

IMPERIAL BORDERS

THE CONGRESS OF VIENNA



BY LARRY HARRIS



NIGHTINGALE
GAMES

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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 monarchs 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 7 of 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.

Nations spend their Gold mustering new Forces and repairing battle-damaged Ships and Fortifications. At the end of each Game Round, scores are tallied 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.

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 tally'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 its accumulated Prestige Points are tallied and compared, the victor will be hailed (or reviled).



The Exalted Winner

Territory & Elite Score

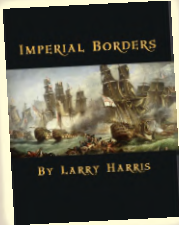
+

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.

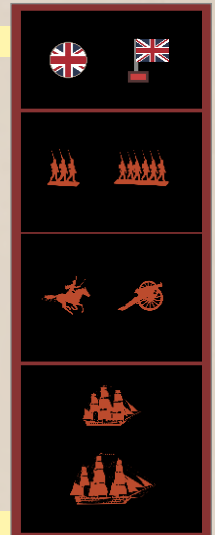
NATIONS

Each player will take on the role of Commander 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 gets a Nation Card (for establishing Turn Order).

FRANCE	AUSTRIA	PRUSSIA	GREAT BRITAIN	RUSSIA	SPAIN
Blue	White	Black	Red	Green	Tan



British Storage Box

FORCES

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

Each Force Type listed below provides a specialized benefit.

SHIPS



Frigates are standard warships and can transport Land Units.



Ships of the Line can also transport Land Units, but they are more powerful in battle than Frigates.

LAND UNITS



Half Infantry are efficient when annexing Territories, low in cost, and take up half the normal Cargo space 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.

ELITE PENNANTS

An **Elite Pennant** can be awarded to one Land Unit or Ship upon a Major Victory (see *Assign Spoils* on page X). 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 *Elite Pennants* on page X.



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

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 Homeland Territories.



A **Minor Fort** is placed in an Independent Territory once 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 Homeland Territory that borders the sea.



A **Minor Port** is placed in a Port region of an Independent Territory once seized or claimed.

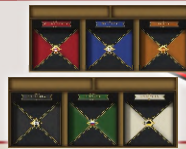
MAP FEATURES

THE GAME MAP

Each of the 6 Nations (*FRANCE, AUSTRIA, PRUSSIA, GREAT BRITAIN, RUSSIA, and SPAIN*) begins the game controlling its 5 **Homeland Territories** (*defined below*), tinted in its color, on the Game Map. Each Nation also controls 1 **Annexed Territory** (*defined below*) at the start of the game.

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

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



GAME MAP REGIONS

There are 4 types of Game Map regions:



- **Territories** are bordered land regions on the Game Map. The **Interior** of a Territory is a term used to distinguish the inland area from any connected **Port(s)** (*see below*), which are separate regions and not part of the Territory itself.
- **Mountain Ranges** are land regions that exist in two types: **White** and **Brown**. There are no Fortifications in Mountain Ranges, and no control of them is possible.
 - **BROWN:** Land Units may move into or through a Brown Mountain Range.
 - **WHITE:** Land Units may move into a White Mountain Range, but may NOT exit it in the same Game Round.
- A **Port** consists of a circled region on the coast of a Territory. Some Territories connect to multiple Ports, but each Port connects to only 1 Territory. Land Units (as Cargo) can pass through a Port to load onto (or unload from) a Ship. The controller of a Port and its connected Territory needn't be the same.
- **Open Sea** regions are separated from each other by anchor borderlines, and from Territories by coastlines. Any Port circles along the coast are NOT part of that Open Sea region. Only Ships (and any Cargo) may be in the Open Seas. Open Sea regions are never controlled by Nations.

TERRITORY ATTRIBUTES

There are 3 tiers of Territory strength: **Capital**, **Major**, and **Annexed**. Each Territory can have exactly 1 Fort (of the corresponding type) in its Interior with a Nation's Territory Flag on top designating control. A controlled Territory provides an amount of Gold and Medal Points according to its number of **Government Building Icons** shown on the Game Map.

A Nation's **Homeland Territories** consist of 1 Capital and 4 Major Territories. Ports connected to these Territories are called **Homeland Ports**. At the start of the game, each Nation controls its own **Original Homeland Territories**, tinted in the Nation's color, and the connected **Original Homeland Ports** (with the exception of *Gibraltar, see next page*).



CAPITAL (Homeland)
3 Gold, 3 Medal Points

CAPITAL (HOMELAND) TERRITORY: The Capital of each Nation has a Flag printed on the Game Map. It contains the Nation's Capital Fort, and is connected to any Capital Ports (if on the coast). A Nation must control its own Capital 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).

Annexed Territory
1 Gold, 1 Medal Point



ANNEXED TERRITORIES: Only Independent Territories (pale green regions) can be annexed by a Nation. If an annex attempt is successful, a Nation gains control of its Minor Fort and any connected, unclaimed Minor Ports. 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** (on the Southern coast of **SPAIN**) and **Malta** (an island south of **Sicily**). Neither provide Gold or Medal Points, as they are Ports only. Newly purchased Ships cannot be deployed to either location as they are NOT Homeland Ports. **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

How many Nations each player controls depends on the number of players. Form a random draw pile of the indicated Nation Cards:



♦ 6 players: Each player draws 1 Nation Card.



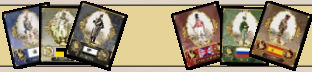
♦ 5 players: Each player draws 1 Nation Card. **SPAIN** is Neutral.



♦ 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

Players, as leaders of 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.

TEAM PLAY EXCEPTION: If all players agree before starting, players can divide into teams of 2 or 3. Victory would be determined based on each team's combined end-game score, similar to when a single player controls multiple Nations (see [Final Scoring on page X](#)).

Betrayal or opposition of any kind would be disallowed among team members or among the Nations controlled by a single player. Otherwise, each Nation operates completely independently economically and militarily during all phases and actions (use a separate Planning Map for each Nation). In games with only 2 teams or 2 players, disable the *Ad Victoriam Imperialis* Prestige Bonus (see [Award Medals: Ad Victoriam Imperialis on page X](#)).

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.



♦ if **RUSSIA** is Neutral, then **Finland**, **Lithuania**, 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 on the Interior of its Capital Territory.
- ♦ **1 Major Fort** topped with a Territory Flag on the Interior of its other 4 Homeland Territories.
- ♦ **1 Major Port** topped with a Port Flag on each of its Homeland Ports.



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 to have their Capital adjacent to the sea; place a **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 Corsica	AUSTRIA Tyrol	PRUSSIA Westphalia	GREAT BRITAIN Hanover	RUSSIA Finland	SPAIN Balearic Islands
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- ♦ Place **1 Minor Fort** topped with a Territory Flag of the controlling Nation on the Interior of each Annexed Territory.
- ♦ Place **1 Minor Port** topped with a Port Flag of the controlling Nation on each Port connected to the Annexed Territory.

