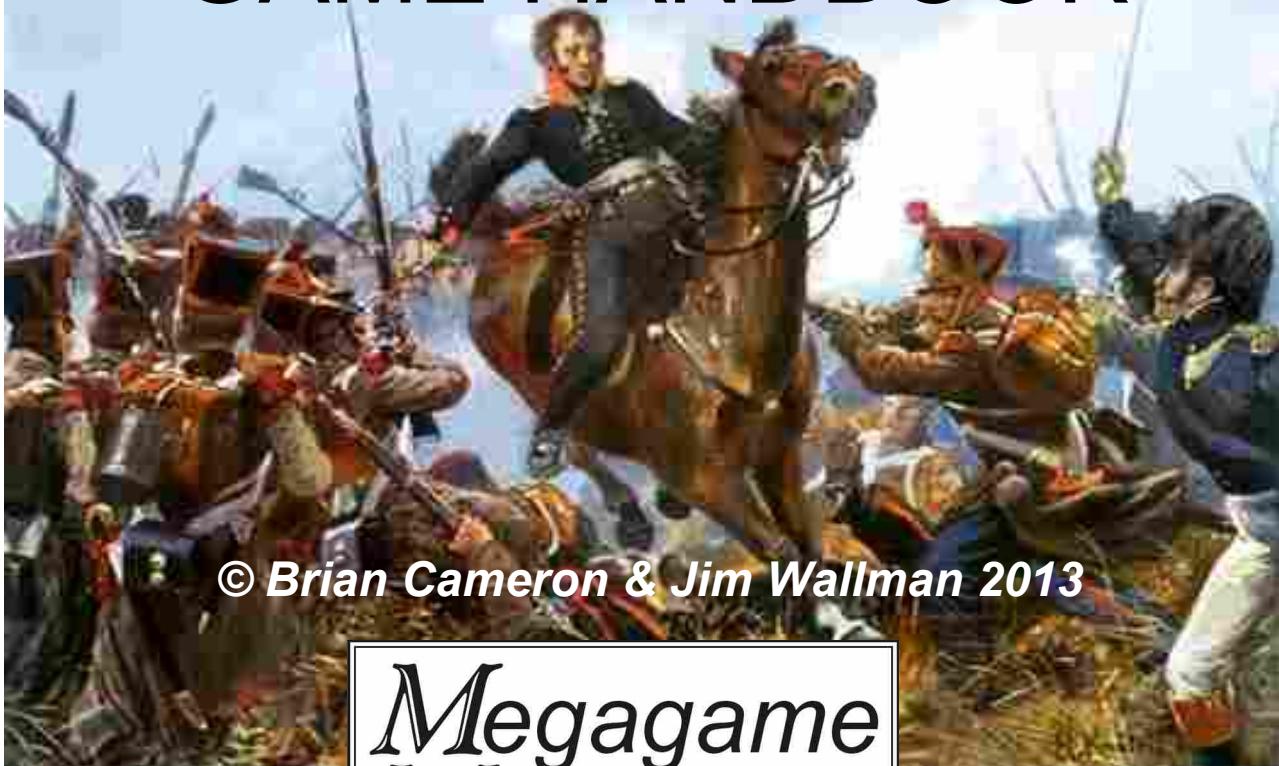




GAME HANDBOOK



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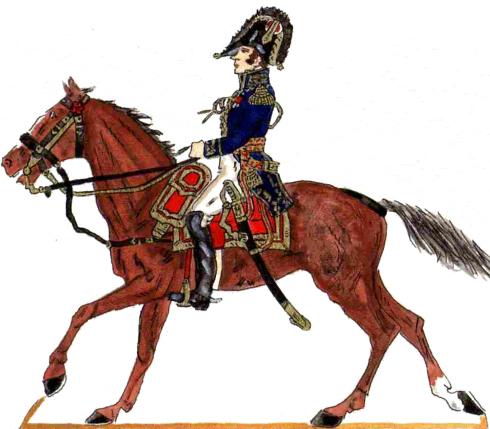
*Megagame
Makers*

MASTER OF EUROPE 4

GAME HANDBOOK

CONTENTS

1. Introduction		7. Campaigning	
General	3	General	11
What To Expect	3	Logistics	11
Credits	4	Describing Units	12
		Map Movement	12
		Action on Contact	14
2. Game Organisation		Scouting/Intelligence	14
Timetable for the day	4	Battle Resolution	15
Political Teams	5	Detachments	14
Military Teams	6		
Sequence of Action	7	8. Battle Resolution	
		Battle Options	15
3. Control Team		Commitment	15
Game Control	8	Battle Outcomes	16
Map Control	8	Regrouping	16
Team Control	8	Stragglers	16
Political Control	8		
Non-Played Powers	8	9. Duties of Team Control	17
		10. The War To Date 1813	18
4. Communications		11. Smaller States of Europe	19
General	9	12. World Situation	23
Player Communications	9		
5. Map Marking	9	Annex A. Example of an army order sheet	
6. Orders	11		



1. INTRODUCTION

GENERAL

This game is about the struggle for mastery of Europe in 1813. It is in fact, two different games merged into one. First there is a high level political game, involving heads of state and diplomats. Secondly, and linked to this is an operational campaigning game involving armies and generals.

Player teams therefore represent Heads of State and their staffs, Army Headquarters, and various diplomatic and political teams.

WHAT TO EXPECT

For those new to megagames, or relatively inexperienced, a word on the general philosophy of our megagames. In this game there are a number of key things to bear in mind :

The game aims to be a **simulation** of historical events. Players should do their best to remember that in their game roles they represent early 19th Century personalities, who have the attitudes and social limitations of their time. Do your best to follow the guidance in the briefing material, and try to avoid modern 21st Century thinking, attitudes and ideas if you can.

In particular, diplomacy was less underhand than it perhaps became in later eras. Monarchs and their nobles deal with each other with a certain dignity (if not much competence!) and you should try and remember this.

This is **not a 'Zero sum'** game in that there is not going to be a winner or loser announced at the end. Like real life, there is rarely a clear victor at every level.

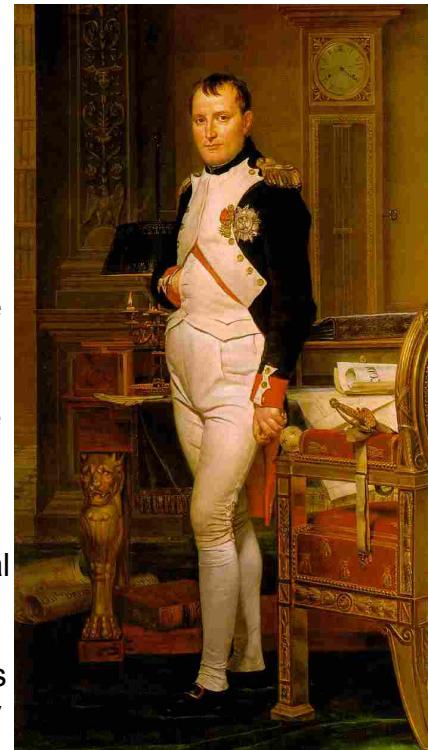
Some teams might do better or worse than their historical counterparts without the campaign outcome being any different from that in 1813.

