

# COMMAND

GAME SUPPLEMENT

## Perfidious Albion

Napoleon's (Hypothetical)  
Invasion of England, 1814

ALSO INSIDE

SECOND-ISSUE GAME

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# Perfidious Albion

## If this is your first XTR game, read this box first.

Don't try to memorize these rules! No one does that. Wargame rules are written to create game systems that simulate the realities of military command as much as possible. As you play the game, you'll find things move along according to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules through in their entirety at least once before you punch out the playing pieces. During play, look up specific rules when you need to, and use a pen or highlighter to make notes and reminders to yourself at places that give you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. The number to the right of the decimal point indicates specific rules within each major section. For example, section 2.0 deals generally with the uses of the various components that make up a complete game, and rule 2.7 within that section explains specifically the meanings of the various abbreviations printed on the unit counters.

The bold-type headings are there to help you locate major topics more quickly. The boxed "Notes" distributed throughout the text give examples of play or explain the rationales behind various rules. In your first reading, skip those labeled "Old Hands Notes."

This is a wargame of low-to-intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is have an old hand help you. If an experienced gamer is available to instruct you, use him.

During your first few matches of the game, skip the rules and sections marked with this symbol: Ω. That way you won't get the full competitive or historical experience of playing with all the rules, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

Most of all, remember — the main reason to play these games is to have fun. If there's some rule or section you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play it according to your best understanding at the time. Later on, after your gaming experience has increased and new understandings come to you, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!"

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*Let us be the masters of the Channel for six hours and we are masters of the world....The Channel is but a ditch that shall be leaped when one is bold enough to try.*

— Napoleon Bonaparte, 1803

*Sire, the sea which separates you from your enemy gives him immense advantage over you. Wind and storms enable him to defy you from his island, which is at present inaccessible to you. I can remove the obstacles which protect him and, notwithstanding his fleets, I can transport your armies to his territory within a few hours without having to fear storms or wait for a favorable wind.*

— excerpt from Robert Fulton's 1804 letter to Napoleon

## 1.0 Introduction

### 1.1 In General

*Perfidious Albion* is a two-player "what if" simulation of a hypothetical Napoleonic plan to invade England in the alternative history described in the article of the same name printed in issue no. 47 of *Command* magazine.

### 1.2 Game Scale.

Each hex on the map represents five miles from side to opposite side. Each complete game turn equals one week. The combat units in the game represent divisions of about 10,000 men, and corps of about 30,000 to 40,000.

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## 1.3 Halving & Rounding

In all game functions, whenever a number is to be divided and the remainder rounded, round down all remainders.

## 2.0 Game Components

### 2.1 In General

A complete game consists of the map sheet, 140 counters (also called "units" and "unit counters") and the rules you're now reading. Players must supply themselves a standard (six-sided) die to use in resolving certain game events.

### 2.2 The Map

The map depicts southeast England as it was historically in 1813. A hexagonal ("hex") grid has been superimposed over it to regulate the placement and movement of units across it. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features that affect movement and combat.

Every hex on the map has a unique, four-digit identification number printed in it. For example, London is in hex 1615. Those I.D. numbers are provided to help you find places more quickly and to allow you to record unit positions if a game has to be interrupted before it can be finished.

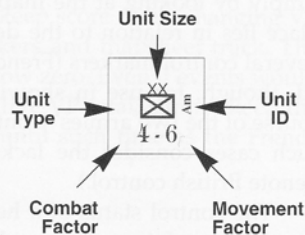
### 2.3 Counters

Most of the 140 counters in the game represent combat units and notable commanders; others serve as informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Trimming the "dog ears" from their corners with a fingernail clipper greatly facilitates handling during play and also enhances their appearance.

Each combat unit counter carries several pieces of information: the side it's on, its combat strength and step value, its movement factor, and its reinforcement code (if it doesn't start the game already in play).

### 2.4 A Sample Combat Unit

This unit is the American infantry division of Napoleon's army. The fact it's part of the French army is shown by its background color. It has a combat strength of 4 and a movement allowance of 6. It has no reinforcement code in its upper-left corner, so it starts the game already in play. Though it's not printed on the counter itself, this unit has step, stacking and naval transport values of 1, as do all divisions of both sides in the game. (For corps the corresponding values would all be 3.)



### 2.5 Nationality & Side

The side each unit is on (the "French" or the "British" side) is shown by its background color.

#### French Color Schemes

Imperial Guard - white on dark blue

Regular Army - blue on white

#### British Color Schemes

Regular Army - white on scarlet

Volunteer Army - black on pink

### 2.7 Abbreviations

The following abbreviations of their full historical identifications appear on various units of both sides.

#### French Regular Army

Am - American  
CoE - Confederation of the East  
CoR - Confederation of the Rhine  
It - Italian  
P - Polish  
Pr - Prussian

#### French Imperial Guard

GC - Guard Cavalry  
IGC - Imperial Guard Corps  
MG - Middle Guard  
OG - Old Guard  
YG - Young Guard

#### British Regular Army

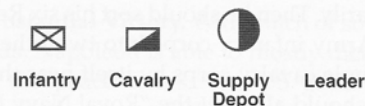
B - Bengal  
Bm - Bombay  
G - Guard  
H - Heavy  
L - Light  
M - Medium (on cavalry)  
M - Madras (on infantry)  
AL - Alten's Light  
CB - Chasseurs Britannique  
FG - Foot Guard  
IG - Irish Garrison  
KGL - King's German Legion  
Po - Portuguese  
WI - West Indian

#### British Volunteer Army

Bo - Borders  
Br - Bristol  
Cm - Cambridge  
D+C - Devon & Cornwall  
EA - East Anglia  
Ed - Edinburgh  
IL - Irish Loyalist  
ILY - Inverness /Lancashire/York  
Kn - Kent  
Ln - London  
Md - Midland  
Nr - Norwich  
Ox - Oxford  
SH - Scottish Highland  
SL - Scottish Lowland  
Sx - Sussex  
Wa - Wales  
YC - Yeoman Cavalry

### 2.8 Unit Types

All units in the game belong to one of the following types:



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## 2.9 Combat Factor

This number is a quantification of a unit's ability to perform in combat, both offensively and defensively. See rules section 12.0 for details.

## 2.10 Movement Factor

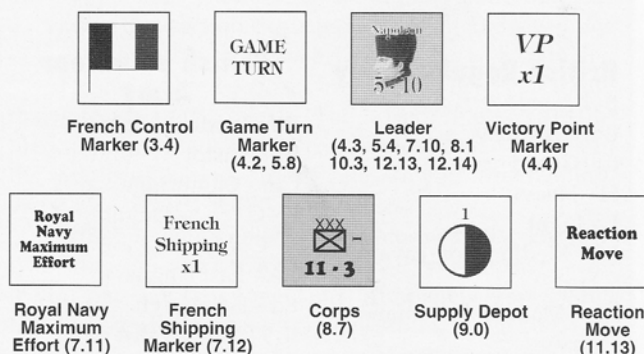
This number is a quantification of a unit's ability to move across the hex grid printed over the map. Units pay different costs to enter different hexes, with those exact costs determined by the terrain in each hex and along the hexsides moved across. See section 11.0 for more details.

## 2.11 Steps

"Step" in arbitrary term used to describe one increment of a unit's ability to absorb losses in combat. All divisions in the game are each said to have one step (or "strength step"); all corps are each said to have three. See sections 8.0 and 12.0 for more details.

## 2.12 Other Units

The use of these other units is explained at appropriate points throughout the rest of the rules.



## 3.0 Set Up & Hex Control

### 3.1 In General

After choosing who will control which side, both players should sort their own side's units into several piles. Place the Game Turn marker in the first box on the Turn Record Track printed on the mapsheet. Put the Weather Indicator in the "Dead Calm" box of the Weather Track on the mapsheet. Put the two Victory Point markers in the zero (0) box of the French VP Track on the mapsheet. Also place the "French Shipping x1" marker in the 8 box of the VP Track, and the "French Shipping x10" marker in the 1 box of VP Track.

### 3.2 British Set Up

The British player should first sort out all his reinforcement units; that is, all those units with "IR" or "NR" printed in their upper-left corners. Put them in separate piles off to the side temporarily. Then he should sort his six Regular and five Volunteer Army infantry corps into two other separate piles. Put the single cavalry corps by itself near the infantry corps piles. He should also put the "Royal Navy Maximum

Effort" and "Reaction Move" markers off to the side for now.

That will leave the British player with eight leaders, 11 Regular Army infantry divisions, three Regular Army cavalry divisions, one Volunteer Army cavalry division and 15 Volunteer Army infantry divisions. Those units all constitute the British initial on-map forces. The British player should immediately set them up anywhere in England he chooses. He is allowed to consolidate divisions into corps in his set up (see 8.7ff) and may also stack according to normal stacking rules (see 8.1ff).

### 3.3 French Set Up

At the very start of the game there are no French units actually on the map in England; Napoleon's entire army starts the game in France (off the map), from where it will be shipped into play on the map.

While the British player is setting up his units as described above, the French player should sort his units into nine piles: leaders, supply depots, regular infantry divisions, Imperial Guard infantry divisions, cavalry divisions (one pile, Imperial Guard cavalry and regular cavalry together), regular infantry corps, the Imperial Guard Infantry corps, cavalry corps, and control markers. Refer to section 7.0 for details on how French units get into play in England.

### 3.4 Hex Control

"Hex control" is the term used to describe which side "is in control" of particular ground hexes at each instant during play. At the start of the each game the British side is in control of all ground hexes on the map. Control is never important when considering all-sea hexes, and even on land it is only important when considering town and port hexes. A town or port hex is under the control of the side that presently has a unit in it or, if the place is presently empty of all units, was the side that was last to have one of its units pass through the hex.

The control status of a hex changes the instant a unit of the other side enters and/or moves through it. In general, it will be obvious which side controls which town/port hexes simply by looking at the map and seeing where each such place lies in relation to the deployment of the two armies. Several control markers (French tricolors) have been included, though, for use in showing French control where the course of the two armies' fronts doesn't make it obvious. (In such cases consider the lack of a French flag marker to denote British control.)

The control status of a hex may switch back and forth any number of times during play. Control status is important for victory determination purposes, and sometimes also for supply tracing purposes.

## 4.0 How to Win

### 4.1 In General

Most matches of PA will be won on points ("Victory Points" or simply "VP"). That is, the French player will try to maneuver his army across the map in such a way as to gain control of key towns and ports as possible. Only the French

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may gain and lose VP, never the British. Certain other events, though, may take place that will award the British player a "Sudden Death" victory, halting play as soon as they occur.

## 4.2 Game Length

Neither player will ever know exactly which will be the last game turn of each match before it is played. At the very end of Game Turn 12 (August IV), the French player should roll a die. On a result of 1 the game is over at that point and victory is determined according to the criteria given below. But if the result of that die roll is 2 through 6, another game turn (September I) is played through. At the very end of that game turn another die roll check is made. This time play is stopped on a result of 1 or 2, and continued on a roll of 3 through 6. At the end of Game Turn 14, play is continued with a 1 through 3 result, and ended on a 4 through 6. At the end of Game Turn 15, play ends on a 1 through 4, and continues on a 5 or 6. Play automatically ends at the end of Game Turn 16 (September IV).

**Design Note.** The die roll game-ending process represents the uncertainty as to exactly when the summer weather will "break" for the year. In southern England that seasonal change probably wouldn't be severe enough to force an immediate or complete halt to all campaigning, but it would be enough to at least compel both sides to pause to assess their hopes for future victory. Hence it provides the best stopping point for a game based on such an invasion campaign.

## 4.3 British Sudden Death Victory

Play stops immediately, and the British player is declared to have won an overwhelming victory, the instant either of the following events takes place: 1) Napoleon is killed/captured (see 12.14); or 2) it's Game Turn 3 or later and there are no French supply units in England. There is never any kind of French sudden death victory.

## 4.4 French Victory

The French player starts play with no (zero) VP. During the course of play he should keep score of his changing VP total using the provided markers and mapsheet track. The French VP total never goes below zero. Even if events would mathematically dictate a negative VP total, simply keep the markers at the zero position until such time as the French player earns more VP.

## 4.5 Town & Port VP

Whenever the French player gains control of a town or port hex he should immediately roll a die and then halve that result. That final result (zero through three) is the number of VP he is awarded for capturing that town or port. Immediately make the addition on the VP track.

If the British player recaptures a French controlled town or port, he should immediately make and halve another such die roll. That final result (zero through three) is then immediately deducted from the French VP total on the track.

A given town or port may thus move back and forth between the two sides' control throughout the game. Each time the control status of a place changes, make a new VP

determination for it as described above. In that way the same place may yield a different VP award/debit each time it is fought over.

**Design Note.** The above uncertainty is meant to reflect the different amount of importance that might be ascribed to a place over time, depending on the circumstances surrounding its latest capture or liberation, or the degree of fighting and/or casualties that went on around it, etc. (And a tip of the ol' designer hat to Ted Raicer on that one.)

## 4.6 London VP

Each time London changes hands, follow the same procedure given above in 4.5, but then also add 15 points to that total, thus yielding a London VP result of 15 to 18.

## 4.7 Supply Center VP

Each time a town or port, other than London, that's also a British supply center (see 9.6) changes hands, follow the same procedure given in 4.5, but then also add 5 points to that total, thus yielding a British supply center VP result of 5 to 8.

## 4.8 Random Event VP

Certain random events cause the awarding/debiting of French VP; see section 6.0, events 46, 51-52, 53-54 and 55-56.

## 4.9 Victory Determination

At the end of the last turn of play, the French player should determine his final VP total, then compare it to the table below to see who won the game.

Final VP Total	Victor & Degree of Victory
≥110	French Overwhelming Victory
100-109	French Substantial Victory
90-99	French Marginal Victory
80-89	Draw
70-79	British Marginal Victory
60-69	British Substantial Victory
0-9	British Overwhelming Victory

## 4.10 Victory Descriptions

The following descriptions are intended to convey a rough impression of what general conditions the various levels of victory and defeat would mean in real world terms.

**French Overwhelming Victory.** Britain dissolves into political chaos and social upheaval. After several months of bloody confusion a treaty is signed, not with the United Kingdom, but with puppet representatives of the French satellite "Confederation of the Islands," consisting of the Duchies of England, Wales, Scotland and Ireland. George III and the Prince Regent are allowed to remain as rulers only of the Isle of Man in the Irish Sea. The British Empire is no more, grabbed up in its entirety by the French and Americans.

**French Substantial Victory.** With much of southern England in his hands, Napoleon is able to mostly dictate, rather than negotiate, the peace terms. The US gains Canada, while France takes the rest of the British Empire except for

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Australia and the Cape of Good Hope. The British retain those places as dumping grounds for demobilized soldiers and political dissidents who denounce this "traitorous peace."

**French Minor Victory.** Napoleon has inflicted some serious defeats on the British, but settles for a compromise peace. The US gains Canada south of the St. Lawrence, along with Bermuda and the Bahamas, while France takes Jamaica, the Channel Islands, Gibraltar, Malta and Ceylon. Britain is also forced to recognize Irish independence. British prestige has suffered a severe blow, but her still-burgeoning industrialism will work to ensure she remains a major European power in the 19th century.

**Draw.** With neither side having won a decisive military advantage, Wellesley persuades a reluctant Prince Regent and cabinet to withdraw to York while he sets up military headquarters in Nottingham in the midlands. His strategy is to continue the campaign into autumn and winter, hoping the harsher weather will overextend the French logistically. A growing partisan movement springs up in the south.

**British Minor Victory.** The French have been halted short of their objectives, but future campaigning is still seen to be too hard and risky for the British to want to go on. The resultant treaty wins French withdrawal in return for a British pledge to never support any anti-French nations in Europe. An apology is also issued to the US for earlier Royal Navy searches and seizures of American ships. In return, France and the US recognize British colonial holdings as they were prior to the invasion. Britain has preserved her borders and empire, but at the cost of at least temporary exclusion from the rest of Europe.

**British Substantial Victory.** Wellesley has smashed the myth of the invincible Grand Army. Spain assembles forces to invade southern France, while Prussia declares war on Napoleon, and the Confederation of the East dissolves into feuding anarchy. Napoleon abandons his army in Britain to return to France to conduct a defensive campaign there. The coming year's campaign season will undoubtedly see the complete destruction of the French forces left behind in England.

**British Overwhelming Victory.** With Napoleon utterly defeated and humiliated, the Chamber of Deputies convenes in Paris to declare a Bourbon restoration. The French Empire goes irretrievably to pieces. After debate in the US Congress and British Parliament, Napoleon is allowed to depart for Louisiana, where he will live out the rest of his life under guard as a bitter, memoir-writing plantationer.

## 4.11 Concession

Of course, it may be that one or the other of the players will recognize his cause is lost long before the last game turn is played and will therefore concede defeat. For purposes of record keeping or tournament play, a concession awards the winning player an overwhelming victory.

## 5.0 The Turn Sequence

### 5.1 In General

Every game turn of *Perfidious Albion* is divided into two player turns, each of which is in turn divided into a series of sequenced steps called "segments" and "phases." Each game turn also begins with two phases conducted separately from both player turns that follow. Every action taken by a player must be carried out in the appropriate phases and segments as described below. Once a player has finished a particular phase he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

**Beginners Note.** This is war; don't feel compelled to be gracious.

### 5.2 Turn Sequence Outline

The turn sequence is presented below in outline form. The rest of the rules are organized, as much as possible, to explain things in the order they're encountered as you work through each game turn's sequence. Note the French player turn is always the first of the two player turns in every game turn.

#### I. Random Events Phase

#### II. Sea Condition Determination Phase

#### III. French Player Turn

- A. French Naval Movement Phase
- B. French Movement or Combat Phase
- C. French Movement or Combat Phase
- D. French Replacement & Reorganization Phase

#### IV. British Player Turn

- A. British Naval Movement Phase
- B. British Movement or Combat Phase
- C. British Movement or Combat Phase
- D. British Replacement & Reorganization Phase

#### V. Game-End Check Phase

### 5.3 Move or Fight & Move or Fight

Note phases B and C in both sides' player turns are given as "Movement or Combat Phase." That means each player, on a turn-by-turn and phase-by-phase basis, decides what he will do with his forces at those times. Thus, for example, after the French player finished his naval movement for the turn, he might decide to have a combat phase followed by a movement phase; or a movement phase followed by a combat phase; or two combat phases, one right after the other; or two movement phases, one right after the other. A player need not declare the sequence he will use ahead of time; simply state what each phase will be as you begin its activities.

### 5.4 Wellesley Lost

If the British leader Wellesley is killed/captured/seriously wounded (see 12.14), the British player loses the ability to pick his phase sequence as described above. In such situations, every British player turn at the start of the B and C

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phases that player should roll a die. An odd result means the phase will be a movement phase; an even result means it will be a combat phase. Wellesley's loss also means the British lose their Reaction Movement capability for the rest of the game; see 11.13.

## 5.5 Random Events

There is no random events check during Game Turn 1; start with Game Turn 2. See section 6.0.

## 5.6 Sea Conditions

There is no die roll determination made for sea conditions on Game Turn 1. Sea conditions are always considered to be "Dead Calm" for that turn, see section 7.0.

## 5.7 Replacement & Reorganization Phase

During the replacement and reorganization phase, the player whose turn it is makes die roll checks to see if previously eliminated units may be returned to play (see section 10.0). Also, divisions may be built up into corps, and corps may be broken down into divisions, and under certain circumstances corps may have to be broken down into divisions (see section 8.0).

## 5.8 Game-End Check

Note the game-end check procedure is run through only starting at the end of Game Turn 12 (August IV), see 4.2. Prior to that game turn simply skip this phase.

# Ω 6.0 Random Events

**Beginners Note.** Skip this entire rules section.

## 6.1 In General

Starting with Game Turn 2, the French player rolls a die twice at the start of each game turn's Random Events Phase. The results of those die rolls are set side by side to create a two-digit number that is referenced to the random events list below. For example, a first die roll of 3 and a second die roll of 5 would be taken to yield a random event number of 35. Follow each event's instructions as given below. (Note: if you're reading these rules for the first time, you might find it best to skip the rest of this rules section for now; read the rest of the rules and then come back to this section.)

**11-12 Napoleon Has An Off Week.** Instead of being able to count on his normal combat leadership rating of 5, each time he participates in a battle this week a die must be rolled for him. That result is his combat rating for that particular battle. (Thus it will probably be lower, but may also be higher, than his usual 5 rating.)

**13-14 Wellesley Has An Off Week.** Instead of being able to count on his normal combat leadership rating of 5, each time he participates in a battle this week a die must be rolled for him. That result is his combat rating for that particular battle. (Thus it will probably be lower, but may also be higher, than his usual 5 rating.)

**15 French Trafalgar-Like Naval Victory.** The French navy has managed to engage and thoroughly defeat a crucial por-

tion of the British home fleet. For the rest of the game all French units may use naval movement without making any interception die roll checks in all sea conditions. If this event is rolled prior to event 16, then event 16 is nullified and cannot occur and is considered as "no event" for the rest of the game. This event also nullifies event 64-66 and also prohibits the Royal Navy Maximum Effort marker from being deployed for the rest of the game. See also 9.9.

**16 British Trafalgar-Like Naval Victory.** The Royal Navy has managed to engage and thoroughly defeat a crucial portion of the French fleet. For the rest of the game all French units using naval movement are subject to interception on a die roll of 1, 2 or 3 in all sea conditions. If this event is rolled and event 64-66 is already in effect, or comes into effect after this event, then successful interception is made on rolls of 1, 2, 3 or 4. If this event is rolled prior to event 15, then event 15 is treated as "no event" if it is subsequently rolled. If this event is rolled after the advent of event 15, then treat this as "no event." See also 9.9.

**21-26 Northern Reinforcements.** The British "NR" units set aside at the start of play now arrive as reinforcements. These units enter via any north edge map hex(es) not occupied by a French unit during the next British movement phase. The British player may choose not to take the NR reinforcements when this event is rolled, but if he announces he will keep them off, then he would have to wait until this event is rolled again before he is given another opportunity to enter them. Once the NR units have been brought on, if this event is subsequently rolled again treat it as "no event." See also event 51-52 below.

