RULES OF PLAY

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1. INTRODUCTION

Toulon, 1793 - Napoleon's First Great Victory (henceforth, Toulon) is a French Revolutionary Wars game for 2 to 7 players. Each player will choose a side (Allied or Republican) and will control one or more of the forces which historically participated in the siege (Allied: British, Spanish, Sardinian, Neapolitan, Toulonnais, or Republican: Western Wing or Eastern Wing).

Toulon was a siege battle so don't expect to see grand manoeuvres, the clash of column against line, or massed cavalry charges made so famous during the Napoleonic Wars. But fear not, neither should you expect a slow, static, grinding, one-sided match. What you will discover is a game of subtle manoeuvre and feints to keep your opponent off balance and the careful selection of the opportune time for an assault or sortie, to make best use of your limited resources as you battle against the clock to secure victory. The Republicans must defeat the Allies before substantial Allied reinforcements arrive and make the town effectively unassailable. The Allies can't rely on their superb fortifications and the Republicans' lack of siege artillery, since there is a chink in their armour. Be sure to keep your opponent guessing, and your options open, as you select the best means to achieve your first great victory.

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2. GAME COMPONENTS

DICE

The game comes with two dice; one red and one white. These are referred to and rolled in a variety of ways as follows:

- 1D6 roll a single 6-sided die
- 2D6 roll two 6 sided dice and add their values together
- 1D3 roll a single 6-sided die and interpret the results as follows:
  - o 1 or 2 = 1
  - o 3 or 4 = 2
  - o 5 or 6 = 3

GAME COUNTERS

The game counters come in three varieties; combat units, leaders and markers:

COMBAT UNITS
These represent:

- Infantry – typically battalions and companies
- Cavalry – squadrons/detachments
- Artillery – batteries

LEADERS
- Individually named leaders

MARKERS
- 'Permanent Loss'
- 'Temporary Loss'
- 'Redoubt' markers (Republican and Allied)
- 'Improved Redoubt' (Republican and Allied)
- 'Improvement in Progress'
- (Permanent) 'Fort'
- 'Destroyed Redoubt'
- 'Out of Supply' (OOS)
- 'Out of Attack Supply'
- 'Attrition Check'
- 'Friendly Road Section'
- 'Operation Point' (OPs)
- 'Victory Differential'
- 'Game Turn'
- 'Rade Control'
- 'Tenuous Hold'
- 'Fired'
- 'Battle'
- 'Loss Differential'
- 'Significant Defeat'
- 'Evacuation Trigger'

HOW TO READ UNITS & LEADERS

The colour of the unit 'NATO' icon indicates the nationality of the units/leaders as follows:

- Dark Blue – Republican French
- Light Blue – Toulonnais
- Red – British
- Gold – Spanish
- Red/Blue – Sardinian
- White/Grey – Neapolitan
- White – Austrian

The size of the unit (when a standard size) is indicated as follows:

I   Company
II   Battalion
III   Regiment

Fog of War: The face of combat units (other than the Royal Louis and Bonaparte Batteries) is the 'fog of war side', and simply show the unit's Type. Combat units are placed face up and remain in this state unless explicitly required to be turned face down.

Note: The Republican Pionniers unit and the Allied activated static gun units are intentionally printed with an infantry symbol to add to the 'fog of war'.

Strength: Each strength point (SP) represents circa 100 men or, typically, 3-4 guns. This figure affects the unit's ability to absorb losses and, to an extent, the ability to project force in combat.

Quality: Units are rated from 'A4' (excellent) to 'E0' (very poor). Quality represents a number of factors impacting effectiveness including morale, local leadership, equipment etc. The numeric value is the number of quality points for use in Combat.

Wing (Republican only): Most Republican combat units are assigned to a wing. Wings are designated as 'W' (Western) or 'E' (Eastern). The front of the counter shows the wing to which the unit is assigned. Units with an 'R' wing assignment (e.g. 4 l'Isere) are general reserves and can be treated as belonging to either wing – and this 'association' can be changed at will; such units arrive in Sollies. From Turn 12 onwards, all restrictions relating to Wings end.

[**Design Note**: *The wing associations reflect the fact that the forces originated from different armies with no theatre-level command at Toulon. It took some time for the National Convention to unify the command.*]

Note: The removal of Wing restrictions will NOT negate the need to trace supply to a depot in attack supply in order to make an attack (see 15.1).

Effectiveness: Leaders are assigned an effectiveness rating (ER), from 'A' – good to 'C' – poor, which affects their ability to motivate their troops, co-ordinate attacks, avoid attrition and to rally units.

Turn of Entry: This shows the turn on which the unit is scheduled to arrive as a reinforcement. This can be influenced through the use of OPs (see 9.5). A 'V' indicates a variable (Austrian) reinforcement.