STEP C. PLOT STARTING SHIPS & LAND UNITS

Using the dry-erase Planning Maps, each Nation secretly plots the starting positions of its Mobile Forces (i.e., Ships & Land Units) by drawing a dot for each of its Land Forces (to be placed in its starting Territories) and each of its Ships (to be placed in its Ports). The exact Force type (Infantry, Cavalry, Cannon, etc.) needn't be decided until actual placement in **Step E**, see below. Bear in mind the following:

1. No more than **3 Land Units** can start in any Territory.
2. Land Units may NOT start the game as Cargo on Ships or in Mountain Ranges.
3. At least **1 Cannon OR Full Infantry** must start in each Nation's capital.
4. The number of available Forces for each Nation are shown in the chart below and on the inside cover of Planning Maps.

STEP D. DETERMINE TURN ORDER FOR SETUP

After all Nations are ready, randomly deal the Nation Cards face up on the Turn Order Track (on the left side of the Game Map).



STEP E. PLACE STARTING FORCES ON GAME MAP

In Turn Order, each Nation now places its starting 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**.)

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.

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

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

SEQUENCE OF GAMEPLAY

PHASE 1 - COLLECT TAXES

Simultaneously, each Nation collects its tax income:

- **3 Gold** per Capital
- **2 Gold** per Homeland Territory
- **1 Gold** per Annexed Territory
- **GREAT BRITAIN** gains its extra **2 Gold** from its Colonies, if relevant.

PHASE 2 - PLOT SECRET ORDERS

- ♦ Step A. Plot Secret Movement Orders [all Nations act simultaneously]
- ♦ Step B. Indicate Orders Are Complete [by placing Nation Cards face-up near the Turn Order Track]

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 of the steps below will be resolved before the next Nation takes its turn.

- ♦ Step A. Review Orders
- ♦ Step B. Resolve Movement and Battles [below are the 3 Chapters of a battle]
 - Chapter 1: Pre-Battle Setup
 - Chapter 2: Wage Battle (limit of 3 Battle Rounds)
 - Chapter 3: Post-Battle
- ♦ Step C. Check Status Tokens

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 Ships and Fortifications
- ♦ Step B. Purchase New Forces
- ♦ Step C. Place New Purchases 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 3 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 its Gold income for the Game Round and places it in their Treasury tray.



Example: FRANCE's tax income is 14 Gold, as shown above: 3 for its Capital, 2 for each of its Major Territories, and 1 for each of its Minor Territories. 14 Gold Income is placed in France's Treasury.

A NATION'S TREASURY

THE TREASURY: A Nation's Treasury is permanently located in its 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 its Treasury.

LOST CAPITAL: If a Nation loses control of its Original Capital, then any Gold in that Treasury transfers immediately to the Victor's Treasury (or is shared among allies). The losing Nation cannot collect or spend Gold until it regains its Original Capital. Instead, place Gold income in each respective territory where the Gold was generated. This local Gold cannot be moved until one's Original Capital is recovered or the Territory is captured by another Nation.

AN EMPIRE ON WHICH THE SUN NEVER SETS

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

If **GREAT BRITAIN** has at least 1 Ship on the Game Map AND controls the Port of **London** and **England** (while neither contain opposing Forces) then **GREAT BRITAIN** will receive an additional **2 Gold** in its Treasury, during each Game Round's *Phase 1 - Collect Taxes*. 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 player takes their Nation's Planning Map and SIMULTANEOUSLY AND SECRETLY plots Marching Orders and Sailing Orders to ALL, SOME, OR NONE of its 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.

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

PLOTTING NOTATION

- ACCOUNT FOR ALL FORCES:** Within each of these plotting areas, the Nation's player should write the number of its Mobile Forces (excluding Cargo) that are currently present in that region (*see image below*).
- PLOT DESTINATIONS:** For each distinct group of Mobile Forces (Land Units and Ships) to be moved, draw a line from its starting point to its intended destination (no arrowhead is needed).
- PLOT QUANTITY:** Then draw a number of dots at the destination equal to the number of Forces being given orders to end movement there. Each dot represents a single Mobile Force of any Type.



ACCOUNT FOR ALL FORCES



PLOT DESTINATIONS



PLOT QUANTITIES

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: Moving Land Units to or from a Ship in a Port DOES NOT require orders, and therefore should NOT be plotted. Land Units may not end their movement in a Port during *Phase 4 - On the March*, unless aboard a Ship as Cargo.

CAVALRY: Bonus Cavalry movement should NOT be plotted (*see Cavalry Bonus Movement on page X*).

STEP B. INDICATE ORDERS ARE COMPLETE

Once finished with plotting, all players place 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 the following distances:
Half Infantry, Full Infantry, Cavalry, and Cannons: up to 2 land regions.



1 Land Unit is plotted to move 2 regions, passing through Galicia.



Cavalry Bonus Movement: A Nation will have the option of moving each of its Cavalry Forces 1 region beyond the 0, 1, or 2 regions already moved across land during its turn in *Phase 4 - On the March*.

This bonus movement will not be NOT possible if the Cavalry enters a White Mountain Range region this Game Round. This movement should not be plotted.

INDEPENDENT TERRITORIES AND PORTS

Independent Territories that are empty of Forces are always freely passable, until annexed (see *Attempt Annexations on page X*). Any Forces present belonging to other Nations may oppose any exit attempt.

Land Units may not enter an Independent Port until it is controlled by a player's Nation (i.e., no longer Independent).

CROSSING MOUNTAIN RANGES

Mountain Ranges are land regions, but they are never controlled by a Nation and so never have Fortifications or Flags present.

Land Units can be assigned orders to enter, exit, or stop in Mountain Ranges, and even battle there, with the following restrictions:

- Any opposing Land Units present in a Mountain Range may prevent Forces from exiting, but not from entering.
- Upon entering a **White Mountain Range** region, Land Units MUST end their movement for the current Game Round. Note: Cavalry Forces ending their movement in a White Mountain Range are not eligible for Bonus Movement (see above).
- Entering a **Brown Mountain Range** region does not inhibit further movement.
- Land Units may NOT cross 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 can 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, marking each region to be entered. Loop the line for double-back maneuvers.

PAUSING IN PORTS: Ships can pause to load Cargo (and then continue on) in plotted Ports that are free of opposing Forces. Unloading Cargo ends further movement. Ships may also choose to **prematurely end movement** in a Port along its path, regardless of Cargo or Enemy presence.

SEIZING PORTS: A Ship in an Independent Port can immediately seize control of it by placing a Port Flag on a Minor Port, provided no opposing Ships are also there. This seizure will end the Ship's movement. Other Ships could sail on.

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.



