ATTRITION TABLE

Die Roll	Total Strength Points in Hex				
	3–5	6–10	11–15	16–20	21+
1	0	0	0	1	1
2	0	0	1	1	2*
3	0	1	1	2*	3*
4	0	1	2*	2*	3*
5	0	2*	2*	3*	4*
6	1	2*	3*	3*	5*

Key:
0 = No Loss
# = Number of Strength Points Eliminated
* = Required Cavalry Loss
Modifiers:
(- 1) All French and French satellite units
(- 1) All units in Home Country
(+ 1) All unsupplied units
(+ 1) All units in Spain (1) or Russia (4)
(+ 1) All units during Winter Turn
A modified die roll of less than one is treated as "1".
A modified die roll of greater than six is treated as "6".

COMBAT RESULTS TABLE

Force Result	L S	L S	L S	L S	L S	L S	L S	L S	L S	L S	L S
	D3 1	D2 1	D1 1	1 0	1 1	1 1	1 1	0 1	1 D1	1 D2	1 D3
Odds Ratio	Modified Dice Roll										
1 to 1	2	3	4	5	6	7	8	9	10	11	12
3 to 2	*	2	3	4	5	6	7	8	9	10	11 +
2 to 1 (up)	*	*	2	3	4	5	6	7	8	9	10 +

Explanation of Combat Results:

L = Larger Force
S = Smaller Force
0 = No Loss
1 = Consult Combat Loss Chart
D1 = Consult Loss Chart and reduce morale by one
D2 = Consult Loss Chart and reduce morale by two
D3 = Consult Loss Chart and reduce morale by three

Modifiers:

A. Leaders
B. Morale
C. Terrain Effects
D. Tactical Matrix (Optional)

Basic Morale Values:

3 = All Guard units
2 = Regular infantry and cavalry with **white** symbols and English Fleet Units
1 = Regular infantry and cavalry with **black** or **yellow** symbols and all other Fleet Units
0 = Cossack, Landwehr, Militia and Partisan units

The dice may never be modified by more than plus or minus **four**. A modified roll of less than two is treated as "2".
A modified roll greater than twelve is treated as "12". The player who possesses the Larger Force always rolls the dice.

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NAVAL RESULTS TABLE

	-1 L	-1 S	0 L	0 S	1 L	1 S	2 L	2 S	3 L	3 S	4 L	4 S	5 L	5 S	6 L	6 S	7 L	7 S	8 L	8 S
Force	L	S	L	S	L	S	L	S	L	S	L	S	L	S	L	S	L	S	L	S
Combat Ratio (Result)																				
1 to 1	2K	0	C	0	K	0	R	D	R	D	D	R	D	R	0	K	0	C	0	2K
3 to 2	2C	0	K	0	R	0	R	D	D	R	0	R	0	K	0	K	0	C	0	2C
2 to 1	K	0	R	0	R	D	D	R	0	R	0	K	0	K	0	C	0	C	0	2C

	-1	0	1	2	3	4	5	6	7	8
Blockade Table	–	–	F*	F	F	F	F	E	–	–
Pursuit Table	–	–	F	F	F	F	I	I	–	–
Transport Table	–	–	C	C	K	K	E	E	–	–

Key:
L = Larger Force
S = Smaller Force
D = Damaged, reference Damage Table for Result
R = Retreat, reference Damage Table as well
K = 1 Naval Unit Sunk, reference Damage Table as well
C = 1 Naval Unit Captured, reference Damage Table as well
2K = 2 Naval Units Sunk, reference Damage Table as well
2C = 2 Naval Units Captured, reference Damage Table as well

F* = Fail: Blockading force may attack
F = Fail: Blockading force must attack or retreat
E = Escape: Blockaded force (or transport) escapes
I = Intercept: Pursuing or blockading force may attack

Note: For Naval Combat, English fleet units possess a morale of two. All other fleet units possess a morale of one. The English leader Nelson may influence Naval Combat.

Note: The die roll is increased by one if pursuing fleet unit(s) are at sea.