**31-36 Irish Reinforcements.** The British "IR" units set aside at the start of play now arrive as reinforcements. These units enter via any west and/or north edge map hex(es) not occupied by a French unit during the next British movement phase. The British player may choose not to take the IR reinforcements when this event is rolled, but if he announces he will keep them off, then he would have to wait until this event is rolled again before he is given another opportunity to enter them. If this event is subsequently rolled again, treat it as "no event." See also events 53-54 and 55-56 below.

**41 London Riots.** Mobs rampage through London, sacking shops and seizing food stores. The British player may not use London as a supply source hex this turn. Further, any British units defending in London this turn do so as if in an otherwise empty clear terrain hex. Still further, units of both sides may only move in and out of the London hex using off-road movement rates. Treat this as "no event" if London is French controlled. Riots may occur any number of times during a game.

**42 Bristol Riots.** The same as event 41, but this time the riots are taking place in Bristol (1739).

**43 Chatham Riots.** The same as event 41, but this time the riots are taking place in Chatham (1810).

**44 Crucial Supply Convoys.** The bulk of the Royal Navy will be tied up this game turn escorting arriving supply convoys into port. There is no British naval movement this turn,

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but French units may use their regular naval movement without any risk of interception no matter what the sea condition. This event may occur any number of times per game. Treat this as "no event" in event no. 16 is already in effect.

**45 British Incensed.** Rumors of French ill-treatment of British civilians in the conquered areas has incensed the Redcoats. Throughout the following game turn, all British leader ratings are increased by one and all British units gain two extra movement points per movement phase. This event may occur any number of times per game.

**46 Political Interference.** The British government orders Wellesley to immediately conduct a "great counterattack" against the French. If the British player doesn't commit at least nine stacking points of his units to an attack(s) against the French during the coming British player turn, the French player rolls a die and awards himself that number of VP. This counterattack may be run as one large battle or two or more smaller ones, as long as a total of at least nine stacking points is committed. This event may occur any number of times per game.

**51-52 Scottish Uprising.** Scottish radicals ally with discontented workers and farmers to declare a republic. If this event occurs prior to the arrival into play of the "NR" reinforcements, the revolt is considered aborted, but then the "NR" units never enter play on the map. If the NR units are already in play on the map when this event occurs, the French player rolls a die and awards himself that number of VP. Either way, this event may occur only once per game.

**53-54 Welsh Uprising.** Welsh radicals ally with discontented workers and farmers to declare a republic. The British player may crush this rebellion by permanently removing one leader and three stacking points worth of supplied units from play (simply pick them up from the map; don't bother to move them off). If the British player decides not to send the troops necessary to contain the rebellion, the French player rolls a die and awards himself that number of VP. Either way, this event may occur only once per game.

**55-56 Irish Uprising.** Irish radicals ally with discontented workers and farmers to declare a republic. If this event occurs prior to the arrival into play of the "IR" reinforcements, the revolt is considered aborted, but then the "IR" units may then never enter play on the map. If the IR units are already in play on the map when this event occurs, the French player rolls a die and awards himself that number of VP. Either way, this event may occur only once per game.

**61-63 French Naval Transport Replacements.** The French player should roll a die and add that number to his naval transport capacity. No matter what the roll, though, French naval transport capacity is never increased above 18. This event may take place any number of times per game.

**64-66 British Steamship Flotilla.** The Royal Navy gets its first operational flotilla of steamships. This means French units using naval movement are henceforth liable to interception on rolls of 1 on Dead Calm turns. Regular interception die rolls are not affected on turns with sea conditions

other than Dead Calm. This event may only occur once per game, but once it does it remains in effect for the rest of play or until random event 15 is rolled. Treat this event as "no event" if event number 15 was previously in effect.

## 7.0 Sea Condition & Naval Movement

### 7.1 In General

There are four classifications of sea conditions in the game. From best to worst, from the French perspective, they are: Dead Calm, Clear, Rough and Stormy. The sea condition for Game Turn 1 is always Dead Calm. After the random events phase of every game turn after that, the French player should roll a die to determine the new turn's sea conditions on the Sea Condition Table (14.1). For example, on Game Turn 2, since Game Turn 1's sea condition was Dead Calm, a roll of 5 under that column heading would yield another turn of the same sea condition, whereas a roll of 4 would mean Clear, while roll of 2 would mean Rough seas, etc. Once determined, a sea condition lasts the entire game turn until the next game turn's sea condition determination roll. The sea condition determines the specifics of both sides' naval movement capacity for each given turn, see below.

### 7.2 British Naval Movement

No British naval movement is allowed on turns with a sea condition of Dead Calm. Under the other three sea conditions, the number of British units that can be moved by sea is determined by the number of ports that player controls on the map. That is, he may move one-half stacking point of units per friendly controlled port per turn. For example, on Game Turn 2, assuming the French haven't yet seized any ports and the sea condition came up something other than Dead Calm, the British player could move up to seven stacking points of units by naval movement (as there are 14 ports on the map that all begin under British control).

British naval movement is always made from friendly port to friendly port; British units may never embark or disembark from/to beach hexes, nor may they fight their way ashore like the French (see 7.6 below). To use naval movement on a given turn, a British unit must begin its side's Naval Movement Phase already in a port hex. Such units may move any distance by sea as long as no more than one stacking point of units embarks or disembarks per port per turn. If the British lose, then later regain, a given port hex(es), its naval movement capacity is again counted in that side's port total.

### 7.3 Port to Port Movement Costs

Any division of either side using port-to-port naval movement must pay one MP to leave its port of embarkation and another MP to go ashore at its port of debarkation. Upon landing, remaining MP can be immediately used to move farther via regular land movement.

### 7.4 Divisions & Depots, Not Corps

For both sides, naval movement is always conducted by divisions (and supply units for the French), never by corps

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units. It is permitted, though, for a division to use naval movement, then move ashore into a hex with other units where, during that same turn's Reorganization Phase, it then upgrades to a corps (see 8.7ff).

## 7.5 French Naval Movement

French units may use naval movement in all sea conditions. French naval movement may take place from France (the pile of starting units off the map) to any beach and/or port hexes in England. It may also take place from French controlled ports to other French controlled ports in England, and from French controlled ports in England to beach hexes, and from French controlled ports back to France. (It may not go from beach hexes to ports, or from beach hexes to France.)

The French player starts the game with 18 naval transport points. Each such transport point can sea-move one stacking point (a division or depot) in each French Naval Movement Phase.

Any number of French stacking points up to the total of available naval transport points may leave France each turn. No more than one French stacking point (one division or one depot) may land at any given beach hex during any given turn. No more than three French stacking points may ever embark and/or disembark into/from any one port on any one turn.

French infantry and cavalry units landing at beach hexes empty of British units pay one MP to disembark from France or a port hex on the map and two MP to land on the beach. Such units may use the remainder of their movement allowance to continue moving that same phase. Exception: there's one beach hex, 2935, that is a beach/mountain, rather than a beach/clear, hex. Units landing in that hex never move any farther that phase.

French infantry and cavalry units landing at ports empty of British units pay one MP to disembark from France or a port hex on the map and one MP to land in port. Such units may use the remainder of their movement allowance to continue moving that same phase.

**Design Note.** Depot units never move once placed ashore in England; see section 9.0.

## 7.6 Fighting Ashore

It's possible for French infantry units using naval movement on non-Stormy turns to attempt to land in beach hexes and/or ports that are occupied by one or more British units. This is called "fighting ashore." In any one hex during any one turn, fighting ashore may never be attempted by more than one infantry division and one leader unit. The combat die roll modifier for French infantry fighting ashore is a -2 during Dead Calm and Clear turns and a -3 during Rough turns, in addition to all other applicable DRMs (see section 11.0). Fighting ashore is not allowed during Stormy turns. Units and leaders fighting ashore that fail to eliminate or retreat away their defender opponents are themselves eliminated, no matter what the rolled combat result.

## 7.7 Interception

It's possible units using naval movement will be intercepted, and either turned back or sunk/captured, by the

action of the opposing navy. During each of his Naval Movement Phases a player should designate all those units he will move in that way that phase. Units starting in ports should simply be moved one hex out to sea; units starting in France should be lined up just off the map. The moving player should point to each naval moving unit one at a time, allowing his opponent time to make a die roll check for each before pointing to the next.

French units may use naval movement without any chance of being intercepted by the British during Dead Calm turns. On the other hand, there is no British naval movement allowed at all during Dead Calm turns.

A French unit using naval movement during Clear turns is intercepted by the British on a roll of 1. A British unit using naval movement during Clear turns is intercepted by the French on a roll of 1, 2 or 3.

Any unit of either side using naval movement on Rough turns is intercepted by the enemy on a roll of 1 or 2.

A French unit using naval movement during Stormy turns is intercepted by the British on a roll of 1, 2 or 3. A British unit using naval movement during Stormy turns is intercepted by the French on a roll of 1.

## 7.8 Lost or Turned Back

Whenever a die roll check indicates a unit using naval movement has been intercepted, make a second die roll check to determine if the unit was lost at sea (captured or sunk), or turned back to its place of embarkation. On the second die roll an even result means the intercepted unit was lost at sea; an odd result means it successfully turned back.

Units lost at sea are permanently eliminated from play and may not reenter play in any way the rest of the game. Units turned back do just that; they go back to the hex from which they began their naval move (or back to France) and remain there the rest of the game turn. They may neither move nor attack, though they defend normally.

## 7.9 Stormy Seas

During turns of Stormy seas, French units using naval movement may not disembark into beach hexes (only ports and France).

## 7.10 Leaders & Naval Movement

Any number of leaders of both sides may use their side's naval movement each turn. That is, leaders must follow all the strictures given above, but since they have no stacking point value any number may go to sea each turn as long as they follow the other strictures for naval movement for their side. Leader units are subject to interception just like divisions and depots.

## 7.11 Royal Navy Maximum Effort

At the start of every game turn for which the sea condition has been determined to be other than Dead Calm, the British player may place his "Royal Navy Maximum Effort" marker in any one of the four coastal sea zones. No French naval movement is allowed into, out of, or through the selected zone all through that game turn. French units starting their naval movement in France are considered to be able to reach any of the three non-interdicted sea zones without having to travel through the interdicted one. But French

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units starting their naval movement in England are not allowed to "move out and around" the RN interdiction marker. The RN interdiction marker is never placed during Dead Calm turns.

**Design Note.** Remember that random events 15, 16, 44, 61-63 and 64-66 all have considerable effect on the naval rules given above.

## 7.12 French Shipping Losses

Every time a French division or depot is intercepted and is then determined to have been lost at sea (see 7.8), the naval transport point that was moving them is also considered to be lost. (Lost at sea French leaders don't cause any decrease in the shipping total.) Keep track of current French transport levels by using the two counters provided on the VP track. Lost French shipping may only be replaced by the advent of random event number 61-63. There is never any decrease in British shipping capacity, which is based solely on the number of British-controlled ports on the map.

**Design Note.** The rules above are intended to mirror the strengths and weaknesses of two asymmetric navies. The French navy is primarily based on steamships, which can run rings around the British sailing vessels in calm seas. Because the French steamers aren't so dependent on the tides, they can more efficiently move larger numbers of men and materiel into and out of ports. Further, to even attempt such a huge amphibious operation as this the French navy command would have had to have radicalized its thinking. Thus the French are allowed to try assaulting across beaches, while the more conservative English are not. As for shipping losses, the British are able to draw on their immense merchant marine as needed, while the French are considered to have just about shot their economic bolt in building such a new, high-tech fleet in so relatively short a time; hence their ability to replace lost shipping is limited.

**Old Hands Note.** London can't be used as a port in this game because we figure one side or both would block the mouth (1713/1813) of the Thames River at the start of the campaign. If you disagree with that assessment, feel free to generate your own "inland port" rule for the place.

## 8.0 Stacking: Divisions, Depots & Corps

### 8.1 In General

"Stacking" is the piling of more than one unit in the same hex at the same time. The general rule is both players may stack up to six "stacking points" (SP) worth of units in any hex at any one time. Every division and depot unit in the game is worth one SP; every corps is worth three SP. Leaders don't have any stacking value and may therefore "stack for free" in any amount in any hex, either alone or in combination with non-leader units.

### 8.2 Stacking & Movement

The stacking rules are in effect at all times throughout the game turn. That means players must pay attention to the sequence in which they move their units or they risk having carelessly made early moves block units moved near the end of their movement phases. There is no limit on the number of units that may enter and pass through a given hex over the course of any given turn or phase as long as the stacking rule is observed on a hex by hex and move by move basis.

Stacking only counts in naval movement when units actually embark and disembark into and from land hexes. At those times the stacking limits described above and in section 7.0 must be observed.

Make a check of every stack of both sides at the end of each phase in the turn sequence. Both players must eliminate any excess units among their own stacks at those times.

### 8.3 Fog o' War

As long as the Wellesley counter is in play on the map, the British player is free to examine the composition of French stacks at any time. The French player may only examine a British stack when the time comes in each battle's resolution process to determine the attacker's strength percentage (see section 12.0). And at that point it is too late for the French player to call off the attack being resolved. If the Wellesley counter is eliminated from play, then the same no-look limitation comes into play for the British player (while still also remaining in effect for the French player).

**Design Note.** We figure since the French are invading the British homeland they would have some advantage in tactical intelligence gathering. More than that, however, all through the late phase of the Napoleonic Wars Wellesley was generally much more efficient than Napoleon at making timely use of such data.

### 8.4 Free Stackers

Note that in addition to leaders all the counters pictured in 2.12, other than corps and depots, have no stacking values and may be freely added to any stacks in accordance with the rules governing use.

### 8.5 Stack Movement

To move together as a stack, units must begin their side's movement phase already stacked together. But units that begin a movement phase stacked together need not remain together simply because of that fact; such units might be moved together, individually, or in smaller sub-stacks, as the owning player desires.

### 8.6 Spitting Stacks

When moving a stack you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original ("parent") stack may then resume their own movement, even splitting off units again, if desired. But once you begin moving an entirely different parent stack, or individual unit that began the phase alone in another hex, you may no longer resume the movement of the earlier-moved stack without

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your opponent's permission. (Note that the above rule does not allow you to break down corps during a movement phase; that may only be done according to the rules below.)

If units with differing movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit within it. Of course, as the slower units in a stack exhaust their movement factors, you may choose to leave them behind and continue on with the faster ones.

**Beginners Note.** You should set aside all corps units in the counter mix; you will not use them in your play.

## Ω 8.7 Creating Corps

Corps can be brought into existence by bringing together three divisions of the same type in the same hex during each side's Replacement & Reorganization Phases throughout the game. (The British player is also allowed to set up in corps.) To be able to organize into a corps, the hex the units are in must be in supply (any kind) at the start of the phase.

Only infantry divisions can be used to form infantry corps, and only cavalry divisions can be used to form cavalry corps. On the French side, Imperial Guard infantry divisions are the only ones that can be used to form the IGC, and the same holds true when breaking down the IGC into divisions. On the British side, regular and volunteer infantry divisions may never be mixed in building up or breaking down infantry corps.

The British counter mix contains four regular and one volunteer cavalry division. Any three of those five units may be used to build the British cavalry corps. Likewise, on the French side there is no distinction between the single Imperial Guard cavalry division and the regular army cavalry divisions; all may be used freely for French cavalry corps formation.

It's permitted to organize two corps (six SP) in the same hex during the same phase, as long as the above strictures are met during the organization. Divisions organized into corps should be placed off the map until such time as they may be needed again on the map. It's not necessary to keep track of exactly which divisions are in which corps beyond the organizational strictures given in the paragraphs above.

## Ω 8.8 Breaking Down Corps

At the start of each of his Replacement & Reorganization Phases, each player should examine his stacks. Any corps of his side that he finds to be out of supply at that time *must* be broken down into divisions. A player may also choose to voluntarily break down one or more of his corps at those times. Simply remove the corps and replace them in the same hex with three divisions of the appropriate kind. A given corps and division unit may go in and out of play in this way any number of times throughout a game.

## Ω 8.9 Corps in Combat

Whenever a force in a given hex is to suffer combat losses, such losses are always figured in individual stacking points (in divisions). At such times corps may again be broken down as required to fulfill the combat result (see 12.0).

## Ω 8.10 Corps Breakdown & Build Up Limits

Corps may only be created and/or broken down at the times and under the strictures described in rules 8.7, 8.8 and 8.9.

## Ω 9.0 Supply

**Beginners Note.** Skip this entire rules section.

### 9.1 In General

Units require supply in order to be able to engage in combat with their full (printed-on-the-counter) combat factors. Units are always either "supplied" or "out of supply" (also referred to as "OOS" or "unsupplied"). No unit is ever eliminated from play simply for being OOS (but see 8.8).

**Old Hands Note.** Being OOS doesn't affect movement in this game, just combat.

### 9.2 When to Check Supply

Check the supply state of all involved units of both sides at the start of every battle's combat resolution process. And check the supply state of all the units of your own side at the start of each of your Replacement & Reorganization Phases in accordance with rules 8.7 and 8.8.

### 9.3 OOS Effects

Units that are found to be OOS at the start of the combat resolution process of a battle in which they are engaged have their combat factor halved for that reason (see 1.3) on both attack and defense. Corps found to be OOS at the start of their side's Replacement & Reorganization Phases must be broken down into divisions. Divisions found to be OOS at the start of their side's Replacement & Reorganization Phase may therefore not be built up into corps that phase.

### 9.4 How Units Are Supplied

Units are supplied when they are able to trace a supply line (a path of contiguous hexes) from a friendly supply source to their location hex. On the British side there are no counters representing the materiel being consumed by those troops; on the French side there are supply depot units that are consumed once they have been used to provide supply for attacking French units.

**Design Note.** For purposes of these supply rules consider the word "roads" to take in both the turnpikes and secondary roads shown on the map. There is no difference between the two types for supply tracing purposes.

### 9.5 Tracing Supply Lines

Each unit's supply line has two portions: non-road and road. The non-road portion extends back from the unit's hex location a maximum of four hexes to a road hex. From that road hex the path is traced along the course of the road (never again leaving that road path), over distances of any length, back to a friendly supply source hex.

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Units located in road hexes are not required to make use of a non-road supply line portion; they may simply trace directly back along the road to their supply source. Likewise, units within four hexes of a friendly supply source need not make use of a road supply line portion; they may simply trace directly to the supply source, road or no road.

When counting the four-hex, non-road length, count from the unit to the road; don't count the hex the unit is in; do count the first hex the road being traced to is in.

## 9.6 British Supply Source Hexes

There are five British supply source hexes: London (1615), Bristol (1739), Chatham (1810), Dover (2304) and Portsmouth (2827). When a British supply source hex falls under French control it loses its supply providing capacity for the rest of the game even if it's later retaken by the British. British units stacked in functioning British supply source hexes are always in supply while inside those hexes.

## 9.7 French Supply Depots

There are eight French supply depot units provided in the counter mix to serve as supply sources for the units of that side. Each has a stacking value of one (equal to a division), but no step or combat value. If a hex contains only depot (and/or leader) units, British units may simply enter that hex, paying normal movement costs, and instantly eliminate those units.

Depots never move after being placed on a port or beach hex in England; they remain in their original hex of placement until consumed or eliminated. Depot units placed in beach hexes without ports in them do not extend the normal road/non-road supply line. Such "beached" depots may only provide supply to units along paths no more than four hexes long radiating out from their location hex without reference to roads.

A French depot unit may provide supply to any number of defending French units during British combat phases, and is never consumed for having done so. However, a depot unit that provides supply to one or more attacking French units during a French combat phase is consumed and thereby removed from the map at the end of that phase. There is no limit to the number of attacks or attacking units to which a given depot unit can provide supply during a French combat phase, but having done so it is then removed to the dead-pile at the end of that phase. Within normal SP stacking limits it is permitted to have more than one depot unit in the same hex, only one of which would have to be consumed if that hex were used as a source for French attack-supply on any given turn.

Consumed or eliminated depot units are not subject to the replacement rules; they never reenter play once taken off the map for any reason.

**Design Note.** There are no artificial limits on the number of depot units the French player may attempt to transport to England on any given turn. Depots are, however, subject to the same interception risk as other French units; see section 7.0.

## 9.8 Supply Line Capacity

There are no per-turn or per-phase limits on the number of units that may trace supply along any given supply path or to any given supply source.

## 9.9 Port & Coastal Supply

British units in port hexes that aren't otherwise supply centers (as given in 9.6) are still considered in supply while in those hexes during non-Stormy turns. If random event number 16 comes into effect, then all British units are always in supply in all coastal hexes during all non-Stormy turns for the rest of the game. If random event number 15 comes into effect, French units in all coastal hexes are in supply during all non-Stormy turns for the rest of the game.

## 9.10 Willful OOS

It is permitted for both players to move their units into situations where they will, or likely will, become OOS.

## 9.11 Enemy Controlled Towns & Ports

No portion of a supply line may enter or pass through enemy controlled town or port hexes, even if no enemy units are actually in those hexes at the time of tracing. Use the French control markers provided to indicate which locales are controlled by that side in areas where the positioning of the armies themselves doesn't make that status obvious.

## 9.12 Enemy Combat Units

No portion of any supply line may ever be traced into or through hexes containing enemy infantry, cavalry or depot units at the time of tracing. Supply lines may be traced into and through hexes containing only enemy leader units. (Of course, an enemy controlled town hex that contained an enemy leader still couldn't be traced into or through because of rule 9.11 above.)

## 9.13 Water Barriers

Supply lines may not be traced across all-sea hexes; they may be traced across river hexsides, bridged or not.

## 9.14 French Landing Supply

French units that use naval movement to go from France to anywhere in England are thereby automatically in supply throughout the game turn of that landing.

# 10.0 Replacements & Reinforcements

## 10.1 In General

Reinforcements are units that enter play for the first time only after the game has already begun. Replacements are previously eliminated infantry and cavalry divisions that are allowed to reenter play.

## Ω 10.2 British Reinforcements

British reinforcement units are those printed with "IR" or "NR" in their upper-left corners. They start the game

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according to rule 3.2, and enter play according to random events 21-26 and 31-36 (see 6.1).