TERMS

- ♦ “Cargo” is the term for Land Units aboard a Ship. Loaded Cargo is placed beside its Ship and moved along with it.
- ♦ “Managing Cargo” is the act of loading, unloading, or ship-to-ship transfer of Cargo in a Port.

SHIP CAPACITY

- ♦ Whether in Port or at sea, each Ship (Frigate or Ship of the Line) may carry **up to 2 Land Units**. Half Infantry are considered Half Units, therefore a Ship may carry **up to 4 Half Infantry**. Ships do not carry Gold.



PORT CAPACITY

- ♦ Land Units may normally not enter Ports or Open Seas, except as Cargo on Ships. They can only pass through a Port while being loaded or unloaded as Cargo OR enter to be part of a Port Battle for its duration (see *Port Battles on page X*). Gold may NOT be stored in Ports.



NO ORDERS AND NO MOVEMENT COST

- ♦ Plotted Orders are not required to manage Cargo, and there is no movement cost (for either the Cargo or Ship).

TIME AND PLACE

- ♦ A Nation can only manage Cargo, during their turn in *Phase 4 - On the March*, in a Port that contains no opposing Forces. Out-of Action Ships can't oppose. Cargo Management is not permitted in Independent Ports.

PERMISSIONS

- ♦ **PORT CONTROLLER:** The Port controller must approve all Cargo Management, even if the Port has 0 HP (see *Fortifications on page x*).
- ♦ **INTERIOR:** Loading Cargo from the connected Interior may be done only if it does not contain opposing Forces. However, Land Units may UNLOAD into the Interior, even if it contains opposing Forces.
- ♦ **NO DUMPING CARGO:** Cargo may NOT be dumped (i.e., discarded).
- ♦ **OUT-OF-ACTION:** Out-of-Action Ships (see *page x*) can't take on new Cargo (until repaired). They CAN unload or transfer away Cargo.
- ♦ **TRANSPORT BY OTHER NATIONS:** It is possible for Cargo to be transported by another Nation if all involved agree. Such Cargo may not be seized by the Ship owner.

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

LAND UNIT MOVEMENT RESTRICTIONS

- ♦ **BEFORE** Land Units are loaded as Cargo, they may move on land via plotted orders. However, If a Land Unit has valid movement orders to another land region, then it cannot be diverted by loading it onto a Ship. Place a **White Arrow** to indicate this restriction for a group's orders that were canceled.
- ♦ **AFTER** Land Units unload from a Ship, tag them with a **Blue Arrow** to indicate that they may NOT move to another region for the rest of the Active Nation's turn.



SHIP-TO-SHIP TRANSFERS OF CARGO

- ♦ The involved Ships must be in the same Port. Simultaneous exchange of Cargo is possible.



3

Establish Turn Order

Nations (excluding Neutrals) now establish Turn Order Rank by taking the following steps:

STEP A. BID GOLD FOR TURN ORDER

Each Nation secretly places any amount of their Gold (including none) from its Treasury in a closed fist to be spent for Turn Order Bids. Players that control multiple Nations hide each respective bid beneath its Nation Card.

STEP B. REVEAL AND PAY BIDS

All players 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 its Nation Card (face up) into any empty Turn Order slot on the Game Map, not necessarily the earliest (see image on 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). Place Cards of Neutral Nations in the last slots (see *Neutral Nations on page X*).



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 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.

Resolve errors as indicated below placing a **White Arrow Tag** pointing to any canceled group:



- ♦ **OUT OF RANGE:** An order that plots any Force to move beyond its allowed range **MUST** be canceled.



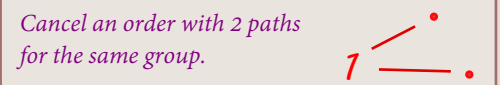
- ♦ **FORCE QUANTITY MISMATCH:** Check the Planning Map for errors. If quantities plotted don't match actual Forces, cancel ALL orders from that region unless matching losses occurred in a prior battle this Game Round.



- ♦ Use Field Hospital Tents (1 tent per Force loss) to track losses from Nations that haven't acted as Active Nation yet.



- ♦ **TOO MANY DESTINATIONS:** Within each region, if a single group of Land Units or Ships has vague or too many branching paths, then all orders assigned to the offending group **MUST** be canceled.



- ♦ **IMPOSSIBLE ORDERS:** Illegible orders or those which defy common sense, such as a Ship moving over land, **MUST** be canceled.






STEP B. RESOLVE MOVEMENT AND BATTLES

MOVEMENT IN GROUPS: The plotted movement orders of the Active Nation's groups can be completed in any sequence. Fully complete each group's plotted orders before addressing another group. Forces that both START and END together must move together as a group. Avoid mixing groups until their movement is complete.

FORCE COMPOSITION: The Active Commander specifies exactly which Force Types (from among those present) will proceed with any given plotted Order. Plotted orders only specify the QUANTITY and PATH of Forces to be moved and never the FORCE TYPE(S).

SPLITTING AND MERGING GROUPS: It is possible to split and merge groups of the same Nation. Merging groups will inherit each other's Red, Blue or White Arrows. Splitting Groups will require adding additional relevant Arrows to each new group.

ARROW TAGS: Blue, Red, and White Arrow Tags help keep track of each group's status:

-  ♦ Place **Blue Arrows** pointing to groups which have moved (and therefore can't move further except as Cargo).
-  ♦ Place **Red Arrows** pointing to groups which have battled this Game Round (and therefore can't battle again, except in defense during another Nation's turn).
-  ♦ Place **White Arrows** point to groups which have canceled their orders and therefore can neither battle nor move (not even as Cargo).

CANCELING ORDERS: Besides being forced to cancel orders due to plotting errors, the Active Nation may optionally cancel any of its movement orders for any of its groups under 2 circumstances. In both cases place a White Arrow Tag pointing to the affected group.

1. When the group has not yet started its movement. If relevant, it can optionally battle BEFORE canceling orders in this case (see below).
2. When the group is plotted to enter a region currently occupied by enemy Forces, it may stop immediately adjacent to that region.

OPPOSING FORCES: Before a group of the Active Nation's Forces can proceed to move out of its starting region (other than Open Seas), it must eliminate any enemy Forces that do not give permission to exit. The Active Nation may simply cancel orders (see above) or it may attempt to fight its way out. Stopping due to the presence of an Enemy in the same region does NOT prompt placement of a White Arrow Tag. Forces that are not part of the ordered group, even those of another willing Nation, can also contribute to the battle. Forces of the attacking side must share the same Arrow Tags to avoid confusion, merging and inheriting Arrow Tags, if need be.

SPECIAL MOVEMENT

BONUS CAVALRY MOVEMENT: The Active Nation may move each of their Cavalry Forces 1 adjacent land region further. This extra movement should NOT be plotted and must be its last leg of movement. Once a Cavalry enters a White Mountain this Game Round, it may not use this bonus. A Cavalry's canceled order will negate this Bonus.



