Diplomacy is your soft power. If your soft power fails, you always have military options. But remember, war is nothing but the failure of diplomacy. As Sun Tzu said, *The supreme art of war is to subdue the enemy without fighting.*

STEP B. CHOOSE SIDES & ASSIGN COMMANDERS

After negotiations conclude (if there is still a battle to be fought), each Nation with Forces in the region **MUST** choose from these 3 options:

- ♦ **ABSTAIN FROM BATTLE:** A Nation may choose not to participate in a battle partially or fully, **if the Active Nation allows it** (the Active Nation itself may choose to participate only partially). Abstaining Forces can't interfere or participate in post-battle actions. *For example, if a Fortification is allowed to abstain then the region may not be captured during Chapter 3: Post-Battle.*
- ♦ **SIDE WITH THE ACTIVE NATION:** Any Nation's Forces that are present, excluding those tagged with White or Red Arrows (*see Arrow Tags on page 14*), can join the Active Nation's side as an ally, **if the Active Nation allows it**. **Reminder:** Fortifications are never assigned Arrow Tags.
- ♦ **SIDE AGAINST THE ACTIVE NATION:** Nations not willing (or not allowed) to either abstain or side with the Active Nation must side against it. **Being defenders, such Nations' Forces are eligible to participate in the battle regardless of their Arrow Tags.**

Nations on opposing sides in a battle are considered to be enemies of one another for the duration of that battle.



ASSIGN COMMANDERS: In battles, only 1 Commander for each side is allowed, regardless of how many Nations are involved. Each side's Commander makes all battle decisions, including Force positions, Battle Stance, Hit assignments, division of spoils post-battle, and so on.

- ♦ The Active Nation's Commander **MUST** be the Commander for their side. The Active Commander must take any action first, if there is any dispute of timing.
- ♦ For the defending side, the first Nation in that side's Turn Order will be Commander (or as agreed upon).
- ♦ Once assigned, Commanders may not change for the entire battle (regardless of casualties). A Nation may **NOT** change sides or drop out at any point **DURING** a battle, however an allegiance only need be fixed for that particular battle.

STEP C. TRANSFER FORCES TO A BATTLEBOARD

Select a battleboard according to the scope and location of battle: LAND, OPEN SEA, or PORT. Transfer ALL participating Forces from the selected region of battle on the Game Map to the Battleboard.

LAND BATTLES



- ◆ Use the LAND BATTLEBOARD for battles occurring in Territories or Mountain Ranges.
- ◆ The Land Battleboard is divided into 4 Battle Zones, which consist of Front and Rear Zones for each side.
- ◆ For convenience, the Active Commander may opt to use the smaller MINI LAND BATTLEBOARD.
- ◆ Each Commander must line up their Forces in the Front and/or Rear Battle Zones to face the opposing side, *as shown to the left*.



MINI LAND BATTLEBOARD

- ◆ A **Fortification** extends across both the Front and Rear Zones. Place it in the designated pentagon.
- ◆ **Cannons** MUST always be placed in the Rear Zone.
- ◆ **Half Infantry** and **Full Infantry** MUST always be placed in the Front Zone.
- ◆ **Cavalry** are placed in the Front or the Rear in any combination. Cavalry can be repositioned at the start of any Battle Round.

OPEN SEA BATTLES

Use any OPEN SPACE on the Game Map for a battle occurring in an Open Sea region. There is only 1 Battle Zone per side for such a battle. Use the Port side of the Battleboard for reference, if needed.

CARGO: Cargo Forces on Ships do not contribute Dice and cannot be assigned Hits. If a Ship sinks, so does its Cargo.

SHIP LINEUP: Each Commander forms a single-file line of their own Ships (and any allied Ships) in the order of their choice. The two opposing lines face each other. The Ship first in line for each side will be the first to take Hits, and so on. *For example, a Commander might try to protect a Ship bearing Cargo by placing it near the end of the line.* The order of Ships cannot be changed for the entire battle.



PORT BATTLES



SPAIN is attacking AUSTRIA's Port by both land and sea.

The Port Battleboard is divided into 1 Land Battle Zone and 2 Sea Battle Zones (1 per side). Optionally, the Active Commander may use the MINI PORT BATTLEBOARD (*shown at left*).

POSITION SHIPS: Each Commander lines up their Ships (and any allied Ships) in their preferred sequence, as in an Open Sea battle (*see SHIP LINEUP above*). Place Port-friendly Ships next to the Port.

POSITION LAND UNITS: Cargo can NOT unload to participate in a Port battle. Unopposed Land Units from the connected Interior can participate in a Port battle, but only on **EITHER** the attacker's side **OR** the defender's side. Place any Land Units on the single Land Zone (Rear) of the Port Battleboard. There is no Front Zone in Port battles (therefore Cavalry only contribute 1 White Die each). Surviving Land Units must return to the Interior at the end of the battle. **Reminder:** Only Black Cannon Dice can target Ships.

POSITION PORT: A Port battle must include the Port (unless it is an Independent Port, *see below*). Place the Port miniature (and its Port Flag) in its designated circle on the Battleboard.

INDEPENDENT PORTS: Only Ships can battle in Independent Ports. After the battle, it may be possible to seize the Port (*see Step B. Claim Control on page 20*).

3 BATTLE ROUNDS

For each battle, there can be up to 3 Battle Rounds, until at least one of the following occurs:

- ♦ one side or both sides are fully defeated;
- ♦ the Active Commander chooses to end the battle early (after the 1st or 2nd Battle Round);
- ♦ there have been 3 Battle Rounds, with or without survivors on both sides.



OPENING SALVO: In the 1st Battle Round, both Commanders simultaneously roll all of their Black Cannon Dice and resolve any Hits. No White Dice are rolled during this Opening Salvo.

ASSAULT: In any 2nd and 3rd Battle Rounds, both Commanders simultaneously roll all of their Black Cannon Dice and White Dice and resolve any Hits.

STEPS TO RESOLVE A BATTLE ROUND

STEP A. ASSIGN CAVALRY POSITIONS

At the beginning of each Battle Round, BOTH Commanders may reposition their Cavalry. The Active Commander must assign their positions first. Other Land Units and Ships may NOT be repositioned.



STEP B. CHOOSE BATTLE STANCE

Starting with the Active Commander, each Commander places their Battle Stance Token with either the AGGRESSIVE or DEFENSIVE side face-up on the table.

AGGRESSIVE STANCE: Each of the Commander's Bar Dice results is a Hit against the enemy (Bar roller's choice of color).

DEFENSIVE STANCE: Each of the Commander's Bar Dice results blocks 1 incoming enemy Hit (Bar roller's choice).