NAVAL DAMAGE TABLE

Naval Result	Total Strength Points in Smaller Force					
	1	2	3	4	5	6(+)
D	1	1	1	1	2	2
R	1	1	1	1	2	2
C	1	1	1	1	2	2
2C	0	0	1	2	2	2
K	0	1	2	2	3	3
2K	0	0	1	1	2	2
Attrition Table	1	1	2	2	3	4

WEATHER TABLE

DIE	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	DIE
0	Wet	Wet	Wet	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Poor	Wet	0
1	Cold	Cold	Wet	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Wet	Cold	1
2	Cold	Cold	Wet	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Wet	Cold	2
3	Cold	Cold	Poor	Fair	Fair	Fair	Fair	Fair	Fair	Wet	Cold	Cold	3
4	Cold	Cold	Poor	Wet	Fair	Fair	Fair	Fair	Fair	Wet	Cold	Cold	4
5	Cold	Cold	Poor	Poor	Fair	Fair	Fair	Fair	Fair	Wet	Cold	Cold	5
6	Cold	Cold	Poor	Poor	Fair	Fair	Fair	Fair	Wet	Wet	Cold	Cold	6
7	Cold	Cold	Poor	Poor	Wet	Fair	Fair	Fair	Wet	Cold	Cold	Cold	7

Die Roll is +1 in Map Board Area 4, (Russia), and -1 in Map Board Area 1 (Spain)

Weather impacts play in the following manner:

* Weather impacts the entire area it is applied to.
* Fair weather has no impact on play.
* Wet weather decreases the movement allowance of all units in the area by one.
* Poor weather increases the Attrition die roll by one for all units in the area and decreases the movement allowance of all units in the area by one.
* Cold weather increases the Attrition die roll by one for all units in the area.
* Weather has no impact on supply (see SG section M, above).

TERRAIN EFFECTS CHART

Terrain Feature	Map Symbol		Movement Point Cost	Note Number	Effect on Field Battle (Modify Dice Roll By)
	Regular	Desert			
Clear Hex Territorial Boundary Clear Desert Hex	Boundary →		Clear: 1 Desert: 2	NA	No Effect
Forest Hex/ Sand Hex			2	6	(-1) if S is attacked in (+1) if L is attacked in
Swamp Hex			2*	1, 6	(-1) if S is attacked in (+1) if L is attacked in
Lake Hex			2*	1, 6	(-1) if S is attacked in (+1) if L is attacked in
Low Mountain Hex			2*	2, 6	(-2) if S is attacked in (+2) if L is attacked in
High Mountain Hex Mountain Pass	Mountain Pass		3*	2, 6	(-2) if S is attacked in (+2) if L is attacked in
River Hexside/ River Tail	River Tail		Pay cost of other terrain in the hex*	3, 6	(-2) if S is attacked from (+2) if L is attacked from
Bridge			Cancel all terrain effects for purposes of movement	NA	No Effect
Major City	Mins		1*	4, 5	Fort Capacity (6)
Minor City	Polta		1*	4, 5	Fort Capacity (4)
Capital City	BERLIN Capital		1*	4, 5	Fort Capacity (6)
Production City	Fleets Transports Only — Regular / Landweir Only		1*	4, 5	Normal Fort Capacity
Coastal Hex Coastal / Port Hex	— Port		Pay cost of other terrain in the hex*	7, 8	Land combat is affected by other terrain in the hex
Sea Zone Sea Zone Boundary			NA	7, 8	NA
Sea Crossing			Pay cost of other terrain in the hex*	9	(-2) if S is attacked from (+2) if L is attacked from

* See relevant Terrain Effects Chart Note(s)

