

# ALLIANCE

## 2.0 ARMIES AND FLEETS

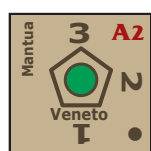
### 2.1 BLOCK TYPES



**2.21 HQ:** each of the seven major Empires has one Headquarters block with a national flag, except France has an image of *Napoléon*.



**2.22 Infantry** have crossed muskets. They represent elite, regular, or militia infantry. Combat ratings are C3, C2, or C1.



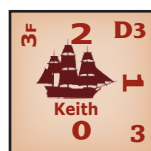
**2.23 Fortress:** garrison infantry with a high quota of artillery. They have double defense (7.32) but cannot move, retreat, or regroup. If eliminated, they must be rebuilt at their named location.



**2.24 Cavalry** have crossed sabres. Combat ratings are B3 and B2, except Russian Cossacks have B1.



**2.25 Artillery** have an image of a cannon with combat rating A2. France and Russia have the most artillery.



**2.25 Fleets** have a warship symbol. Combat ratings are D4, D3, and D2. In addition to fighting naval battles, fleets allow Armies to move over friendly-seas. Fleets have a Zero (0) step.

### 2.2 NATIONALITIES

The blocks represent forces of Britain (red), France (blue), Russia (green), Austria (gray), Prussia (black), Spain (yellow), Turkey (orange), and Minors (brown).

A sheet of die-cut labels is included. One label must be attached to the face of each block of the appropriate color. Lightly position each label, ensure it is straight, and then press firmly to the block.

The blocks add surprise and secrecy to play. When standing upright, block type and strength is hidden from opponents.

### 2.3 BLOCK DATA

#### 2.31 Strength

The current strength of a block is the number on the top edge when the block is standing upright. Some blocks have a maximum strength 4, some strength 3, some only 2. Strength determines how many six-sided dice (d6) are thrown for a block in combat.

#### 2.32 Step Reduction

The strength of blocks can be reduced as a result of combat, or increased with levies. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6. For each hit taken in combat, a block (owner choice) is reduced one step by rotating the block 90 degrees *counter-clockwise*. Hence a strength 4 block can reduce to 3-2-1.

#### 2.33 Combat Ratings

Combat Rating is indicated by a letter and number, such as A2 or B3. The letter determines when a block attacks. All "A" blocks in a battle fire first, then all "B" blocks, then all "C" blocks, and finally all "D" blocks. Defending blocks with the same letter rating fire first; defending C2 fires before an attacking C3. The number is the maximum roll that will score a hit.

**EXAMPLE:** A block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores one hit for each 1, 2, or 3 rolled.

#### 2.34 Move Rating

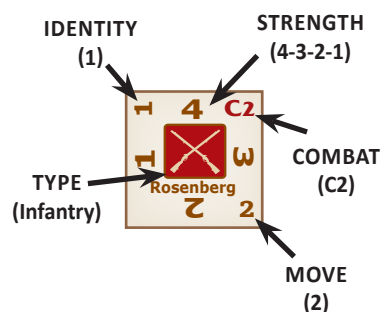
All armies and fleets have a Move Rating of 2, which is the number of areas or seas they may move per GAME TURN. Movement in the Winter Turn (3.4) is one area or sea.

#### 2.4 GOLD

Players start play with a number of gold chips (yellow discs) in their *Treasury*. They can acquire extra Gold during play by saving *unused AP* (1AP = 1-GOLD) and collecting Gold from battle victories and from occupied victory cities and some seas at the end of each year.

Gold can be spent by players during a GAME TURN to move extra groups, or build extra *levies* for their own forces or those of an ally. Gold is also required to fund *Diplomatic Bids*.

**EXAMPLE:** France spends 1-Gold to add one (1) step to its own HQ, and then spends 1-Gold to fund a Diplomatic Bid for neutral Denmark.



### 2.5 NON PLAYER EMPIRES

With fewer than seven players, some empires must be *Non-Player Empires (NPEs)*. Britain and France are always players, followed in sequence by Russia, Austria, Prussia, Spain, and Turkey.

Historical alliances are given for each scenario. Hence, in a 2-Player 1805 game, Austria and Russia are NPEs for Britain, and Spain and Turkey are NPEs for France. Prussia starts as a neutral NPE. Deploy NPE forces normally, but they do NOT receive cards.

**IMPORTANT:** A player does NOT receive extra cards for allied NPEs. NPE actions are controlled by and allied player's Gold. A player's turn order applies to his own actions and those of any NPEs.

**EXAMPLE:** NPE Austria gets no cards, but receives 2-Gold from its British ally to move one Austrian group and to levy one Austrian block 1-Step. Each *player* in a coalition may use their Gold for NPE actions. That is, if Britain and Russia are in a coalition, both could (on their respective GAME TURNS) expend Gold for NPE Austria actions.