In the case of *Master of Europe* the complex political objectives and the large area of operations make establishing a 'game winner' virtually impossible in any case - even if it were at all desirable.

It is theoretically possible for everyone to gain at least some part of their objectives.

Try to bear in mind that in *Master of Europe* every political action has an appropriate (and possibly unintended) political re-action (to rephrase Newton).

Heads of State must remember that they owe their positions to the support of certain sections of their population (usually a landed nobility) and/or owe the support of Allies to particular treaties and agreements.



Breaking treaties, renegeing or failing to recognise the aspirations of your home population can prove dangerous in many ways (not just politically).

CREDITS

Game Concept, and Design: Jim Wallman

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2. GAME ORGANISATION

The player teams are located at separate tables, with their own maps. They are expected, generally, to remain at their own table, and rely on reports from their Team Control and from other players to build up a picture of what is going on.

There will be separate tables for each army headquarters in play, and for the major political teams.

The Master Control map table is not to be approached at any time, except by members of the Control Team.

TIMETABLE FOR THE DAY

0930 – 10:00 hrs: Arrival and Booking In.

10:00 hrs: Plenary Briefing.

10:15 hrs: Team Briefings – Allied and French teams gather to meet each other and sort out their teams..

1030 hrs: Army and HQ Teams disperse to their rooms or tables and prepare for the first period. The rules on inter-team communications are now in force .

1100 hrs: First Period Starts - all initial orders must have been passed to Control by now. The game starts **before** the end of the Armistice. The Terms of the Armistice remain in force until the start of Period Two (11:20 hrs).

	DATE	ORDERS DUE IN AT
PERIOD 1	13-16 Aug	11:00 hrs
PERIOD 2	17-20 Aug	11:20 hrs (Armistice Ends)
PERIOD 3	21-24 Aug	11:40 hrs
PERIOD 4	25-28 Aug	12:00 hrs
PERIOD 5	29 -1 Sep	12:20 hrs
PERIOD 6	2 -5 Sep	12:40 hrs
PERIOD 7	6 -9 Sep	13:00 hrs
PERIOD 8	10-13 Sep	13:20 hrs
PERIOD 9	14-17 Sep	13:40 hrs
PERIOD 10	18-21 Sep	14:00 hrs

PERIOD 11	22-25 Sep	14:20 hrs
PERIOD 12	26-29 Sep	14:40 hrs
PERIOD 13	30- 3 Oct	15:00 hrs
PERIOD 14	4- 7 Oct	15:20 hrs
PERIOD 15	8-11 Oct	15:40 hrs
PERIOD 16	12-15 Oct	16:00 hrs
PERIOD 17	16-19 Oct	16:20 hrs
PERIOD 18	20-23 Oct	16:40 hrs

1700 hrs (approx) Game Ends.

Teams to gather in Main Hall for Plenary Debrief. Heads of State and Supreme Commanders (where different) are asked to prepare a 1-minute (no longer) resume of their experience for this debrief.

POLITICAL TEAMS

HEAD OF STATE TEAMS

These teams represent the highest level of decision making, for each country represented. Their task is to decide on the broad sweep of grand strategy. They are also primarily responsible for diplomatic liaison (and possibly even co-operation) with other countries. They will have a separate political brief detailing their objectives, and international issues that have to be resolved during the game.

They will receive reports of campaign events via their own military high command players and external political events from Political Control. Based on this information they may modify or devise policy and instruct their subordinate High Command Team(s) accordingly.

Their main tasks are:

- Decide on **general priorities** for the armies. It was not unknown for heads of state to become involved in the tactical detail of their army's deployment. We recommend against doing this in *Master of Europe* as you not have time and might very well miss out on important political opportunities..
- **Negotiate and liaise** with the **other (played) Heads of State**, especially over any joint operations that might develop, and over the way the alliance should prosecute the war. This will involve quite a number of lengthy personal visits, and ought to be the major activity of a head of state.
- **Conduct discussions** and negotiation with **other states** over peace initiatives, and the post-war shape of European power. The separate political objectives briefings will give players the sort of options and negotiating points to expect.
- **Hire and fire.** Military commanders can be replaced in certain circumstances. The replacement can be any subordinate Army commander, and the displaced commander is slotted in as a junior staff officer, at Army level. In the case of an army commander being replaced, he could, for example, be given a role in another army as a junior staff

officer. Consult the Political Control in every case of wishing to hire or fire commanders.

Players can visit other tables as ambassadors, or visit the 'front' (the tables where the military teams are and where 'combat' is taking place), with the permission of Team Control (see later for the rules on Travel & Communications).

TYPICAL POLITICAL PLAYER TEAM

1. **The Emperor/Tsar/King etc.** Responsible for ruling their entire country and usually acting in that country's interests. These players should be treated with the proper respect that is attached to their station

They are, of course, the ultimate authority on all national matters and also usually the titular commander in chief of their national army.

REMEMBER THE CORRECT FORM OF ADDRESS:

EMPERORS & TSARS	= "Your Imperial Majesty"
KINGS	= "Your Majesty"
PRINCES	= "Your Highness"

Since most players represent nobility of one sort or another, we need not go much further than this.

2. Personal Staff Officer/Aide: A member of the ruler's household and at the ruler's right hand most of the time. Usually responsible for writing letters (a ruler should not normally have to write personally in his own hand), keeping necessary records of correspondence etc. and advising the ruler of the political/diplomatic current situation.

4. Foreign Minister/Diplomat: Responsible for directing or conducting personal visits to other political player teams. This is especially useful when major summit meetings are in prospect and someone has to sort out the detail of location, attendance etc.

Diplomats also indulge in letter writing to other foreign ministers/diplomats on the current state of negotiations.

MILITARY TEAMS

HIGH COMMAND TEAMS

In this game the two high command teams are Emperor Napoleon's military staff and Field Marshal Prince Schwarzenberg's headquarters. These teams are responsible for the direction of all their subordinate armies at the top level. They are to execute the grand strategy devised by their political master(s). They are also to advise and inform their head of state of significant events.

They usually command subordinate Army Teams (as well as a main army in some cases); giving them their orders, and in some cases redeploying existing forces between armies or allocating additional reserve forces to armies as necessary.