Terrain Effects Chart Notes

1. Lake and Swamp Hexes are treated as Clear Hexes for all purposes during winter turns.
2. A unit expends one movement point to enter a Mountain Hex through either of the hexsides connected by the Mountain Pass line.
3. A unit which enters a River Hex must expend one additional movement point to leave that hex through any hexside which it could not reach without physically crossing the line symbol which represents the river. A unit which occupies a River Hex at the start of its Movement Phase may enter any adjacent hex at the normal terrain cost. There is never any penalty to leave a hex which is not entirely traversed by a river. River Tail hexes have no impact.
4. A unit may enter any hex containing a city at a cost of one movement point, regardless of any other terrain in the hex. A unit in a city hex may freely cross a river and enter any adjacent hex at the normal terrain cost.
5. Cities have no effect on Field Battles, use the TE of any other terrain in the hex. The Fort Capacity of a city indicates the maximum number of strength points which may be placed inside the city's fortifications (see section S).
6. For resolving a Field Battle, "S" represents the Smaller Force and "L" represents the Larger Force. The dice roll is always modified in favor of a force which is attacked in Forest, Lake, Swamp, or Mountain terrain. The dice roll is always modified in favor of a force which is being attacked from a River Hex if, and only if, all of the attacking units occupy a River Hex and none of the defending units occupy a hex traversed by the same river. In a Field Battle, the force which initiates combat is considered the attacking force, regardless of which player actually rolls the dice. River Tail hexes have no impact.
7. Army units may not move across an all-sea hexside such as the hexside separating hexes EE4(2) and EE5(2), except where designated with a red arrow (such as between OO25 and OO26). See #9, below.
8. A naval unit must expend one movement point to enter a port hex. A naval unit must expend two movement points to enter a non-port coastal hex. A naval unit must expend the movement points (MP) listed in the sea zone to enter the sea zone. If the moving unit does not have sufficient movement points remaining the move is not allowed.
9. Sea crossings marked with a red arrow (such as between OO25 and OO26) may be treated as river terrain for most purposes. Army units may move across the all-sea hexsides between Denmark and the islands around and containing Copenhagen. Treat the all-sea crossing as one river for Supply and Movement purposes. Ex: A unit moves from hex OO28 to PP26 and expends 3 MP's. *Note:* The field battle modifier is only applied if both forces are located in a hex containing the same red arrow.

TURN SEQUENCE

French Player Segment
- Attrition Phase
  - 1. Supply
  - 2. Attrition (Ignore on Turn 1)
- Alliance Phase (Ignore on Turn 1)
- Reinforcement Phase
  - 1. Reinforcements
  - 2. Replacements
- Ground Movement Phase
  - 1. Movement
  - 2. Entrenchments
- Combat Phase
  - 1. Combat Initiation
  - 2. Combat
    - a. Combat Round Begins
    - b. Supply Check
    - c. Combat & Combat Resolution
    - d. Repeat a-c if necessary
  - 3. Leader Casualties
  - 4. Siege Marker
  - 5. Siege Check

Anti-French Player Segment
- Equivalent to pro-French except the anti-French player is phasing

Advance Turn Marker

OPTIONAL TACTICAL MATRIX FOR FIELD BATTLES

Smaller Force	Larger Force						
	Charge	Envelop	Skirmish	Bombard	Square	Refuse	Withdraw
Charge	0	+1	-2	+1	+2	0	(- 2)
Envelop	-1	0	-1	-1	+1	+2	(- 1)
Skirmish	+2	+1	0	-1	-1	-1	(0)
Bombard	-1	+1	+1	0	-2	-1	(NC)
Square	-2	-1	+1	+2	NC	NC	(NC)
Refuse	0	-2	+1	+1	NC	NC	(NC)
Withdraw	(+ 2)	(+ 1)	(0)	(NC)	(NC)	(NC)	(NC)

Explanation: Cross reference the option of the Larger Force with the option of the Smaller Force and add the result to the dice roll used to resolve the battle. If the result is "NC", the dice are not rolled during the current round. If the result is parenthesized, the battle ceases at the end of the current round (see Section U).

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FORCED MARCH TABLE

Die Roll	1	2	3
1	1	2	3
2	1	2	3
3	1	2	2*
4	1	1*	1*
5	1	0	0
6	0	0	0

Key:
0 = No extra Movement Points
# = Number of extra Movement points Allowed
* = One Strength Point Eliminated
Modifiers:
(- 2) All French Guard units
(- 1) All French units
(+ 1) All unsupplied units
(+ 1) All units in Spain (1) or Russia (4)
(+ 1) All units during Winter Turn
A modified die roll of less than one is treated as "1".
A modified die roll of greater than six is treated as "6".