BYPASSING SHIPS IN THE OPEN SEA: Ship movement out of an Open Sea region cannot be opposed. Upon meeting Ships of another Nation on the Open Seas, the Active Nation's Ships may optionally stop (AND optionally battle) OR continue on without tagging a White Arrow. Once Ships have left their starting region, they may NOT continue on AFTER battling or unloading Cargo.



INDEPENDENT PORTS: Only Ships may enter Independent Ports. If an Active Nation's Ship that is not Out-of-Action (see page X) enters an Independent Port free of opposing Forces, it can immediately seize the Port (without a die roll) by placing its Port Flag. Only 1 Ship need remain and others may sail on (per orders) or stay. Once a Port is seized, Cargo Management can occur. Land Units in the connected Independent Territory cannot seize nor oppose the seizure of a Port by a Ship. Battles between Ships can occur in an Independent Port, but the Port and Land Units DO NOT participate. After a battle, an unopposed Ship (not Out-of-Action) can seize the Port.



CARGO MANAGEMENT: Cargo Management decisions are made in the moment by the Active Nation with the Port controller's permission (see page X). Loading requires the absence of opposing Forces in the Interior. Unloading Cargo into an Interior, with the Port Controller's permission (see page X), cannot be opposed by Forces in the Interior. The Active Nation may initiate a battle in the Interior after unloading there.

STEP C. CHECK STATUS TOKENS

Check the Game Map and remove any irrelevant Status Tokens, while adding Hotspots to any regions where there is a potential



HOW TO RESOLVE BATTLES

SEQUENCE OF RESOLUTION: The Active Nation may resolve battles (involving their Forces) in any order on their turn **before or after movement**.

TIMING: Battles can happen either before or after a group's ENTIRE movement but never during it. The only exception is after a Port Battle: when unloading Cargo or returning Forces to the Interior.

REMINDER: Forces tagged with a Red Arrow may not participate in a battle on the Active Nation's side for the remainder of the Game Round.



HOTSPOT TOKEN: Hotspot Tokens are placed on the Game Map in specific regions to highlight potentially contested situations. Once a particular region has been addressed for the current Game Round, place the relevant Hotspot Token on its side to serve as a visual checkmark of completion.



STEPS OF A BATTLE: As described over the following pages, a battle (land, sea, or port) is broken into 3 chapters, each with sequential steps.

Chapter 1: Pre-Battle

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

Chapter 2: Wage Battle (limit of 3 Battle Rounds)

- A. Finalize Force 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 (if on Land)
- C. Check for Major Victory
- 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, only the Active Nation can choose to call off the attack before the next Battle Round proceeds.

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 one of these options:

- ♦ **ABSTAIN FROM BATTLE:** It is possible for a Force to be present, but choose not to participate in a battle, if the Active Nation allows it. They form their own group. The Active Nation may not abstain.
- ♦ **SIDE WITH THE ACTIVE NATION:** Any Nation's Force can join the Active Nation's side as an ally, but only if they haven't yet battled this Game Round and the Active Nation allows it.
- ♦ **SIDE AGAINST THE ACTIVE NATION:** Any Nation's Force can side against the Active Nation in a battle for any number of times, provided they share the same region.



ASSIGN COMMANDERS: There must be only 1 Commander for each side in a battle. If more than 2 Nations participate, only 1 Commander will roll Dice and make decisions for their side in battle. The Active Commander will be the first to make their choices, if there is any dispute of who decides first. Such choices might include who sets up first, who assigns Hits first, and so on.

- ♦ The Active Nation's Commander may NOT relinquish command to an ally.
- ♦ For the opposing side, the first Nation in that side's Turn Order will be the Commander (or as agreed upon).
- ♦ Once assigned, Commanders may not change for the entire battle (even if that Commander has no remaining Forces). 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, PORT, or OPEN SEA. 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 Mountain Ranges or Territories.

♦ The Land Battleboard is divided into 4 Battle Zones, which consist of Front and Rear Zones for each side.

♦ For convenience, the Active Nation may opt to use the smaller LAND MINI-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 and Full Infantry MUST always be placed in the Front Zone.
- ♦ Cavalry may be positioned in the Front or the Rear in any combination. Cavalry can be repositioned at the start of each Battle Round.

OPEN SEA BATTLES

Use an OPEN SPACE on the Game Map for a battle occurring in an Open Sea region. There is only 1 Battle Zone per side for a battle in an Open Sea region, and therefore no Battleboard is necessary.

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 lines up their Ships (and any allied Ships) in a preferred sequence (opposing Ships face each other). This ordering of Ships determines which Ship will receive Hits first. 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

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

POSITION PORT: A Port battle must include the Port (unless it is an Independent Port without a Port Flag, *see Independent Ports below*). Place the Port in its designated circle on the Battleboard.

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

POSITION LAND UNITS: Cargo may NOT unload to participate in a Port battle. Only the Active Nation's Land Units (and those of allies) may join the battle from the connected Interior to defend or to attack the Port. No orders are required to move to or from a Port. Place any Land Units on the Land Zone of the Port Battleboard. Unlike standard land battles, there is only 1 Land Battle Zone here, the Rear (affecting Cavalry). Surviving Land Units MUST immediately return to the Interior after the battle.



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

3 BATTLE ROUNDS

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

- ♦ one side is fully defeated,
- ♦ The Active Nation chooses to end the battle (this may cause an early end),
- ♦ there have been 3 Battle Rounds with survivors on both sides.



BARRAGE: The first Battle Round is a Cannon Barrage in which both Commanders simultaneously roll all Black Cannon Dice and resolve any Hits. No White Dice are rolled during this opening Barrage.

ASSAULT: For any second and/or third Battle Rounds ALL contributing dice are rolled and resolved together (i.e., Black Cannon Dice and white Dice, if relevant).

STEPS TO RESOLVE A BATTLE ROUND

STEP A. FINALIZE FORCE POSITIONS

Before each Battle Round begins, BOTH Commanders may reposition their Cavalry. The Active Nation's Commander must finalize their positions first. Ships and other Land Units may NOT be repositioned.



STEP B. CHOOSE BATTLE STANCE

The Active Nation's Commander declares their stance by placing their Stance Token with the OFFENSIVE or DEFENSIVE side face-up next to the Battleboard (if any). Then the opposing Commander decides their Battle Stance in the same manner.



♦ AGGRESSIVE STANCE: Each of the Commander's Bar Dice results is considered a Hit against the Enemy.



♦ DEFENSIVE STANCE: Each of the Commander's Bar Dice results blocks 1 incoming enemy Hit.

STEP C. GATHER DICE

Both Battle Commanders use the **Combat Reference Charts** (example on the right) on the Battleboard to calculate how many Dice are to be rolled. Each Commander gathers their Dice in the shadowed box behind their side's field of battle. Arrange the Dice in alignment with the relevant Force. Keep in mind the following:

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



BONUS DICE

There are 3 categories of Bonus Dice: Combined Arms (land battles only), Elite Pennants, and Medals.