ARMY TEAM

This is the lowest level of player team. Each army will consist of a number of corps, for which this team will have to write orders. Army teams have a Team Control allocated to them, and are usually the only team that directly commands troops. They also have to **take orders** from a High Command Team, supply that team with regular and timely situation reports and may request additional forces from them. In the case of the Triple Alliance, army team members may also have responsibility to report direct to their national head of state separately from the military chain of command.

TYPICAL ARMY PLAYER TEAM

1. **The Army Commander:** Responsible for the direction of the unit's battle and control of the team. Also carries out inter-team communications where necessary - such as giving situation reports to the next level up.
2. **Chief of Staff:** Responsible for communicating with Team Control and receiving and clarifying situation reports. Also keeps records of own and enemy composition and intentions for transmission to higher HQs.
3. **National Staff Officer (Coalition Forces):** This is a Staff Officer who is the representative of a specific National Contingent in the Army.

In the case of the Triple Alliance, many army teams are composed of staff officers from a number of national armies, and in this case the above 'typical' organisation might not strictly apply.

SEQUENCE OF ACTION

Each game period represents four days. It will take **20 minutes** to process this period. The end of each period is announced. We have no slack in the game timetable, and the game cannot wait for players to catch up.

THE BASIC SEQUENCE OF ACTION OVER ONE PERIOD IS AS FOLLOWS:

1. Period Starts and Team Control goes to master map area with team's orders.
2. Control adjudicates movement and combat results. (about 5 minutes)
3. Team Control gives final report to players for the period. (about 5 minutes)
4. Players finalise orders for next period. (about 10 minutes)
5. Team Control arrives at player table and collects orders.
6. Next Period Starts.

Important Note : If your orders are not ready by the phase 5, they are likely to be treated as too late, or their effect delayed.

We plan that phases 2-3 will take about 10 minutes, and that leaves players with 10 minutes during phase 4 to finalise their orders. This requires very good teamwork on the part of player teams.

However the operational decisions they will have to make are fairly simple, so ten minutes (plus sensible pre-planning and forward thinking during phases 2-3) will be long enough for an effective player team.

[NOTE : The above timetable of a move has also to accommodate personal visits to and from other teams, calls of nature and time to think - all within the 20 minutes allotted to each period. This is not impossible, provided players are well organised and plan their options well in advance - do not wait until step 4 in the sequence to start writing orders.]

3. CONTROL TEAM

Game Control

They are responsible for 'driving' the game. Game Control must see that the game progresses according to the timetable, so that we complete the game in the day. Game Control is there to ensure that everything runs smoothly.

They also represent that final 'court of appeal' in the event of serious game problems.

Map Control

They set the pace for the whole game. They work with Team Control to help them adjudicate movement orders and calculate combat.

Team Control

There will be one Team Control per Army player team and for any higher headquarters that directly commands forces on the map.

The Team Control is **the main point of contact** between military players and the game.

They do not simply act as a postman for the written orders, but interpret those orders so that the Control Team as a whole can produce the outcome as quickly as possible.

When reporting back they will be telling a story to the players from the point of view of the subordinate units on the map - and that will necessarily be incomplete or even inaccurate - to the extent that those units are able to report back at all.

Listen to your Team Control. Make sure you understand what he or she is saying, what you think you hear may not be what they are actually saying!

Your Team Control will be a source of a lot of useful information, but remember that they will be giving you information based on what your (non-played) subordinates understand of the situation – it is therefore never going to be a wholly dispassionate and neutral account.

Political Control

They will monitor all Head of State discussions, congresses etc. and act as the main liaison with the rest of the game for the player powers (i.e. France, Austria, Russia, Britain, Prussia, Sweden, Spain & French Allies). They will deal with additional political intelligence information not otherwise available from subordinate players.

They will act as a channel for information (or crises) emanating from the home country, other fronts not actually being played out and issues for discussion and/or resolution.

They also have to be involved in any major summit discussions or treaty conferences.

Treaties or agreements made without the knowledge of Political Control do not exist.

Non-Played Powers Control

They will act on the behalf of, and input political and diplomatic action from, the other minor powers affected by the campaign and not actually represented by players.

These are to be treated as genuine representatives of the various small non-player states they will be dealing with - even if you do find that all diplomats from the minor powers tend to look alike!

4. COMMUNICATIONS

GENERAL

It is not possible in practice to enforce rigid inter-communication limits on players. However, where teams are out of touch for any reasons, they will be expected to keep to the spirit of the game and refuse to communicate.

You are on your honour not to communicate with other players outside the game rules. We obviously do not want to stop people having a sociable chat while getting a cup of tea – but we're asking you to avoid talking about your game position face-to-face unless co-located at a player table.

PLAYER TEAM COMMUNICATIONS

During the course of the game, players are expected to remain at a table and not wander around. If you are making a formal visit to another HQ then notify your Team Control. Team Control may rule that the journey takes some time (see 'B. Face to Face' below)

A. WRITTEN MESSAGES

Written messages are the main means of inter-team communication in the game.

Where communication by messenger is desired, the message must be written and placed in your team's 'Out Tray'. This will be collected and passed on by Team Control, who will apply any appropriate communications delay.

We advise you to include the following information if it is to stand a chance of delivery:

- Date of despatch
- The recipient
- Route (if appropriate).
- Where the recipient is (i.e. the Army he is with rather than the town. If you don't know where the Army is it could take some time to get there!).

It will help you to keep good communications if you also routinely say the following:

- Who sent it.
- Where you are
- Where you plan to be next (in case there is a reply).

B. FACE TO FACE.

Given the nature of travel in the early nineteenth century, there are special rules for travel between HQs.

All travel takes time, and is tiring.

To simulate this players will be required to walk (or run if they wish) on a route outside the game venue each time they carry out a journey from their HQ to another (Control may vary the length of the walk to suit the journey distance - but don't count on it!). This should only take a few minutes for each journey.

Taking into account the real travelling time and time for the meeting, virtually any visit will take at least a whole game period. The game will not wait for you while you visit people to negotiate.

5. MAP MARKING

Laminated map sets will be provided.

PLEASE RETURN THESE INTACT (AND, IDEALLY, CLEAN) AT THE END OF THE DAY.

The scale of operations and the map sizes mean that conventional game counters will not be the best way of plotting the movements of your armies on your map, especially as road lengths are variable and game counters can often obscure key parts of the detail of the map.

Instead you will be marking the laminated maps with water soluble marker pens (or chinagraph pencils if you are something of traditionalist). As each army only has a relatively small number of Corps this should not be difficult for the well-organised team.

Make sure that you have a plentiful supply of **water-soluble (not permanent)** marker pens. Also have tissues for wiping the map clean. We will have some spares available on the day.