COMBAT SEQUENCE

Active Player

Combat Phase
- 1. Combat Initiation
- 2. Combat
  - a. Combat Round Begins
  - b. Supply Check
  - c. Combat & Combat Resolution
    - i. Roll two dice once / combat
    - ii. Consult CRT for each combat
    - iii. Consult CLT for each combat
    - iv. Active Player may Withdraw
    - v. Inactive Player may Withdraw
    - vi. Active Player may attempt Reinforcement of Combat(s)
    - vii. Inactive Player may attempt Reinforcement of Combat(s)
    - viii. All forces in Combat with a Morale of 0 must Withdraw
    - ix. Force(s) may advance in to a hex that is now empty and/or withdraw if combat is over
  - d. Repeat a–c if necessary
- 3. Leader Casualties
- 4. Siege Marker
- 5. Siege Check

COMBAT LOSS CHART

Combat Result	Total Strength Points in Smaller Force																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21(+)
1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	3
D1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	6
D2 or D3	1	1	1	2	2	3	3	3	3	3	5	5	5	5	5	6	6	6	6	6	9

EXPANDED SEQUENCE OF PLAY

Weather (Optional—Ignore on Turn 1)

Neutral Player(s) Segment
1. Naval Phase
   a. Naval Movement
   b. Naval Combat
2. Production Phase
   a. Roll one die for Production
   b. Place Production
3. Ground Movement Phase
   a. Supply Check
   b. Movement
4. Alliance Phase

Pro-French Player(s) Segment
1. Naval Phase
   a. Naval Movement
      i. Naval Interception
      ii. Move Fleets to the '+1' box
      iii. Commerce Raiding (Optional)
      iv. Naval Movement
   b. Naval Combat
   c. Disembark Cargo
2. Attrition Phase
   a. Supply
   b. Typhus Dice Roll (Optional)
   c. Attrition (Ignore on Turn 1)
3. Alliance Phase (Ignore on Turn 1)
   a. Misc Rolls
      i. Foreign War Dice Rolls (If Needed)
      ii. Ireland (If Needed)
      iii. Napoleon in Exile (If Needed)
   b. Exchange of POWs (January only)
   c. Phasing Player May Roll for Alliances
   d. Declarations of War
4. Production Phase
   a. Repair Naval Units
   b. Force Pool Additions (January only)
   c. Roll one die for Production
   d. Place Production
   e. Place Naval Repair Markers
5. Ground Movement Phase
   a. Demoralization Rally
   b. Ground Movement
   c. Entrenchments
      i. Place Entrenchments

6. Combat Phase
   a. Combat Initiation
   b. Combat
      i. Combat Round Begins
      ii. Supply Check
      iii. Combat & Combat Resolution
         (a) Roll two dice once per combat
         (b) Consult CRT for each combat
         (c) Consult CLT for each combat
         (d) Active Player may Withdraw
         (e) Inactive Player may Withdraw
         (f) Active Player may attempt Reinforcement of Combat(s)
         (g) Inactive Player may attempt Reinforcement of Combat(s)
         (h) All forces in Combat with a Morale of 0 must Withdraw
         (i) Force(s) may advance in to a hex that is now empty and/or withdraw if combat is over
      iv. Repeat i–iii if necessary
   c. Leader Casualties
   d. Siege Marker
   e. Siege Check
   f. Conquest Determination
      i. Alter Alliance Chart (If Needed)
      ii. Remove Demoralization (If Needed)

Anti-French Player(s) Segment
Equivalent to #3, above, with the following exceptions and additions:
1. Naval Phase—No Exceptions
2. Attrition Phase
   a. No Typhus Dice Roll (Optional)
3. Alliance Phase (Ignore on Turn 1)
   a. Misc Rolls
      i. No Napoleon in Exile
      ii. Spanish Alliance (England only)
   b. No Further Exchange of POWs
4. Production Phase—No Exceptions
5. Ground Movement Phase
   a. Entrenchments
      i. Torre Vedras (Optional)
6. Combat Phase—No Exceptions