## Ω 10.3 French Reinforcement: Andrew Jackson

The only French unit that doesn't start the game immediately available in France for transshipment to England is the Andrew Jackson leader counter. At the start of play he occupies a command slot in the army too low to be represented by a leader counter in play. As the war progresses, though, there's a good chance the brash frontiersmen will be involved in some episode that will bring him to the Emperor's attention, whereupon the American will be awarded his marshal's baton. To simulate that process, at the start of every game turn's French Replacement & Reorganization Phase that player should roll a die. On a result of 6, Jackson is considered to have gotten his promotion and that counter is placed with the Napoleon counter.

Once in play, Jackson is subject to all normal leader rules with the added advantage that whenever he participates in an attack into forest, hill or forested hill terrain, the British defenders in those battles are denied that terrain die roll modifier (see section 12.0).

## 10.4 Divisional Replacements

Whenever any unit of either side is lost at sea, as described in section 7.0, those units should be placed back in the storage containers or bags you use to keep them in between plays; such units cannot reenter play under any circumstances.

Infantry and cavalry divisions eliminated in any other way (no matter their supply state at the time of elimination) should be placed in a separate pile (the "deadpile"), close at hand to the side of the mapsheet. During his own side's Replacement & Reorganization Phase each turn, a player should make one die roll for each cavalry and infantry division he has in his deadpile. A result of 6 means a rolled-for unit is immediately returned to play by being placed, if French, in or adjacent to any hex containing a depot unit, or, if British, in or adjacent to any functioning supply source hex.

Replacements may be taken before each turn's corps reorganizations are carried out. When placing replacement units into hexes adjacent to a supply source, such placements may only take place, of course, if the chosen hexes are empty of all enemy units. Newly replaced units reappear with all their normal movement and combat capabilities immediately available (for use according to the normal turn sequence). Except for the limitation of being lost at sea, a given infantry and cavalry division may go in and out of play via the replacement process any number of times each game.

## 10.5 Other Units

Corps units are never really eliminated; they go in and out of play according to rules 8.7-8.10. Eliminated leaders and depots never return to play. The French player may receive naval transport replacements according to random event 61-63 (see 6.1).

# 11.0 Ground Movement

## 11.1 In General

The numbers printed in the lower-right corners of the units are the number of movement points or movement factors (also referred to as "MP" and "MF") available to them to use in moving across the map during their side's movement phase(s) each turn. Units move from hex to adjacent hex — no "skipping" of hexes is allowed — paying varied costs to do so depending on the terrain in and around the hex being entered. Mostly, the movement of each player's units takes place only during his own player turns' movement phases; no enemy movement takes place during your own player turn (exceptions: see 11.13 and 12.21).

## 11.2 Movement Limits

MPs may not be accumulated from phase to phase or turn to turn, nor may they be loaned or given from one unit to another. Within the limits described in this section and in the turn sequence, a player move all, some or none of his units in each of his movement phases throughout the game. Units that move are not required to expend all their MPs before stopping. The movement of each unit or parent stack must be completed before that of another is begun. A player may only change the location of an already moved unit or parent stack if his opponent allows it.

## 11.3 Minimum Movement Ability

All leader, infantry and cavalry units are guaranteed the ability to move at least one hex during each of their side's movement phases by expending all their available MP at the start of their move. This guarantee does not allow units to enter hexes or cross hexsides that are otherwise prohibited to them.

## 11.4 Enemy Units

The only time your units may enter hexes containing one or more enemy units is if those enemy units are all leaders and/or depots. In such situations those enemy depots/leaders are instantly eliminated from play.

## 11.5 Off Map Moves

Moving off the map by any unit once in play is prohibited except as described in section 7.0 and random event 53-54 (see section 6.0).

## 11.6 Terrain

There are two general categories of terrain on the map: Natural and Manmade. Each category is divided into different types (see the map and the Terrain Effects Chart (TEC), 14.2).

In general, no hex is considered to contain more than one natural terrain type (exception, see 11.7 below). For a hex to be considered "Clear," it must contain only clear natural terrain; any other kind of natural terrain other than beaches in such a hex would change its status to that of whatever terrain type was printed there.

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## 11.7 Beaches

Beach terrain is only significant in terms of French naval landing rules (see section 7.0). In all other respects and at all other times, beach hexes simply function as regular clear terrain hexes (exception: hex 2935 is a mountain hex).

## 11.8 Other Natural Terrain

Other than clear and beaches, there are three other kinds of natural terrain, along with two kinds of water barrier hexsides, on the map: Forest, Hills, Wooded Hills, and River/Canal hexsides and All-Sea hexsides. The effects of those features on movement are described on the TEC. For example, it costs 2 MP for a unit to enter a Hill hex.

## 11.9 Manmade Terrain

Manmade terrain exists in eight types: Roads, Turnpikes, Bridges/Fords, Fortified hexes, Signal Towers, Towns, Ports, and Fortified Town and Ports. Except for Roads, Turnpikes and Bridges/Fords, no manmade terrains have movement effects of their own. Rather, the cost for entering hexes containing such terrains is determined by the natural terrain type involved in each move.

## 11.10 Bridges/Fords

Bridges and fords are considered to occur across all hexsides where a road or turnpike crosses a river/canal. Bridges negate the normal +1 movement cost that must be paid when crossing such hexsides over unbridged hexsides. The "plus one" (+1) means the MP is expended in addition to the normal costs involved in entering the hex on the other side of the river/canal being crossed. Bridges and fords are never destroyed in the game.

## 11.11 Roads

Units move from road hex to road hex via road hexsides at the cost of only one MP per hex.

## 11.12 Turnpikes

Units move from turnpike hex to turnpike hex via turnpike hexsides at the cost of only one-half MP per hex.

**Design Note.** When changing from road to turnpikes, or vice versa, the per hex costs paid are determined by the kind of transport line used to cross each successive hexside.

## Ω 11.13 Signal Towers

Once during either movement phase of every French player turn, the British player may use the special reaction movement capability given him by his signal tower network. To use the capability, the Wellesley unit must be in play and located on a signal tower network hex. If that precondition is met, the British player may, once per game turn during any one of either French movement phase, call out "Stop!" to his opponent. With that, the French player must cease his movement temporarily to allow the British player to make his reaction move. Once the reaction move (and possibly combat) is finished, the French player may resume his movement.

Any one British supplied unit or stack located on a signal tower network hex that is connected to Wellesley's hex

by a string of tower hexes unoccupied by French units of any kind is eligible to make the move. The selected force may even start out in Wellesley's hex, and he might choose to accompany the force. The selected unit/stack is allowed to make a normal move followed by a normal attack; or it could make two normal moves and not attack; or it could make an attack followed by a normal move; or it could make two normal attacks, one after the other.

No new units may be added to a reaction force after it starts moving/fighting, though within normal stacking limits it may enter and pass through hexes containing other, non-reacting British units. If the selected force is a stack rather than an individual unit, the stack's component units must stay together all through the reaction move and any advances after combat (see 12.24 for more details on this). Though the reacting force must start on a signal tower hex, it need not remain on the network after starting out, nor does it have to end up back on a network hex.

If the British player holds off using his reaction move capability during a first French movement phase, anticipating a second movement phase will be called, only to have the French player call for a combat phase instead, then the British reaction capability is lost for that French player turn. Likewise, the reaction capability won't be exploitable at all on turns during which the Frenchman ends up calling for two combat phases.

Signal tower hexes are nullified, but not permanently destroyed, by French occupation. As soon as they are left entirely unoccupied, they again instantly return to serviceable status. (We figure enough signalling equipment has been laid by, and enough ground cleared, to enable the local citizenry and partisans to immediately reestablish the net whenever the French move off.)

When a British force completes a reaction move, immediately mark it with the counter provided. That force may not move or attack for the remainder of that game turn; it does, however, defend normally.

**Old Hands Note.** Rules lawyers, attention: at several places throughout these rules the phrase "defends normally" is used. That doesn't mean such a force is automatically in supply; it means it defends according to the normally used rules governing combat, including supply.

## 12.0 Leaders & Combat

### 12.1 In General

During your side's combat phases you can potentially attack all enemy units adjacent to your units across playable hexsides. Except as described in 11.13, the player whose turn it is considered the "attacker," and the other is the "defender," no matter what the overall situation across the map. Attacking is always voluntary; defending is always compulsory when attacked.

### 12.2 No Multi-Hex Combat

A given enemy occupied hex may only be attacked at any one time by as many of your eligible units as you can

# Napoleon Invades England

bring to bear against it from any one adjacent hex. No single attack may have as its objective more than one hex; however, it is permitted for the same hex to be attacked more than once during the same combat phase by units coming against it from more than one adjacent hex. Thus a given hex might be attacked up to six times per combat phase. Each such engagement is resolved as a separate battle.

Note that not all the units in a hex from which an attack is originating need to participate in that attack. The attacking player might decide to completely withhold some units from participating in any attack; or he might direct some to attack into one hex while directing other units from the same place to attack into a different adjacent hex. It's not permitted, though, to have some units from a given hex attack a defender hex, then have other units from that same attacker hex, which were until then held back, launch a second attack from that same hex into the same defending hex in the same phase.

## 12.3 Indivisibility of Units

No single attacking unit may have its combat factor divided and applied to more than one battle in a given combat phase. Likewise, no defending unit or stack may have part of its combat strength attacked by one or a few attackers while another portion of it is attacked by others. Defending units stacked together may only be attacked as if they constituted one combined unit. No unit may attack more than once per combat phase.

## 12.4 Attack Sequencing

Aside from the restrictions described above, there is no artificial limit on the number of attacks each player may set up during his combat phases. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

## 12.5 Combat Procedure

Normally the attacking player should strive to have more combat factors involved in a given battle than the defender. To resolve battles, players must first determine the attacker's combat strength ratio. To do that, total the combat factor strength of the attacking units involved in the battle being resolved, taking into consideration supply state (see section 9.0). Then total the combat factor strength of all the defending units involved in the battle being resolved, also remembering to take their supply state into account.

Divide that defender total into the previously determined attacker total, expressing the result as a percentage, representing the attacker's strength as a percentage of the defender's strength. Round down that percentage figure to equal the nearest of the combat ratios listed across the top of the Combat Results Table (CRT, 14.4). For example, if a supplied attacking force with five combat factors is engaging a supplied defending force with three combat factors, the combat ratio would be 166% ( $5 \div 3 = 1.666 \times 100 = 166\%$ ), which is then reduced to the nearest column on the CRT, which is 150%.

## 12.6 Ratio Limits

Note the column headings atop the CRT range from 25% to 400%. If the combat ratio for a given battle is determined to be 500% or higher, that battle receives an automatic DE result. If the combat ratio for a given battle is determined to be less than 25%, that battle receives an automatic AE result.

## 12.7 Combat Resolution Die Roll

To resolve a battle (to obtain its "combat result"), find the proper combat ratio column as described above and have the attacking player roll a die. Look down the previously selected ratio column on the CRT until you cross index with the number just rolled. That cross-indexing provides your combat result for that one battle. For example, if you were attacking on the 150% column and rolled a 4, your result would be EX.

## 12.8 Die Roll Modifiers

The combat resolution die roll result may be modified, down as far as -3 and up as high as 10, by the presence of certain kinds of natural and/or manmade terrain, British volunteer volatility, leader participation, cavalry charges, and massed column attacks. These effects are collectively called "Die Roll Modifiers" (or "DRMs"). Negative DRMs favor the defender; positive DRMs favor the attacker. Any die roll result modified to less than -3 is treated as -3; any die roll result modified to more than 10 is treated as 10. Always find, declare and calculate the full range of applicable DRMs before making the resolution die roll itself. For example, players do not get to see the resolution die roll before declaring cavalry charges, etc.

## 12.9 Terrain DRMs

The DRMs for terrain are shown on the TEC. All terrain DRMs favor the defense. Only the terrain in the defender's hex and along its hexsides are taken into account. The terrain in the attacker's hex has no bearing.

## 12.10 British Volunteer Volatility

Whenever half or more of the British SP in a given battle, no matter if attacking or defending, are volunteer infantry, a die must be rolled to determine if there will be a DRM because of it. Follow the instructions given underneath the British Volunteer Volatility Table (14.3), roll a die and cross index to get any volatility DRM.

## 12.11 Cavalry Charges

After checking for applicable terrain and volatility DRMs, the attacker, if he has one or more cavalry units engaged in the battle, may declare a cavalry charge. The defender, if he has cavalry present, may likewise announce a charge, whether or not the attacker has done so. An attacking charge generates a DRM of +2; a defender generates a -2 DRM. If a player declares a cavalry charge, he immediately must eliminate one SP of cavalry, and that sacrifice does nothing to satisfy the final combat result of the battle. Cavalry charges may not be made into defender hexes containing forest, hills, wooded hills or fortresses

# Perfidious Albion

## 12.12 French Massed Column Infantry Attack

If the French player is attacking, he may declare a massed column attack immediately before rolling the resolution die, provided his attacking force contains at least one infantry SP and is not attacking into forest, hills, wooded hills or a fortress hex. Massed column attack generates a +2 DRM, but it also causes the French player to immediately eliminate one SP of infantry, and that sacrifice does nothing to satisfy the final combat result of that battle. Note further that if a guard infantry division is the one sacrificed, then the generated DRM is +3.

**Design Note.** Other conditions permitting, cavalry charges and massed column attacks may be called in the same battle. Note, too, the attacker strength ratio for the battle is determined before the appropriate unit eliminations for charges and massed columns are made, so there's no change there.

## 12.13 Leader Combat Participation

Leaders participating in a battle add (if attacking) or subtract (if defending) their combat leadership rating as DRMs for their side. The combat leadership rating is the number printed in the lower-left corner of each leader unit. For example, Napoleon's rating is a 5, Jackson's is a 4, etc. The number printed in the lower right, always a 10, is the leader MF.

The maximum number of British leaders who can participate in a given battle is Wellesley plus any one other leader present. For the French the maximum number is Napoleon plus any one other leader present. (Naturally, if neither sides' supreme leader is present, then the limit is one leader per side.) If more leaders are present than are allowed to be engaged in one battle, the extras simply sit out the battle passively. Leader counters have no stacking, step or combat values of their own.

## 12.14 Leader Casualties

If an attacking or defending force with one or more leaders in it is entirely eliminated, those leaders automatically share that fate. If a battle ends with surviving units on one or both sides, and there were leaders present and engaged in that fight, then a casualty check must be made for each such leader on both sides. Roll two dice (or one die twice) for each leader who actively participated in the battle (that is, he contributed his combat rating as a DRM). A result of 2 or 12 means that leader has been taken prisoner, killed or seriously wounded and is therefore out of play for the rest of the game. Any other result means the leader survived and his counter stays in place on the map.

## 12.15 All DRMs Are Cumulative

In every combat all applicable DRMs are combined to produce one final die roll modification. For example, to extend our combat example from above, if Napoleon were participating in that 150% attack and the defending British unit was in a Wooded Hills hex, the final die roll modification for that fight would be +3. That's Napoleon's +5 leader-

ship rating plus the -2 for the British defending in that kind of terrain, which combines to yield +3. Thus the die roll of 4 would be changed to a 7 before consulting the CRT, which would change the combat result from an EX to a DH.

After a resolution die roll has been made and all applicable DRMs applied to it, find the appropriate combat result. The meanings of the combat results on the CRT are given below.

## 12.16 AE

Attacker Eliminated. All involved attacking units are removed to the deadpile.

## 12.17 DE

Defender Eliminated. All involved defending units are removed to the deadpile.

## 12.18 AH

Attacker Halved. The attacker eliminates infantry and/or cavalry divisions whose SP total equals at least half his attacking force's total SP strength (see 1.3). Break down any corps units present as needed to fulfill the halving requirement.

## 12.19 DH

Defender Halved. The defender eliminates infantry and/or cavalry divisions whose SP total equals at least half his defending force's total SP strength (see 1.3). Break down any corps units present as needed to fulfill the halving requirement. Surviving defenders immediately also take a DR result.

## 12.20 AS

Attack Stopped. The attack has failed to gain any real momentum and no casualties, advances or retreats are generated for either side, other than those due to declared cavalry charges and massed column attacks, along with any potential leader losses.

## 12.21 DR

Defender Retreats. All defending units are immediately moved one hex toward their side's nearest functioning supply source. If more than one such direction is available, the owning player chooses which hex to occupy. If terrain and enemy units prevent the defending force from retreating in any direction, the combat result is changed to DE instead. Units defending in fortresses ignore DR results. Note that it's possible for a retreated force to be attacked again, one or more times, in its new location hex that same phase. DR movement does not expend any MP, nor does it in any way effect a unit's ability to participate normally in the rest of the game turn.

## 12.22 EX

Exchange. The player with the smaller number of SP engaged in the battle immediately eliminates his entire force. The other player must then eliminate infantry and/or cavalry division SP equal to that just-eliminated number of enemy SP. Break down corps units as needed to satisfy the result. If both sides had the same number of SP involved, the combat result is changed to AS.

# Napoleon Invades England

## 12.23 HX

Half Exchange. The player with the smaller number of SP engaged in the battle immediately eliminates his entire force. The other player must then eliminate infantry and/or cavalry division SP equal to at least half that just-eliminated number of enemy SP (see 1.3). Break down corps units as needed to satisfy the result. If both sides had the same number of SP involved, the combat result is changed to AS.

## 12.24 Advance After Combat

Whenever the application of a combat result leaves an attacked hex totally vacant of defenders, any surviving attacking units that participated in the fight must immediately advance into that hex. Such a move does not require any MP expenditure and does not in any way effect the advancing units' ability to participate in other normal movement that turn.

Note that in the case of an advance after combat by a British Special Reaction Move Force (see 11.13), all those units must participate in the advance, even if some of them didn't participate in the fight that allowed for it. British reaction forces must always move and fight as if they were one single unit (extra leaders simply travel along).

## Ω 12.25 Cavalry Leaders

The French leaders Grouchy and Murat and the British leader Paget are cavalry commander. Their combat rating is in parentheses as a reminder. They may not contribute their command rating to a battle unless there is one or more cavalry units of their side also participating in that fight.

## 13.0 Designer's Notes

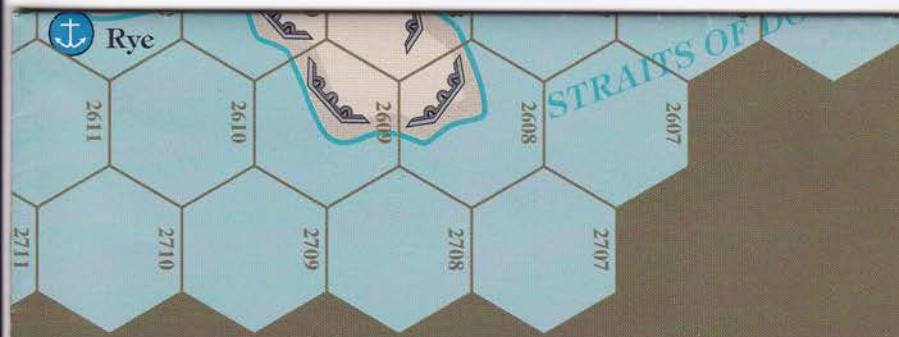
Napoleon's invasion schemes for England are an appropriate subject for an alternative history game. The popular literature of the first decade of the 19th century, in both France and Britain, included many depictions of imaginary invasion scenes, some involving science fiction type devices such as huge, troop carrying balloons, windmill-powered rafts, and a Channel tunnel. (Napoleon did at one time express real interest in such a tunnel, but only as part of his projected post-victory New European Order.) Fantastic as many of those ideas were, they reflected a widespread realization the new technologies of the industrial era would soon revolutionize warfare.

Apart from the fictional theater of operations, then, the game system is intended to stay within the bounds of reality of later-period Napoleonic operational and strategic warfare. The French order of battle his historic, with but the addition of the east Europeans and Americans. The British order of battle has their regular army of the period as its center. But the British were never numerically strong enough in those times to engage French armies without first being reinforced by allies. Since England's traditional continental allies would be unavailable in this projected scenario, we assumed the islanders would do what was necessary to generate greater numbers of troops. That could only mean calling on the colonies, which in real history provided proficient soldiers for the East India Company's wars against the native princes

and the Anglo-French battles for the West Indies.

The Irish Garrison division represents the bringing together of the numerous small contingents that were in those days spread about the country on police duty. Those soldiers were often older or convalescent, or had little combat training. But we assume a good combing-through would produce a deployable division. The Chasseurs Britanniques are also partly historical; they were actually a smaller unit made up of French emigres and defector POWs. In the game we assume their unit also incorporates various contingents from other foreign nations in order to achieve divisional status. The 1813 date for this scenario means the Volunteer Movement is shown as it was reorganized and centralized in 1808. \*





### ANCH VICTORY POINT TRACK

8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---

### RT

Combat Effect
NE
NE
-1#
-1#
-2#
NE
NE
-1
NA
for defending British only
See 11.13
-1
2; ignore retreat results; no cavalry charges or massed column assaults
r Terrain In the Hex IP; all others OTIH.
only use road/turnpike another across a
nders if Andrew Jackson
e cumulative in their

### TERRAIN

	Clear
	Beaches
	Forrest
	Hills
	Wooded Hills
	Roads
	Turnpikes
	Rivers/Canals
	All Sea Hexside
	Sea Zones Boundry Lines
	Fortified Areas
	Signal Tower Network
	Town
	Fortress Town
	Port
	Fortress Port
	British Supply Source Hex

**PERFIDIOUS ALBION;**  
**Napoleon Invades England!**  
 Game Design: Roger Sandell  
 Map Art: Beth Gremann  
 Copyright © 1997 by XIR Corp.