STEP C. GATHER DICE

Both Commanders use the **Combat Reference Charts** (see example at right) on the Battleboard to calculate how many Dice they are to roll. *There is also a Reference Chart on the rulebook's back cover.* Dice must be gathered for ALL participating Forces. Each Commander gathers their Dice in the shadowed box behind their side's field of battle, typically in rows which match their Forces' positions. Keep in mind:



- ♦ Damaged Forts, Ports, and Ships will contribute 1 fewer Die for each Damage Token sustained.
- ♦ Full Infantry that were reduced to Half Infantry will contribute fewer Dice accordingly.
- ♦ Include any Bonus Dice for Combined Arms, Elite Pennants, or Medals (see Bonus Dice below).



BONUS DICE

Place Bonus Dice in the relevant Bonus Boxes for these 3 categories: Combined Arms (Land battles only), Elite Pennants, and Medals.

COMBINED ARMS (TRIAD)

A Combined Arms Triad consists of:

- ♦ 1 Cavalry (in either Battle Zone);
- ♦ 1 Full Infantry (NOT a Half Infantry);
- ♦ 1 Cannon.



For each of their Triads, each Commander adds 1 extra BLACK CANNON DIE and 2 extra WHITE DICE

(White Dice are not used in the Opening Salvo). An individual Land Unit may be part of only 1 Triad per Battle Round. Forces of multiple Nations can be part of 1 Triad. **Combined Arms does not apply in Port battles.**

ELITE PENNANTS



LAND ELITE: Add 1 extra WHITE DIE for each Elite Infantry or Cavalry. Add 1 extra BLACK CANNON DIE for each Elite Cannon.



SHIP ELITE: Add 1 extra BLACK CANNON DIE for each Elite Ship.

MEDALS



DOMINUS EXERTICUS MEDAL: The recipient **DOUBLES** the Land Elite Dice Bonus for its Elite Land Units (including those of allies).



DOMINUS MARIS MEDAL: The recipient **DOUBLES** the Elite Dice Bonus for its Elite Ships (including those of allies).

STEP D. ROLL DICE

Both Commanders simultaneously roll **ALL** of their gathered Dice.



BLASTS: A Blast Die result is a Hit.



The **DOUBLE BLAST** on the **BLACK CANNON DIE** results in **2 Hits**, which must be assigned to Forces in the same Battle Zone. The second Hit of Double Blast can **NOT** spill over to another Battle Zone.



BARS: Bar results can be Hits or block enemy Hits, depending on the Commander's chosen Battle Stance.

STEP E. REMOVE MISSES & ASSIGN HITS

- BLANKS:** Both Commanders clear away all blank Miss Die results.
- BARS:** Each Commander that chose the Defensive Stance addresses any blocking Bars (Black or White) by pairing them up with enemy Hit Blasts (of any type) and clearing them away (a **DOUBLE BLAST** result requires 1 Block for each Blast). The Active Commander decides first, if relevant. When blocking, die color types are irrelevant, and **the Bar roller chooses which Hits to block**. A Commander may not avoid assigning Bars while there are still valid targets.
- HITS:** The Active Commander assigns their remaining Hits to specific enemy Forces, followed by the opposing Commander. When in the Aggressive Stance, the roller decides whether their Bars on their White Dice act as Red or Blue Hits. White Dice can never be assigned to Ships. Hits must target valid Forces and can't be withheld or placed in empty Battle Zones.



HIT HIERARCHY

All Hits must be assigned to enemy Forces using the hierarchy below:

- Forces can sustain 1 to 4 Hits, depending on their Type, before being defeated.
- Damaged Forces must be "finished off" before assigning Hits to another Force within the same Battle Zone.
- A Force is defeated in battle if it is assigned Hits equal to its Hit Points (as shown on the Battleboard charts). After having placed all Dice Hits next to each target, tip over the defeated minis or set them aside (do not return them to Storage yet). Defeated Forces will not contribute Dice in subsequent Battle Rounds. No Force may be assigned more Hits than its remaining Hit Points.
- All Forces of a Type (within the same Zone) must be defeated before assigning Hits to a different Force Type of a lower hierarchy order.



FORTIFICATIONS

1st



An enemy Fort **MUST** be defeated before Hits can be assigned to any other enemy Forces in either the **FRONT** or **REAR** Battle Zone. An enemy Port extends across both Land **AND** Sea Battle Zones simultaneously, therefore must **ALWAYS** be assigned Hits first.



Both **WHITE DICE** Hits and **BLACK CANNON DICE** Hits can be assigned to Fortifications.

LAND UNITS

2nd



3rd



4th



5th



WHITE DIE Hits are assigned by their color rolled: **BLUE** Hits can only be assigned to enemy Forces in the **FRONT** Battle Zone, and **RED** Hits can only be assigned to enemy Forces in the **REAR** Battle Zone.

BLACK CANNON DIE Hits can be assigned to enemy Land Units in any Battle Zone, as decided by the Commander who rolled the Dice.

SHIPS

2nd



3rd



4th



etc.



Ships can only be hit by **BLACK CANNON DICE**. White Dice do not affect Ships. Each Commander will have arranged their own Ships during **Pre-Battle** setup in a sequence that must now be followed when determining which enemy Ship takes the next Hit.



ELITE UNITS: Elite Land Units must always be assigned Hits last among their Force Type. (An Elite Half Infantry must be assigned a Hit before a non-Elite Full Infantry.)



ALLIED NATIONS: If there is a choice between Land Units of multiple Nations, with all other factors (Force Type, Elite status, and Damaged status) being equal, the Commander rolling the Hit decides which Force takes the Hit.

STEP F. APPLY DAMAGE

Once all Hits are assigned, Commanders can remove defeated Forces from the Battleboard (do NOT return them to Storage). Keep any Cargo with its respective Ship. During **Chapter 3: Post-Battle**, defeated Forces will be collected in Treasuries as morale-boosting Enemy Casualties.



FORCES THAT CAN TAKE MORE THAN 1 HIT

These Forces take more than 1 Hit to defeat: **Full Infantry, Major and Capital Fortifications, and Ships.**

FULL INFANTRY

2 Hits will defeat a Full Infantry. If a Full Infantry is assigned only **1 Hit**, replace the Full Infantry with 2 Half Infantry: 1 tipped over (defeated) and 1 standing (retaining any Elite status). Return the Full Infantry to Storage. This act of “making change” is important for tracking Enemy Casualties correctly.



FORTIFICATIONS

Apply **1 Damage Token** to a Fort or Port for each Hit assigned to it. Each Damage Token on a Fortification immediately reduces its battle Dice by 1. A Fortification that is reduced to **0 Hit Points** is defeated (but not removed). Damage Tokens do NOT get removed until *Phase 7 - Purchase New Forces*.



CAPITAL FORT/PORT: **4 Hit Points** MAJOR FORT/PORT: **2 Hit Points** MINOR FORT/PORT: **1 Hit Point**

- ♦ Fortifications Damaged from a prior battle will have reduced Hit Points and reduced battle Dice accordingly.
- ♦ Fortifications must have at least 1 HP to oppose movement (including Cargo Management, *see page 12*).
- ♦ An enemy captures a Port or Territory automatically if the Fortification has 0 HP AND there are no opposing Forces.