Advance Turn Marker

CAMPAIGN TURN SEQUENCE

Neutral Player(s) Segment
1. Naval Phase
   a. Naval Movement
   b. Naval Combat
2. Production Phase
   a. Roll one die for Production
   b. Place Production
3. Ground Movement Phase
   a. Supply Check
   b. Movement
4. Alliance Phase

Pro-French Player(s) Segment
1. Naval Phase
   a. Naval Movement
   b. Naval Combat
2. Attrition Phase
   a. Supply
   b. Attrition (Ignore on Turn 1)
3. Alliance Phase (Ignore on Turn 1)
4. Production Phase
   a. Roll one die for Production
   b. Place Production
5. Ground Movement Phase
   a. Movement
   b. Entrenchments
6. Combat Phase
   a. Combat Initiation
   b. Combat
      i. Combat Round Begins
      ii. Supply Check
      iii. Combat & Combat Resolution
      iv. Repeat a–c if necessary
   c. Leader Casualties
   d. Siege Marker
   e. Siege Check

Anti-French Player(s) Segment
Equivalent to #2, above, except the anti-French player(s) is phasing

Advance Turn Marker

War and Peace: Game of the Napoleonic Wars

GRAND CAMPAIGN GAME CHRONOLOGY OF EVENTS

Month	Year	Event	Month	Year	Event
Sept	1805	Game Begins	Jan	1810	France may annex Holland (if Amsterdam and Brussels are French)
May	1806	Prussia begins rolling for war with France (may happen earlier if Austria falls quickly)	Jan	1810	England may lend to Russia—Tilsit Grand Duchy option
Jul	1807	Spain at war with France (may happen earlier via the Alliance Chart)	Jan	1810	Easier French Invasion of Russia rule ends
Jun	1808	Austria may build Landwehr if anti-French	Jul	1810	Typhus optional rule comes in to play
Jan	1809	France must have invaded Spain before this date	Aug	1810	Bernadotte goes to Sweden
Jan	1809	England may lend to Russia—Tilsit, Kingdom of Poland option	Jan	1811	England may lend to Russia—Tilsit, No Poland option
Jul	1809	Wellington's Defensive Line optional rule comes in to play	Jan	1813	France must have invaded Russia before this date
			Aug	1815	Game Ends

War and Peace: Game of the Napoleonic Wars

OPTIONAL GRAND CAMPAIGN COMBAT RESULTS TABLE

DIE ROLL		2	3	4	5	6	7	8	9	10	11	12	DIE ROLL
Odds Ratio						**Modified Dice Roll**							
2 to 1 (up)	L Result	D1	1	1	1	1	0	1	1	1	1	0	L Result
	S Result	1	0	1	1	1	1	D1	D2	D3	D3	D3	S Result
3 to 2	L Result	D2	D1	1	1	1	1	0	1	1	1	0	L Result
	S Result	1	1	0	1	1	1	1	D1	D2	D3	D3	S Result
1 to 1	L Result	D3	D2	D1	1	1	0	1	0	1	1	1	L Result
	S Result	1	1	1	0	1	0	1	1	D1	D2	D3	S Result
2 to 3	L Result	0	1	1	1	0	1	1	1	1	D1	D2	L Result
	S Result	D3	D3	D2	D1	1	1	1	1	0	1	1	S Result
1 to 2 (down)	L Result	0	0	1	1	0	0	1	1	1	1	D1	L Result
	S Result	D3	D3	D3	D2	D1	1	1	1	1	0	1	S Result

Note: 4 to 1 or greater results in an automatic S D3 result, 1 to 4 or less results in an automatic S D3 result

Explanation of Combat Results:

L = Larger Force, **S** = Smaller Force, **0** = No Loss, **1** = Consult Combat Loss Chart, **D1** = Consult Loss Chart and add a **D1** marker to the force, **D2** = Consult Loss Chart and add a **D2** marker to the force, **D3** = Consult Loss Chart and add a **D3** marker to the force,