A well maintained map can make all the difference in this sort of game. You will be given a lot of information from various sources, and a clearly marked map is usually the best way of showing it. Here are a few hints to help those of you new to this sort of game:

- When updating the map, put a date/time on it somewhere to show anyone else reading it how up to date it is.
- Keep your units marked in a reasonable size. (e.g. see road column lengths detailed later).
- Recognise that not all reports of the enemy are certain - mark those you are unsure of carefully - preferably with question marks.
- Erase and update sections of map systematically. It is not wise to wipe your whole map and then re-draw the whole thing from memory and the latest Control updates - something will inevitably be lost. Try and update things in the same order each time so that sections are not missed.

6. ORDERS

GENERAL

The contents of the orders you issue are, of course, very important.

To help you and Control there is a standard order form like the one at Annex A . Each team will have a number of laminated and re-usable forms.

You might also want to bring your own paper or notebook to record your orders, as the forms are erased and re-used.

UNIT RESOLUTION

In most cases, the smallest separately represented combat unit is an army corps, or the equivalent. It is possible to detach forces to static locations, but these detached forces are never treated as independent manoeuvre units.

ISSUING GAME ORDERS

Orders will usually give locations and route for marching, and some indication of the intentions during that march.

You must circle one of the options for each Corps. They mean the following:

MARCH: A simple move from A to B. If no route is specified, the corps will take the most direct route. The order should specify a location to march to.

The Corps will not normally fight unless it is part of the general orders that a fight is expected. If no order is given is it likely to take a defensive posture and await instructions.

HOLD: Corps remains in position and resists the passage of enemy troops. If outflanked the Corps Commander (= Control) will use his discretion.

REGROUP: Unit bivouacs where it is, and troops sort themselves out. This can be used to recover some lost strength (by pulling in stragglers) or to get its breath after a period of forced marching or to recover from the aftermath of a battle. Regrouping is only effective if it is done for an entire period.

Units regrouping will also take the time to provide an accurate report of its current fighting strength.

Orders also include a **ACTION ON CONTACT** section. There is also an important space to note commitment – more on that later. Section 9 below explains the options.

It is also advisable to explain the overall objectives of your army to your Team Control. In many cases, Map Control will be assessing instant decisions on the behalf of corps that you are not actually accompanying. In these cases it helps you and the Control to know your overall strategy for the force.

7. CAMPAIGNING

GENERAL

The map operational game has to reflect the movements of troops from around 16 August 1813 to late October 1813 (the period of the last part of the campaign in Germany) in about 6 hours - including major battles. Battle resolution is therefore an integral part of the map campaigning system - and is designed to have as little effect on the speed of map movement action as possible. This means we have had to forego many of the familiar complexities of resolving Napoleonic battles.

LOGISTICS

The key operational factor is the location of the Army trains and main supply depots. This is usually a garrisoned fortress/fortified town.

Each Army must have a designated Depot. This is its main source of supply, and must have an uninterrupted route to the army. This route is usually the route of march of the army it is supplying. Any other route must be pre-specified. Provided it can trace a route back to the Depot, the Army need not worry too much about supplies.

Each Nation (or Army) has a fixed length of 'Logistic Lines' of 250 kilometres from its designated Depot to the area of operations.

These can be marked on the map as one or several routes. Once laid down they can only be extended or reduced by 60km a day per route.

If an army is cut off for any length of time from the depot (or the depot is captured) then supplies become more of a problem.

Working on the assumption that Armies carry a considerable quantity of supplies with them - any army can fight ONE BATTLE when separated from this Line of Supply.

After this it suffers the following penalties:

ATTRITION : The army loses strength as stragglers. If rapid or forced marching this may represent casualties instead.

BATTLE EFFECTS : If the Army is short of ammo/powder and cannot make any **ATTACKS**, and is disadvantaged in the defence.

DESCRIBING UNITS

All units in the game are Corps or the equivalent.

There is one main parameter for each Corps, that is its **Battle Strength** expressed as a number of **strength points** of infantry or heavy cavalry (as appropriate) in the corps. (Each Strength Point (SP) equals roughly 3000 men).

Accurate casualty returns are not made after a battle unless the Corps REGROUPS – otherwise control will give a rough idea of losses only.

All of this information is available in your separate Army Order of Battle Sheet.



MAP MOVEMENT

Note that the game map has a letter/number grid on it. This is not a game board. The grid is to help you locate the towns and cities on the map. Do not fall into the trap of thinking that the grid square is a deployment space.

Important Assumptions

- **Finding the Enemy.** In this campaigning system the game is about finding the enemy and concentrating where he is to defeat him.
- **Roads** are the key to this and roads are the only way of moving an Army Corps quickly enough to be useful, and moving corps along separate roads to converge on an enemy is vital to being able to defeat an enemy who can often retreat if obviously over-matched. Everything happens along roads. For the purposes of this game you can ignore cross country movement.
- **Road Space.** The amount of road space a corps takes is important – this influences the effective limit on the number of troops that can be brought into battle along a single road.

Types of Movement

LONG ROAD MARCH: This is where the unit is prepared for long marches. The infantry march on either side of the road, and the guns and wagons on the road itself.

In this case, troops takes up **2½ km per Strength point.**

It is not a fighting formation, and the corps has to close up into TACTICAL before it can hope to fight. As this will take some time you should be very careful before choosing Long Road March. Marching straight into an enemy formation in Long Road March formation is asking to get beaten.

We assume that armies use road movement when more than around 50-100 km from the enemy. It is unlikely that they will be many opportunities for prolonged road movement in this campaign.

TACTICAL MARCH: This is for marching and counter-marching within a few days of the enemy. In this case, the corps takes up **1 km of road per strength point.**

Remember that movement is **always along roads.**

On minor roads (the dotted line ones) **double** the column lengths in both Long Road and Tactical March.

MOVEMENT DISTANCES: The movement rules assume that troops only march about half the time. Players can increase this at a penalty of increased stragglers (and possibly casualties).

Typical Movement is in Km per Period.

Type of march	Road	Tactical	Effect on Unit
Normal	60	30	None
Rapid	90	45	1 straggler SP
Forced	120	60	2 stragglers SP

French movement distances were often a bit faster than the above.

It is advisable to rest after rapid or forced marching, since continued marching (even a normal march) can continue to attract losses.

Note that there is no difference in movement speed between a Cavalry Corps and any other sort of Corps. They all move at the speed of their wagons.

IMPORTANT NOTE: Counter-marching (that is turning your column around and going back down the same road it has just advanced along) is a **very difficult manoeuvre** which takes a lot of time and creates much confusion in the Line Of Communication as well as among the marching troops themselves.

Control will reflect this confusion and delay if such orders are issued.

RIVERS AND BRIDGES

Major River crossings are marked on the map with a number indicating the number of strength points that an cross per period. Opposed river crossings over major rivers at these points can be thought to be very nearly impossible.

Minor rivers without a number are not major obstacles and do not offer a significant defensive advantage.