SHIPS

Damage is assigned to Ships according to the **Ship Lineup** that was decided during **Pre-Battle** setup. Ships can take more than 1 Hit before sinking. For each Hit assigned to a Ship, place a Damage Token next to it. Ship Damage Tokens are retained until repaired, potentially during *Phase 7 - Purchase New Forces*.



Frigates have **2 Hit Points**.

- ♦ **1 Hit** will cause a Frigate to become Out-of-Action.
- ♦ **2 Hits** will sink it (along with any Cargo).



Ships of the Line have **3 Hit Points**.

- ♦ **1 Hit** will cause a Ship of the Line to become Damaged (reduced to rolling 1 Die).
- ♦ **2 Hits** will cause it to become Out-of-Action.
- ♦ **3 Hits** will sink it (along with any Cargo).



OUT-OF-ACTION SHIPS: Once a Ship is Out-of-Action (OOA):

- ♦ Immediately remove any Elite Pennant from it (the enemy Commander places it in their Treasury).
- ♦ It will not contribute Dice in future Battle Rounds (until repaired), but it is still a target, and only **1 Hit** away from being sunk.
- ♦ It is prone to capture (if without allies) once the battle ends (*see Step A. Clear the Battleboard on page 20*), or if encountered while unaccompanied by opposing Forces. The latter case is treated as a battle in every way, except that **Chapter 2: Wage Battle** is skipped.
- ♦ It can move normally with orders.
- ♦ It may not oppose the actions of other Nations, nor capture Ports or other Out-of-Action Ships.
- ♦ It may not take on new Cargo, but may unload or transfer its Cargo away as normal.

STEP G. CONTINUE OR END BATTLE

Only the Active Commander can call off a battle at the end of any Battle Round. Otherwise, continue until 3 Battle Rounds have occurred or until at least one side is fully defeated (i.e., has no Forces left that can contribute Dice). Commander roles and each side’s participants (other than defeated Forces) must remain unchanged. When the battle ends, proceed to **Chapter 3: Post-Battle**.

After a battle ends, one of these situations will apply:

- ♦ **VICTORY:** If **only one side's** Forces are fully defeated and/or Out-of-Action, then the other side's Commander is the Victor.
- ♦ **MUTUAL DEFEAT:** If neither side has surviving Forces which can contribute Dice, there is no Victor. *For example, a 0 HP Port facing off against a single Out-of-Action Ship results in no further battle being possible (control of the Port remains unchanged).*
- ♦ **CONTESTED:** If both sides still have Forces which can contribute Dice, there is no Victor.

STEP A. CLEAR THE BATTLEBOARD

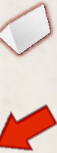
COLLECT ENEMY CASUALTIES: Regardless of the battle's outcome, each side's Commander collects all Enemy Casualties **IN THEIR OWN** Nation's Treasury or those of participating allies (regardless of whether or not those allies' Forces survived). These Enemy Casualties will be converted into Medal Points in the Morale column during *Phase 6 - On Parade* (see page 22). Enemy Casualties consist of:

- ♦ **Defeated Mobile Forces:** Defeated Full Infantry may be split into 2 Half Infantry to divide among allies.
- ♦ **Out-of-Action Ships:** **Only a Victor** controlling a non-OOA Ship or a Port (with at least 1 HP) may capture any enemy OOA Ships by replacing them with their own equivalent Ships (or those of participating allies) taken from Storage. Captured Ships retain Damage Tokens.
- ♦ **Lost/Captured Cargo:** Cargo from captured Ships may be converted to Gold at half purchase cost (ignoring Elite Pennants) and put in the Victor's Treasury (or a participating ally's). Cargo lost with sunk Ships and Cargo converted to Gold are both tracked as Casualties.
- ♦ **Morale Tokens:** If a Port or Territory is **captured** (see *Step B below*) after a battle, place Blue (positive) Morale Tokens equal to the defeated Fortification's full strength (1, 2, or 4) in the Victor's (or a participating ally's) Treasury. Likewise, place equivalent Red (negative) Morale Tokens in the former controller's Treasury Tray (another battle participant may NOT take this loss instead).



RETURN FORCES: Return any surviving Forces, along with any Damage Tokens (on Ships and/or Fortifications), to the region of battle on the Game Map. In Port battles, surviving Land Units must return to the Interior. For Nations who haven't yet taken their turn as the Active Nation AND have survivors from the battle, place a Field Hospital Tent in the region for each of their defeated Mobile Forces (see page 13).

ASSIGN RED ARROW TAGS: Place Red Arrow Tags pointing to surviving Mobile Forces of the Active Nation's side. Such Forces can't battle again on the side of **ANY** Active Nation for the rest of the Game Round. Fortifications and defending Forces have no such restriction.



STEP B. CLAIM CONTROL

- ♦ An invading Victor (see above for what makes a Victor) claims control of a Territory or Port by exchanging the Fortification's current Flag for their own Flag. Otherwise, the defender retains control. After a battle in a Territory, control of any connected Ports does not change. A Flag is never placed in a Mountain Range region.
- ♦ A Victor may NOT place their Flag in an Independent Territory until it is annexed during *Phase 5 - Attempt Annexations*. After a battle in an Independent Port, the Victor may seize the Independent Port immediately with a Ship (see *Seizing Independent Ports on page 14*). (This is rare, given most Ports are seized upon entry.)



STEP C. ASSIGN ELITE PENNANTS

Regardless of whether there is a Victor, each side that has collected **10 or more points worth of Enemy Casualties** (see *Casualty List below*) in the battle gains **1 Elite Pennant** (no more than 1 for each battle).

| CASUALTY LIST | | | | | | | | |
|---------------|---|---|----|----|----|---|----|-----|
| 4 | 6 | 8 | 10 | 10 | 15 | 5 | 10 | -10 |
| | | | | | | | | |

If possible, qualifying Commanders must choose 1 surviving Force that fought on their side (excluding Cargo, Fortifications, and Out-of-Action Ships) to receive the new Elite Pennant. A Force can never have more than 1 Elite Pennant attached, which can never be reassigned. If an Elite Pennant can't be assigned (for lack of non-Elite Forces), the opportunity is lost.

STEP D. CHECK STATUS TOKENS

Flip the Hotspot Token on its side, and continue to address any remaining Hotspots.



BENEFITS OF ELITE STATUS

MEDAL POINTS: Each Elite Pennant attached to a Land Unit or Ship contributes **1 Medal Point** to its owner's **MOST ELITE LAND UNITS** or **MOST ELITE SHIPS** column on the Medals Chart, respectively.