COMBINED ARMS: A Combined Arms Triad equals 1 Full Infantry, 1 Cavalry, and 1 Cannon. A Half Infantry is NOT sufficient. A contributing Land Unit's Battle Zone is irrelevant. Each Commander adds **1 extra BLACK CANNON DIE** and **2 WHITE DICE** for each of its Triads. Multiple Triad sets are possible, but a single Land Unit may not be used in more than 1 Triad. Land Units from different allied Nations may combine to form Triads. The Triad Bonus does not apply in Port battles.



LAND ELITE: Add **1 extra WHITE DICE** for each Elite Infantry or Cavalry.



LAND ELITE: Add **1 extra BLACK CANNON DIE** for each Elite Cannon.



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



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 Battle Commanders simultaneously roll their gathered Dice. Dice must be rolled for ALL participating Forces.



HITS: A Burst Die result is a Hit. Forces can sustain 1 or 2 Hits, depending on their Type, before being defeated.



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

STEP E. REMOVE MISSES & ASSIGN HITS

- BLANKS:** Clear away all blank Miss Die results.
- BARS:** For any side that chose the Defensive Stance, address any blocking Bars (black or white) by pairing them up with Enemy Hit bursts (of any type) and clearing them away. The Active Commander decides first, if relevant. When blocking, die color types are irrelevant, and the Bar roller chooses which Hits to cancel.
- HITS:** The Active Commander assigns their remaining Hits to specific enemy Forces. Then the opposing Commander does the same for their rolled Dice. Valid rolled Hits or Bars may NOT be withheld NOR assigned to empty Battle Zones. When serving as Hits, Bars on White Dice follow ONLY the Hit Hierarchy, ignoring the distinction of Blue and Red Battle Zones. White Dice results can never be assigned to Ships.



**Block
Enemy
Hits**



Hits

HIT HIERARCHY

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

- 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 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 Forces in either the FRONT or REAR Battle Zones. 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 according to their color: **BLUE** Hits can only be assigned to Forces in the FRONT Battle Zone and **RED** Hits can only be assigned to Forces in the REAR Battle Zone.



BLACK CANNON DIE Hits can be assigned to 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**. Hits/Bars on 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 Ship takes the next Hit.



The **DOUBLE HIT** result (showing 2 Bursts) on the **BLACK CANNON DIE** results in **2 Hits**, which must be assigned, as normal, to Forces in the same Battle Zone. The second Hit of Double Hit can **NOT** spill over to another Battle Zone if there is only 1 target remaining.



- 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 of the side rolling the Hit decides which Force takes the Hit.

STEP F. APPLY DAMAGE

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

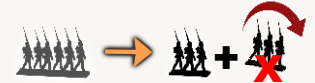


FORCES THAT CAN TAKE MORE THAN 1 HIT

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 **1 Hit**, remove the Full Infantry to Storage, then replace it with 1 defeated (tipped) Half Infantry and 1 standing Half Infantry (retaining any Elite status). 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 optionally repaired during *Phase 7 - Purchase New Forces*.



CAPITAL FORT/PORT: **3 Hit Points** MAJOR FORT/PORT: **2 Hit Points** MINOR FORT/PORT: **1 Hit Point**

Fortifications already damaged from a prior battle will have reduced Hit Points and reduced combat Dice.

Fortifications with **0 Hit Points** cannot oppose the movement of another Nation’s Forces.

An enemy captures a Port or Territory automatically if there are no defending Forces and if the Fortification has 0 HP.

SHIPS

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 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:

- ♦ It will not contribute Dice in future Battle Rounds (until repaired).
- ♦ Immediately remove any Elite Pennant from it (and the enemy Commander places it in their Treasury).
- ♦ It is still a target, and only **1 Hit** away from being sunk.
- ♦ It is prone to capture, if it has no allies, once the battle ends (See *Step A of Battle Cleanup on page X*) OR if encountered alone.
- ♦ It still moves as normal.
- ♦ It may not oppose the actions of other Nations.
- ♦ 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 Nation may call off the battle between any Battle Round. Otherwise the Battle must continue 3 Battle Rounds or until at least one side is fully defeated (has no Forces left that can contribute Dice). Battle Commanders and who is on which side may not change between Battle Rounds. 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 eliminated 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.
- ♦ **CONTESTED:** If both sides 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 survived). These Enemy Casualties will be converted into Medal Points in the Morale column during *Phase 6 - On Parade* (see page x). Enemy Casualties include:

- ♦ **Any eliminated Mobile Force from the opposing side.** Note: Lost Full Infantry may be split into 2 Half Infantry to divide among allies.
- ♦ **Out-of-Action Ships.** Only a Victor may capture enemy Out-of-Action Ship by replacing them with their own equivalent Ships (or those of participating allies) taken from Storage. Newly converted Ships retain any Damage Tokens until repaired. Converted Ships are not eligible for an Elite Pennant resulting from this battle.
- ♦ **Cargo from captured or sunk Ships.** Cargo from captured Ships, converts to Gold at half purchase cost (ignoring Elite Pennants), and goes to the Victor's Treasury (or a participating ally's). Captured Cargo or Cargo lost from sunk Ships, are both tracked as a Enemy Casualties.
- ♦ **Damage on Fortifications.** Place any Fortification back on the Game Map along with its Damage Tokens, and then put equal Damage Tokens in the opposing side's Treasury Tray(s).



RETURN FORCES TO GAME MAP: Return any surviving Forces back to the Game Map and place a **Red Arrow Tag** pointing to each group to indicate that it may not participate in a battle on the attacking side for the remainder of the Game Round. **Reminder:** there is no limit for participating in battles on the defending side. In Port battles, surviving Land Units **MUST** return to the Interior.



STEP B. CLAIM CONTROL

- ♦ An invading Victor (see top of page for what makes a Victor) claims control of a Territory or Port by exchanging the Fortification's current Flag for their own Flag. A victorious defender retains control. After a battle in a Territory's Interior, any connected Ports remain in control of their current owners. 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 X).



STEP C. CHECK FOR MAJOR VICTORY

- ♦ **GAIN ELITE PENNANT:** If Enemy Casualties of the Victor's side (as the attacker or defender) are valued at **12 or more** (see page X for the value of Enemy Casualties), then it is a **Major Victory**. This allows the Victorious Commander to attach an Elite Pennant to 1 Land Unit or Ship that participated on their side and survived the battle (see *Elite Pennants* at right).
- ♦ A Mobile Force can never have more than **1 Elite Pennant** attached. If an Elite Pennant can't be assigned, the opportunity is lost.
- ♦ Forts, Ports, and Out-of-Action Ships may not have Elite Pennants. Captured Forces are not eligible for Elite status in the same battle that they were captured.



BENEFITS OF ELITE

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.