## 3.0 THE CARDS

The game has thirty-six (36) Campaign cards. At the beginning of each Year, the cards are shuffled and five (5) cards are dealt *face-down* to each player. Examine your cards and discard one.

### 3.1 CARD PLAY

Each year is divided into four (4) GAME TURNS. Players start a GAME TURN by each playing one (1) card face-down. A player may not "pass" – a card must be played. The cards are then revealed simultaneously. High card is Player-1 (first turn), second highest is Player-2, etc. Ties are broken by the letter code of card values; 3A plays before 3B, then 3C, etc.

### 3.2 EVENT CARDS

The card deck includes nine (9) Event Cards. They each have 2APs plus an event. The AP number on them determines player sequence and actions normally, and (optional) the Event can also be played. The seven Events are:

- **Capture Bridge:** One River Border +1 limit.
- **Force March:** Move +1 distance for one (1) army block.
- **Alpine Guide:** Mountain Border +1.
- **Royal Wedding:** +1 to Diplomatic Bid die-roll.
- **Weather Gauge:** +1 Firepower (D2=D3) in one sea Battle first round.
- **Surprise:** Attacker gets first fire in a land or sea battle with one (1) block first round.
- **Grand Battery:** Artillery in one battle are +1 fire (A2=A3) for first round.

### 3.3 ACTIONS

All cards are numbered 2–5 ACTION POINTS (AP). They allow four (4) actions:

- **Diplomacy:** make a diplomatic bid for *one Minor or one NPE*. Each bid for a Minor costs 1AP plus 1-Gold. Each bid for a *NPE* costs 2AP and 2-Gold.
- **Levy:** for 1AP, create one new block or add 1-Step to one *supplied* block. New blocks must start in a *HOME* area. Multiple steps can NOT be added to the *same* block in the same GAME TURN. Blocks that are levied cannot move in the same turn.

- **Move** for 1AP, one group, one or two areas or seas. All blocks in the same area or sea are one group. Blocks must stop when entering an enemy- or neutral area, or when crossing a MOUNTAIN border.

- **Save Gold:** Convert 1AP to 1-Gold.

*EXAMPLE: with a 3AP card, a player might add one step to a supplied, stationary block, and then move two groups. Optionally, a player could add one step on two different blocks, and save 1AP as 1 Gold for future use.*

### 3.4 WINTER TURN

The last (4th) GAME TURN of each Year is a "Winter Turn" . Special rules apply to this turn.

- **Movement:** All blocks can only move one area or sea. They may attack.
- **Victory:** After all battles are resolved, determine if any player has won the scenario (see 9.2).
- **Coalitions:** If no victor, players may now form or dissolve coalitions as desired. See 6.3. Should a player wish to ally with a Minor or NPE, the normal procedure is followed. See 6.2.
- **Collect Gold:** Players collect gold equal to the value of each *Major* city and sea occupied. No gold is collected for Minors or Seas with no gold value.
- *EXAMPLE: Britain collects 10 Gold, 6 for her three major cities, 2 for the Atlantic, 1 for the North Sea, and 1 for her alliance with Portugal.*

## 4.0 MOVEMENT

Players move their own blocks and any *allied* Minor or NPE blocks.

### 4.1 AREA CONTROL

Areas/Seas can be:

- **FRIENDLY:** Areas or seas occupied by your forces, or by Allied forces, or any *vacant* Home or Allied areas.
- **NEUTRAL:** Areas occupied by independent minors or NPE blocks, or vacant areas of the same. Vacant seas are also neutral.
- **ENEMY:** Areas or seas that are friendly to enemy player(s).

- **EMBATTLED:** Areas or seas containing opposing forces where a battle will be resolved in the upcoming BATTLE PHASE.

Players are never compelled to Move any block, and can always move a block less than its Move Rating. Except for Retreats and Regroups, blocks can only move *once* per GAME TURN.

Armies may pass freely through *friendly* blocks, and through *vacant* areas, but must stop when they enter any area containing one or more enemy or neutral blocks.

### 4.2 GROUP MOVES

All blocks in the same area (or sea) are defined as one group. Any/all of a group can move for a total cost of 1AP. The blocks may move to different locations, each subject to all movement rules. Spending 1-Gold for movement allows an extra Group Move, but only for a group that has **NOT** already moved this turn.

### 4.3 BORDER LIMITS

Areas are separated by six border types: Clear (black), River (blue), Mountain (brown), Marsh, Forest, and Straits (double arrow). Seas are divided by dark blue borders; they are all "clear" or straits borders. The maximum number of blocks that can cross any border varies by type:

- Clear:** 4 blocks
- River:** 3 blocks
- Forest:** 3 blocks
- Mountain:** 2 blocks (must stop)
- Marsh:** 2 blocks
- Strait:** 2 blocks

Border Limits for battles apply to the Attacker and Defender. Hence, the Attacker can move four (4) blocks across a Clear border to start a battle, and the Defender may use the **same** border to