BONUS BATTLE DICE:

- ♦ Each Elite Infantry or Cavalry **adds 1 extra WHITE DIE.**
- ♦ Each Elite Cannon or Ship **adds 1 extra BLACK DIE.**

BONUS ANNEXATION DICE (see page 21):

- ♦ Each Elite Land Unit **adds 1 extra WHITE DIE.**



5

Attempt Annexations

WHAT CAN BE ANNEXED?

Nations can attempt to **annex** Independent Territories where they have Land Units. Homeland Territories, Mountain Ranges, and Open Seas can't be annexed. Ships in connected Ports do NOT affect annexation attempts. Annexed Territories never revert to an independent state.

PORTS: Ports can't be DIRECTLY annexed, but annexing the connected Interior also grants control of the Port if not already controlled by another Nation. Also, during *Phase 4 - On the March*, the Active Nation may **seize** an Independent Port that does not contain opposing Ships using one of its Ships in the Port (see *Seizing Independent Ports on page 14*). Seizing a Port does NOT trigger the annexation of the connected Territory.

BENEFITS OF ANNEXATION

An **Annexed Territory** provides the following benefits to its controller:

- ♦ Control of the Territory's Fort (and its Black Cannon Die during battles);
- ♦ **1 GOLD** as Tax Income during *Phase 1 - Collect Taxes*;
- ♦ **1 MEDAL POINT** (tallied during *Phase 6 - On Parade* in the 2nd column on the Medals Chart).

Note: Annexing an Independent Territory does NOT yield Morale Tokens or an Elite Pennant.

HOW TO TRACK AND RESOLVE ANNEXATIONS

STEP A. PLACE/UPDATE ANNEX TOKENS

Review the Game Map and place or reset **Annex Tokens** in Independent Territories that are occupied by at least 1 Nation's Land Units.

STEP B. RESOLVE ANNEXATION ATTEMPTS

Each Nation (simultaneously, or in Turn Order if any Nation insists) resolves ALL of its annexation attempts, one at a time, with another Nation supervising. To attempt to annex a Territory, a Nation rolls its Annexation Dice.



CALCULATING ANNEXATION DICE

- + ♦ **1 WHITE DIE** for each of its Land Units present (including Cannons);
- + ♦ **1 extra WHITE DIE** for each of its Elite Land Units present (including Cannons);
- + ♦ The *DOMINUS EXERTICUS* Medal recipient **doubles the bonus** of all allied Elite Land Units present (including Cannons).



SUCCESS: A roll result of **1 or more Blasts (Red or Blue)** indicates a successful annexation:

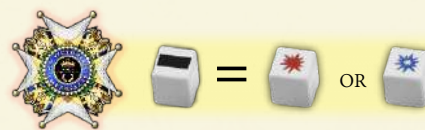
- ♦ **Place Territory Flag:** The annexing Nation takes control by placing a Minor Fort with one of its Territory Flags on top in the Territory.
- ♦ **Place Port Flags:** The annexing Nation also claims any connected, **uncontrolled** Independent Ports by placing a Minor Port topped with one of the annexing Nation's Port Flags there. Connected Port(s) which are already controlled are unaffected.
- ♦ Remove the **Annex Token**.



FAILURE: If all the Dice results are blanks and/or Bars (* see *exception at right for AD VICTORIAM IMPERIALIS*), then the annexation attempt has failed:

- ♦ There is no penalty for failing to annex a Territory.
- ♦ Flip the **Annex Token** on its side. A Nation can try again in future Game Rounds, if the Territory is still independent.

For the recipient of the *AD VICTORIAM IMPERIALIS* Medal, Bar Die results act as Blasts in annexation attempts.



MULTIPLE NATIONS: If multiple opposing Nations have Land Units in an Independent Territory, then all parties present roll dice and compare results. The Nation with the most Blasts will annex the Territory. If tied, then the Territory is not annexed this Game Round. Nations present can also agree in advance to combine their Dice results, with the chosen Nation gaining any benefits if the attempt is successful.

STEP A. UPDATE MEDAL POINTS

Nations in play now tally their Medal Points (MPs) in the 5 categories listed on the Medals Chart (shown at right). An elected scorekeeper records the Medal Points, and then writes their sums in the 6th column. Nations can't drop below 0 in any column.

CASUALTY LIST

Also referenced on the Tally Chart.

-  **4** Half Infantry
-  **6** Cavalry
-  **8** Full Infantry
-  **10** Cannon
-  **10** Frigate
-  **15** Ship of the Line
-  **5** Elite Pennant
-  **10** Blue Morale Token
-  **-10** Red Morale Token

Divide by 10. Round down.

- 1. HIGHEST NATIONAL MORALE:** In the 1st column, erase all previous Medal Points, as National Morale **does not accumulate** over multiple Game Rounds. Each Nation then adds up their Enemy Casualties (including Morale Tokens) collected in their Treasury (using the *Casualty List at left*), and divides their total by 10 (rounding down). Write this result of MPs for each Nation in the 1st column on the Medals Chart. Finally, return all Enemy Casualties and Morale Tokens to Storage.
- 2. MOST ANNEXED TERRITORIES:** In the 2nd column, write each Nation's sum of MPs for controlled **Annexed Territories** (worth **1 MP** each).
- 3. MOST HOMELAND TERRITORIES:** In the 3rd column, write each Nation's sum of MPs for controlled **Major Homeland Territories** (worth **2 MPs** each) and **Capitals** (worth **4 MPs** each).

- 4. MOST ELITE LAND UNITS:** In the 4th column, write each Nation's sum of MPs for their **Elite Land Units** (worth **1 MP** each).
- 5. MOST ELITE SHIPS:** In the 5th column, write each Nation's sum of MPs for their **Elite Ships** (worth **1 MP** each).
- 6. MOST MEDAL POINTS:** For each Nation's row, add up all Medal Points from the previous 5 columns and write the total in the white box of the 6th column.

MEDALS CHART

| | 1. | 2. | 3. | 4. | 5. | 6. |
|---------|----|----|----|----|----|----|
| FRANCE | 3 | 4 | 12 | 3 | 1 | 23 |
| BRITAIN | | | | | | |
| RUSSIA | | | | | | |
| SPAIN | | | | | | |
| PRUSSIA | | | | | | |
| AUSTRIA | | | | | | |
| USA | | | | | | |

Casualty List

TALLY CHART

Example: FRANCE has gained the following Medal Points for the Game Round:

- Column 1: 3 MPs from Enemy Casualties, affecting Morale;*
- Column 2: 4 MPs from Annexed Territories;*
- Column 3: 12 MPs from all of their Major Homeland Territories and Capital;*
- Column 4: 3 MPs from Elite Land Units;*
- Column 5: 1 MP from an Elite Ship;*
- Column 6: FRANCE's total Medal Point score for this Game Round is 23.*

STEP B. AWARD PRESTIGE POINTS

The Nations with the top 3 Medal Point totals in the 6th column (**MOST MEDAL POINTS**) receive **Prestige Points** on the **Prestige Chart** (see chart at right). The scorekeeper adjusts each Nation's peg on the Prestige Chart as indicated below. Tied Nations gain full Prestige Points for their rank (i.e., friendly ties).