Modifiers: A. Leaders, **B.** Morale, **C.** Terrain Effects

Basic Morale Values: 3 = All Guard units, **2** = Regular infantry and cavalry with white symbols and English Fleet Units, **1** = Regular infantry and cavalry with black or yellow symbols and all other Fleet Units, **0** = Cossack, Landwehr, Militia and Partisan units

The dice may never be modified by more than plus or minus four. A modified roll of less than two is treated as "2". A modified roll greater than twelve is treated as "12". The player who possesses the Larger Force always rolls the dice.

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1. The **Tactical Matrix** allows each player an opportunity to directly influence the outcome of field battles and may be used by mutual agreement at the start of any scenario.

2. Each player is provided with a separate set of seven **Tactical** markers which include the following options: **Charge, Envelop Flank, Skirmish, Bombard, Square, Refuse Flank,** and **Withdraw.**

3. During each round of combat, whenever the players are resolving a field battle, each player secretly chooses one **Tactical** marker and places it face-down on top of the leader of his force (or in that leader's box on the **Leader Display**). After both markers are placed, they are simultaneously revealed. The tactic chosen by the player who controls the larger force is then cross-referenced with the tactic assigned to the smaller force. The result indicated on the **Tactical Matrix** is implemented as follows: **A.** The dice roll used to resolve the battle is modified by the result (either positive, negative, or zero) indicated on the **Tactical Matrix. B.** If the result is "**NC**", neither player is acting aggressively and there is automatically no result in the battle during the current round of combat (the dice are not rolled). **C.** If the result is **parenthesized**, at least one player is attempting to **Withdraw**, and may do so immediately after the current round of combat (which is resolved as regulated by A or B, above).

4. When using the **Tactical Matrix**, the standard rules for **Withdrawal** (Section Q) are modified as follows: **A.** At the end of any round of combat, if a force possesses more cavalry strength points than the opposing enemy force, it may voluntarily withdraw, regardless of the tactic it was assigned during the current round of combat. **B.** If a force possesses an equal or smaller number of cavalry strength points than the

opposing enemy force, it may only withdraw if the owning player chose the **Withdraw Tactical** marker during the current round of combat. **C.** The player who controls a city may always withdraw units into the city—no **Tactical** marker is required to withdraw units into a city in the same hex the units occupy. **D.** If a player chooses the **Withdraw Tactical** marker, his force must withdraw from the field (either into a city, or an adjacent hex) at the end of the current round of combat. **E.** All other standard rules remain unaltered.

OPTIONAL TACTICAL MATRIX FOR FIELD BATTLES

SMALLER FORCE	LARGER FORCE						
	Charge	Envelop	Skirmish	Bombard	Square	Refuse	Withdraw
Charge	0	+1	-2	+1	+2	0	(- 2)
Envelop	-1	0	-1	-1	+1	+2	(- 1)
Skirmish	+2	+1	0	-1	-1	-1	(0)
Bombard	-1	+1	+1	0	-2	-1	(NC)
Square	-2	-1	+1	+2	NC	NC	(NC)
Refuse	0	-2	+1	+1	NC	NC	(NC)
Withdraw	(+ 2)	(+ 1)	(0)	(NC)	(NC)	(NC)	(NC)

Explanation: Cross reference the option of the Larger Force with the option of the Smaller Force and add the result to the dice roll used to resolve the battle. If the result is "NC", the dice are not rolled during the current round. If the result is parenthesized, the battle ceases at the end of the current round (see Section U).

5. Immediately after the **Tactical** markers are revealed and the dice are rolled to resolve the combat, the markers are removed so that the players may always choose from a full set of seven options for each field battle which is being resolved.

6. The normal modifications for leadership, morale, terrain and entrenchment are not forfeited when using the **Tactical Matrix** (the matrix result is used in addition to these standard modifications).

7. The **Tactical Matrix** may not be used when units inside a city are being attacked.