Downs

NORTH DOWNS

EPPING FOREST

ERN HILLS

Tunbridge Wells

Dorking

Guildford

LONDON

River Lea

Grand Union Canal

River Uxley

Wey-Arun Canal

River Arun

GREAT NORTH ROAD



## 14.2 TERRAIN EFFECTS CHA

### BLE

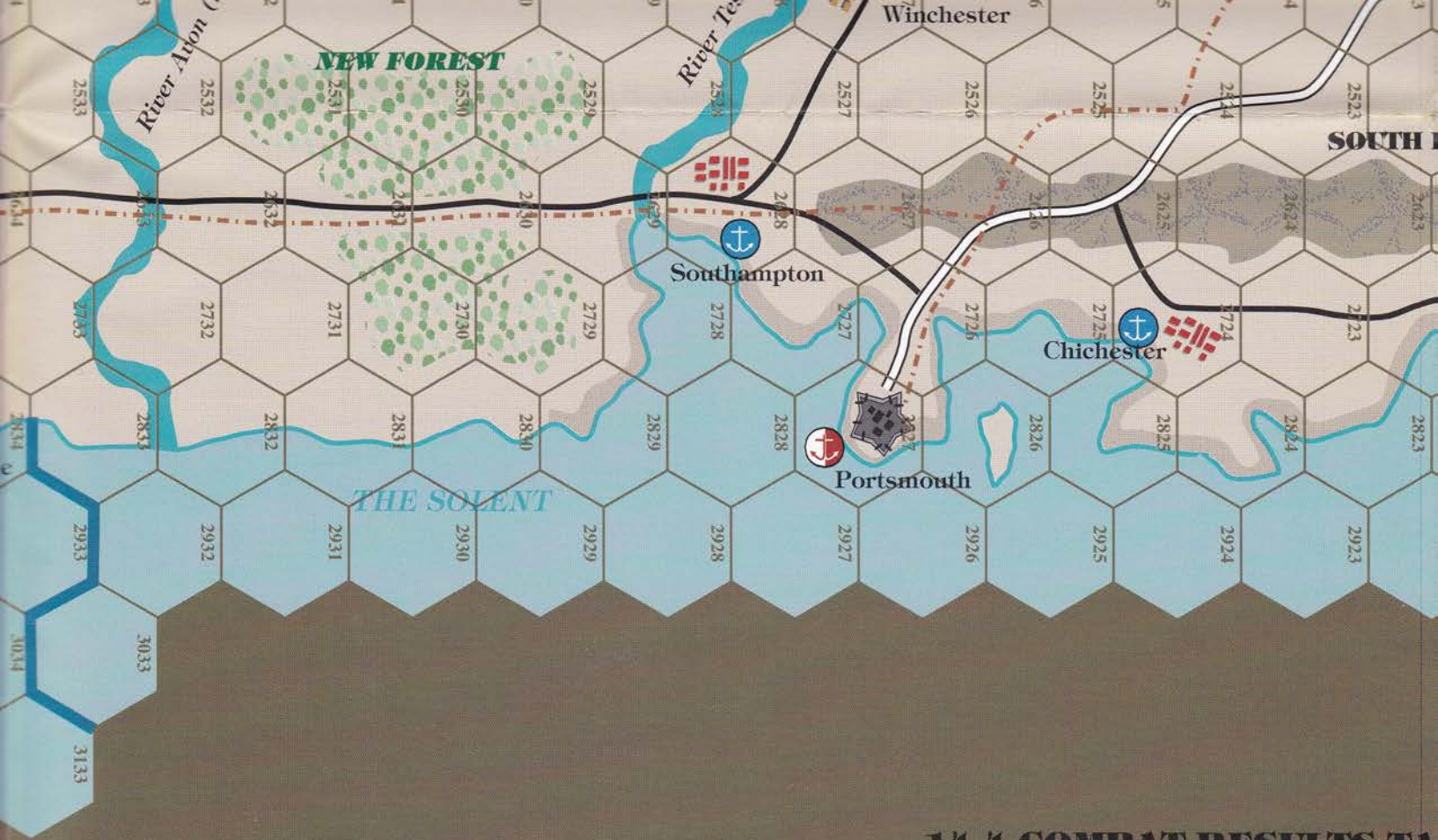
Percentage of Defender Strength				
150%	200%	300%	400%	
AH	AH	AS	AS	-3
AS	AS	AS	AS	-2
AS	AS	AS	EX	-1
AS	AS	AS	EX	0
AS	AS	EX	EX	1
AS	EX	HX	DR	2
EX	EX	DR	DH	3
EX	DR	DH	DE	4
DR	DH	DH	DE	5
DH	DH	DE	DE	6
DH	DH	DE	DE	7
DE	DE	DE	DE	8
DE	DE	DE	DE	9
DE	DE	DE	DE	10

Die Roll

automatic DE result.  
 automatic AE result.  
 treated as 10.  
 ated as -3.

Terrain Type	Movement Cost	
Clear	1	
Beach	2 or OTIH*	
Forest	1	
Hills	2	
Wooded Hills	2	
Roads	1†	
Turnpikes	0.5†	
River/Canal Hexside	+1 or NE	
All-Sea Hexside	NA except by sea move, see sec. 7.0	
Fortified Hex	OTIH	-1
Signal Towers	See 11.13	
Town/Port	OTIH	
Fortress Town/Port	OTIH	

**Notes**  
 NA = Not Allowed  
 NE = No Effect  
 OTIH = Movement Costs determined by the Other  
 \*French units landing from sea movement pay 2M  
 †Nullifies River/Canal crossing penalty of +1, but movement rate when moving from one such hex to a road/turnpike hexside; otherwise OTIH.  
 #This defender bonus is nullified for British defense is participating in the French attack into their hex.  
 All applicable terrain costs and combat effects are in effect in every situation.



### 3 BRITISH VOLUNTEER VOLATILITY TABLE

Combat Effect
3 DRM in favor of the French
2 DRM in favor of the French
1 DRM in favor of the French
No change
No change
No change
1 DRM in favor of the British

s  
to die roll checks when any French  
erial Guard infantry are engaged.  
to die roll checks when Napoleon in  
ged.  
1 to die roll checks when Wellesly is  
ged.  
All applicable modifiers are cumulative  
eir effect.  
only consult this table when half or  
e of the British stacking points in a  
e are volunteer infantry.

### 14.4 COMBAT RESULTS TABLE

		Attacker Strength As Percentage				
		25%	33%	50%	75%	100%
Die Roll	-3	AE	AE	AE	AE	AE
	-2	AE	AE	AE	AE	AH
	-1	AE	AE	AE	AH	AH
	0	AE	AE	AH	AH	AS
	1	AE	AH	AH	AH	AS
	2	AH	AH	AH	HX	AS
	3	AH	AH	AS	HX	AS
	4	AH	HX	AS	AS	EX
	5	HX	AS	AS	EX	EX
	6	AS	AS	EX	DR	DR
	7	AS	EX	EX	DR	DR
8	EX	EX	DR	DR	DH	
9	EX	DR	DR	DH	DH	
10	DR	DR	DR	DH	DE	

#### Notes

Attacker strength of 500% or higher has  
Attacker strength of less than 25% has a  
Die rolls modified to greater than 10 are  
Die rolls modified to less than -3 are tre



### SEA CONDITION CHART

Dead Calm	Clear	Rough	Stormy
-----------	-------	-------	--------

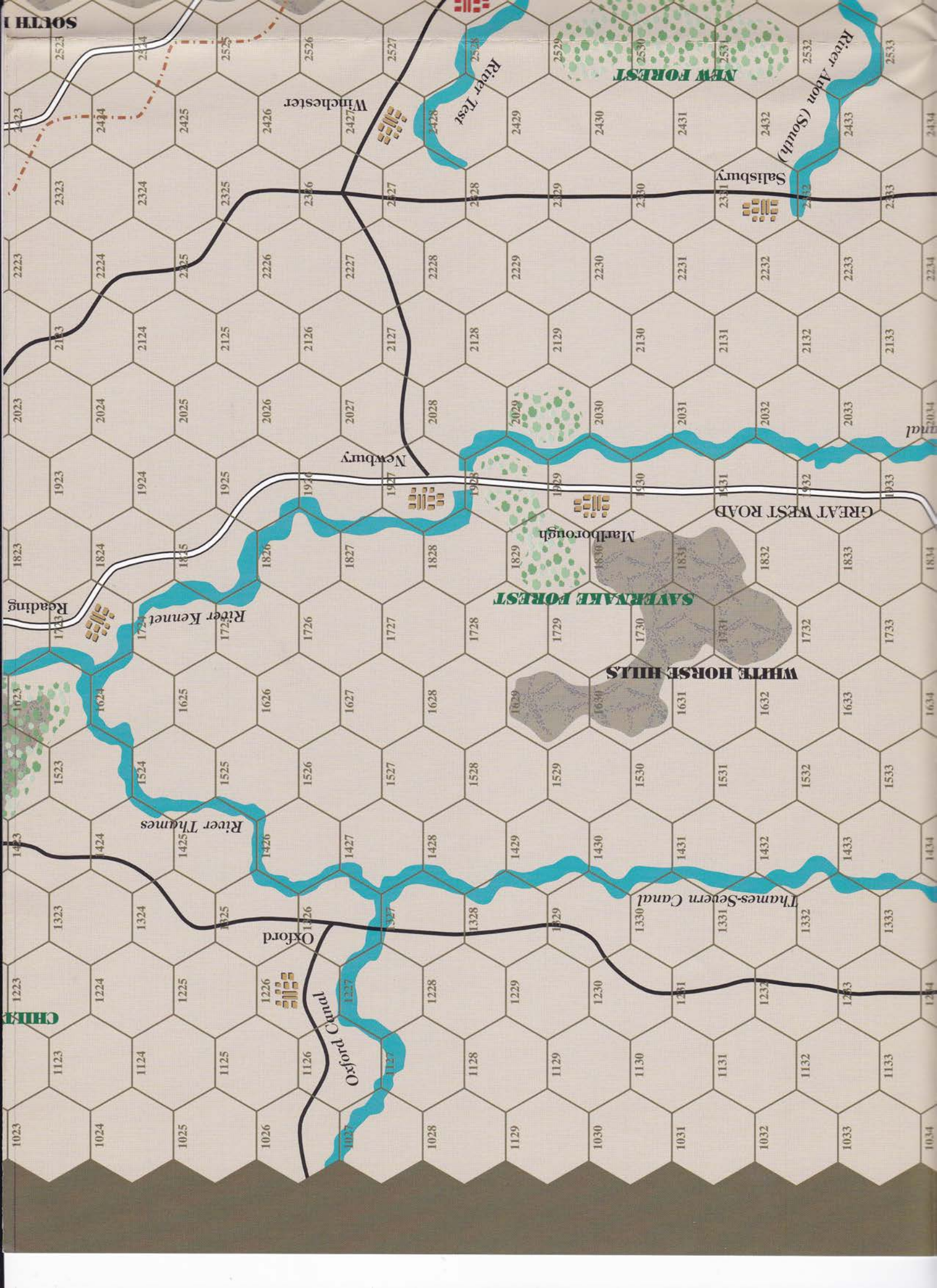
### TURN RECORD CHART

<b>1</b> JUN I	<b>2</b> JUN II	<b>3</b> JUN III	<b>4</b> JUN IV	<b>5</b> JUL I	<b>6</b> JUL II	<b>7</b> JUL III	<b>8</b> JUL IV
<b>9</b> AUG I	<b>10</b> AUG II	<b>11</b> AUG III	<b>12</b> AUG IV	<b>13</b> SEP I (1-2)	<b>14</b> SEP II (1-3)	<b>15</b> SEP III (1-4)	<b>16</b> SEP IV (END)

### 14.1 SEA CONDITION TABLE

Die Roll	Previous Turn's Weather			
	Dead Calm	Clear	Rough	Stormy
1	Stormy	Stormy	Stormy	Stormy
2	Rough	Rough	Stormy	Rough
3	Clear	Clear	Rough	Rough
4	Clear	Clear	Rough	Clear
5	Dead Calm	Clear	Clear	Clear
6	Dead Calm	Dead Calm	Dead Calm	Dead Calm

Die Roll	-1/0
	1
	2
	3
	4
	5
	6/7
Notes	
-1 t	
Imper	
-1 t	
engag	
+1	
engag	
All	
in the	
On	
more	
battle	



SOUTH

CHINA

1023 1024 1025 1026 1028 1129 1030 1031 1032 1033 1034  
1123 1124 1125 1126 1128 1129 1130 1131 1132 1133  
1223 1224 1225 1226 1228 1229 1230 1231 1232 1233  
1323 1324 1325 1326 1328 1329 1330 1331 1332 1333  
1423 1424 1425 1426 1428 1429 1430 1431 1432 1433 1434  
1523 1524 1525 1526 1528 1529 1530 1531 1532 1533  
1623 1624 1625 1626 1628 1629 1630 1631 1632 1633 1634  
1723 1724 1725 1726 1728 1729 1730 1731 1732 1733  
1823 1824 1825 1826 1828 1829 1830 1831 1832 1833 1834  
1923 1924 1925 1926 1928 1929 1930 1931 1932 1933  
2023 2024 2025 2026 2028 2029 2030 2031 2032 2033  
2123 2124 2125 2126 2128 2129 2130 2131 2132 2133  
2223 2224 2225 2226 2228 2229 2230 2231 2232 2233  
2323 2324 2325 2326 2328 2329 2330 2331 2332 2333  
2423 2424 2425 2426 2428 2429 2430 2431 2432 2433  
2523 2524 2525 2526 2528 2529 2530 2531 2532 2533

Reading

Newbury

Marlborough

Winchester

Salisbury

River Thames

River Kennet

River Test

River Avon (South)

SAVERAKE FOREST

WHITE HORSE HILLS

NEW FOREST

GREAT WEST ROAD

Oxford Canal

Thames-Severn Canal



**CRANBONE CHASE**

**DORSET DOWNS**

**Yeovil**

**MENDIP HILLS**

*Kennet-Avon Can*

**River Avon**

**Bath**

**Bristol**

**BRISTOL CHANNEL**

**Newport**

**COLSWOLD HILLS**

**Gloucester**

**FOREST OF DEAN**

**River Severn**

5 miles

N

# Attila

## Scourge O'God

### If this is your first XTR game, read this box first.

Don't try to memorize these rules! No one does that. Wargame rules are written to create game systems that simulate the realities of military command as much as possible. As you play the game, you'll find things move along according to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules through in their entirety at least once before you punch out the playing pieces. During play, look up specific rules when you need to, and use a pen or highlighter to make notes and reminders to yourself at places that give you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. The number to the right of the decimal point indicates specific rules within each major section. For example, section 2.0 deals generally with the uses of the various components that make up a complete game, and rule 2.5 within that section explains specifically the meanings of the various abbreviations printed on the unit counters.

The bold-type headings are there to help you locate major topics more quickly. The boxed "Notes" distributed throughout the text give examples of play or explain the rationales behind various rules. In your first reading, skip those labeled "Old Hands Notes."

This is a wargame of low-to-intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is have an old hand help you. If an experienced gamer is available to instruct you, use him.

During your first few matches of the game, skip the rules and sections marked with this symbol: Ω. That way you won't get the full competitive or historical experience of playing with all the rules, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

Most of all, remember — the main reason to play these games is to have fun. If there's some rule or section you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play it according to your best understanding at the time. Later on, after your gaming experience has increased and new understandings come to you, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!"

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<b>5.0 The Turn Sequence</b> . . . . .	<b>.21</b>
<b>6.0 Diplomacy</b> . . . . .	<b>.21</b>
<b>7.0 Roman Limitanei</b> . . . . .	<b>.22</b>
<b>8.0 Replacements &amp; Reinforcements</b> . . . . .	<b>.23</b>
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<b>10.0 Field Combat &amp; Evasion</b> . . . . .	<b>.25</b>
<b>11.0 Cities &amp; Siege Combat</b> . . . . .	<b>.28</b>
<b>Ω12.0 Attrition &amp; Winter</b> . . . . .	<b>.29</b>
<b>13.0 The Wrath of God</b> . . . . .	<b>.30</b>
<b>14.0 Random Events</b> . . . . .	<b>.30</b>
<b>15.0 Charts &amp; Tables</b> . . . . .	<b>.31</b>

## Credits

**Game Design:** Roger Sandell  
**Development:** Ty Bomba & Chris Perello  
**Playtesting:** Tim Cockitt, Alan Warren & the Manchester Boardwargamers  
**Map:** Beth Queman  
**Production:** Cheryl Scollan & Chris Perello

*Oh, I'm in Love!*

*I'm in Love*

*With Attila the Hun!*

*We'll pillage a village*

*And kill everyone!*

*I'm in love with Attila the Hun!*

— 1920s Vaudeville ditty

## 1.0 Introduction

### 1.1 In General

*Attila: Scourge o' God* is a two-player, strategic-level wargame that simulates the Hun invasion of the Western Roman Empire in AD 451-52. One player commands the Romans and their allies, while the other commands the Huns and their allies. For the most part the Hun is on the offensive, trying to overthrow the empire by pillaging as many provinces and cities as possible, while the Roman player operates to try to thwart that effort.

# Scourge O'God

## 1.2 Game Scale

The game map is scaled to approximately 85 miles to the inch. Each game turn represents one month. Each unit represents 500 to 2,000 combatants.

## 1.3 The Map

The map is divided into "provinces" by the solid maroon lines. Those provinces are in turn further divided into "areas" by the solid blue lines. Each area can be referred to by a combination of its province and number within that province. Thus, for example, the city of Rome is located in Italia-III. No game activity takes place in North Africa or the Mediterranean islands; they are entirely unplayable.

## 1.4 No Fog o' War

Because of the time and space scales used in this game, there are no fog of war rules. That is, both players are always free to examine the stacks of the other side at all times.

# 2.0 Game Components

## 2.1 In General

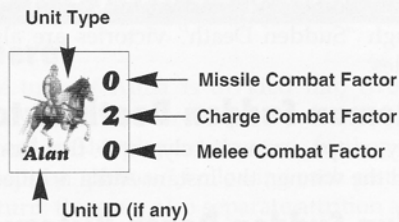
The components to a complete game of Attila include these rules, the game map and the die-cut, cardboard playing pieces (also referred to as "counters," "unit counters" and "units"). Players must also provide themselves with one standard (six-sided) die to resolve combat and other probabilistic events during play.

## 2.2 Unit Counters

There are 176 counters in the game, most of which represent combat formations, while the rest are informational, memory aid markers. After reading through these rules at least once, carefully punch out the counters. Trimming off the "dog ears" from their corners with a fingernail clipper facilitates handling and stacking during play and also enhances their appearance. Each combat unit counter displays several pieces of information: nationality, historical identity, unit type, step strength and combat factors.

## 2.3 A Sample Combat Unit

This unit is a cavalry formation of the Alan (see 2.5) tribe. It starts the game in play but neutral to both sides (see section 6.0), set up in Belgica-IV (see 3.4). It has missile-combat and melee-combat factors of 0 (zero), but a charge-combat factor of 2 (see section 10.0). The fact it is a "two-step unit" is shown by the fact it has printing on both sides (see 2.7).



## 2.4 Nationality & Sides

The nationality of each unit, and therefore the side it's on during play, is determined by its background color.

## The Hun Side

Huns: red background color

Hun-Allied Barbarians: yellow background color

## The Roman Side

Romans: blue background color

Byzantines: green background color

## Others

Initially Neutral barbarian peoples: white background color

North African Vandals: orange background color

Note the "initially neutral" barbarian peoples will likely enter play on one side or the other after play has begun (see section 6.0). The Byzantines, though always only on the Roman side, are restricted in what they can do until a certain random event takes place (see 14.0). The North African Vandals, who start the game off the map, may only enter it as Hun allies (see 14.0). Thus, at the start of every game, the Roman player will only be actively operating with his blue-background units, while the Hun player will be moving and fighting only with his red- and yellow-tinted ones.

Note, too, several of the initially neutral barbarian peoples have units in Attila's starting force of allies (yellow). Though ethnically the same, for all play purposes such split peoples are considered two distinct and separate groups.

## 2.5 Abbreviations

Some of the units have been abbreviated on the counters. The abbreviations are:

Bac - Baccudae

Bast - Bastarnae

Burg - Burgundian

Frnk - Franks

I.G. - Imperial Guard

Quad - Quadi

Rugi - Rugian

Sarm - Sarmatian

Scir - Sciri

Sueb - Suebi

## 2.6 Unit Types

All combat units fall into two broad categories: infantry or cavalry. Cavalry units are all those pictured with a rider astride a horse. The distinction between the two categories is important for certain aspects of combat (see 10.0 and 11.0).

### Cavalry Types



Barbarian



Hun



Roman/  
Byzantine



Roman  
Horse Archer

### Infantry Types



Barbarian



Roman/  
Byzantine



Roman Limitanei  
(Provincial  
Militia)



Roman  
Light Infantry  
(Skirmishers)

## 2.7 Combat Factors & Steps

A combat unit's value in battle is quantified by its three combat factors. Note that all combat units are backprinted with lower combat values on their reverse sides. The reverse side represents the same formation after it's suffered losses and fatigue in battle. Each of a unit's two sides is called a "step," or "strength step," and is the measure used to reckon losses.

## 2.8 Leaders & Heroic Leaders

These counters represent the individuals who played major command roles in this campaign, along with their personal entourages of bodyguards, messengers, servants, etc. Those leader counters with printing on their reverse sides are said to be "heroic." The reverse sides of heroic leader counters represent the same man after he's been seriously wounded in combat. Leaders are critical to the movement and fighting of the combat units (see sections 9.0, 10.0 and 11.0).

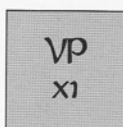
Note the Byzantine leader designated "Aetius M." ("M" for "Minor") did not actually have that last name. But we gave him the added initial to more easily differentiate him from the better known Roman leader Aetius.

Note, too, though shown as leaders, Pope Leo and St. Genivive are not actually that in the normal military sense. Their special functions are explained in sections 13.0 and 14.0.

Aetius Minor's name has been abbreviated to Aetius M. and Thorismund's to Thorsmnd.

## 2.9 Other Units

The following counters are provided to record information and remind players of certain game events. Their uses are described in the sections and rules cited below.