SCOUTING/INTELLIGENCE

When two forces approach each other on the map, the Control will assume a certain minimum reconnaissance screen that will report the approach of the enemy.

The cavalry screens will typically operate out to about 10 km, though terrain and the situation might limit this.

Control may ask players for an 'instant decision' where it is appropriate given the tactical situation, for example where something unexpected happens and the player is physically present at that point on the map.

The Control will assume a sensible arc of reconnaissance to the front of each corps and base the reports on this. Corps integral reconnaissance capability can, however, be occasionally directed to specific tasks such as:

- Covering a static broad front to less depth.
- Concentrating on good quality reconnaissance in one specified direction (at the expense of reconnaissance in other directions).

It seems that, historically, the presence of scouts was unlikely to provide much information other than the presence of an enemy and a very rough idea of the enemy's size.

Reliable Information about size and quality of the enemy is hard to come by even with the best scouting possible.



It was often only when two forces deployed against each other that some sense of their relative strength was apparent.

DETACHMENTS

There may be occasions where Army Commanders might wish to detach parts of a corps.

Troops can be detached for tasks such as forming garrisons, guarding bridges etc.

A specific number of strength points are removed from a corps strength and noted by Control on the master map.

A detachment is not an Army Corps and must never be used as a manoeuvre unit in its own right. They may not be ordered or manoeuvred separately and do not constitute a new unit. A detachment can be recalled to the parent unit - otherwise it must be regarded as static.

8. BATTLE RESOLUTION

There are a number of key assumptions in battle resolution that influence our thinking for this game. It is important that players understand them:

- All other things being equal the largest force will win. It does not matter by how big a margin the superiority is.
- The only time an army is likely to beat the odds is if Napoleon is present (there are only three exceptions to this historically and none of the generals concerned are present in Germany in 1813).
- Napoleon also has an embarrassing tendency to turn 'mere victories' into 'crushing victories'. (see below)
- Scouting is highly unreliable and incomplete.
- After fighting a battle both armies become useless for some considerable time. The losing side more so.

All units that are likely to get into action should be given two key instructions –

- their **Battle Option**, which is how they intend to fight if engaged, and
- the **Commitment level**, which is how **hard** they are prepared to fight if engaged.

BATTLE OPTIONS

Commanders of armies will decide on a **Battle Option** from one of the following:

- **Attack** - Attack enemy regardless of their strength
- **Aggressive Probe** - Probe the enemy – if the probe reveals the enemy as weak then convert to 'attack'. If the probe reports the enemy are strong, then just report on how strong if possible, but do not attack.
- **Defensive Probe** - Probe reports enemy strength, if possible – basically whether bigger or smaller. But whatever the report does not attack.
- **Defend** - Hold position and try to fight off whatever attacks.
- **Conform** - Hold position, but if the enemy advances give ground and do not fight seriously.

Given the length of the game period (4 days) battles are normally resolved in part of a period and other actions can be included in the same period as a battle. It is even just about possible for a force to fight more than one battle in a period.

The results depend upon a comparison of the options chosen from this list by the opposing armies.

The above represents the battle plan for the army as a whole. Commanders can also order individual corps to conduct flanking moves (left or right) and can hold back corps from the battle (in reserve).

Where player commanders are present at the battle, Control will give them these options if they apply.

COMMITMENT LEVELS

Army commanders assign a **Commitment level** to their army (not usually to individual Corps) to be used in the event of a battle and used in conjunction with the standard orders above. In the case of an Allied Army it might be possible for different national contingents to have different levels of commitment.

4 : FULL COMMITMENT

If attacking it is all out, with commanders driving the troops to attack regardless of casualties. If defending, the troops will attempt to stand and fight as well as aggressively counter-attack if pushed out of position, regardless of losses.

3: STRONG COMMITMENT

If attacking will make strenuous efforts to take key positions, but will not push troops to their limits.

If defending, will counter-attack only if there is a good chance of success. Overall they will try not to take heavy losses.

2 : WEAK COMMITMENT

If attacking, will strike where the enemy seems weak, but where resistance is strong will not press the issue.

In defence, prepared to give ground rather than take casualties.

1 : SLIGHT COMMITMENT

If attacking will simply probe the weakest spots, and will be unwilling to press any advantage even then. Will follow up only if the enemy gives ground easily.

If defending will withdraw easily, if pressed to avoid serious combat or losses.

BATTLE OUTCOMES

The descriptions below give an indication of the sort of outcomes possible. Game Control may rule that the outcomes are different in specific cases – for example distance retreated will vary according to the geographical location. Control may also award additional Aftermath Counters in some circumstances.

Where no prior order for retreating direction is given, armies will retreat in a direction determined by Control.

Defeated Corps or Armies will always try to withdraw behind an obstacle (such as a major river) separating them from pursuers. Note that the outcome of a battle carries on into the following period.

Control decisions are always final.

Crushing Victory : Losers move back at least 20km immediately, and in their next orders MUST attempt to break contact down their line of communications to the next obviously safe location, such as a river line or fortifications.

Casualties automatically rise to HEAVY.

The losers are given THREE **Aftermath Counters** (see below)

The Winners are given ONE **Aftermath Counter**

'Mere' Victory Losers move back at least 20km immediately and in the next period MUST move back to the next obviously safe location.

The losers are given ONE **Aftermath Counter**

The winners are given ONE **Aftermath Counter**

Failed Attack: Defender holds the battlefield and attacker must withdraw at least 10km.

The losers are given ONE **Aftermath Counter**

The winners are given ONE **Aftermath Counter**

Aftermath Counters

These apply to the entire army involved in the battle and are given after a battle. They represent the chaos, disorganisation and confusion following a battle.

The effect of an Aftermath Counter is:

- The army may not attack
- the stated Commitment Level of the Army is shifted down by one level per counter.

One Aftermath Counter can be removed if the army:

- Is stationary for one turn and in supply
- Is reinforced by additional fresh units of at least 25% of the strength of the affected army and in supply.

CITIES & FORTIFICATIONS

The main purpose of a fortified or walled city is to control movement through it. They will have a limit on the number of strength points that can be effectively deployed within those defences, usually no more than 3. Strength points inside a fortified location are doubled for combat purposes.

9. DUTIES OF TEAM CONTROL

Team Control is the key member of Control for each team – they are the first port of call for resolving problems and they are there to help the players work smoothly in the game.

Team Control is not a player.

Team Control will not alter your orders, although will interpret your orders "as if" they were the corps commander concerned.

You should expect the following from Team Control

1. An operational update on every period during the game (where appropriate).
2. Battle reports that are as full as time permits, including indications of how well your own units performed and what can be gleaned about the opposition. In general, though, you will not get precise detail while fighting is still going on or where an army has an aftermath counter.
3. Advice, as if from your subordinate commanders and junior staff officers on what is, or is not, possible.