- ♦ Award **3 Prestige Points** to each Nation with the highest Medal Point total for the current Game Round.
- ♦ Award **2 Prestige Points** to each Nation with the 2nd highest Medal Point total.
- ♦ Award **1 Prestige Point** to each Nation with the 3rd highest Medal Point total.

A Nation's Prestige Track will also be updated when they receive a Prestige Point from the winner of the *AD VICTORIAM IMPERIALIS* Medal (see *Award Medals* on page 23). Prestige Points accumulate and will help determine the game's winner (see *Final Scoring* on page 24). Prestige Points can't be traded or lost.

PRESTIGE CHART

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
|---------------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|
| FRANCE | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| AUSTRIA | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| PRUSSIA | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| GREAT BRITAIN | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| RUSSIA | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| SPAIN | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

STEP C. AWARD MEDALS

Prominent and glorious Medals are awarded by the scorekeeper just after Prestige Points are distributed.

If the top Medal Point score for any column on the Medals Chart is tied, then no Medal is awarded for that column.

Otherwise, the Nation with the highest total for each of the 6 columns receives the corresponding Medal, along with its special benefits (*see below*). Depending on the Medal, benefits either apply immediately or last until the Medals Chart is updated again in the next Game Round.

A Nation can receive multiple Medals. Place the Medals in their Treasury or optionally clip them to the player's lapel. Nations start the game without Medals.



LAETISSIMA NATIONE – Receive this Medal by having the highest National morale.

- ♦ **Gold Bonus:** The recipient immediately places **5 Gold** into their Treasury, if they control their own Capital.



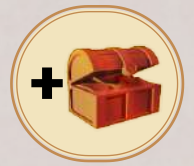
TERRA ALIENA – Receive this Medal by controlling the most Annexed Territories.

- ♦ **Gold Bonus:** The recipient immediately places **5 Gold** into their Treasury, if they control their own Capital.



MAXIME PATRIAS – Receive this Medal by controlling the most Homeland Territories.

- ♦ **Gold Bonus:** The recipient immediately places **5 Gold** into their Treasury, if they control their own Capital.



DOMINUS EXERTICUS – Receive this Medal by having the most Elite Land Units.

- ♦ **Combat & Annexation Bonus:** The recipient **doubles the number of Bonus Dice** added for Elite Land Units in both land battles and annexation attempts, including those of all contributing allies.



DOMINUS MARIS – Receive this Medal by having the most Elite Ships.

- ♦ **Combat Bonus:** The recipient **doubles the number of Bonus Dice** added for Elite Ships, including those of all contributing allies.



AD VICTORIAM IMPERIALIS – Receive this Medal by having the highest Medal Points sum in the 6th column on the Medals Chart.

- ♦ **Diplomatic Bonus:** In a magnanimous display of power and wealth, the recipient **MUST** immediately choose one other Nation (i.e., excluding their own team members or a Neutral Nation) to be awarded **1 bonus Prestige Point** (which is NOT taken from the giver).
- ♦ **Annexation Bonus:** Bar Die results act as Blasts in annexation attempts.



STEP D. CONVENE CONGRESS OF VIENNA

At the end of the 5th Game Round (and each Game Round thereafter, as needed), the **Congress of Vienna** convenes.

1. Each Nation must secretly cast a vote by placing their Battle Stance Token on the table with the appropriate face up (covered by a hand):



Peace (Shield) ... indicating a desire to end hostilities, or



War (Blast)... indicating a desire to continue the conflict.

2. Then votes are simultaneously revealed to show the Battle Stance Tokens.

- **PEACE REIGNS:** If a MAJORITY of the votes are for Peace, the game will conclude at the end of the following Game Round (i.e., the end of the 6th Game Round if it is now the end of the 5th Game Round).
- **WAR CONTINUES:** If the majority of the votes are for War, or there is a tie, then the game continues.

On the 6th Game Round, add **1 extra vote for Peace** to the vote tally (beyond what Nations contribute), representing the growing sentiment for peace among the populace.

On the 7th Game Round, add **2 extra votes for Peace** (beyond what Nations contribute).

On the 8th Game Round, a vote need not take place, as the game will conclude at the end of the 9th Game Round regardless.

Phase 7 - Purchase New Forces can be skipped on the last Game Round of the game.



The first vote occurs in the 5th Game Round. White doves indicate extra votes for Peace.

FINAL SCORING

At the end of the final Game Round, determine the winner as follows:

- ♦ Each Nation gains 1 Prestige Point for every 10 Gold in their Treasury (round down).
- ♦ Each Nation calculates their score by adding Medal Points from columns 2, 3, 4, and 5 on the Medals Chart for the last Game Round to their accumulated Prestige Points. **Column 1 is NOT included.**
- ♦ The Nation (that still controls their own Capital) with the highest score wins!
- ♦ If playing with teams, combine and compare total team scores.
- ♦ A tie is broken by the amount of Gold in each tied Nation's Treasury. If still tied, victory is shared.



Example: FRANCE has 4 points in the 2nd column (MOST ANNEXED TERRITORIES), 12 points in the 3rd column (MOST HOMELAND TERRITORIES), 3 points in the 4th column (MOST ELITE LAND UNITS), and 1 point in the 5th column (MOST ELITE SHIPS), totaling 20 points. FRANCE then adds their Prestige score of 17 to the total, for a grand total of 37.

| Category | Points |
|---------------------------|-----------|
| Highest National Morale | 3 |
| Most Annexed Territories | 4 |
| Most Homeland Territories | 12 |
| Most Elite Land Units | 3 |
| Most Elite Ships | 1 |
| Total Medal Points | 20 |
| Prestige Points | 17 |
| Grand Total | 37 |

7

Purchase New Forces

SPENDING GOLD: If a Nation doesn't control their own Capital, then they may not purchase Forces. Gold must be paid from the owner's Treasury. Return spent Gold to Common Storage. Make change in Gold denominations at any time (1 Chest = 5 Gold coins).

STEP A. REPAIR DAMAGED FORTIFICATIONS AND SHIPS



REPAIR FORTIFICATIONS: All Damaged Fortifications in **regions with no opposing Forces** now repair automatically without cost. Remove the Damage Tokens to Storage.



REPAIR SHIPS: **Provided no opposing Forces are present**, all Damaged and Out-of-Action Ships currently present in any **Major** or **Capital Port** (that has at least 1 HP) can repair fully at no cost, with the permission of the Port's controller. Ships that are not repaired will retain diminished capabilities in future Game Rounds (*see Ships on page 19*).