Hun Victory Point Marker (4.0)



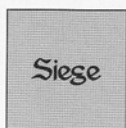
Game Turn Indicator (5.0)



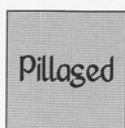
Hun Siege Train (11.0)



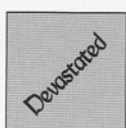
Hun Supply Train (12.0)



Siege Marker (11.0, 12.0, 14.0)



Pillaged Marker (11.0, 12.0, 14.0)



Devastated Marker (11.0, 12.0, 14.0)



North African Vandal Fleet (14.0)

## 3.0 Set Up

### 3.1 In General

Players should first determine who will control which side, then open the map and spread it out between them. The Roman player should sit on the south side, with the Hun player on the north. Both players should then take their own side's units and sort them by type and background color. Set aside all informational markers within easy reach.

### 3.2 Hun Set Up

The Hun player places the leaders Attila, Ellac and Arderic in Germania-V, along with the 22 non-asterisked 2-2-0 Hun cavalry units and the siege and supply trains. He then places all 15 of the orange-background Hun-allied barbarian units in a large-mouth, opaque container (such as a coffee mug), and — without looking — draws out eight of them. They also go in Germania-V. Leave the remaining seven barbarian-allies in the cup and set it aside within easy reach. Also set aside the eight Hun 2-2-0s that have asterisks, and the five North African Vandal units. That completes the Hun side's set up.

### 3.3 Roman Set Up

The Roman player should first set aside, within easy reach, all 21 of his 0-0-2 limitanei units (see section 7.0). He places his other units as follows.

Ravenna (Gallia Cisalpina-III): Valentinian, three Imperial Guard Infantry and the Imperial Guard cavalry unit.

Rome (Italia-III): Pope Leo and two Imperial Guard Infantry.

Macedonia-I: Aetius Minor and all six Byzantine combat units.

Gallia Cisalpina-IV: Aetius, Avitus and all remaining non-limitanei units.

### 3.4 Initially Neutral Barbarian Set Up

Set up all the initially neutral (white background color) barbarian peoples' combat units and leaders according to the set up data given on the map itself. That is, the Franks start in Germania Inferior-I; the Burgundians start in Narbonensis-I; the Suebi start in Tarracoenensis-II; the Goths start in Aquitania-IV; the Alans start in Belgica-IV; and the Baccudae start in Lugdunensis-V.

### 3.5 Other Markers

Put the Game Turn Indicator in the March 451 box on the Turn Record Track printed on the map sheet; and put both Victory Point (VP) markers in the zero (0) space of the VP Track, which is also on the map sheet.

## 4. How to Win

### 4.1 In General

The Hun player is attempting to move and fight his units so as to cause the fall of the Roman Empire. More specifically, most matches will be won and lost on the basis of "Victory Points" (VP) earned and/or lost by the Hun player, though "Sudden Death" victories are also possible for both sides.

### 4.2 Roman Sudden Death Victory

Play stops immediately, and the Roman player is declared the winner, the instant Attila is killed.

### 4.3 Hun Sudden Death Victory

The Roman Empire is considered to have fallen, play stops immediately, and the Hun player is declared the winner, the instant all the following have occurred (not necessarily in this order): 1) Rome has been pillaged; 2) Ravenna

## Scourge O'God

has been pillaged; 3) Pope Leo has been killed; and 4) Valentinian has been killed.

### 4.4 Winning on Points

Failing the occurrence of a sudden death victory, play ends with the completion of the October 452 game turn. If at that time the Hun player has 30 or more VP he is declared the winner; if the Hun has 29 or fewer VP, the Roman player is declared the winner. No draws are possible.

### 4.5 Victory Points (VP)

VP are awarded as follows. The Hun player should keep track of his current VP total using the two VP counters on the VP track printed on the map sheet.

**City Pillage VP.** Whenever a combat unit of the Hun side first enters a city, the number of VP shown there on the map are awarded to that side. For example, pillaging Rome earns the Hun seven VP. No city can be pillaged more than once per game, even if it is subsequently retaken by the Roman then lost again to the Hun.

**Valentinian VP.** Whenever a game turn begins with Roman Emperor Valentinian neither in Rome nor Ravenna (he might be anywhere else on the map or dead), the Hun player scores one VP.

**Pope Leo VP.** Whenever a game turn begins with Pope Leo anywhere other than Rome (he might be anywhere else on the map or dead), the Hun player scores one VP.

**Germania-I VP.** Whenever a game turn begins with one or more units of the Roman-side inside Germania-I, the Hun player loses one VP.

**Wagon Laager VP.** Whenever the Hun player goes into "wagon laager" in any battles throughout the game, he loses one VP. (That's -1 VP per laagered battle, not per battle round).

**Wrath of God VP.** The Hun player may be awarded five VP according to the provisions of the wrath of God rule.

**Random Events VP.** Event number 21-22, Roman Disunity, may result in the awarding of VP to the Hun.

## 5.0 The Turn Sequence

### 5.1 In General

Each game turn of Attila is divided into two player turns, a Hun player turn followed by a Roman player turn, always in that order. The player turns are further divided into separate steps or "phases." Following each game turn's Roman player turn, there are also separate attrition and random event checks.

Every action taken by the players during the course of a game turn must be carried out in the appropriate part of the turn sequence. Once a player finishes a given phase and play has moved on to the next phase, he may not go back to per-

form some previously forgotten action or redo a poorly executed one unless his opponent graciously permits it.

**Beginners Note.** This is war; don't feel compelled to be gracious.

### 5.2 The Turn Sequence

The complete turn sequence is given below in outline form. The rest of the rules are organized, as much as possible, to present things in the order they are encountered as you progress through each game turn.

#### I. Hun Player Turn

- A. Hun Diplomacy Phase
- B. Hun Movement Phase
- C. Hun Combat Phase

#### II. Roman Player Turn

- A. Roman Diplomacy Phase
- B. Roman Movement Phase
- C. Roman Combat Phase

#### III. Mutual Attrition Phase

#### IV. Random Events Phase

### 5.3 Diplomacy Phases

During Hun diplomacy phases, that player may attempt to gain the allegiance of still-neutral barbarian tribes. During Roman diplomacy phases, that player may attempt to do the same (see section 6.0).

### 5.4 Movement Phases

Each player moves only his own units during his own side's Movement Phases (see section 9.0).

### 5.5 Combat Phases

Each player resolves those attacks he wishes to launch during his own side's Combat Phases (see sections 10.0 & 11.0).

### 5.6 Attrition Phases

Both players, Hun first, check their forces for attrition losses during these phases (see section 12.0).

### 5.7 Random Events

At the end of each game turn the Hun player should roll two dice (or one die twice) and check to see which, if any, random event comes into play at that time (see section 14.0).

### 5.8 Replacements

Taking replacements, when both players may reclaim certain units from the deadpile, occurs only once each match, at the very start of the March 452 game turn (see section 8.0).

## 6.0 Diplomacy

### 6.1 In General

Both players may attempt to gain the allegiance of those tribes which, though set up within the Roman Empire, begin the game neutral. Once a previously neutral tribe has joined

a given side, it remains loyal to it for the rest of the game, functioning in all ways as a regular unit of the chosen side.

## 6.2 While Still Neutral

Prior to joining one side or the other, the combat forces and any leaders of a neutral tribe simply remain in their area of initial placement. While neutral they never move, attack or suffer attrition. If one or more non-leader units of either side enter their area, the neutral forces there instantly and permanently join the other side (see also 7.5).

## 6.3 Diplomatic Efforts

To attempt to win over a neutral tribe with diplomacy, a player must have a friendly leader in an area adjacent to the tribe's location area at the start of any of his own side's diplomacy phases. With that condition met, he rolls a die. If the result is a six, the diplomacy has been successful and the rolling player controls the units/leaders of that tribe for the rest of the game (see also 7.4).

When diplomacy has been successful, immediately move the negotiating leader atop the just won over barbarians. That move does not take away from the leader's normal movement/combat capabilities for the turn. Alternatively, the gaining player may choose to keep the leader in place and move the just won over tribe into his area. Again, such a move does not take away from the won over tribe's normal movement/combat capabilities for the turn.

If a diplomacy roll fails, no leader movement takes place but the leader still also has his normal movement/combat capabilities for the turn.

## 6.4 Diplomatic Limitations

The Goth heroic leaders Theodoric and Thorismund, along with Pope Leo, St. Genivive and the North African Vandal leader Gaeseric, may never conduct diplomacy. All other leaders (including heroic ones) may only attempt to win over one tribe per leader per game turn. Unsuccessful attempts to win over a tribe may be repeated by the same player, using the same or a different eligible leader, in subsequent diplomacy phases. Likewise, the fact one player tried to win over a given tribe and failed does not in anyway preclude the other player from trying to do the same during his own player turns.

## 6.5 Goths

The Hun player may never attempt to win over the neutral Goths, even though he starts with some already allied Goth units in his barbarian force pool (see 2.4).

## 6.6 North African Vandals

The five North African Vandal units only ever enter play as Hun allies, but they do so only in accordance with random event number 25-26 (see section 14.0), and not according to the procedures described above.

## 6.7 Avitus

The Roman leader Avitus has special diplomatic skills. When he conducts diplomacy, he wins over the rolled for tribe on a result of five or six.

## 7.0 Roman Limitanei

### 7.1 In General

The Roman limitanei units represent amalgams of frontier guards, local militias and small, pro-Roman tribes. They are placed on the map, on a province by province basis, whenever one or more Hun-side units first enters there.

### 7.2 Deployment

Whenever the Hun player first moves his units into any area of any province within the Roman Empire — other than Macedonia — he must temporarily halt his movement to allow his opponent to mobilize that province's limitanei. The Roman player immediately rolls a die and places that number of limitanei in any area(s), city or cities, within the rolled for province, including, if he wishes, the area just entered by the Hun force triggering the mobilization. The Hun player may then, if able, continue the movement of his triggering force, or he may go on with his movement phase using other forces available to him elsewhere. Each limitanei unit is mobilized into play at its full, two-step strength.

### 7.3 Multi-City Provinces

If a rolled for province contains more than one city, the Roman player should add three to his limitanei mobilization die roll result there.

### 7.4 Limitanei & Hun Diplomacy

If a neutral tribe is won over to the Huns by that side's diplomacy, the Roman player immediately rolls for that province's limitanei mobilization.

### 7.5 Limitanei & Roman Movement

If a neutral tribe is driven over to the Hun side by Roman movement into its starting area (see 6.2), the Roman player immediately rolls for that province's limitanei mobilization.

### 7.6 Limits to Mobilization

The Roman player never makes more than one limitanei mobilization roll per province per game, no matter how many times forces of the Hun side might leave and reenter a given province over the course of a match. Players should right down on a piece of scrap paper the names of the provinces in which the limitanei have been mobilized. Once mobilized into play within a given province, the limitanei there remain on the map until eliminated in some way.

The number of limitanei units given in the counter mix (21) is an absolute limit to their mobilization; there may never be more than that number in play on the map at any one time. But as in-play limitanei are eliminated, the Roman player should place them in their own separate deadpile. As Hun movement into new areas triggers further mobilizations, once all 21 of the original limitanei are mobilized, simply begin drawing from the limitanei deadpile, as needed, for each new mobilization.

The province of Germania, since it starts play outside the Roman Empire, never mobilizes limitanei. Likewise, Macedonia, a Byzantine province, also never raises them.

## 7.7 Limitanei Movement Restrictions

Mobilized limitanei never leave their province of placement except by elimination. Within their province of placement they may be moved by the Roman player from area to area according to the normal march movement rules given in section 9.0, and such movement doesn't require the presence of any leaders. Limitanei never use forced march.

## 8.0 Replacements & Reinforcements

### 8.1 In General

Replacements are units reclaimed into play from the deadpile; reinforcements are units that enter play the first time after play has already begun.

### 8.2 Replacements

Replacements are only taken from the various dead piles once each game, by both players at the start of the March 452 turn, according to the strictures given below. This one time event is considered a separate and mutual phase occurring at the very start of that game turn.

Replacements have all their normal capabilities available for use during their turn of reappearance into play, and all replacements with two steps come back as one or two-step units.

### 8.3 Hun & Hun-Allied Barbarian Replacements

If the Hun Wagon Train and/or Siege Train is in the deadpile, both are automatically pulled from there if any Hun leader (wounded or not) is in Germania-I. This automatic replacement is in addition to the blind pulls described below.

If Attila is in Germania-I at the start of the March 452 game turn (wounded or not), the Hun player may replace up to 16 steps of Hun 2-2-0s. If Attila is not in Germania-I, but Ellac and/or Arderic are there (wounded or not), he may replace up to 10 steps of Hun 2-2-0 s. These steps may be taken as whole, two-step 2-2-0 units from the dead pile and/or to rebuild reduced 1-1-0s inside Germania-I at that time to full-strength. Of course, if his leader situation inside Germania-I allows the Hun player to replace more reduced/eliminated 2-2-0s than he has in Germania-I and the deadpile, that difference is forfeit. (If Attila and the other two Hun leaders are in Germania-I, the Hun does not get 26 replacement steps; he gets Attila's 16.)

If the Hun player is eligible to draw any Hun replacements as described in the paragraph above, he also rolls one die and halves that result (round up). He may then draw, without looking, that number of units from his combined deadpile of Hun-allied barbarians and those in the cup that were left back at the start of the game (yellow background color)

All Hun and Hun-allied replacements appear in Germania-I only. Thus, if the Hun is not in control of that province at replacement time, he forfeits all his replacement capability for that match.

### 8.4 Roman Replacements

If Valentinian is in unbesieged Rome or unbesieged Ravenna at the start of the March 452 game turn, all Imperial Guard units in the deadpile are replaced in his city of location. Likewise, any reduced Imperial Guard units stacked with the Emperor in either of those cities at that time are flipped over to their full-strength side.

In addition to the above, if Aetius or Avitus is in any unbesieged city in Gallia Cisalpina or Italia at the start of the March 452 game turn, the Roman player may replace any 12 steps from his non-limitanei Roman deadpile and place them in the city with the leader in question. He might also use any portion of those 12 steps to rebuild reduced Roman units already stacked with the Aetius or Avitus in those cities. (Remember: keep eliminated limitanei units in their own separate deadpile; they don't come back in this way.) If both Aetius and Avitus are present in an eligible city, still only 12 steps are received, but recreated dead units could be split between them if they're in two different places.

### 8.5 Initially Neutral Tribes Replacements

If one or more initially neutral barbarian tribes (white background) joins his side during play, the gaining player should keep any losses from those peoples separate from his regular deadpile on a tribe by tribe basis. In March 452, if an activated tribe's home area is presently not occupied by any combat unit of the opposing side, then the player controlling that tribe may select any two non-leader units at random from its deadpile (any three units for the Goths). Such units appear within their tribe's home area, from where they may move to join, or be joined by, other forces of their side according to normal movement and leadership rules.

### 8.6 Hun Reinforcements

The eight asterisked Hun 2-2-0 units appear as reinforcements for that side in Germania-I the instant any Roman-side unit(s) enter that area. They may never leave that area and are not subject to the regular Hun replacement rules given above in 8.3. But if the triggering Roman-side units are eliminated or move out of Germania-I, the asterisked Huns are taken off the map until triggered into play again (if ever). All eight asterisked Huns reappear at full, two-step strength every time they are triggered into play by a Roman move. (Of course, if a Roman player conquers Germania-I and keeps it under constant occupation, that's the last you'll see of the asterisked Huns.)

### 8.7 Byzantines

Once placed in Macedonia-I at the start of play, the Byzantine units never move or attack unless brought into play by random event 33-34 or by Hun movement into their area. (They always defend normally.) Once actively in play, Byzantine units function in all ways as regular Roman-side units, but eliminated ones should be kept in their own deadpile because they're never replaced.

### 8.8 North African Vandals

There are never any North African Vandal replacements; see random event number 25-26.

## 9.0 Movement & Leaders

### 9.1 In General

During his side's movement phases, a player may move his unit from area to area by normal or forced march. Units that start the phase already together in the same area or city may be moved singly, or in one large group, or in several small groups.

### 9.2 Normal March

Hun 2-2-0 cavalry using this kind of movement, along with any Hun leaders moving with them, may move into an adjacent area and from there immediately into a second one. Note this allowance doesn't include any Hun-allied barbarian units or the Hun wagon and siege trains. All other units of both sides may only move one area per movement phase when using normal march.

### 9.3 Forced March

This form of movement allows units using it to move one more area than is permitted them by normal march. The moving player must declare a particular moving group of units is using forced march as soon as it has completed its normal march. He then rolls a die for the forced marching group, consults the Forced March Table (see section 15.0), and immediately applies that result to the units in question.

Limitanei and the Hun supply and siege trains never make forced marches. No unit may force march during a phase it has or will cross the imperial frontier. (For purposes of this rule, no imperial frontier separates Macedonia from Illyricum even though they are, strictly speaking, part of two different empires.) Likewise, no unit may force march during a phase it has or will cross mountains. No forced marching is allowed during winter turns (see 12.6).

### 9.4 Enemy Units

All units must stop their movement for the phase as soon as they enter an area containing one or more enemy combat units, including limitanei that have just then deployed as a result of Hun-side movement, and also including initially neutral tribes that have just been driven over to the other side by the entry into their area of the presently moving units. But units of the Roman side deployed inside cities don't prevent enemy units from entering and/or moving through the area surrounding the city.

Leaders and heroic leaders are not by themselves considered combat units, and the same is true of the Hun supply and siege trains. If any enemy combat unit enters an area containing only such units, the noncombatant units are instantly eliminated without in any way affecting the movement of the moving force.

Units that begin their side's movement phase in an area in which the other side also has combat units are not prohibited from moving because of that. If in moving to an adjacent area, though, they enter another area containing an enemy combat force, they could go no farther that turn.

### 9.5 Roman-Side Movement Into & Out Of Cities

Roman-side units starting in a city can move out to the surrounding area without using up their normal march allowance. Further, no leader is required for such movement to take place. Likewise, units entering an area containing a friendly city can also enter there that same phase using normal march. The general rule for this is: if you reach the area, you've reached the city. Note that all cities lie within single areas; no city lies within, nor in any way borders on, more than one area. (For details on Hun movement and cities, see section 11.0.)

### 9.6 Mountains

In this game all mountain ranges significant enough to affect movement are shown lying along area and/or province boundary lines. Units that cross mountain ranges must be rolled for on the Mountain Pass Chart (see section 15.0). Roll a die for each unit attempting to cross a mountain range and immediately apply that result.

The Hun supply and siege trains may never attempt to cross mountains. No unit may make more than one mountain crossing (successful or not) per phase. No unit may cross or attempt to cross mountains during phases it will or has forced marched. Leader units are the only units that can automatically cross mountains without having to make a die roll. After all units travelling with a leader crossing a mountain range have been rolled for, the owning player may decide which group he will remain with if his force was split in the crossing attempt.

### 9.7 Germania

Romans, Byzantines and initially neutral tribes may only cross the Imperial Frontier to enter/leave Germania-I.

### 9.8 Neutral Tribes Movement Restrictions

Prior to the wrath of God falling on the Roman Empire (see section 13.0), barbarians allied to the Romans may not enter Gallia Cisalpina, Italia, Alpes, Noricum, Rhaetia or Pannonia. Hun-allied barbarians may enter those areas according to normal movement rules.

### 9.9 Valentinian & the Imperial Guard

Valentinian and the units of the Imperial Guard must always remain in Gallia Cisalpina and/or Italia.

### 9.10 Leaders & Movement

In general, a leader is required to be present to move units from area to area across the map. Limitanei units/stacks moving alone within their province never require a leader to be present in order to be able to do that. Likewise, movement of any units into/out of cities into the surrounding province can be accomplished without leaders being present.

Except as described above, no units may move unless they begin their side's movement phase in the same area as a friendly leader. While moving they can't separate from the leader to go off, leaderless, on a separate course. But leaders

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moving with units can drop off units in one area/city while going on to another with the forces remaining to him. If two or more leaders start in the same area/city, they may move together or each may move off separately accompanied by different units.

### 9.11 Leader Movement Restrictions

The Pope and St. Genivive may never be used to move units. Aetius Minor may only be used to move Byzantine units. No leader other than Valentinian may be used to move the Roman Imperial Guard. Except for those restrictions any leaders may move any friendly units regardless of their specific nationalities.

### 9.12 Recovery of Wounded Leaders

At the beginning of each of his movement phases, the moving player should roll a die for each of his wounded heroic leaders. On a roll of one or two they have recovered and are flipped over to show their unwounded side. Wounded heroic leaders may still move normally about the map, taking units with them, etc., but they may not be put into the line in combat (see section 10.0). Unheroic leaders are never wounded; they are considered completely healthy up until the time of their elimination (if ever).

### 9.13 Unaccompanied Leaders

Leader units, other than Genivive, moving alone may move up to three areas a turn by normal movement (but they can't go farther by attempting solo forced march). Unaccompanied leader units may never enter areas containing enemy combat units.

### 9.14 Leo and Genivive

These counters do not represent leaders in the normal military sense. Neither can lead the movement, evasion or combat of friendly units. They are never wounded; instead, they are eliminated the instant they are alone in an area or city with any enemy unit. They may move unaccompanied and with friendly forces commanded by other leaders.

## 10.0 Field Combat & Evasion

### 10.1 In General

During each player's combat phases, he may attempt to attack enemy forces in the same areas as any of his combat units. Combat is mandatory in every area where both players have combat units in the field and no single-side evasion takes place or no two-sided evasion is agreed upon. It's not mandatory for Hun-side units in areas containing a city with Roman-side units inside to assault that city (see section 11.0). Whenever a battle takes place, it's impossible for either player to withhold units from combat in that area. The player whose player turn it is, is considered the "attacker" in every battle resolved during his combat phases, and the other player is considered the "defender," no matter what the overall situation across the map. In general, no more than one field battle may be fought per area per combat phase (for the exception, see 11.4).

### 10.2 Field Combat & Siege Combat

"Field Combat" is what goes on between opposing forces in the same area when neither is inside an unpillaged

city. "Siege Combat" (also referred to as "Storming") is what goes on when an attacking force of the Hun side attempts to break into a Roman city with defenders holding its walls. This section deals with field combat.