10. THE WAR TO DATE 1813

While, to some extent, the French Revolution was welcomed in that it weakened France as a continental power, it was soon perceived as a threat to the established European order by the old Monarchies.

Once the wall of aristocratic and royal privilege had been breached the other monarchs feared that the contagion would spread to their own countries.

They realised that they needed to co-operate against this new revolutionary and subversive threat. France, in the grip of revolutionary fervour, soon proclaimed that it had a mission to liberate the subject peoples of other countries from their oppressors (i.e. their rulers).

The trigger for the revolutionary wars was the declaration of Pilnitz in 1791 by which Austria and Prussia declared their willingness to use force to restore the King of France. When a formal alliance was concluded between the two powers France responded by declaring war on Austria.

Prussia and Austria formed the First Coalition and were joined by Britain, Spain, Piedmont, Portugal and Naples a year later. Initially French forces suffered a number of reverses but their fortunes changed when they defeated the Prussians at Valmy in 1792.

In January 1793 the French took the fateful step of executing King Louis and this once again brought Britain, Spain and the United Provinces into the war.

The allied offensive in that year scored a number of successes but the declaration by France of the levee en masse restored the morale of their armies and the balance shifted away from the allies.

French successes continued during 1794 and in 1795 the United Provinces were occupied. During that year Prussia retired from the fray followed by Spain and some of the smaller German states (such as Saxony).

Austria, Piedmont and Britain continued the struggle alone. 1796 saw the first successes in Italy by a previously little known French general called Bonaparte.

Piedmont made peace as a result.

The position for the remaining allies was made worse by news of a treaty between France and Spain. Continued French successes under Bonaparte's leadership brought most of Italy under French control and a French army to within a hundred miles of Vienna.

By the treaty of Campo Formio Austria ceded the Netherlands and most of Lombardy in return for Venice.

The First Coalition thus effectively collapsed. 1798 was a relatively peaceful year which saw the occupation of Rome and Switzerland by French forces and an expedition to conquer Egypt led by the ever ambitious General Bonaparte.

A new coalition was formed in 1799 as a result of Anglo-Austrian and Anglo-Russian treaties which brought Russia into the conflict for the first time.

Naples, the Ottoman Empire, Portugal and the Vatican all joined.

The allies enjoyed considerable success in Italy where France lost virtually all its territory but lack of co-ordination had led to failure in the other theatres.

In November the overthrow of the Directory in France saw Bonaparte made First Consul, a position he would soon consolidate to make himself virtual dictator.

Under his leadership French forces triumphed in Italy at the battle of Marengo.

Austria's losses in Italy and Germany led them to make peace and thus effectively ended the Second Coalition.

Austria's exit from the war once more left Britain as the only effective opponent to France. Its attempts to stifle French trade led in 1801 to Russia, Denmark, Sweden and Prussia forming the League of Armed Neutrality in an attempt to protect Baltic trade.

The British response was to attack Copenhagen and destroy the Danish fleet.

The death of 'mad' Tsar Paul and the accession of Alexander to the throne of Russia brought an end to the conflict with Britain.

A change of administration in England and exhaustion in France led to the Treaty of Amiens in 1802 which brought peace throughout Europe.

During this time Bonaparte further consolidated his position by being made Consul for Life. In 1803 hostilities were resumed and Britain re-established the blockade.

Action was largely confined to overseas colonies until 1805 when the British victory at Trafalgar over the combined French and Spanish fleets guaranteed Britain global naval supremacy.

In 1804 Napoleon declared himself Emperor and in 1805 a Third Coalition was established consisting of Britain, Austria, Russia, Sweden, and a few minor German princes.

An Austrian thrust into Bavaria was overpowered by Napoleon's creation, the Grande Armee.

This was followed by an advance deep into Austria which ended with Napoleon's victory over the combined Russian and Austrian forces at Austerlitz.

The Austrians surrendered unconditionally and lost more territory in Germany and Italy. The Tsar withdrew to Russian territory.

The Third Coalition collapsed with the defeat at Austerlitz and the death of the British Prime Minister William Pitt.

Russia and Britain continued their opposition to Napoleon however and in 1806 a Fourth Coalition was created when Prussia re-entered the conflict.

Prussia had been alarmed by the French progress in Germany and Napoleon's creation of a Confederation of the Rhine which critically tilted the balance of power in central Europe. Napoleon's rapid invasion of Prussia however led to a humiliating defeat for the Prussians at Jena-Auerstadt. With Berlin captured, Frederick William III fled to Russia closely followed by Napoleon, who marched into Poland and occupied Warsaw.

A bloody but indecisive action at Eylau cost both the French and Russian armies dearly but 1807 saw Napoleon defeat the Russian army at Friedland.

The Treaty of Tilsit, signed on a raft on the middle of the river Niemen by Napoleon, Tsar Alexander and the King of Prussia confirmed Napoleon's domination of Europe.

Prussia relinquished all her territory in Poland to the new Duchy of Warsaw and her German territory to the Confederation of the Rhine.

Russia was forced to accede to an alliance with France and to recognise the Duchy of Warsaw.

Once again Britain was left to face the French alone.

At this point Napoleon could quite rightly be regarded as the Master of Europe.

Enjoying considerable success overseas, taking French colonies and those of French allies such as the Dutch, the main British effort on the continent was in the Spanish peninsula. Intent on plugging the gap in his 'Continental System' (his attempt to embargo British trade) Napoleon invaded Portugal via Spain.

The occupation of Lisbon led to the Portuguese appealing to Britain for support. Napoleon also determined upon taking control of Spain and in 1808 a large French army occupied the country and Napoleon's brother Joseph was placed on the throne.

This resulted in a widespread insurrection which has lasted until the present time. Spanish morale was boosted by the defeat of a French army at Baylen.

The British defeat of a French force in Portugal was followed by an advance into Spain but found little support from the Spanish forces and was forced into a disastrous retreat in the face of a French counter-move led by the Emperor in person. In 1809 the Fifth Coalition was formed when Austria took the field once more, encouraged by Britain and the transfer of French troops to Spain.

Britain made a small but disastrous landing at the Walcheren as a diversion but Austria provided the main effort and enjoyed some early success until the return of the Emperor from Spain. The French advanced rapidly and occupied Vienna after the battle of Eckmuhl. On attempting to cross the Danube and engage the Austrian forces Napoleon suffered his first real defeat at Aspern-Essling.

A second more carefully planned attempt however brought success at Wagram.

Defeated militarily once more, with Vienna occupied and no sign of support from Russia or Prussia, Austria signed the peace of Schonbrunn which ceded large amounts of territory. The only allied successes during 1809 were those of the British in Portugal and Spain which continued through 1810 and 1811 though these achieved little more than the liberation of Portugal.