COMBAT BONUS: Elite Units gain extra Dice in future battles:

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



ANNEXATION BONUS: Each Elite Land Unit adds **1 extra WHITE DIE** in annexation attempts (see next page).



STEP D. CHECK STATUS TOKENS

Flip the Hotspot Token to its side and place any necessary Red Arrow Tags as a reminder of completion, and continue on to address any remaining Hotspots.



EXAMPLE

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

CHAPTER 1: PRE-BATTLE

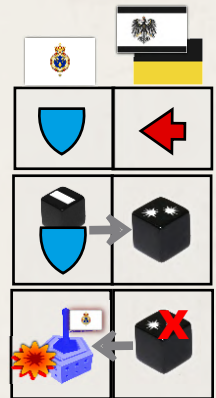
- A. **FRANCE** tries to bribe **AUSTRIA** with 10 Gold to abstain from the battle, but fails to persuade, so the negotiations end.
- B. **AUSTRIA** joins **PRUSSIA** against **FRANCE**. **PRUSSIA** and **FRANCE** are the 2 side's opposing Battle Commanders.
- C. All participating Forces are transferred to the Land Battleboard. Some of **FRANCE**'s Land Units are already tagged with Red Arrow Tags (having battled previously), but that is moot now because they are on the defensive side.



CHAPTER 2: WAGE BATTLE

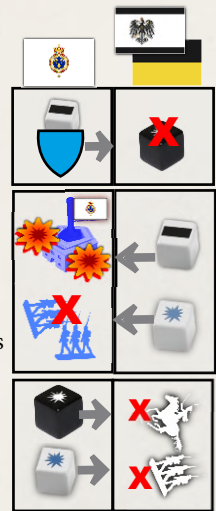
Battle Round 1: Barrage

- A. Both sides Forces are now lined up in their proper Battle Zones. At the last minute **PRUSSIA** changes their mind and shifts **AUSTRIA**'s Cavalry to the Rear Zone. **PRUSSIA** finalizes positions first. **FRANCE** decides to keep their line-up.
- B. Now both choose Battle Stances. Again, **PRUSSIA** must decide first, and so chooses an aggressive stance placing its Stance Token with the Red Arrow face up. **FRANCE** decides to go defensive, placing its Battle Stance Token with the Blue Shield face up.
- C. Both Commanders place their Black Cannon Dice in their respective areas behind the battlefield for the Barrage.
- D. Both Commanders simultaneously roll their Black Cannon Dice. France rolls 2 Black Dice (for its Major Fort), while Prussia rolls 2 (1 for its Cannon and 1 for its Triad Bonus, see *Battleboard Chart*).
- E. Both Commanders set aside Misses and place Hits next to the targeted Forces. **PRUSSIA** rolled a Double Hit and 1 Miss. **FRANCE** rolled a Bar and 1 Miss. **FRANCE**, having chosen a Defensive Stance, cancels one Hit of the Double Hit. **PRUSSIA** must assign the remaining Hit to **FRANCE**'s Major Fort (according to the Hit Hierarchy, Forts are 1st).
- F. **PRUSSIA** places a Damage Token next to France's Fort. It will roll one less Black Cannon Die in the next Battle Round.
- G. **PRUSSIA**, being the Active Nation, chooses to continue the battle.



Battle Round 2: Assault

- A. Neither side changes positions for their Cavalry.
- B. Both sides maintain their Battle Stances, i.e. **PRUSSIA** (with **AUSTRIA**) stays aggressive, while **FRANCE** remains defensive.
- C. Both sides gather Dice for the Combined Assault, in which both White Dice and Black Cannon Dice are rolled together. **FRANCE**, having suffered 1 Damage on its Fort, now will roll 1 fewer Black Cannon Die.
- D. Both Commanders simultaneously roll their Black Cannon Dice and White Dice together.
- E. **FRANCE** rolled 1 Bar (on a White die), 1 Hit (on a Black die), 1 Blue Hit, and removes 3 Misses on White Dice. **PRUSSIA** rolled a Blue Hit, a Bar (on a White die), a Hit (on a Black Die), and removes Misses (6 White and 1 Black). **FRANCE** cancels **PRUSSIA**'s Hit result on its Black Cannon Die with its White Bar Result. **PRUSSIA** assigns its White Bar to **FRANCE**'s Major Fort (acting as a WILD Hit due to their offensive Battle Stance). **PRUSSIA** rolling a Blue Hit, must assign it to the Front Zone, targeting **FRANCE**'s Full Infantry. **FRANCE** puts the Full Infantry in storage and puts 2 Half Infantry back in position with one of them tipped over. **FRANCE** assigns its Black Cannon Hit to a Cavalry in the Rear Zone, ending **PRUSSIA**'s Triad bonus next Battle Round. All other factors being equal, **FRANCE** chooses to assign its Blue Hit to **AUSTRIA**'s Half Infantry (rather than **PRUSSIA**'s).
- F. A 2nd Damage Token is placed next to **FRANCE**'s Major Fort. The eliminated Units are tipped over.
- G. **PRUSSIA** again chooses to continue the battle.



CHAPTER 2: WAGE BATTLE CONTINUED

The previous page's example of battle continues below...



Battle Round 3: Assault

- Neither side changes positions.
- FRANCE** decides to be Aggressive changing its Battle Stance, while **PRUSSIA** stays in Aggressive Battle Stance.
- Both sides have reduced dice. **PRUSSIA** has lost its Triad bonus, once **AUSTRIA**'s Cavalry was eliminated.
- Both Commanders simultaneously roll their Black Cannon Dice and White Dice.
- PRUSSIA** rolled a Bar (on Black), 1 Red Hit, and 3 Misses (White). The Red Hit has no valid targets and so is a Miss. The Bar becomes a Hit (due to Aggressive Stance), is not blocked, so it is assigned to the remaining Half Infantry. **FRANCE** rolled 1 Red Hit and 2 Misses (on White) and knocks out **AUSTRIA**'s Cannon.
- FRANCE** is left with 1 Cavalry, while **PRUSSIA** is left with A Full Infantry and 1 Half Infantry. All other Units are tipped over.
- Now at the end of 3rd Battle Round, the battle is over.



CHAPTER 3: POST-BATTLE

- FRANCE** moves its Enemy Casualties to its Treasury. **PRUSSIA** gives its Enemy Casualties (including 2 Damage Tokens for the Fort) to **AUSTRIA** who places them in their Treasury. Surviving Forces (and the damaged Fort) are placed back on the Game Map in **Lorraine**.
- PRUSSIA** failed to eliminate all of the Enemy's Forces, so **FRANCE** retains control of Lorraine.
- The Battle ended with both sides having survivors so neither side gains an Elite Pennant.
- PRUSSIA** places a Red Arrow Tag pointing at their surviving Forces (reminding 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 it had 1 to begin with, so keeps it. The Hotspot is turned on its side to indicate the battle is finished, but the region remains contested.