### 10.3 Evasion

Before a given field battle is resolved, either player (attacker always first) declares if he wants his forces in that area to try to evade. Note that evasion takes place after all movement is done for the phase; successful evasion does not allow a moving force to resume movement that turn. If either side's force in a province successfully evades field combat, no battle takes place there that turn. All units of both sides simply remain in place. In the event both players want to evade field combat in the same area, disregard the following evasion procedures. In such cases there is no field combat that area; mutual evasion is automatic.

### 10.4 Evasion Procedure & Limits

Only forces containing at least one unwounded leader or heroic leader may attempt evasion when the other player does not also seek to evade. A force composed of a leader(s) and Hun 2-2-0/1-1-0 cavalry units successfully evades on a die roll of 1, 2 or 3. No Hun-side force containing the supply and/or siege trains may attempt evasion. All other forces successfully evade on die rolls of 1 or 2.

It's not allowed for players to artificially divide their units in a given area into more than one force. All the units of one side in the field in a given area constitute "one force" for evasion purposes. No more than one evasion die roll is ever made per area, per combat phase. Units involved in siege combat, no matter what side, never evade combat.

Resolve any single-side evasion attempt in a given area just before resolving (or skipping, if evasion is successful) that battle — don't resolve all evasion attempts across the map and then go back to start resolving battles.

### 10.5 Field Combat Procedure

Each field battle is resolved by setting in line, off to the side of the map, the involved units of both sides and going through the following five steps:

1. Missile Fire Step
2. Charge Step
3. Melee Step
4. Heroic Leader Casualty Step
5. Retreat/Rout Step

### 10.6 Field Combat Initial Set Up

The player with the smaller number of combat units first sets them in a row, leaving about an inch between each one and the next. In battles where both sides have exactly the same number of combat units, the defending player sets up first. After the initially deploying side's combat units have been placed, that player may put any unwounded heroic leaders atop any of those combat units, no more than one leader per unit. If the Hun supply or siege trains, or any non-heroic or wounded-heroic leaders are present, they are set aside from the battle line until all fighting is resolved.

### 10.7 Opposing Side Set Up

Once the first player has deployed his force as described above, the second player (the one with the greater number of

combat units in that battle) does the same. He must place his combat units so each one of the enemy combat units has one opponent unit next to it. It is not necessary to try to match cavalry against cavalry or infantry against infantry; any and all match-ups are allowed.

After matching his opponent's line of units one-for-one, the second-deploying player may then set any extra combat units, again in any combinations, in line behind any, some or all of his "front line" units. He has complete discretion in setting up these extra units. He might put them all in a single line behind just one of his frontline units, or distribute them as evenly as possible behind all of them, or any combination between those extremes. He then places any unwounded heroic leaders atop any of his combat units (not necessarily front liners), no more than one per unit.

### **10.8 Heroic Leaders**

Heroic leaders are all those who have printing on their reverse sides. Just because one or more heroic leaders are present in a battle does not mean they must be assigned a place in the battleline. In such situations the owning player may choose, on a round-by-round basis (not step-by-step, but round-by-round) whether to commit them. Once committed to tactical combat, though, a leader remains in the fight until he's wounded or the battle is resolved.

The effect of such units in combat is that all combat die rolls made for the units they are stacked with are decreased by one. Heroic leaders do not, however, impart combat capabilities to a unit that it does not otherwise already have. That is, for example, a heroic leader stacked with a unit with a missile fire factor of zero does not change that unit's missile fire factor to a one. Zero capability to participate in a given combat step remains just that despite heroic leader presence. Note, though, a unit with a printed combat factor of one would, in effect, hit on a one or two if a heroic leader is with it.

### **10.9 The Missile Fire Step**

In this step both players roll a die for each of their frontline units that have printed missile fire factors of one or more. If the result is less than or equal to that factor, the enemy unit opposite in the battleline (the one that thereby automatically receives its opposite's fire) loses one step. If a unit receiving a hit is at full, two-step strength, flip it over so its reverse side (the one with the lower combat factors) shows upward. If a unit receiving a hit is already at reduced, one-step strength, simply remove it from the battleline and put it into the dead pile.

Units that have printed missile fire factors of zero (0) simply sit out this round, passively receiving any missile fire from their opposite enemy unit. Or if both units in a matched pair have zero missile fire factors, both would simply sit passively until the archery duels to either side of them are resolved and combat proceeds to the next step.

Both players roll for each engaged pair of units simultaneously, and hits are scored simultaneously and immediately within pairs of opposing units.

The player who initially had more combat units engaged in the battle now examines his front line. If he has any back up units directly behind a space just created by the

elimination of one or more of his starting frontline units, he now moves the units immediately behind those spaces forward into the frontline, and any other units behind them maintain their relative positions by also sliding forward one space in line.

### **10.10 Breakthrough**

Whenever an exchange of combat die rolls results in the elimination of one side's front line unit, and the losing player has no back up unit lined up behind it to immediately slide forward into the vacated position, the player owning the winning unit in that duel has achieved a "breakthrough." In such cases the player with the surviving unit immediately moves it forward, along with all the other of his units that may also be lined up behind it, to a position adjacent to any enemy units on either side. Those breakthrough units will begin making "extra" combat die rolls against the newly "flanked" enemy unit(s) during the following steps (see examples below).

### **10.11 Breakthrough Limits**

Other than the variety of maneuvers described in the examples below, no other movement is allowed in the battlelines of either player after combat set up is completed. Note that breakthroughs must always be exploited. In the case of central breakthroughs, as in Example 2 below, it is not necessary to exploit to both flanks, but all units lined up in the breakthrough column must move forward to some new flanking position. Exploitation is mandatory because of the lockstep characteristics historically inherent in linear combat tactics once the two front lines were engaged.

### **10.12 Flanking Combat**

When a unit has been flanked, all of the enemy units now involved against it may make die rolls against it in subsequent combat steps. They do not get those "extra" rolls immediately upon breaking through; they must wait until the next combat step is begun. For instance, in Example 3 below, in the resolution of the next combat step the Roman would engage his "1," "2" and "3" units against Hun unit "B." Hun unit "B," though, is still only allowed the usual one die roll (assuming it has a printed combat factor greater than zero for the coming kind of combat). In that case, when it came time to roll, the Hun player would announce which one of the eligible Roman units would be receiving his flanked unit's efforts before the Hun rolled the die.

### **10.13 Attacker/Defender Breakthroughs**

Note it doesn't matter whether a given breakthrough is achieved by units of the "attacker" or "defender." The mechanics are the same for both sides, and in battles with long front lines it's entirely possible for both sides to breakthrough the opposing line at different places during the same combat step.

### **10.14 Sequential Breakthroughs**

It's also possible for units involved in a breakthrough to subsequently eliminate the new enemy unit they moved to

## Scourge O'God

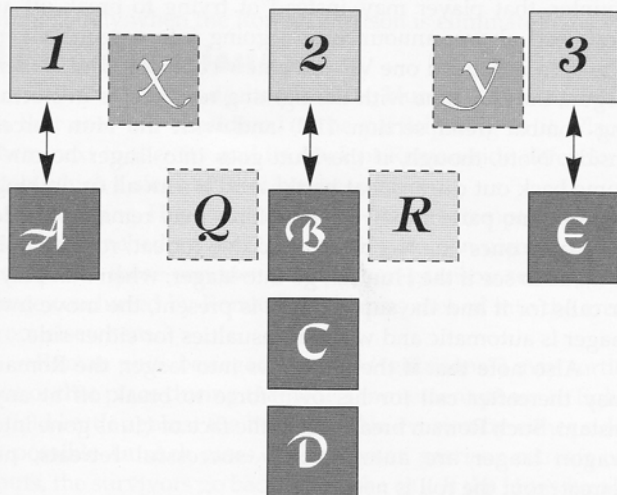
flank, and from there move on to new flanking positions against other enemy units that then become exposed to them.

### 10.15 Back Up Units

Prior to breaking through, back up units are just that — back up. Back up units don't make or receive combat die rolls until a step begins in which they have become a front-line or flanking unit. Such a transformation may occur due to a frontline unit's elimination by enemy action, or by the back up unit's own move forward to a flanking position in a friendly breakthrough. Note that in breakthroughs, multiple advancing units flanking the same enemy unit don't line up, once on that flank, into a new frontline/back up formation. All flanking units are considered simultaneously to be on the flank(s) of the newly engaged unit.

### 10.16 Breakthrough Examples

The units labeled "1," "2," and "3" are each Roman units deployed in that player's front line. Units "A," "B," "C," "D" and "E" are all Hun units.



**Example 1.** Assume the Roman player's die rolling eliminates Hun unit "B." Hun unit "C" then immediately slides forward to take over the now dead "B's" place. That slide forward is not an option; it's mandatory. "D" would also move forward, maintaining its back up position behind "C." Note also that "C" doesn't get to make an immediate combat die roll; it merely occupies the new position for now, and will begin exchanging rolls with Roman "2" during the next combat step (provided that Hun unit has a combat factor greater than zero for that kind of exchange).

**Example 2.** Assume this time it's Roman unit "2" that's eliminated. Since that player has no back up units, the Hun has achieved a breakthrough. Accordingly, the Hun player must immediately move his unit "B" to either position "X" or "Y." If "B" moves to "X," Roman unit "1" will be "flanked" during the next combat step. If "B" moves to "Y," then Roman unit "3" will be flanked. For this example, assume "B" goes to "X." Likewise, Hun units "C" and "D" must now also follow "B" into the breakthrough. That could mean moving "C" to join "B" at "X." Or "C" could instead be moved to

position "Y," where it would flank Roman unit "3" in the next combat step. Either way, Hun unit "D" would then also be moved to either "X" or "Y."

**Example 3.** Assume the Roman eliminates Hun unit "A." Roman unit "1" immediately advances to "Q." No other move is possible, since "A" made up the extreme left wing of the Hun line. Assume the combat between Roman "2" and Hun "B" remained inconclusive. Next the Roman eliminates Hun unit "E." Roman "3" then moves to position "R." No other move is possible, since "E" represented the extreme right wing of the Hun line. Alternatively, if Roman unit "1" broke through to position "Q" only to see Hun unit "B" eliminated by Roman unit "2's" combat die roll, Hun unit "C" would slide forward. In that case, Roman unit "1" would remain at position "Q," still flanking, but now against the newly advanced Hun "C."

### 10.17 Charge Combat Step

The missile fire procedures are repeated, just as given above in 10.9 through 10.16, except this time using the engaged units' charge factors.

### 10.18 Melee Combat Step

The charge combat procedures are repeated, just as given above in 10.9 through 10.17, except this time using the engaged units' melee factors.

### 10.19 Automatic Heroic Leader Casualties

Any heroic leaders committed to positions in the front line with units that are eliminated in combat are also immediately eliminated (killed in action) and permanently removed from play.

### 10.20 Random Heroic Leader Casualties

After the completion of each step of combat (missile, charge and melee), every leader on both sides who was with a unit that survived the step but rolled a combat die and/or had a combat die roll made against it must have a separate die roll check made to see if he's been killed or seriously wounded. Roll two dice, or one die twice, for each such heroic leader.

A heroic leader is wounded on a roll (the total of two dice) of five. Such heroic leaders are flipped so their wounded side's show upward, and they may no longer provide their die roll bonus, though they do still remain in the battleline until the fighting in that area is completely resolved for the phase or the unit they are with is eliminated. Previously wounded leaders still in the line must also be checked for once per combat round (not step, round). In such cases, a two-dice total of five or six results in their death.

A unwounded heroic leader is killed outright on a roll (the total of two dice) of four. Killed leaders are immediately and permanently removed from play.

### 10.21 Leaders & Heroic Leaders Not in the Line

As mentioned earlier, it's not necessary for either player

to commit all of his available leaders to positions in the line. Further, non-heroic leaders can't be committed there, and so sit out each battle off to the side.

Leaders and heroic leaders not committed to the battle line are kept off to the side during all combat resolution. They are considered to be masterminding the fight from a safe distance, and will each have only one casualty check for them made at the end of the combat if their side loses the battle (see 10.26).

## 10.22 Multiple Battle Rounds

At the completion of combat step 4, each player (attacker — the player whose combat phase it is — first) has the option of announcing if he wants to break off the battle in that area or continue fighting. If both players want to go on, repeat combat steps one through four in another round of battle. In such cases don't redeploy from scratch; continue with the tactical situation just as it presently exists. A battle can go on that way, round after round, until all of one side's combat units are eliminated or until one player announces at the end of any round's combat step 4 he does now want to break off. (In fight-to-the-death situations, the instant all of one side's combat units in a battle are eliminated, all that side's other units and leaders and heroic leaders present in the field in that area are also automatically eliminated.) There is no artificial limit on the number of combat rounds that may be run through per battle.

## 10.23 Breaking Off

If either player announces he wants to break off a battle, a die roll check must be made to determine if his force manages to conduct an orderly retreat from the field or loses formation and routs from the field (likely suffering heavy casualties along the way). One die is rolled by the player breaking off. On a result of 1, 2 or 3 the force breaking off routs; on a roll of 4, 5, or 6 it retreats in an orderly way. The break off die roll result is modified as follows:

+1 if all the units in the breaking off force are Hun cavalry, or Hun cavalry and Hun leaders.

-1 for every unit in the breaking off force that's flanked at the time of this break off attempt.

## 10.24 Retreats

If the side attempting to break off achieves an orderly retreat result, simply place both sides' involved units back on the map in the area where the battle was fought. All activity in that area is concluded for the phase.

## 10.25 Routs

In the event a breaking off force routs, all the opposing front line units (including flankers) get to make final missile, charge and melee rolls against the routing player's force. During those steps the routing player's units don't get to make any die rolls of their own. Also make a standard casualty check for all the heroic leaders, wounded or not, still in a position in the line of the routing side. But don't make casualty checks for heroic leaders in the line of the winning side. Then also make a casualty check on any of the routing side's unengaged leaders and heroic leaders as described below. Finally, place both sides' surviving units back on the

map in the area where the battle took place. All activity in that area is concluded for the phase. If a Hun-side force routs and the supply and/or siege train is present, those one or two units are automatically eliminated.

## 10.26 Uncommitted Leader Casualties

The uncommitted leaders and heroic leaders (those present in a battle area but not put into the battle line) of a routed force must be checked for survival at the end of such a battle. Roll two dice, or one die twice, for each such leader. An uncommitted leader is wounded on a two-dice result of five, and is killed on a four.

**Design Note.** When moving units back and forth from the map to battle, take care to preserve their proper step strength. That is, reduced units don't regain full, two-step strength, nor do wounded heroes become well, simply for having survived a battle.

## Ω 10.27 Hun Wagon Laager Defense

If a Hun force in battle area included the supply train counter, that player may, instead of trying to break off as described above, announce he's going into wagon laager. The Hun is debited one VP and a new combat round is then begun, but this time with the fighting resolved as in storming combat (read section 11.0) and with the Hun forces inside. Note, though, if the Hun goes into laager he can't come back out during that battle. And it's an all or nothing decision; no part of the Hun-side force may remain outside the laager once one has been called. No retreat/rout die roll is made to see if the Hun can go into laager; when that player calls for it and the supply train is present, the move into laager is automatic and without casualties for either side.

Also note that if the Hun goes into laager, the Roman may thereafter call for his own force to break off at any instant. Such Roman break offs in the face of Huns gone into wagon laager are automatically successful retreats, no retreat/rout die roll is needed.

**Design Note.** The Hun is debited a VP each time he goes into laager to simulate the morale costs involved as such moves erode the belief in Hun tactical invincibility.

# 11.0 Cities & Siege Combat

## 11.1 In General

Roman-side units may move into and out of unpillaged cities (see 9.5) and defend them as such.

## 11.2 Pillaging

The instant a Hun-side combat unit enters a city, that place is automatically pillaged. If Hun-side combat units end their movement phase in an area containing a city empty of Roman-side combat units, that city is automatically pillaged. A pillage marker is placed atop pillaged city symbols and the Hun player records the appropriate amount of VP for it. Pillaging is mandatory upon initial Hun entry into a city, but it only occurs once per game per city. Once a city has been pillaged it ceases to exist for all purposes for the rest of the game. Roman-side units never pillage cities.

## 11.3 Declaring Sieges

If Hun-side combat units end one of their movement phases in an area where the only Roman-side combat units present are in a city, the Hun player may (he does not have to) place a siege marker atop those garrison units. In cases where the Roman has combat units out in the field (in the area but outside the city), those units would have to be defeated in field combat by the Hun before he could declare a siege. Further, if those Roman units in the field successfully evade the Hun's attempt at field combat, the Hun is not permitted to bypass them and go to siege combat. In such cases the idea is the Huns were kept running around the area's countryside for a month trying to chase down the mobile Roman defenders.

It's not permitted for the Hun to engage a Roman-side field force, defeat it, then attack and or move into a city in that area all in one combat phase. A Hun movement phase must end with no Roman-side combat units in an area with a city for the Hun to be able to pillage it at that time. If siege combat takes place, pillaging is considered to take place immediately when the Roman garrison is eliminated.

## 11.4 Siege Effects

When a siege is declared, all the Hun-side combat units in that area are considered to be participating in it. Place them next to the city and its stack of Roman-side defenders atop which a siege marker has been placed.

Besieging Hun-side units may never attempt to evade attacks launched against them during Roman combat phases, neither those conducted as Roman garrison sorties, nor those conducted by Roman relief forces moved into the area from elsewhere.

Roman units besieged in a city ("garrisons") may sortie out of that place during that side's movement phase to fight a field battle against the besiegers. No evasion by either side is possible. In such cases, if the Roman garrison retreats or routs, the survivors go back inside the city. If the Huns break off, the siege is broken and both sides are placed back on the map, "in the field" of the area where the siege took place.

Roman units moving into an area where the Hun is conducting a siege may also engage that besieging force in normal field combat. This may be done during the same combat phase in which a garrison sortie is conducted. Resolve both battles as separate field combat affairs (this is the exception to the one field battle per area per combat phase rule given in 10.1).

Within the above restrictions, unresolved sieges may be continued indefinitely from turn to turn.

## 11.5 Siege Combat - Breaching

Siege battles have one or two steps each Hun combat phase: breaching and storming. To begin the breaching step, the Hun player rolls a die. A breach is considered to have been made in the city walls on a result of 1 or 2, or a 1, 2, 3 or 4 if the siege train counter is present in the area. If no breach is made, siege combat is over in that area for that Hun player turn.

## 11.6 Siege Combat - Storming

If a breach was made in the city walls, both players send

one infantry unit at a time into the breach (move them individually to the side of the map). This one-on-one battle is then resolved using the methods and steps described for field combat in section 10.0. One heroic leader may accompany each unit into combat.

If the defending garrison unit is eliminated, that player must immediately send another infantry unit into the breach to replace it in the following round of storming combat. If the attacker's unit is eliminated, he may choose to immediately replace it with another infantry unit, and thus initiate another round(s) of combat in the breach. Or he may decline the option and so end siege combat at that place for that turn. In such situations the breach is considered to be repaired by the defenders.

If a point is reached where there are no more defending infantry units to resist the storming assault, the siege is over and all the besieging Hun units enter the city, pillaging it.

**Old Hands Note.** Unlike this game's systemic parent, *I am Spartacus*, there are no intrinsic Roman city garrisons here.

## 11.7 Cavalry Conversion

Cavalry units never participate in storming combat as cavalry units. Cavalry units participating in storming combat on either side are considered to do so dismounted. That means they lose their charge factors (change them to zero), and gain melee combat factors of one (that's a melee combat factor of one no matter if they're at one- or two-step strength). Having survived a siege and gone back into the field, a cavalry unit is automatically considered to be back in its mounted (printed) mode.

## 11.8 Hun Wagon Laager Combat

Hun wagon laager defenses are conducted just as siege combat described above, except the Hun is now cast in the defensive role and he may not sortie. Further, the Roman never needs to roll for a breach; breaching is automatic. Likewise, cavalry participates in laager combat dismounted.

# Ω 12.0 Attrition & Winter

## 12.1 In General

Both players check for attrition losses, Hun player first, among their own side's units during each game turn's Mutual Attrition Check Phase.

## 12.2 Hun-Side Attrition

The Hun player must check for attrition all those units of his side that are not in or adjacent to the same area as his supply train unit. However, if a Hun-side unit is in an area seemingly adjacent to the supply train, but the border between the two areas is mountainous, then for purposes of this rule adjacency is not attained. Hun units may also escape an attrition check if they are located in an area in which they just pillaged a city during their previous player turn. Hun units besieging a city in a plague province must also be checked for attrition, even if the supply train is present or adjacent. See also random event 31-32 in section 14.0.

## 12.3 Roman-Side Attrition

The Roman player must check for attrition all those units of his side that are not in unpillaged cities or the area immediately surrounding an unpillaged city. Exception: Roman-side units starting the attrition phase in a devastated area must always check for attrition, even if there is still an unpillaged city within that area. Further, Roman units besieged in a city that's located in a plague province must also be checked for attrition. See also random event 31-32 in section 14.0.

## 12.4 Procedure

To carry out an attrition check, a player totals the number of units in an area liable to attrition, rolls a die, then cross indexes that result under the proper column heading on the Attrition Table (see section 15.0). Apply all applicable die roll modifiers, then immediately remove the indicated number of steps. Make one die roll check for all the forces in each eligible area each attrition phase throughout the game. The owning player always chooses which steps/units are to be lost to satisfy his attrition requirements.

## 12.5 Area Devastation

The Hun player may, instead of taking the risk of suffering losses in areas liable to attrition, announce he is devastating an area containing one or more of his side's combat units. He then places a devastated marker in the declared area. This must be declared and done before the die is rolled for a given area's attrition check.

Once placed, devastation markers remain in an area for the rest of the game. No area can be devastated more than once per game. The Hun player may decide to devastate an area in which he has units even if they are not otherwise vulnerable to attrition. (He might choose to do that to impede anticipated Roman advances there in the future.)

## 12.6 Winter

The four game turns November 451 through February 452, inclusive, are winter turns. Winter has the following effects in addition to those described above and listed among the die roll modifiers of the Attrition Table: 1) no forced marches are possible by any units of either side; 2) no units of either side may cross mountains; and 3) the Hun wagon and siege trains may not move at all.

## 13.0 The Wrath of God

### 13.1 In General

The wrath of God may fall on the Huns or upon the Romans.