In January the British under Wellington took the offensive, invaded Spain and gained victory at Salamanca but then withdrew to Portugal.

Growing differences between Russia and France led Tsar Alexander to renounce the Continental system and move towards support for Britain.

The Sixth Coalition was formed in June 1812 between Britain, Russia, Spain and Portugal. Napoleon responded by forming an army of enormous proportions, over half a million strong, and incorporating contingents from every allied and satellite state in Europe including Prussia and with a reserve corps provided by Austria.

Russia adopted a policy of giving ground until an attempt was made to defend Moscow at Borodino.

Both armies were battered to exhaustion but the French were left in possession of the field. Eventually Moscow was occupied and Napoleon waited for the Russians to offer peace.

No such offer was forthcoming and the Grande Armee retreated. Napoleon had left the move too late however and the retreat turned the army into little more than a mob as it struggled against the elements.

After a desperate rearguard at the Berezina river the survivors staggered back to the Niemen where the Russian pursuit halted.

Other states now joined the Coalition. The Prussian corps attached to the Grande Armee had collaborated with the Russians and remained largely neutral during the 1812 Campaign, the mood of Prussia and its army forcing Frederick William to join the Coalition in February 1813.

Sweden and a number of German states joined as the Confederation of the Rhine fell apart.

The Austrian reserve corps had remained inactive during the campaign and had retreated to Bohemia. Austria joined the coalition but did not formally declare war.

By a prodigious effort Napoleon formed a new army by the Spring of 1813 and returned to Germany. Despite the rawness of many of his troops he captured Dresden in May and defeated the allies at Lutzen and Bautzen.

With both sides exhausted an armistice was agreed in June. The interim period has seen both sides regroup and rebuild. On August 12 1813 Austria declared war and her armies returned to the field. The scene is thus set for the final confrontation to decide once and for all, just who is the

MASTER OF EUROPE?

11. SMALLER STATES OF EUROPE

- Anhalt:** An independent state in 1792. Joined Confederation of the Rhine in 1807, Augustus II has proved quite Francophile.
- Ansbach:** German duchy, a fief of Prussia prior to 1795. Awarded to Bavaria by Napoleon.
- Baden:** An independent state in 1792, Baden was devastated during the Revolutionary Wars, but sided with Napoleon in 1806 and joined Confederation of the Rhine. Duke Charles is married to Napoleon's step-daughter Stephanie de Beauharnais: his sister is married to Tsar Alexander.
- Bavaria:** Under Charles Theodore, the Elector Palatine, Bavaria mobilised in support of Austria in 1792. The war having gone badly for Bavaria, when Charles died in 1799 and was succeeded by Maximilian IV a more Francophile line was pursued. Bavaria has consistently supported France from 1805 onwards and joined Confederation of the Rhine in

1806. In 1805 Maximilian took the title of King and his daughter married Eugene de Beauharnais the Viceroy of Italy. Awarded the Tyrol by Napoleon when Austria ceded it in 1805 after Austerlitz. His son and heir Ludwig dislikes republicanism and Napoleon intensely.
5. Bayreuth: German duchy, a fief of Prussia prior to 1795. Awarded to Bavaria by Napoleon.
6. Berg: Part of Bavaria at the outbreak of the Great War, it was ceded to Napoleon in 1806 and enlarged by the incorporation of the Duchy of Cleves (which had been ceded to France in 1795 by Prussia). The Grand Duchy was originally ruled by Marshal Murat but the title passed through the hands of a number of members of Napoleon's family. Now administered directly from France.
7. Brunswick: An independent state in 1792 ruled by the Duke of Brunswick who was killed in Prussian service in 1806. After 1806 incorporated into Westphalia. The Brunswick 'Black legion' has fought along British forces under the present Duke.
8. Cleves: German duchy, a fief of Prussia prior to 1795. Incorporated into the Duchy of Berg by Napoleon.
9. Dalmatia: Austria's Illyrian provinces, ceded to Napoleon in 1806, were re-constituted into the province of Dalmatia and ruled from France though now in turmoil as a result of Austrian agents.
10. Danzig: Capital of West Prussia in 1803, made an independent city by Napoleon.
11. Denmark-Norway: An ally of France since the attack on Copenhagen and the destruction of its fleet by the British, a policy continued by the present king, Frederick VI.
12. Finland: Formerly ruled by Sweden, lost to Russia in 1809.
13. Frankfurt: For centuries a Free City of the Empire, it was forced to join the Confederation of the Rhine in 1806. Created a duchy by Napoleon in 1810 with Eugene de Beauharnais as Grand Duke.
14. Genoa: Became the Ligurian Republic when taken by the French during the Revolutionary Wars. Later administered directly from France. Still held by the French.
15. Hanover: Part of Britain in that George III is also Elector of Hanover. The territory was lost to France in 1803. The northern lands became part of Metropolitan France and the southern parts were absorbed into the Kingdom of Westphalia.
16. Hanseatic Ports of Hamburg, Bremen and Lubeck: Very wealth cities as a result of their domination of the Baltic trade. Annexed to France in 1806.
17. Hesse-Cassel: An independent state in 1792, the Landgrave joined the war against France but made peace in 1795. In 1806 Napoleon deposed the Landgrave and added the territory to Westphalia. The exiled Elector William has raised a corps and fought against Napoleon in Austrian service.
18. Hesse-Darmstadt: Though originally opposed to the French during the Revolutionary Wars support for Napoleon has led to an increase in territory including Hesse-Homburg. The Landgrave Louis took the Hesse-Darmstadt into the Confederation of the Rhine in 1806 and adopted the title of Grand Duke.
19. Holland: Formed by Napoleon by combining the United Provinces and the Austrian Netherlands (Belgium) after the occupation of both by French forces. Originally rules by Louis Napoleon, the territory is now ruled directly from France. Under William of Orange the

United Provinces were one of the original allies against Revolutionary France. William is married to the sister of the King of Prussia.

20. Holstein: A small duchy ruled by Denmark but which is largely Germanic in population.

21. Ionian Islands: A Venetian possession at the start of the war, the islands were ceded to the French in 1797 and occupied by a Russo-Turkish force in 1798. Returned to France by the Treaty of Tilsit in 1807 the islands were subsequently occupied by Britain in 1809.

22. Liechtenstein: Independent until 1806 when it became part of the Confederation of the Rhine. Prince Johann is a Field Marshal in the Austrian army.

23. Lippe: An independent state. Joined Confederation of the Rhine in 1807. Has never played an active part in the wars during the reign of Prince Leopold.

24. Lucca: Formerly pro-Austrian duchy which was occupied by the French and is now ruled directly from France.

25. Luxembourg: An independent state in 1792, absorbed into France.

26. Malta: The home of the Grand Order of the Knights of St. John, the island was occupied by Napoleon on his way to Egypt but captured by Britain in 1800. The failure of Britain to surrender Malta was one of the causes of the resumption of hostilities in 1802. The Tsar Alexander is the Grand Master of the Knights.