TREASURIES



Lorraine



5

Attempt Annexations

WHAT CAN BE ANNEXED?

Nations can attempt to **annex** Independent Territories that do not contain opposing Forces (Forces in connected Ports may not oppose this). Control of an Annexed Territory can change hands repeatedly, but they never revert to an independent state.

Homeland Territories, Mountain Ranges, and Open Seas can't be annexed. Ports can't be DIRECTLY annexed. However, 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 X*). Annexing the connected Interior also grants control of the Port if not already controlled by another Nation.

BENEFITS OF ANNEXATION

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

- ♦ Control of the Territory, and therefore its 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




All players now review the Game Map and place or reset **Annex Tokens** in Independent Territories that could be annexed now (i.e., have present at least 1 Land Unit and no opposing Forces).



Remove any Annex Tokens from regions where there are opposing Forces present.

STEP B. RESOLVE ANNEXATION ATTEMPTS

Each Nation (in Turn Order) resolves ALL of its annexation attempts, one at a time. Nations may opt to conduct this step simultaneously, provided each Nation is supervised. When ready to annex a Territory, a Nation rolls:

- +  ♦ **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 its Elite Land Units present (including Cannons).



FRIENDLY ASSIST: One or more friendly Nations with Land Units present may contribute all of their Forces (no partial contributions) to the roll on behalf of their ally, including any Medal bonuses. Otherwise, **friendly** Nations that are present can agree to each attempt annexation in Turn Order without each other's assistance.

SHIPS: Ships do not contribute to annexation attempts. Seizing a Port does NOT trigger the annexation of the connected Territory. However, if a Nation had seized a Port and unloaded Land Units into the connected Territory's Interior, an annexation attempt would now be possible.



SUCCESS: A roll result of **1 or more Hits (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's Interior.
- ♦ **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 of the Dice results are blanks and/or Bars, then the annexation attempt has failed. A Nation may try to annex the Territory again in future Game Rounds, provided the Territory is still independent and contains no opposing Forces at that time.

For the owner of the **AD VICTORIAM IMPERIALIS** Bar Die results are considered a success in annexation attempts.



- ♦ There is no penalty for failing to annex a Territory.
- ♦ Flip the **Annex Token** on its side.

 = **Annex Success**



STEP A. UPDATE MEDAL POINTS

Nations in play now tally their Medal Points (MP) in the 5 categories listed on the Medals Chart, and then write their sums in the 6th column. Nations can't drop below 0 in any column. In the National Morale column, erase all previous Medal Points. These reset to 0 each Game Round.

CASUALTY VALUE LIST

	4	Half Infantry
	6	Cavalry
	8	Full Infantry
	10	Cannon
	12	Frigate
	16	Ship of the Line
	5	Elite Pennant
	10	Fortification Damage
<hr/>		
Sum and Divide by 10 = MP		
Round down.		

- HIGHEST NATIONAL MORALE:** Each Nation now tallies up its Enemy Casualties which convert to Medal Points to be written in the 1st column (Morale). For each Nation, divide the total value of its collected Enemy Casualties by 10 and round down (*see Casualty Value List at left*). Once the total MP value is tallied for each Nation, return all Enemy Casualties to Storage.
- MOST ANNEXED TERRITORIES:** In the second column, write each Nation's sum of MPs for controlled **Annexed Territories** (worth **1 MP** each).
- MOST HOMELAND TERRITORIES:** In the third column, write each Nation's sum of MPs for controlled **Major Territories** (worth **2 MPs** each) and **Capitals** (worth **3 MPs** each).

- MOST ELITE LAND UNITS:** In the fourth column, write each Nation's sum of MPs for its **Elite Land Units** (worth **1 MP** each).
- MOST ELITE SHIPS:** In the fifth column, write each Nation's sum of MPs for its **Elite Ships** (worth **1 MP** each).
- MOST MEDAL POINTS:** For each Nation, write the **SUM OF ALL MEDAL POINTS** in all 5 previous columns in their respective white boxes of the 6th column.

STEP B. AWARD PRESTIGE POINTS

Nations with the top 3 Medal Point totals in the MOST MEDAL POINTS column receive Prestige Points. Adjust each Nation's peg on the Prestige Chart (*see chart on right*). 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 it receives a Prestige Point from the winner of the *AD VICTORIAM IMPERIALIS* Medal (*see Award Medals on page X*).

Prestige Points accumulate and will help determine the game's winner (*see Final Scoring on page X*). Prestige Points can't be traded or lost.

	1. HIGHEST NATIONAL MORALE	2. MOST ANNEXED TERRITORIES	3. MOST HOMELAND TERRITORIES	4. MOST ELITE LAND UNITS	5. MOST ELITE SHIPS	6. MOST MEDAL POINTS
FRANCE	3	4	11	3	1	22
PRUSSIA						
GREAT BRITAIN						
RUSSIA						
SPAIN						

Example:

- FRANCE has 3 Medal Points from Enemy Casualties affecting Morale in the 1st column.
- She has 4 Annexed Territories, so she writes 4 in the second column.
- She has all her Major Homeland Territories (worth 2 MP each) and her Capital (worth 3 MP), so that adds up to 11 MP for the third column.
- 5: She has 3 Elite Land Units and 1 Elite Ship, so that is 3 MP and 1 MP for the fourth and fifth columns, respectively.
- Her total Medal Point score for this Game Round is 22.

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

STEP C. AWARD MEDALS

Prominent and glorious Medals are awarded 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 a corresponding Medal, along with its special benefits (*see below*). Benefits either apply immediately or last until the Medals Chart is updated again in the next Game Round.

A Nation can earn multiple Medals. Place the Medals in the 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 its Treasury, if it controls its own Capital.



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

- ♦ **Gold Bonus:** The recipient immediately places **5 Gold** into its Treasury, if it controls its own Capital.



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

- ♦ **Gold Bonus:** The recipient immediately places **5 Gold** into its Treasury, if it controls its 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.



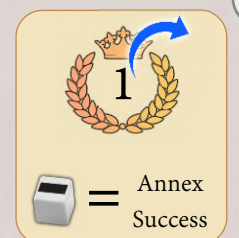
DOMINUS MARIS – Receive this Medal by having the most Elite Ships (including any SOL with just 1 Damage Token).

- ♦ **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 of the 5 previous columns on the Medals Chart.



- ♦ **Diplomatic Bonus:** In magnanimous celebration of its glorious power and wealth, the recipient **MUST** immediately choose one other Nation (i.e., excluding itself or a Neutral Nation) to be awarded **1 bonus Prestige Point** (which is NOT taken from the giver).
- ♦ **Annexation Bonus:** Bars are considered **successes** for 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 its vote by placing its 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** (Arrow)... 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, **1 extra vote for Peace** is added to the vote tally (beyond what Nations contribute). This extra vote for Peace represents the will of the people.