### 13.2 Pope Leo

If Pope Leo is in unpillaged Rome and any Hun and/or Hun-allied barbarian units are anywhere in Italia, the Roman player may declare, at the very start of a Roman movement phase, that he will attempt negotiations with the Huns. No matter what the outcome, this table may only be consulted once per game. The phase it is conducted, no Roman-side movement may take place anywhere within Italia (the Pope Leo counter does not actually move from Rome).

Die Roll	Result
1-2	Attila is overawed when the Pope threatens to bring down upon him the wrath of God. All Hun-side units in Gallia Cisalpina and Italia must move to leave those areas by the most direct route during subsequent Hun player turns. They are not compelled, however, to use forced march or cross mountains. Until a player turn begins in which all Hun-side units have left the two provinces, no Roman-side units inside them may move or move into them from outside, and neither side may initiate field or siege combat in them. (During this period areas in them may contain opposing units without combat taking place.) Once the withdrawal is completed, Hun-side units may not reenter either of the two provinces for the rest of the game. During the withdrawal both players' operations outside the two provinces go on as usual. (This was the outcome of Leo's negotiations according to the ancient chroniclers.)
3-4	The Pope offers tribute to Attila. This is the same result as above, except the Hun player is also credited with five VP. (This is probably what really happened.)
5	The Pope angers Attila to the point the barbarian attacks and stabs him to death. Remove the Papal unit from the map, credit the Hun with five VP and continue play as usual. (Remember, though, there's no Roman movement in Italia and Gallia Cisalpina this turn no matter what the die roll outcome on this table.)
6	No effect: the negotiations fail to produce any result. Resume a normal Roman movement phase, including the provinces of Italia and Gallia Cisalpina.

## 13.3 Rome Pillaged

If the Huns pillage Rome, the wrath of God is considered to have fallen on the Empire. The Hun player gains immediate control of all barbarian tribes that are still neutral (including the North African Vandals), and all barbarian peoples may henceforth move anywhere on the map. The Byzantine intervention random event, number 33-34, is automatically the one that takes place in the next random event check phase without a die being rolled.

## 14.0 Random Events

### 14.1 In General

At the end of each game turn the Hun player should roll a die twice. The results of the two rolls are put together to form a two-digit number. For example, a roll of a two followed by a roll of a six would create 26. That final result is compared to the results given in the box to the right.

## Random Events

**11-12 St. Genivive.** The St. Genivive counter is placed by the Roman player in any friendly controlled city in Germania Superior, Germania Inferior, Lugdunensis, Belgica, Narbonensis or Aquitania. Once placed, the counter may never move, but if the city in which she's located becomes besieged, or is already besieged, the Roman-side force defending it subtracts two from its attrition die roll checks and one from their combat die rolls when under assault. Genivive is eliminated the instant her city is pillaged. If this event has already been rolled, consider it "no event" if rolled again.

**13-14 Provincial Governor Shows Initiative.** On his next limitanei mobilization die roll, the Roman player adds three to the normal result. (Thus he'd be adding six to the die roll in a province containing more than one city.) This random event may occur any number of times each game.

**15-16 Barbarian Desertions.** The Roman player points to any area containing one or more Hun-allied barbarian units. In this case, yellow and/or white background barbarians will count within the same overall category as Hun-allied. The presence of Hun units or leaders has no effect. The Hun player then rolls a die, halves that result (round up), and removes that many allied-barbarian units from the selected area. Units removed in this way never return to play during the rest of the game. This event may occur any number of times throughout the game until such time as Rome is pillaged; after that treat it as "no event."

**21-22 Roman Disunity.** At the end of the Roman player's next movement phase, no Roman units may be in the same area with any Roman-allied barbarian units. (Roman units may be inside cities located within areas containing allied barbarian units.) This prohibition ends with the start of the game turn immediately following. The Hun scores one VP for each area in which the prohibition is not observed. This event may occur any number of times per game.

**23-24 Unseasonable Weather.** If this event is rolled prior to the start of a winter turn, winter rules do not apply in that following turn. If rolled prior to the start of a non-winter turn, winter rules apply in that following turn. This event may be rolled any number of times per game.

**25-26 North African Vandals Attack.** At the start of the next Hun movement phase, that player places the Vandal fleet in any of the five sea areas. He then also places Gaeseric and the four North African Vandal combat units in any one land area adjacent to the fleet's area of placement. The North African Vandals are henceforth controlled by the Hun player just like other of his allied barbarian forces, with the exception they may only move within land provinces adjacent to the fleet (and the fleet never moves after being initially placed). If this event is rolled a second time, remove all the North African Vandals. If it is rolled again after that, treat it as "no event."

**31-32 Plague.** The Hun player rolls a die to determine the province across which plague has broken out.

- 1 - Italia
- 2 - Gallia Cisalpina
- 3 - Narbonensis
- 4 - Aquitania
- 5 - Belgica
- 6 - Germania Inferior

Once in a province, plague remains there in all its areas for the rest of the game. All forces of both sides must check for attrition in provinces suffering from plague. This event may occur any number of times per game.

**33-34 Byzantine Intervention.** The Byzantine units in Macedonia become fully active on the Roman side for the rest of the game. Once rolled, this event can never be undone.

**35-36 Holy Relic.** The Holy Relic marker may be placed with any Roman unit and is subsequently carried around by that unit. If the Holy Relic is carried into battle, in each round of combat in that battle the Roman player may call for up to five enemy die rolls to be rerolled. But no rerolled result can be made to be rerolled a third time. The Holy relic is eliminated when the unit carrying it is eliminated. This event can only be rolled once per game; treat it as "no event" if rolled a subsequent time.

**41-66 No Event.**







# Perfidious Albion

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Wellesley 5-10	IR Fraser 3-10	Graham 3-10	Hill 3-10	NR Hope 3-10	Bugeot (4)-10	Pluton 3-10	Palmerham 3-10	Stade 1-10	Trafalgar 2-10
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IB 4-6	NR IBm 4-6	IM 4-6	IR 2 4-6	2B 4-6	NR 2Bm 4-6	3M 4-6	4M 4-6	5M 4-6	6M 4-6
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### British Regulars

NR 7 4-6	AL 4-6	IR CB 4-6	FG 4-6	IR IG 4-6	IR KGL 4-6	Po 4-6	VI 4-6	I 14-3	II 14-3
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III 14-3	IV 14-3	V 14-3	VI 14-3	C 4-7	H 1-8	G 1-8	L 1-8	M 1-8	YC 1-8
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### British Volunteers

Bo 3-6	Br 3-6	Cm 3-6	DrC 3-6	EA 3-6	Ed 3-6	IR IL 3-6	NR ILY 3-6	Io 3-6	Lu 3-6
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Md 3-6	Nr 3-6	Ox 3-6	SH 3-6	SL 3-6	SN 3-6	Wa 3-6	I 11-3	II 11-3	III 11-3
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IV 11-3	V 11-3	Napoleon 5-10	Arago 3-10	Duroc 4-10	Fugère 3-10	Grouchy (2)-10	Fouché 4-10	Massena 4-10	Marmont (4)-10
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Ney 3-10	Oudinot 3-10	Darmasville 3-10	
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### French

	1	2	3	4	5	6	7	8	I 4-6
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II 4-6	III 4-6	IV 4-6	V 4-6	VI 4-6	VII 4-6	VIII 4-6	IX 4-6	X 4-6	XI 4-6
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XII 4-6	XIII 4-6	XIV 4-6	XV 4-6	XVI 4-6	XVII 4-6	XVIII 4-6	XIX 4-6	XX 4-6	XXI 16-3
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XXII 16-3	XXIII 16-3	XXIV 16-3	XXV 16-3	XXVI 16-3	XXVII 8-7	XXVIII 8-7	XXIX 2-8	XXX 2-8	XXXI 2-8
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### French Imperial Guard

XXII 2-8	XXIII 2-8	GC 2-8	MG 6-6	OG 6-6	YG 6-6	IGC 22-3	VP x1	VP x10	French Shipping x1
-------------	--------------	-----------	-----------	-----------	-----------	-------------	----------	-----------	-----------------------

French Shipping x10	GAME TURN	Royal Navy Maximum Effort	Reaction Move	
------------------------	--------------	---------------------------------	------------------	--

This is a supplement to Command #47

# ATTILA, Scourge of God

Game Design: Roger Sandell  
Map Art: Beth Queman  
Copyright © 1997 XTR Corp.

Turn Record Chart

1 March AD451	2 April	3 May	4 June	5 July	6 August	7 Sept.
8 Oct.	9 Nov. (Winter)	10 Dec. (Winter)	11 Jan. 452 (Winter)	12 Feb. (Winter)	13 March	
14 April	15 May	16 June	17 July	18 August	19 Sept.	
20 Oct.						

## Mountain Pass Table

Toll	Result
3	The unit crosses the pass without loss.
2	The unit crosses the pass but also loses a step.
1	The unit fails to cross and must remain in its starting area.
0	Units on siege & wagon trains never cross mountains. Units cross mountains in winter. Units can cross mountains during turns it has or will march.



15.3	Die Roll	1-3	4-6	6	Note
					The H
					No u
					No u
					force

**Attrition Die Roll Modifiers**

- +1 Besieging Force
- +2 Force in Besieged City
- +1 Roman/Roman-Allied Force in Winter
- +2 Hun/Hun-Allied Force in Winter
- +1 Force in Devastated Area
- +2 Force in Plague Province
- 2 St. Genitive in Besieged City
- 1 Roman/Roman-Allied Force in Area with Unbesieged City

15.1 Attrition Table			
Die Roll	Number of Units:		
	1-2	3-6	7-12
≤1	0	0	≥13
2	0	0	0
3	0	0	1
4	0	1	2
5	1	2	3
6	1	2	4
≥7	1	3	5
			6
			7

Eliminate the indicated number of steps (not units), owner's choice.





Caesarea  
Augusta

AETICA

IV  
TARRACONENSIS

II

III

VI







II

Victory  
Point  
Track

0	1	2	3	4	5	
---	---	---	---	---	---	--



Key

-  = Provincial Boundary
-  = Area Boundary
-  = Imperial Boundary
-  = City (# Victory Point)
-  = Tribal Set-up
-  = Mountains

Suebi

AQUITANIA

LUGDUNENSIS

Goths

Burdigala

Baccudae

Orlanium

VI

III

II

I

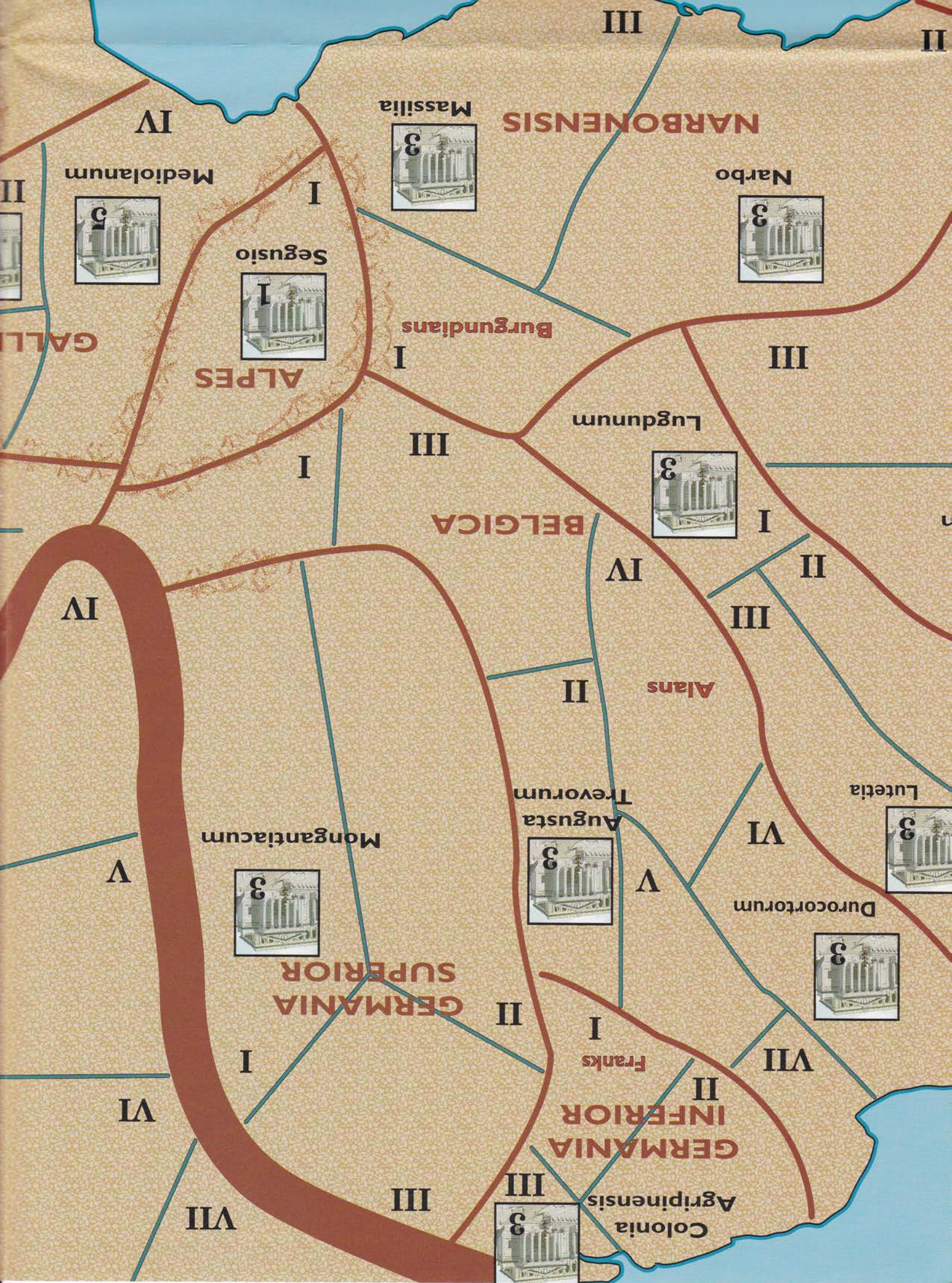
II

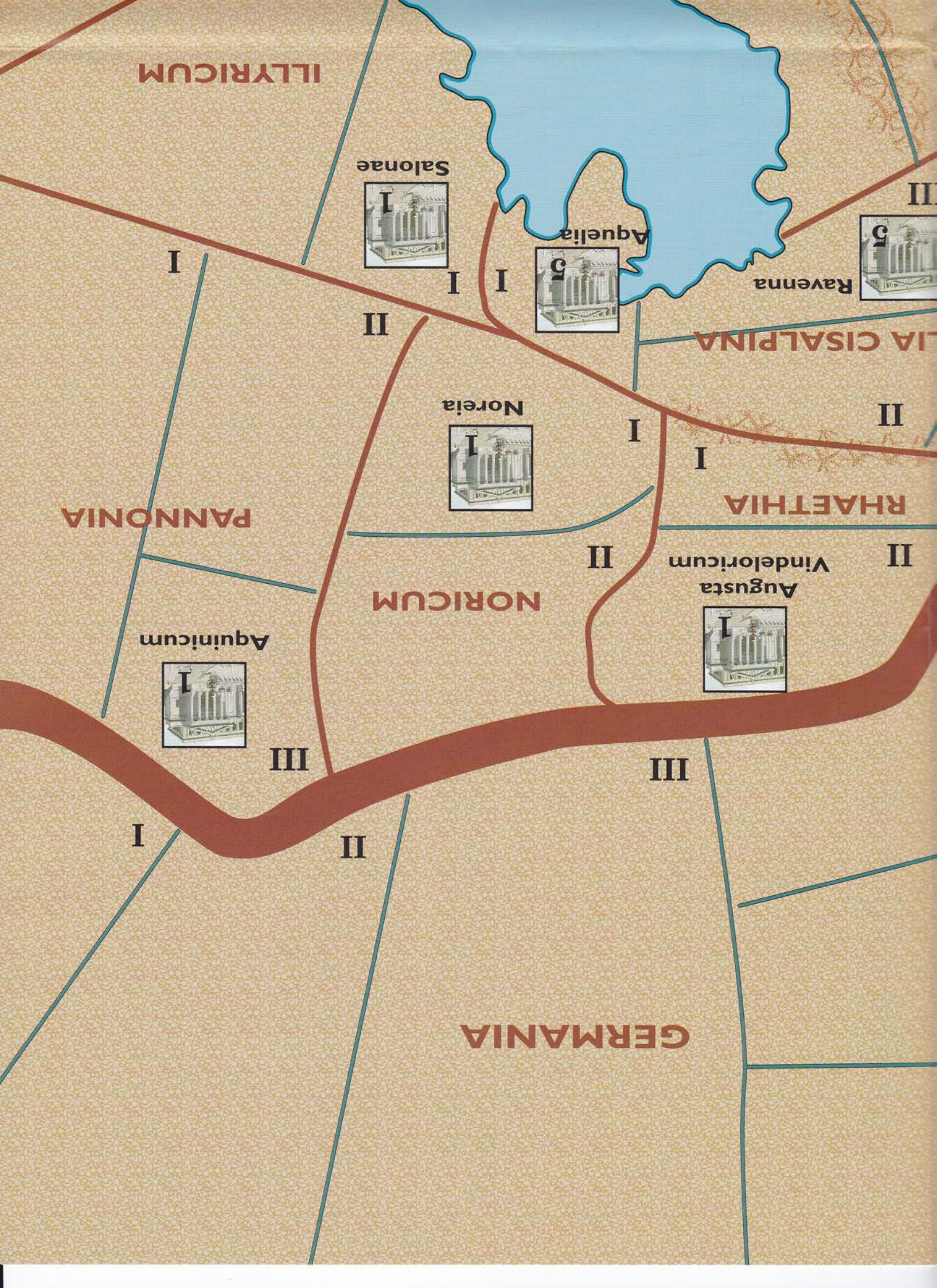
I

IV

V







ILLYRICUM

Salonae



Aquila



Ravenna



IA CISALPINA

Noreia



RHAETHIA

PANNONIA

NORICUM

Vindeloricum

Augusta



Aquinicum



GERMANIA

I

II

I

I

I

I

II

III

III

I

II

II

III

I

III

MARE INTERNUM

6

7

8

9



**15.2 Forced March Table**

Die Roll	Result
1-3	The forced march is successful.
4-5	The forced march is successful, but one step is eliminated (owner's choice).
6	The forced march fails; the unit/stack remains in place.

# COMMANDER'S CALL

by Ty Bomba

## Issue Game Schedule

Well, the bad news is that Chris Perello, with ever more of his time taken up being our business manager, has asked — for the time being at least — his already approved design projects be taken off-schedule after issue 49's *The Great Rebellion*. If, in the future, circumstances allow us to add personnel to our business management "staff," Chris will step back in with those design projects. (And don't worry, he still will be participating in the creative process of every game we publish as developer or co-developer.) The good news is that Ted Raicer, in order to help break himself out the "World War I box," has volunteered to take over any of those Yarmuk-system medieval battle game proposals that Chris ran in hobby edition no. 46. If you vote-up any of those, I'll plug it in to issue no. 51. Watch here for reporting on that in the next hobby edition.

Another surprise I got recently came from your voting on my proposal blurb for the *Taiwan* game. That is, you shot it down with a solid 5.32. So I'm holding open the second slot in issue no. 50 for possibly including a near-future, what-if Chinese civil war project I'm now propos-

ing (see no. 11 in this issue's blurb list below). Again, watch here for final resolution of that scheduling question in another issue or two.

Other games in the pipe line I'm fairly confident will be coming into our office soon include: *Death of an Army: First Ypres*, by Ted Raicer; *Cantigny: The AEF's Baptism of Fire*, *Operation Crusader*, *Highway to Hell: Operation Market Garden* and *On to Berlin*, all by John Desch; *War Plan Orange: The Evolution of US Naval Strategy, 1907-1945*, by Bruce A. Costello; *So Far From God: With Scott in Mexico* and *Greasy Grass: Custer's Last Stand*, by Hans von Stockhausen; and *Invasion: Pearl Harbor*, by Adrian McGrath.

## Feedback From Issue No. 45

As reported above, you shot down the single game proposal we had in that issue of the hobby edition. As for resolving the *Hedgerow Hell/Lightning War '44* controversy, seven percent of you answered "Duh?" That left 32 percent to say I should go ahead with *HH* as originally proposed. But that also left 61 percent who urged I now scrap *HH*. O.K., consider *HH* scraped and *LW'44* put in its place (see the game schedule above).

The second-thoughts voting on issue 43's *Chattanooga* game came in this way (first survey result/second survey result): overall - 6.57/6.43; map 6.31/6.19; counters - 6.87/6.27; and rules clarity and completeness - 6.40/6.28. You estimated its complexity at a chunky 5.46, after playing it to completion 1.18 times, taking 4.72 hours to do so. Twenty-four percent declined to express an opinion on play balance, leaving five and six percent, respectively, claiming the Rebs are heavily and slightly favored. Eighteen percent maintain the two sides have equal chances of victory, and 30 and 17 percent, respectively, say the Blue Bellies are slightly and heavily favored to win. Seventy-three percent thought it a good game for inclusion in the magazine; 27 percent said no, it wasn't.

Elsewhere in 45's voting, you gave the *Sea Lion* game an overall 7.00, rated its map at 6.46, counters at 6.60, and rules

clarity and completeness at 6.61. For the *Yarmuk* game the scores were: overall - 6.89; map - 5.92; counters - 5.79; rules clarity and completeness - 6.24. You gave *Commander's Call* that issue a 6.36. Twenty-nine percent thought hobby edition 45 was superior to 44, while 22 percent maintained the opposite, and 46 percent said the two issue's were of about equal worth. Three percent declined to express an opinion.

As to issue 45's main magazine, you rated its contents, ranked from highest to lowest, this way:

The Author & the Admiral - 6.90  
Short Rounds - 6.75  
Issue No. 45 overall - 6.67  
Operation Sea Lion - 6.65  
Last Act in the Dutch East Indies - 6.63  
Forgotten Fleet - 6.58  
Indonesia's Oil - 6.36  
Ironclads at Hampton Roads - 5.75  
Unrestricted Climb - 5.25

Sorry, but I forgot to list the cover art (the *Merrimac*) for that issue. We'll do so in this issue in order to keep the data field complete.