STEP B. PURCHASE NEW FORCES

Simultaneously, each Nation may now purchase new Land Units and Ships, referring to the Cost Chart below. However, if anyone insists, purchasing must be done in Turn Order. If the supply of a particular Mobile Force is exhausted, use an appropriate substitute.

| ICON | GOLD | UNIT |
|------|------|------------------|
| | 4 | Half Infantry |
| | 6 | Cavalry |
| | 8 | Full Infantry |
| | 10 | Cannon |
| | 10 | Frigate |
| | 15 | Ship of the Line |

COST CHART



STEP C. DEPLOY NEW FORCES ON GAME MAP

In Turn Order, each Nation deploys their new Land Units in any of their controlled Original Homeland Territories and deploys their new Ships in any of their controlled Original Homeland Ports. There are no quantity limits. New Ships cannot be deployed in captured Homeland Ports, nor in *Gibraltar* or *Malta*.

STEP D. ADVANCE GAME ROUND TRACKER

If the game is not over, then advance the **Napoleon Peg** on the Prestige Chart, and continue to the next Game Round.

Check the Game Map for any forgotten Status Tokens that should have been removed.



PLOTTING AND MOVEMENT EXAMPLE

PLOTTING EXAMPLE FOR AUSTRIA

AUSTRIA starts the Game Round with Land Units in the following locations:

- ♦ 4 Land Units in *Bohemia-Styria*
- ♦ 1 Land Unit in *Ruthenia*
- ♦ 2 Land Units in *Slovenia-Croatia*
- ♦ 2 Land Units in *Piedmont*
- ♦ 1 Land Unit in *Naples*
- ♦ 1 Land Unit in the White Mountain Alps south of *Tyrol*
- ♦ 1 Frigate in the Port of *Spalato*

After writing the number of Mobile Forces starting in each region, AUSTRIA draws dots ONLY in the final destinations linked by path lines leading back to their starting regions. There is no designation of the specific Force Types and no plotting of Cargo movement. It is not required to write the quantity in a region if those particular Forces are not assigned movement orders, but it can be useful for accounting.

Note: Number 1's can look like paths, so add a "serif hook" to the tops of ones.



MOVEMENT EXAMPLE FOR AUSTRIA

Once it is their turn as the Active Nation, AUSTRIA hands off their Planning Map for verification. The verifying player calls out movements while AUSTRIA moves their own Forces on the Game Map. OR, if preferred, AUSTRIA can take back their Planning Map (after verification) and resolve their plotted movements in any sequence.

- ♦ AUSTRIA chooses to start with the Frigate. Before leaving the Port of *Spalato*, AUSTRIA loads 1 Half Infantry onto the Frigate. Then the Ship moves to the Port of *Bari* and pauses there to load a 2nd Half Infantry on board. **Note:** If that Half Infantry had orders to go elsewhere, it could NOT have boarded the Ship, as canceling orders prevents loading. The Frigate is now at maximum capacity with 2 Half Infantry as Cargo, and it sails onward to the Port of *Cagliari*, where it MUST stop because its order ends there. AUSTRIA seizes the Port immediately and unloads all Cargo into *Sardinia* in preparation for an annexation attempt in *Phase 5 - Attempt Annexations*. If the Port of *Cagliari* had already been seized by another Nation (earlier in the Game Round), AUSTRIA could have stopped the Ship in the *Tyrrhenian Sea*.
- ♦ AUSTRIA moves the 2 Forces (Cavalry and Half Infantry) from *Piedmont* through *Lombardy-Venetia* and into the White Mountain Range (the Alps) bordering *Switzerland*. Because the Cavalry entered a White Mountain Range it gets no Cavalry Bonus Movement.
- ♦ AUSTRIA moves 1 Cavalry from the White Mountain Range south of *Tyrol* through *Tyrol* and into the Brown Mountain Range bordering *Württemberg*. Using Cavalry Bonus Movement (not plotted), it immediately moves into a 3rd region, *Württemberg*.
- ♦ AUSTRIA now attempts to move any 3 of the 4 Forces in *Bohemia-Styria* through *Bavaria* into *Württemberg*, but they encounter 2 opposing Forces in *Bavaria*, so are forced to end their movement there. AUSTRIA will likely initiate a battle in *Bavaria*, but moving to *Württemberg* will have to wait until another Game Round.
- ♦ Finally AUSTRIA considers moving the 4th Force from *Bohemia-Styria* through the Brown Mountain Range to the *Kingdom of Saxony* as plotted, but has 2 options because PRUSSIA (who was earlier in Turn Order) got there first: A] Enter the *Kingdom of Saxony* as plotted; or B] Cancel the move entirely and remain in *Bohemia-Styria*. AUSTRIA chooses option B, tagging the Force with a White Arrow for canceling orders.
- ♦ The 1 Force in *Ruthenia* does nothing, as it had no plotted destination.

Now that all of their Forces have moved, AUSTRIA can initiate battles anywhere they have Forces that aren't tagged with Red or White Arrows. If AUSTRIA had been forced to battle their way out of a region BEFORE movement, any surviving Forces would have been tagged with a Red Arrow, but could still move if all opposing Forces had been defeated.



...after AUSTRIA's movements

BATTLE EXAMPLE

BATTLE EXAMPLE

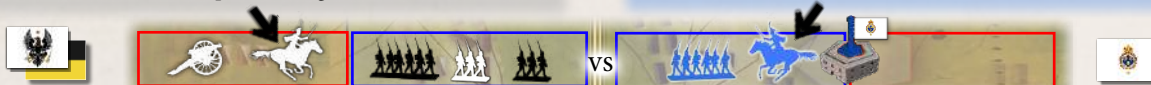
PRUSSIA is the Active Nation. **PRUSSIA** has sent a group of Land Units into *Lorraine*, a Homeland Territory of **FRANCE**. **AUSTRIA**, **PRUSSIA**'s ally, has their own Land Units ready and waiting to join the attack against **FRANCE**.

CHAPTER 1: PRE-BATTLE

- Negotiations:** **FRANCE** tries to convince **AUSTRIA** to abstain from the battle, but fails to persuade them, so the negotiations end.
- Choose Sides & Assign Commanders:** **AUSTRIA** joins **PRUSSIA**'s side. **PRUSSIA** and **FRANCE** are the two opposing Commanders.
- Transfer Forces to a Battleboard:** Both Commanders transfer and line up all participating Forces in the Battle Zones on the Battleboard. Some of **FRANCE**'s Land Units have Red Arrow Tags (having battled previously), but that is moot because they are on the defensive side.

PRUSSIA chooses to place **AUSTRIA**'s Cavalry in the Rear Zone. **PRUSSIA** must finalize their setup first, being the Active Commander.

FRANCE chooses to place their Cavalry in the Front Zone.