27. Mecklenburg: An independent state. Joined Confederation of the Rhine in 1807. Under Duke Frederick Francis I the duchy has been the only member to turn against Napoleon. The ruling family is related to the late Queen Catherine of Russia.

28. Milan: Austrian duchy (sometimes referred to as Lombardy) which was ceded to France and incorporated into the Kingdom of Italy.

29. Modena: Former pro-Austrian duchy. Made part of Cispadane Republic when taken by the French, now ruled directly from France.

30. Naples: A member of the first coalition against Republican France under King Ferdinand. Occupied by France and since ruled by a succession of relatives of Napoleon, currently Marshal Murat as King of Naples. Sicily is still held by King Ferdinand.

31. Nassau: Connected to the ruling house of Orange in the United Provinces. Joined the Confederation of the Rhine in 1806. Ruled by Duke Frederick Augustus.

32. Oldenburg: Joined Confederation of the Rhine in 1808, later made part of metropolitan France. The exiled Duke William is related to Tsar Alexander.

33. Parma: Austrian until 1748, the Duchy was given by Maria Theresa to Don Philip, Infante of Spain and held by his son Ferdinand until taken by the French in 1796. Currently ruled as a French department.

34. Piedmont: A member of the first coalition against the French Republic. Under French domination since being over-run in 1796. King Victor Emmanuel has remained a determined opponent of France from his refuge on Sardinia.

35. Papal States: Annexed by France and the Pope forced to move to France. Now split, part is ruled directly from France and part incorporated into the Kingdom of Italy. The Pope has recently been freed from captivity in the Tuilleries.

36. Poland: Poland officially ceased to exist in 1795 after the three partitions divided the

country between Russia, Austria and Prussia (see map). Napoleon has formed a Grand Duchy of Warsaw (nominally under the King of Saxony) from parts of previously Austrian and Prussian Polish territory. Currently occupied by Russian troops.

37. Saxon Duchies: A collection of independent Duchies, members of the Confederation of the Rhine.

38. Saxony: Despite support for Prussia in 1806 Napoleon upgraded the Duchy to a Kingdom which joined Confederation of the Rhine. King Frederick Augustus I has been a consistent supporter of Napoleon though early in 1813 General Thielmann was ordered to hold Torgau against both sides. After briefly wavering, Frederick returned to the side of Napoleon though General Thielmann deserted to the Prussians. Dynastic connections with Poland led to Grand Duchy of Warsaw nominally coming under King of Saxony though in reality ruled by Napoleon.

39. Schwarzburg: A twin pair of independent principalities, both states joined the Confederation of the Rhine under Counts Schwarzburg-Sonderhausen and Schwarzburg-Rudolstadt.

40. Swedish Pomerania: The last remaining Swedish possession in continental Europe though until recently occupied by the French. The bulk of Pomerania is Prussian.

41. Switzerland: Became the Helvetic Republic when occupied by the French in 1798. Officially designated Switzerland for the first time by mediation in 1803 and its neutrality guaranteed by France. Its military involvement in the wars has since been limited to supplying troops to France, a role the country as taken for several centuries.

42. Tuscany: Before the war the duchy was ruled by Ferdinand, son of Emperor Francis. It passed to Spain by Treaty of Luneville who ceded it to France in 1807.

43. Venice: After being occupied by France, ending 1100 years of independence, it was partitioned by the Treaty of Campo Formio between France and Austria. Now part of the Kingdom of Italy.

44. Waldeck: An independent state, it became a member of the Confederation of the Rhine in 1807 under Prince George II.

45. Westphalia: Prior to the war the state was administered by Bishopric of Cologne. Secularisation resulted in part going to Prussia and part to Hesse-Darmstadt. The Kingdom of Westphalia was created in 1807 from parts of Hanover, Brunswick, Saxony and most of Hesse-Cassel and ruled by Joseph Bonaparte.

46. Wurtemburg: An independent state which made a military alliance with France in 1805 and Duke Frederick accepted the title of king from Napoleon. After the Treaty of Pressburg some Austrian territory was added to the Duchy. Joined the Confederation of the Rhine in 1806. The King is married to Charlotte, the Princess Royal of England. The heir to the royal house is a general in the Russian army. Tsar Alexander's mother was a princess of Wurtemburg.

47. Wurzburg: In 1805 became the state became independent from Bavaria under Ferdinand, former Grand Duke of Tuscany. The new Grand Duke joined the Confederation of the Rhine in 1807.

12. THE WORLD SITUATION

	ORIGINAL OWNER:	HELD BY:
Haiti	France	Independent
Martinique	France	Britain
St Lucia	France	Britain
Guadeloupe	France	Britain
Tobago	France	Britain
Guyana	France	Portugal
Mauritius	France	Britain
Senegal	France	Britain
Canada	Britain	Britain
Newfoundland	Britain	Britain
Bermuda	Britain	Britain
Belize	Britain	Britain
British Guyana	Britain	Britain
Bahamas	Britain	Britain
Jamaica	Britain	Britain
Barbados	Britain	Britain
Antigua	Britain	Britain
St. Vincent	Britain	Britain
St Kitts	Britain	Britain
Grenada	Britain	Britain
Montserrat	Britain	Britain
Dominica	Britain	Britain
Australia	Britain	Britain
Gambia	Britain	Britain
Sierre Leone	Britain	Britain
St Helena	Britain	Britain
Gibraltar	Britain	Britain
Falkland Islands	Britain/Spain	Britain
Santo Domingo	Spain	Spain
Cuba	Spain	Spain
Puerto Rico	Spain	Spain
Trinidad	Spain	Britain
Philippines	Spain	Spain
Guam	Spain	Spain
Canaries	Spain	Spain
Antillies	United Provinces	Britain
Ceylon	United Provinces	Britain
Java	United Provinces	Britain
Cape of Good Hope	United Provinces	Britain
Moluccan Spice Island	United Provinces	Britain
Malacca (Malay Peninsula)	United Provinces	Britain
Guyana	United Provinces	Britain
Curacao	United Provinces	Britain
Brazil	Portugal	Portugal
Madeira	Portugal	Portugal
Goa	Portugal	Portugal
Timor (Indonesian Peninsula)	Portugal	Portugal
Macao	Portugal	Portugal
Mozambique	Portugal	Portugal
Azores	Portugal	Portugal
St Croix	Denmark	Britain
St Thomas	Denmark	Britain
St Bartholomew (West Indies)	Sweden	Sweden
Ionian Islands (Corfu)	Venice	Britain
Malta	Knights of St John	Britain
India	Disputed	Britain



EXAMPLE : STANDARD ORDER SHEET