On the 7th Game Round, **2 extra votes for Peace** are added.

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 calculates its score by adding Medal Points from columns 2, 3, 4, and 5 on the Medals Chart for the last Game Round to its accumulated Prestige Points. **Column 1 is NOT included.**
- ♦ The Nation with the highest score– that still controls its own Capital– 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), 11 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 19 points. FRANCE then adds its Prestige score of 17 to the total, for a grand total of 36.

Imperial Borders	HIGHEST NATIONAL MORALE Gain 3 Gold	MOST ANNEXED TERRITORIES Gain 3 Gold	MOST HOMELAND TERRITORIES Gain 3 Gold	MOST ELLITE LAND UNITS Double Dice Bonus for Elite Land Units	MOST ELLITE SHIPS Double Dice Bonus for Elite Ships	MOST MEDAL POINTS Assign 1 Prestige to another Nation
FRANCE	3	4	11	3	1	22
AUSTRIA						

Imperial Borders	GAME ROUND									PRESTIGE CHART									
	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9	10
FRANCE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
AUSTRIA	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

SPENDING GOLD: If a Nation doesn't control its own Capital, then it may neither repair nor 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 SHIPS AND FORTIFICATIONS

A Nation may repair its own Damaged or Out-of-Action Ships that are now in any Major or Capital Port, with the permission of the Port's controller. A Nation may repair any Fortifications it controls.

The cost to repair a Ship or Fortification is 3 Gold per Damage Token removed. To indicate condition of the Force, remove each Damage Token as repairs are paid for.



Partial repairs are possible (if the Force has sustained multiple Damage Tokens). Ships and Fortifications that are not repaired will retain diminished capabilities in future Game Rounds (see page X).

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
	12	Frigate
	16	Ship of the Line

COST CHART



STEP C. PLACE NEW PURCHASE ON GAME MAP

In Turn Order, each Nation places its new Land Units in any of its controlled Original Homelands and places its new Ships in its controlled Original Homeland Ports. There are no quantity limits. New Ships cannot be built in Captured Enemy Homelands, nor *Malta* and *Gibraltar*.

STEP D. ADVANCE GAME ROUND TRACKER

If the game is not over, then advance the Game Round Tracker 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.



MOVEMENT EXAMPLES

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 4 - On the March*, any Nation has the option to instigate a Revolt by placing a Revolt Token (raised fist icon) in the Territory if the following conditions are met:

- ♦ The Territory is an Annexed Territory or a captured Homeland Territory (i.e. not currently controlled by its original controlling Nation),
- ♦ The Territory contains no Land Units (allied with the Territory),
- ♦ The Territory has no Ships (allied with the Territory) in any connected Ports.

EFFECTS OF A REVOLT: While a Revolt Token is on a Territory, the controlling Nation loses its Gold Income, which accumulates on the Game Map. Any Enemy Land Force entering the Territory can seize this Gold immediately, transferring it to their Treasury (even before any attempt to capture the Territory).

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

- ♦ If the Territory is captured by an Enemy Nation.
- ♦ If one of the controlling Nation's Land Units ENDS its movement in the Territory.
- ♦ If one of the controlling Nation's Ships (not Out-of-Action) ENDS its movement in a connected Port with no opposing Forces.

Note: Passing through by land or sea is insufficient. The presence of an ally's Force is insufficient.



SWEDEN AND PORTUGAL

These 2 regions are **Special Independent Territories** that are harder to annex, requiring at least **2 Hits** (Blue and/or Red) in 1 attempt (i.e., results refresh each attempt). The Victoriam Medal bonus can apply (*see page X*).

Follow-up Roll: If a Nation attempts annexation of either Territory with only 1 Land Unit which rolls 1 WHITE DIE, then a Hit result allows a follow-up roll. If the 2nd roll also results in a Hit, the region is 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.

INDEX

COMPONENTS

DICE

Dice, Black Cannon
Dice, White

CARDS

Nation Cards

MINIATURES

Cannon
Cavalry
Full Infantry
Half Infantry
Frigate
Ship of the Line
Fort, Capital
Fort, Major
Fort, Minor
Port, Capital
Port, Major
Port, Minor

TOKENS

Arrow Tags (Red, Blue, White)
Annex Token
Hotspot Token
Battle Stance Token
Damage Token
Stance Token
Gold Coin
Gold Chest
Elite Pennant
Medal
Port Flag
Territory Flag
Game Round Tracker
Revolt Token

BOARDS

Medals Chart
Prestige Chart
Planning Map
Reference
Battleboard
Mini-Battleboard

BOXES

Common Storage
Nation Storage
Nation Treasuries

CONCEPTS

Active Nation
Advanced Optional Rules
Alliance
Annexation
Battle
Land
Open Sea
Port
Bonus Dice
Cargo
Capturing
Cavalry Bonus Movement
Commander
Congress of Vienna
Damage
Deployment
Enemy Casualties
Force
Fortification
Gold, Income
Gold, Seizing
Mobile Unit
Land Unit
Government Building Icon
Game Round
Hit Hierarchy
Medal Points
Medal Bonus
Mobile Force
Movement, Land
Movement, Sea
Neutral
Out-of-Action
Opposing
Seizing Ports
Prestige Points
Purchasing Forces
Repair
Revolts
Treasury
Turn Order
Victory, Major
Victor

PLACES

SPECIAL LOCATIONS

Gibraltar
Malta
Ottoman Empire
Portugal
Sweden

REGIONS

Mountain Range
White
Brown
Open Sea
Port
Capital
Homeland
Independent
Original Homeland
Territory
Annexed
Capital
Homeland
Independent
Original Homeland
Interior

Illustrations Index

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 is 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

CREDITS

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REFERENCE CHART

HIT HIERARCHY



MOVE RATE

6 6 2 2 2(+1) 2

Each Ship can transport 2 Land Units. Each Half Infantry is considered 1/2 Land Unit in terms of Cargo capacity.

BATTLE STANCE



BARRAGE



ELITE BONUS



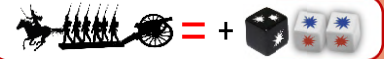
DOMINUS BONUS



DAMAGE PENALTY



TRIAD BONUS



ASSAULT



ELITE BONUS



DOMINUS BONUS



REAR ZONE PENALTY



HIT POINTS

3 2 1 1* 2* 1 2 1 1

* A Cannon or Frigate is Out-of-Action after 1 Hit and lost after 2 Hits. SoL is Out-of-Action after 2 Hits & sunk after 3 Hits.

CASUALTY VALUES

5 10/🔥 10/🔥 10/🔥 12 16 4 8 6 10

Major Victory: The Victor must defeat all enemy Forces in a region, with a total value of 12 or more, to earn an Elite Pennant.

ANNEXATION



ELITE BONUS



DOMINUS EXERTICUS BONUS



PURCHASE COST



REPAIR COST