CHAPTER 2: WAGE BATTLE

Battle Round 1: Opening Salvo

- Assign Cavalry Positions:** No changes.
- Choose Battle Stance:** **PRUSSIA** (as the Active Commander) goes first, and chooses an Aggressive Stance, placing their Battle Stance Token Blast face up. **FRANCE** goes defensive, placing their Battle Stance Token Shield face up.
- Gather Dice:** Both Commanders gather only Black Cannon Dice for the Opening Salvo. **PRUSSIA** gathers 2 Black Dice (1 for their Cannon and 1 for their Combined Arms bonus, *see Bonus Dice on page 17*). **FRANCE** gathers 2 Black Dice (for their Major Fort).
- Roll Dice:** Both Commanders simultaneously roll their Black Cannon Dice:



- Remove Misses & Assign Hits:** Both Commanders set aside Misses (shown with **X**s) and then address any Blocks. **FRANCE**, having chosen a Defensive Stance, blocks 1 Hit of the Double Blast with their Bar. **PRUSSIA** must now assign the remaining Hit to **FRANCE**'s Major Fort (Forts are 1st in the Hit Hierarchy).
- Apply Damage:** **PRUSSIA** places a Damage Token next to **FRANCE**'s Fort, reducing its strength from 2HP to 1HP.
- Continue or End Battle:** **PRUSSIA**, being the Active Commander, chooses to continue the battle.



Battle Round 2: Assault

- Assign Cavalry Positions:** No changes.
- Choose Battle Stance:** No changes.
- Gather Dice:** Both Commanders gather Black Cannon Dice and White Dice for the Assault. **PRUSSIA** gathers 2 Black Cannon Dice and 8 White Dice. **FRANCE** gathers only 1 Black Cannon Die (instead of 2) for the Damaged Major Fort and 5 White Dice.
- Roll Dice:** Both Commanders simultaneously roll their Black Cannon Dice AND White Dice together:



- Remove Misses & Assign Hits:** Both Commanders set aside their Misses and then address any Blocks. **FRANCE** blocks **PRUSSIA**'s Black Cannon Die Hit with their White Die Bar. **PRUSSIA** assigns their White Die Bar (which counts as a Hit due to their Aggressive Stance) to **FRANCE**'s Major Fort (according to the Hierarchy) and then assigns their Blue Hit to the Front Zone, targeting **FRANCE**'s Full Infantry. **FRANCE** places the Full Infantry in Storage and puts 2 Half Infantry back in position with 1 tipped over. **FRANCE** assigns their Black Cannon Hit to the Cavalry. **FRANCE** chooses to assign its Blue Hit to **AUSTRIA**'s Half Infantry (rather than **PRUSSIA**'s).
- Apply Damage:** A 2nd Damage Token is placed next to **FRANCE**'s Major Fort. The defeated Units are tipped over.
- Continue or End Battle:** **PRUSSIA** again chooses to continue the battle.



BATTLE EXAMPLE CONTINUED

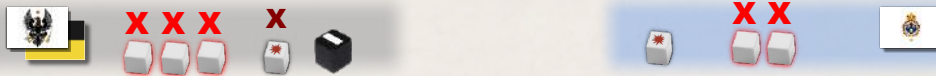
CHAPTER 2: WAGE BATTLE - CONTINUED

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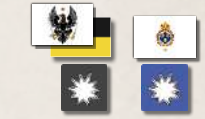


Battle Round 3: Assault

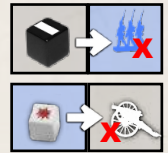
- A. **Assign Cavalry Positions:** No changes.
- B. **Choose Battle Stance:** *PRUSSIA* stays in Aggressive Battle Stance, while *FRANCE* changes from Defensive to Aggressive.
- C. **Gather Dice:** Both sides have reduced dice.
PRUSSIA lost its Combined Arms bonus when *AUSTRIA*'s Cavalry was defeated, and gathers 1 Black Cannon Die and 4 White Dice. *FRANCE* gathers 3 White Dice and no Black Cannon Dice, because their Major Fort has 0 HP.
- D. **Roll Dice:** Both Commanders simultaneously roll their Black Cannon Dice and White Dice:



- E. **Remove Misses & Assign Hits:** Both Commanders set aside their Misses.
PRUSSIA's Red Hit has no valid targets and so is a Miss, but the Bar counts as a Hit (due to Aggressive Stance) and is assigned to the remaining Half Infantry.
FRANCE's Red Hit knocks out *AUSTRIA*'s Cannon.
- F. **Apply Damage:** *PRUSSIA* is left with 1 Full Infantry and 1 Half Infantry, while *FRANCE* has 1 surviving Cavalry. All other Mobile Forces are tipped over.
- G. **Continue or End Battle:** Now at the end of 3rd Battle Round, the battle is over.



PRUSSIA assigns Hits.



FRANCE assigns Hits.



CHAPTER 3: POST-BATTLE

- A. **Clear the Battleboard:** *PRUSSIA* gives their Enemy Casualties to *AUSTRIA*, who places them in their Treasury. *FRANCE* moves their Enemy Casualties to their Treasury. Surviving Forces (including the Damaged Fort) are placed back on the Game Map in *Lorraine*. Damage Tokens will remain with the Fort until *Phase 7 - Purchase New Forces*.
- B. **Claim Control:** *PRUSSIA* failed to eliminate all the defending Forces, so *FRANCE* retains control of *Lorraine*.
- C. **Assign Elite Pennants:** *PRUSSIA* collected only 8 points worth of Enemy Casualties in this battle, and so does NOT get to assign an Elite Pennant to any of their side's Forces. *FRANCE* collected more than 10 points worth of Enemy Casualties, and so gains 1 Elite Pennant, assigning it to the only available Unit surviving on its side, the Cavalry.
- D. **Check Status Tokens:** *PRUSSIA* places a Red Arrow Tag pointing at their surviving Forces (reminding that they may not participate in battle on the Active Nation's side for the remainder of this Game Round). *FRANCE*, as the defender, does NOT place a Red Arrow Tag, but they had one to begin with, so they keep it. The Hotspot is turned on its side to indicate that the battle is finished, but the region remains contested.



OPTIONAL ADVANCED RULES

These optional advanced rules are modular and can be used in any combination, as agreed upon by players.

REVOLTS

Annexed Territories are susceptible to discontent among the local populace in the form of **Revolt**. There is no limit to the number of Revolts that may be instigated at one time, but each Territory may contain only 1 Revolt Token at a time.

INSTIGATING A REVOLT: During *Phase 5 - Attempt Annexations*, any Nation has the option to instigate a Revolt in a Territory by placing a **Revolt Token** (raised fist icon) in it, if all of the following conditions are met:



- ♦ The Territory is an Annexed Territory or a captured Homeland Territory;
- ♦ The Territory contains no Land Units belonging to the controlling Nation;
- ♦ The Territory has no Ships belonging to the controlling Nation in any connected Ports.

The Fort is considered under siege by the revolting populace.

EFFECTS OF A REVOLT: While a Revolt Token is on a Territory, the controlling Nation loses their Gold Income, which accumulates in the affected Territory (it cannot be moved). A Land Force of any other Nation entering the Territory can seize this Gold immediately, transferring it to its Nation's Treasury (even before any attempt to capture the Territory).