Three percent declined to express an opinion on the relative worth of issue 45's main magazine. That left 16 percent to say 45 was better than 44, another 25 percent who thought the earlier issue was the better of the two, and 56 percent who assigned the two equal value.

## Issue 47's Feedback Loop

Please use the combined newsstand/hobby edition feedback card bound into the magazine to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) on the corresponding spaces on the postcard. If it's a rating question, "0" means "Don't publish this game under any circumstances;" or "This article was so uninteresting I didn't even read it!" From there, each higher number indicates a slightly more favorable opinion, until you get to "9," which means: "This game idea is top-notch; please publish this game as soon as possible!" Or:

## Issue Game Schedule

Issue Game Title(s)

### 1998

48+ Tomorrow the World, 2nd Ed.  
49+ The Great Rebellion  
50\* Meuse-Argonne & ?  
51\* Armies of the Czar & ?  
52\* The Battle of the Marne & Kherson: Blood on the Snow  
53\* Royal Tank Corps & The Spanish Civil War

### 1999

54+ Lightning War '44  
55\* Verdun & Iron Dream  
56\* Reds & ?

### Notes

\* = Two-game issues  
† = Mini-Monster issues

"This article couldn't have been any better!" In yes/no questions, "1" means "yes," and "2" means "no," and "0" means "no opinion," or "not applicable."

Next issue we'll present the feedback results from issue no. 46. To be counted in the voting on this issue, your card must reach us by 15 April.

## New Game Proposals

**1. New World Order (1).** This will be a strategic wargame of possible global conflicts set in the first decade of the 21st century. There will be two players in each scenario: the US/UN/NATO, and a varied grouping in opposition, the Bad Guys. The hex map would show the entire world; units of maneuver would be primarily divisions and corps (560 half-inch counters, total), including RDFs, stealth ships and planes, peacekeeper forces, special forces, militia, terrorists, mobs, killer satellites, and cyberwar cadres (militarized computer specialist units). Special rules would cover: peacekeeping, counter-terrorism, civil disturbances, as well as conventional wars of varying intensities, right up to a full-blown World War III.

The scenarios will be based on projections from today's news stories, including small-scale military interventions, international law enforcement campaigns, both left and right paranoid fantasies, cyberwars, and conventional wars (an aggressive China, Islamic Jihad, etc.).

There will be several CRTs, reflecting different tactical doctrines, including US Airland Battle, Russian echeloned offensives, guerrilla warfare, etc.

The NWO system will be a new and unique, crafted to emphasize the chaotic elements of modern war. A chit system will be used to generate new crises after play has begun, while also awarding players advances in various technologies, such as computer viruses, non-lethal munitions, precision guided weapons, etc. Optional economic rules will allow player to transfer capital, industrial infrastructure and technology around the world.

A mini-monster for the magazine, by Joseph Miranda, with a complexity of about 5.00.

**2. New World Order (2).** Pretty much the same game as above, but done with a half-size, area map and 140 counters. Again, for the magazine, with a complexity of about 4.5, by Joseph Miranda.

**3. Napoleon Marches!** Napoleon made his reputation as a great conqueror in a series of lightning campaigns against Prussia, Austria and Russia in 1805 through 1809. In the, he utilized a revolutionary new military system to defeat his more convention-bound foes. NM will be an operational-level wargame of Napoleon's campaigns in central Europe, including scenarios for 1805, 1806, 1809 and 1813. The units of maneuver will be corps, including infantry, cavalry, combined arms, with a completely historical order of battle. Players will be allowed to field corps of different arms mixes and varying quality, but will be restricted in their overall organization by the historical practice of the countries involved in each scenario. This system will demonstrate how and where the French excelled, and will also allow his opponents to eventually catch up. Each national army would have its own peculiar strengths and weaknesses.

All the major historical leaders will also be included, rated for their various command capabilities. Random event chits will be used to generate a wide array of military and political occurrences that can alter the shape of each conflict. Several CRTs will be included, reflecting different tactical systems and troop quality. Cavalry will be shown in its proper historic role as a screening and pursuit force. There will also be provisions for such things as: partisans, Freikorps, the Grand Duchy of Warsaw and British intervention on the continent.

The game will include one 34x22" hex map and 560 half-inch counters. The map will cover all of central Europe from the west bank of the Rhine to the Elbe. The game system is potentially expandable to cover other campaigns, such as the 1812 invasion of Russia,

and the 1814 and 1815 campaigns in France and the Low Countries.

It's for the magazine, with a complexity of about 4.5, by Joseph Miranda.

**4. Victory in Vietnam.** One of the greatest what-ifs of 20th century military history concern the alternative strategies the United States might have used to attain conventional military victory in the Vietnam War. ViV will allow two players to explore those different strategic options using an operational scale. Several scenarios will be included.

**1965: Year of Decision.** This scenario presumes the US made an all-out commitment to wage successful conventional warfare at the start of its commitment, rather than gradually escalate.

**Operation Total Victory.** This scenario has the US launching a full scale counteroffensive in the wake of the Communists' Tet Offensive of 1968.

**Lam Son.** This scenario has US forces moving to completely and permanently occupy the communist base areas in Cambodia and Laos, cutting the Ho Chi Minh Trail completely in 1970.

**Red Triangle.** In this scenario the US invades North Vietnam in 1965 to seize Hanoi and Haiphong.

**The Domino Option.** This scenario presumes a full scale Red Chinese intervention on the side of the North.

Primary units of maneuver will be divisions, with both sides also able to break down into brigades and regiments. US airpower will be presented in some detail, along with special rules for: elite special operations groups, Vietnamese Rangers, communist sappers, B-52 strikes, helicopters, guerrilla tactics, provincial population allegiance, etc. There will also be a randomized communist commitment system, wherein the more force the US uses, the greater the chance for adverse reactions, such as Chinese intervention. For the US to achieve victory it will entail risk, but there is also the possibility the communist war effort may collapse completely if enough pressure is applied.

There will be one 34x22" hex map and 400 half-inch counters. For the magazine, with a complexity of about 4.5, by Joseph Miranda.

**5. NATO.** This game would offer scenarios covering hypothetical NATO vs Warsaw Pact wars set in the 1950s, 1960s, 1970s and 1980s. This design will utilize data that have come to light since the collapse of the Soviet Union in order to offer a solid reevaluation of the actual capabilities of both sides during those decades.

The primary units of maneuver would be divisions, with both sides allowed to organize them into higher combined armed echelons (which thereby have increased combat power, but at the loss of flexibility). Additionally, both sides will have numerous special operations brigades and territorial troops. Command control rules will reflect the ways in which both sides planned to fight, simulating the greater operational flexibility of NATO vs. the Soviet maneuver group tactics.

Headquarters will be important, with rules reflecting various C3I capabilities. Good use of these units will allow players to generate additional movement and combat impulses for their combat units. Electronic warfare will be covered, along with cruise missiles, battlefield sensors, etc. There will also be an extensive airpower subsystem, which can be played alone or in conjunction with the ground game. Player can allocate their available planes to different missions in order to gain air superiority, support troops on the ground, or conduct strategic missions. Optional rules will allow for chemical/biological warfare and nuclear strikes.

Optional political random events will be handled on a table that can trigger anything from total world war to political collapse within individual countries. There will also be a what if scenario covering a hypothetical war in Europe at the turn of the century.

A two-map mini-monster, for the magazine, with a complexity of about 5.0, by Joseph Miranda.

**6. The Shogun's March to Peking.** An unusual game of Asian warfare, this wargame would cover Shogun Hideyoshi's campaign to conquer China in the 16th century. The Japanese landed in Korea, planning to

march from there to the Chinese capitol city of Peking. But they never got off the peninsula. Stout Chinese resistance, and a wily Korean admiral who built the first ironclads, stymied them.

The game will explore some of the classic facets of eastern warfare, including deception, surprise, outrageous maneuvers, and samurai spirit. They will be represented by "Art of War" chits, which players can use to gain certain advantages or stymie their foe. Some chits will act as countermeasures to the other player's chits, so neither will ever know what the final result of chit play will be. The same subsystem will also be used to bring in new technology, such as ironclad warships.

There will be one 34x22" hex map and 280 half-inch counters. For the magazine, with a complexity of about 4.5, by Joseph Miranda.

**7. The French Revolution.** This is a multi-player game covering the political upheaval in France from 1793 through 1800, with each player representing one of the main factions (radicals, monarchists, etc.). Play will call for a combination of negotiation, conspiracy and military force to gain and hold power. The area map will show France and bordering regions, with an inset map for Paris. Units will represent prominent regiments, mobs and leaders. There will be extensive chit play, covering leaders, plots, special military capabilities, the Declaration of the Rights of Man, the guillotine, foreign intervention, and the rise of upstart generals, etc. The game will include one 34x22" map-sheet and 140 counters and chits. For the magazine, with a complexity of about 4.5, by Joseph Miranda.

**8. Airlords of the Empire.** This would be a science fiction wargame based on the premise airships were extensively developed as combat systems in the late 19th century. Game scale would be strategic, with a hex map covering the entire globe. Units would represent various types of airships, from mighty dreadnoughts down to small scouts, each having a gunfire, armor, maneuverability and range rating. Other units would include ornithopters (flying machines), land cruisers (giant tanks), shock armies, infantry hordes, and ocean-going fleets (which make great targets from the air).

There will be several scenarios set across the period 1870-1925, including a clash among the European Great Powers, and invasion of the Americas, and a Bolshevik attempt to conquer the world. There will also be leaders, including some of the most prominent of political figures, along with such air pioneers as Douhet, von Richtofen, Billy Mitchell, and tank enthusiasts like J.F.C. Fuller, and futurists like H.G. Wells. A mini-monster with two maps and 560 half-inch counters. For the magazine, with a complexity of about 4.5, by Joseph Miranda.

**9. The Ethiopian Wars.** This will be an operational treatment of the campaigns waged in that African country in 1935-36 and 1940-41. It will use an adaptation of the When Eagles Fight system. There will be 200 half-inch counters, one 34x22" large-hex map showing all of Ethiopia, along with Eritrea, Somaliland and surrounding border areas. Game turns will represent two months each. The same basic set of rules will cover both scenarios, along with plenty of special rules to treat the details of each.

In 1935 the troops of the Abyssinian emperor are heavily outnumbered, and the Italian player must destroy them in a limited number of turns while holding his own losses below a certain level. In the 1940 scenario the Italians, low on supply and outnumbered in the air, must delay as long as possible the British drive on Addis Abbaba. Here there will be an overall campaign scenario, along with shorter ones covering just the Allied final drive of January to May 1941, and another covering the attempted Italian invasions of British Somaliland, Kenya and the Sudan. A "what if" scenario will show what could have happened had the Italians been better prepared.

Units will be regiments, colonial brigades and few battalions. Counter density on the map will be low, so play will be fast and furious, with every scenario playable in no more than three hours. Special rules will cover: chemical warfare, motorization, leaders, Somali askaris, supply shortages, air superiority,

amphibious landings, guerrillas, the Free French, the Foreign Legion, colonial troop desertions, etc. A random events table will show the influence of off-map diplomatic and military events, covering such things as: international sanctions, aid for the Ethiopians, Rommel's 1941 offensive, the Iraqi coup, the Balkan campaign, etc.

Complexity will be about 4.5, with the OBs taken directly from documentary sources. For the magazine, by Javier Romero.

**10. Hone Heke: New Zealand's Great Northern War, 1844-46.** From the beginning of European penetration, Kororareka, located in the Bay of Islands in the North Island's Northland province, was the unofficial capital of New Zealand. That status brought not only trade and prosperity to the Northern Maori tribes of native peoples, but also the Euro-trash of the south seas: prostitutes, murderers, cutthroats and drunkards, along with liquor and firearms. After the Treaty of Waitangi in 1840, the capital was moved south to Auckland, and with it went the trade, though not the undesirables. The economy of the northern tribes suffered severely.

Hone Heke of the Ngapuhi, the first chief to sign the treaty, took umbrage at his tribe's subsequent decline in fortune, and in anger felled the British flagpole at Kororareka in July 1844. Twice more he felled it in later months, and then a fourth time in March 1845, during a general assault into the town. Kororareka was evacuated in a panic, and the refugees fleeing to Auckland claimed Heke would soon also be advancing in that direction. British troops rushed north, and reinforcements were sent from Australia. Friendly Maori joined the British in their counteroffensive against the series of fortifications erected by Heke and his followers. But they failed to capture the chief until finally taking him when he left his last fort at Ruapekapeka on Sunday, 11 January 1846 to attend church services.

Subsequent wars were fought across the central part of North Island in the 1860s and 1870s, and the settlements of all three still remain the subject of heated debate and radical activity in New Zealand today. While viewed from a Eurocentric perspective, New Zealand's "Great Northern War" was merely one of Queen Victoria's "Little Wars;" from a South Pacific viewpoint, however, it was one of the most important events of the first half of the 19th century. It set the stage for the immediately following Maori Wars, and also presaged the creation of the steadfast Maori infantry units that would serve Britain so well in World Wars I and II.

HH will use a system similar to that of the Zulu War game first published in *Battleplan* magazine back in 1988. It will use a half-size map with tactical battle displays for siege and open warfare. There will be up to 240 half-inch counters, and an asymmetric sequence of play to reflect the different systems of warfare used by the two sides: relative British immobility and heavy firepower, coupled with poor leadership and strategic inertia, versus Maori mobile defense, high morale, initiative and tactical adaptability, with ingenious fortification-building skills in particular. This will be a low-complexity game (about 4.0). Other scenarios included will cover the Waikato and Taranaki Wars and the campaign to capture the rebel Te Kooti in the 1880s. For the magazine, by Auckland B.R. Whyte.

**11. Beijing Burning: The Coming Civil War in China.** This game will use a 34x22" long-grain, small-hex map, along with about 280 half-inch counters (some with NATO symbols, some iconic), to simulate the possibilities inherent in the first two to three months of a new Chinese civil war fought in the 1999-2003 time frame. Each game turn will equal a week; each map hex will equal 42 miles (68km). The map will cover the area from Harbin, in Manchuria in the northeast, south to Hong Kong and the Vietnamese border, west to the foothills of the Himalayas, and north to Mongolia. Complexity will be about 4.0, with a playing time of about two to four hours.

BB:TCCWiC will use a derivation of the well received *Moscow Burning* system to cover this possible, near-future conflict. The People's Liberation Army order of battle will be presented mostly as divisions,

but there will also be some specialist brigades, regiments and battalions (special forces "Fist" paratroops and airmobile, along with heavy artillery and tank support units). All units will be one-steppers, printed red on one side and white on the other, thereby eliminating the record keeping requirements some found so irksome in the *Moscow Burning* parent game. The OB is drawn from the most current open source data presently available about the PLA today, combined with the best thinking about what's likely to soon come from its ongoing modernization programs. Units will mobilize into play through the seven military regions (boundaries shown on the map) currently in use there.

Of course, there will also be urban militias, competitive bidding to gain the loyalty of reinforcements as they arrive, and random events, covering such things as: peasant movement outbreaks in the countryside, Taiwanese intervention, errant atomic bomb blasts, and Moslem and Tibetan revolt in China's far western, off map areas, etc. For the magazine, by Ty Bomba.

## Second Thoughts Survey - Hobby Edition 45

Please reevaluate the games from hobby edition no. 45.

12. *Sea Lion* game overall
13. Map
14. Counters
15. Rules Clarity & Completeness
16. Estimate *Sea Lion's* complexity from 1 (simple) to 9 (hyper-complex).
17. How many times have you played *Sea Lion* to completion? (0-never; 1-once, 2, 3, etc., 9-nine or more times.)
18. How long does it take to play a game of *Sea Lion* to completion? (0-can't say; 1-about one hour; 2-about two hours, etc.)
19. Which side is favored to win *Sea Lion* more often when played by opponents of roughly equal skill?
  - 0-No opinion, or can't say.
  - 1-The Germans are heavily favored.
  - 2-The Germans are slightly favored.
  - 3-The game is evenly balanced.
  - 4-The British are slightly favored.
  - 5-The British are heavily favored.

20. Was *Sea Lion* a good game to include in the magazine? (1-yes; 2-no)
21. *Yarmuk* game overall
22. Map
23. Counters
24. Rules Clarity & Completeness
25. Estimate *Yarmuk's* complexity from 1 (simple) to 9 (hyper-complex).
26. How many times have you played *Yarmuk* to completion? (0-never; 1-once, 2, 3, etc., 9-nine or more times.)
27. How long does it take to play a game of *Yarmuk* to completion? (0-can't say; 1-about one hour; 2-about two hours, etc.)
28. Which side is favored to win *Yarmuk* more often when played by opponents of roughly equal skill?

- 0-No opinion, or can't say.
- 1-The Arabs are heavily favored.
- 2-The Arabs are slightly favored.
- 3-The game is evenly balanced.
- 4-The Byzantines are slightly favored.
- 5-The Byzantines are heavily favored.

29. Was *Yarmuk* a good game to include in the magazine? (1-yes; 2-no)

## This Issue's Hobby Edition

Please rate the contents of hobby edition no. 47.

30. *Attila* game overall
31. Map
32. Counters
33. Rules Clarity & Completeness
34. *Perfidious Albion* game overall
35. Map
36. Counters
37. Rules Clarity & Completeness
38. Commander's Call
39. Was this issue of the hobby edition better than the previous? (0-no opinion, or can't say; 1-yes; 2-no; 3-the two hobby editions were of about equal worth.)

## The Main Magazine

Rate the contents of Command magazine no. 47.

40. Short Rounds
41. Cover Art
42. The Rosebud
43. Attila the Hun
44. Could Napoleon Have Invaded England?
45. The USS Chesapeake
46. The Falklands War
47. The World's Number Two Navy
48. Petra
49. OSS-101 in Burma.
50. Breaching the Dardanelles
51. Issue No. 47 Overall
52. Compare this issue's main magazine to the one before it. Which of the two was superior? (0-no opinion, or can't say; 1-this issue was better; 2-the earlier issue was better; 3-the two were about equal.)

And last, rate the cover art from issue no. 45 (the Merrimac painting).

53. Issue no 45's cover art. ★

# Errata

## Operation Sea Lion

### Units

The British unit with the set up coordinate of 3123 should instead start in 3122.

### Rules

The second sentence of rule 9.3 should read: "To be in supply, a British unit traces a path...to a British supply source hex."

## End of Empire

### Counters

#### British Regulars

Leslie should read "0-20-3," not "0-2-3."

1 Gr - the "19" should be black and "2" red.

17, 19, 20, 21RNBf, 22 - should have boxed "3" combat factors on the reverse sides.

40-set up code: the down-arrow on the front should be black.

43-set up code: there should be a red "3120" on the reverse.

45-set up code: there should be a black "NS" on the reverse.

#### French Regulars

Lang - set up code: there should be a black "1" on the reverse.

LRE - set up code: should have a black "1" on the reverse.

VE - set up code: should have a red "33" on the reverse.

#### Continental Army

5LI - should have the entry code "31 Sp."

8CT - the withdrawal code should be "35."  
2NY - its entry code of "3-2319" should be underlined.

5PA - its entry code should be "7-1718" and the ambush factor on its front side should be circled "4" (the reverse is O.K.).

Schuyler - his entry code should be underlined.

Montgomery - his entry code should be underlined.

#### Provincial Regulars

84RHE - its entry code should be underlined.

#### French Provincials

Mar La - entry code should be 18-1111 or 1102, not 1112.

#### Map

Iroquois Loyalty Chart - The footnotes for the Caughnawaga and Mingo /Delaware are reversed.

The border between Virginia and North Carolina is missing between S5725 and S5825.

Point Pleasant should be in hex S5310 instead of S5210.

The Catawba appearance hex should be S4317, not S4416.

#### Scenarios

In 21.1 and 22.1, Eddy is listed as a British unit eliminated but available for replacement. It is an American unit.

#### Additional Abbreviations, Clarifications & Corrections

##### Continental Leaders

Wash - Washington

Wald - Ward

Schyl - Schuyler

Ptnm - Putnam

Thms - Thomas

Mont - Montgomery

MdDgll - McDougall

Arnld - Arnold

Lfayette - LaFayette

##### Continental

C - Continental

CLD - Continental Light Dragoon

2Can - the "Congress' Own" regiment

Wall CT - Ward's CT regiment

GMR - Georgia Horse Rangers

MVR - Mounted Virginia Rifles

Armnd - Armand

Frmn - Forman

Mlclm - Malcolm

Ptnn - Patton

Plski - Pulaski's Legion

Stvn - Steven's Provisional

##### French

Rchmb - Rochambeau

Dskau - Dieskau

Mntclm - Montcalm

Mmrque - Broulamarque

Vand - Vandreuil

##### Spanish

Galv - Galvez

##### Hessians

Rdsl - Riedesel

Knyp - Knyphausen

Hstr - Heister

Ling - Linsingen

Wnt - Wutginau

##### Provincial Regulars

Crltn - Carlton

Hldmnd - Haldimand

Prvst - Prevost

Tryn - Tryon

Arnld - Arnold

##### Provincials

Shrly - Shirley

NJBI - New Jersey Blues

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**USS Wright/San Clemente, AZ/AV1, AG79, CVL 49, CC2, Reunion.** Plymouth MA 19-23 August 1998. Contact E D Harvey PO Box 9, Calvary GA 31729, 1-912-872-3940, email edharss@juno.com.

**HAVOC XIV.** April 25-26, 1998, Fort Devens Gymnasium, Ayer, Mass., BGBoston Inc's 14th annual wargaming convention. For general information contact Peter Mancini, 200 Bedford Rd #17-A, Woburn MA 01801, 617-933-9975. For dealer information contact Mark Brown, 29 Thornton Rd, Waltham MA 02154, 617-899-9618.

**For Sale:** Gamer eliminating many out of print games from collection, most S&T. Send SASE to W248 S8405 Stonehill Dr, Mukwonago WI 53149, 414-662-0601, ask for Joe.

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