QUELLING A REVOLT: A Revolt Token is immediately removed in any of these 3 situations:

- ♦ The Territory is captured by another Nation;
- ♦ One of the controlling Nation's Land Units **ENDS** its movement in the Territory;
- ♦ One of the controlling Nation's Ships (that is not Out-of-Action) **ENDS** its movement in a connected Port with no opposing Forces.



Merely passing through is insufficient, and the presence of an ally's Force is insufficient. When a Revolt is quelled, any Gold in the Territory is immediately transferred to the controller's Treasury.



TRADING TANGIBLES

Each Nation may make 1 tangible trade per Game Round with 1 other Nation during their turn as Active Nation, in *Phase 4 - On the March*. Promises of action are unlimited, whether part of a trade or not. Trades may include only 1 of the following categories for each participant: up to 3 chests worth of Gold, control of 1 Port, control of 1 Territory, or 1 Mobile Force. Mobile Forces remain in place, and any Elite Pennants are lost. Any damage to Fortifications or Ships remains. Cargo may not be part of a trade. Trading is not allowed on the very last Game Round.

SWEDEN AND PORTUGAL

These 2 regions are **Special Independent Territories** that are harder to annex, requiring at least **2 Blasts** in 1 attempt (i.e., results refresh each attempt). The *AD VICTORIAM IMPERIALIS* Medal bonus (Bars act as Blasts) still applies (*see page 21*).



FOLLOW-UP ROLL: If a Nation attempts annexation of either Territory with only 1 Land Unit which rolls 1 WHITE DIE, then a Blast result allows a follow-up roll. If the 2nd roll also results in a Blast the Territory is successfully annexed.

BONUS HALF INFANTRY: The annexing Nation immediately gains **1 Half Infantry** of its color, placed in the newly annexed Territory.



Sweden and Portugal were part of the "Committee of Eight" during the Congress of Vienna.

CALL TO ARMS

The first time a battle occurs in a Nation's Homeland (including the Capital) Territory, a Full Infantry (of the defending Nation) is placed without cost in that region, ready to participate in the impending battle. This event can only occur once for each Nation, i.e. **NOT** for each Homeland Territory. This patriotic resistance is **NOT** triggered by the mere *entrance* of another Nation's Forces. This rule does not affect Ports.

BALANCE OF POWER

Each time a Nation is a Victor in a battle against the current leader on the Prestige Chart, that victorious Nation gains **1 Prestige Point** immediately. The targeted Prestige leader must be either one of the battle's Commanders or the controller of the region where the battle occurs. This does not apply if there are multiple tied leaders on the Prestige Chart or when playing with teams.



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DESIGNER NOTES - CREDITS

DESIGNER NOTES

Imperial Borders - The Congress of Vienna, although a departure from my well-known World War II game series, is not a new or unfamiliar topic for me. My frequent visits to the Waterloo battlefield and time spent at Les Invalides in Paris, coupled with my deep fascination for Napoleon and his saga, have fueled my interest in historical military battlefields and history. Europe, particularly France, holds a treasure trove of such places.

This Napoleonic influence surfaced in my professional life when I had the honor of being the lead designer for the Collector's 40th Anniversary Edition of *Risk*. Into that project, I infused as much of Napoleon's essence as possible. *Imperial Borders* represents a deliberate attempt to capture the essence of the distinctive historical period it portrays. The mechanics, aesthetics, and playability underwent continuous improvement through deep discussions and playtesting, involving exceptional playtesters, many of whom contributed to the development of *War Room* (see Credits). Notably, Kevin Chapman has once again brought his editing talents to this effort.

The conscious omission of Napoleon from the game is a design choice. The Congress of Vienna provides the perfect backdrop for this post-Napoleon historical setting. Can the competing nations avoid war, or will the post-Napoleon rulers of Europe fail to secure lasting peace? The nation with the most Prestige at the game's end emerges victorious. This fly in the ointment is introduced intentionally. I aimed to explore not only military conquest, but also the diplomatic intricacies of the six European superpowers of the Napoleonic era. To achieve this, each player assumes the role of Head of State, adorned with glorious medals of the period, facilitating their immersion into the unfolding *Imperial Borders* story.

By design, players are invited to not only compete in the military balance of power, but also, as Heads of State, to navigate the complicated and treacherous political landscape of the time. With Napoleon absent, and thus there being no common enemy, an interesting Congress of Vienna bushel of crabs is created.

One intriguing avenue explored is the hypothetical scenario of "What if Napoleon had won at Waterloo?" This speculative angle opens up possibilities for a future game project, envisioning a thoughtful and engaging approach to alternate history. While playing the role of Napoleon, players could someday award Marshal Ney another Legion D'Honneur.

The design choices for *Imperial Borders* are deliberate and purposeful, aiming to offer players a rich and immersive experience of an incredible historical period. The emphasis on the diplomatic side deals with shifting alliances, and the unique challenge of the Napoleonic era underscores our commitment to delivering an experience that transcends mere entertainment. It invites players to navigate intricate political landscapes, strategize complex alliances, and immerse themselves in this dynamic historical sandbox.

- Larry Harris, 2024

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Historical paintings sourced from Wikimedia Commons

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REFERENCE CHART

HIT HIERARCHY 1st CUSTOM 2nd 3rd 4th 5th



MOVEMENT RATE 6 6 2 2 2(+1) 2

Each Frigate can carry 1 Land Unit. Each SoL can carry 2 Land Units. Each Half Infantry is considered ½ Land Unit in terms of Cargo capacity.

WHITE MOUNTAIN RANGE
MUST STOP UPON ENTERING

BROWN MOUNTAIN RANGE
MAY STOP OR PASS

1st BATTLE ROUND - OPENING SALVO
BLACK CANNON DICE ONLY

2nd BATTLE ROUND - ASSAULT
BLACK & WHITE DICE

3rd BATTLE ROUND - ASSAULT
BLACK & WHITE DICE

BATTLE STANCE = OR & = OR OR = OR

COMBAT DICE

TRIAD BONUS (does not apply in Port battles) = +

DAMAGE PENALTY - - - -

ELITE BONUS + + + + + + +



DOMINUS BONUS + + + + + + +

HIT POINTS 4 2 1 2* 3* 1 2 1 1

* A Frigate is Out-of-Action after 1 Hit and sunk after 2 Hits. A Ship of the Line is Out-of-Action after 2 Hits & sunk after 3 Hits.

CASUALTY VALUES 5 † † † 10 15 4 8 6 10

† Morale Tokens (worth +/-10 Casualty Points each) are gained ONLY when a Port or Territory is captured in battle.

ANNEXATION

ELITE BONUS (Annex) + + + +



DOMINUS EXERTICUS BONUS + + + +

AD VICTORIAM IMPERIALIS BONUS = SUCCESS

PURCHASE COST