OVERALL LEADERS

Each wing and nationality has an overall leader. This affects the dice roll modifier (DRM) for Initiative, Movement Attrition and Final Attrition. Overall leaders are noted with a red Effectiveness number.

(Exception: *The Toulonnais have no overall leader).*

Most Allied nations have a single leader (who is therefore that nations overall leader). The exception are the British. Initially Mulgrave is overall leader but, on arrival, O'Hara becomes overall British leader (and Mulgrave becomes a normal leader until his departure).

Carteaux and Lapoype are the overall leaders for the West and East Wings respectively until the arrival of Dugommier. On arrival, Dugommier becomes overall leader for both Wings.

Note: Use Carteaux for Initiative until Dugommier arrives.

If any overall leader becomes a casualty, then their replacement (on the reverse of their counter) assumes the role.

3. MAP/TERRAIN

The map is based on a period map of the siege (A.K. Johnston, FRGS, 1855), and covers an area North/South from Mount Farron to Toulon & the Grande Rade and East/West from Ollioules to Sollies.

The map is divided into areas which are used to regulate combat, movement and the location of units. The size of the areas varies, predominantly to reflect the type of terrain they contain (i.e. the more difficult the terrain, typically the smaller the area). The boundaries are marked with (black) borders, or (white) roads, or (blue) rivers.

Many areas contain a number; this number is the maximum number of strength points (SPs) that can enter the area as a single Force and 1/3rd of the number of friendly SPs that may occupy (stack in) the area. If an area lacks a number then assume a value of '5'.

Note: The depots (Ollioules, Sollies and Toulon) are special cases in that they can be entered by, and contain, an unlimited number of strength points (indicated by a '∞' on the map plan).

[**Design Note**: *The Eastern Wing's HQ was actually at La Vallette. However, to open up the eastern side of the map without unduly complicating the rules, Sollies is being treated as the depot.*]
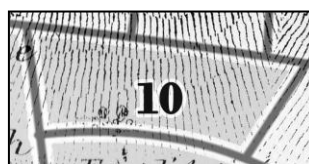
Certain areas are wooded. These are indicated by a green shading of the area. Wooded areas reduce the cost of building redoubts.

Roads are divided into sections by Reconnoitre Points.

Some areas contain fortifications; in such areas, units can be in the area or in the fortifications. Fortification occupants are counted towards the area's occupation allowance. La Garde and Toulon are special areas in that the area and its fort are a unified entity - therefore units are automatically in the fort. For La Garde this restricts both the movement and occupation stacking limits to 7 SPs (see 13.3 Fort stacking rule).

There is one significant river on the (NW of the) map; La Reppe. Any units attacking across this river suffer a two column left-shift in round 1 of combat. No units may reinforce either side across the river in round 2 of combat. Crossing the river during the movement phase costs an additional 3 OPs, unless road movement is used. Supply can be traced across the river.

Certain areas contain towns. These affect artillery line of sight and also provide a defensive bonus in combat and when bombarded from the sea.

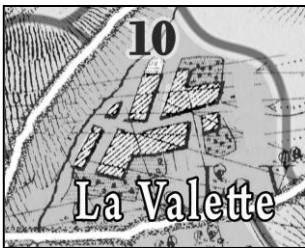Certain 'areas' are unplayable. These are indicated by a tan shading of the 'area'. These occur where a road boundary is adjacent to the sea. Players should imagine Unplayable areas simply do not exist. I.e. a force may move onto/across the road boundary as though the unplayable area formed part of the sea.

Victory Point areas are marked with a red circles and a VP value.
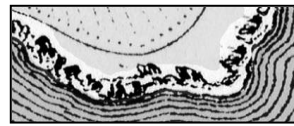
Non-beach coastal areas may not be used for amphibious embarkation or debarkation, nor retreats.

Certain areas are identified as bombardment zones and are identified on the map by the letters 'G' or 'P' or "GP" (indicating that they are in range of ships in the Grande, Petite, or both Rades respectively). Units within these areas can be bombarded by ships and, conversely, artillery in these areas can bombard ships (see 27.35 & 27.48).

4. SEQUENCE OF PLAY

Toulon is played over a series of Game Turns each covering one week of real time. Each Game Turn is subdivided into Side (not Player) Turns which are further subdivided into Phases. The side that is currently active is known as the Phasing Side. As well as Side Turns, each Game Turn also contains a number of joint phases common to both sides. Each Game Turn has the following elements:

- Game Turn
  - Joint Operation Points Phase
  - Joint Reinforcement Placement
  - Joint Initiative Phase
  - First Side Turn
    - Rade Control Phase (Allies only)
    - Spying Phase
    - Supply Determination
    - Movement Phase
    - Movement Attrition
    - Combat Resolution Phase
    - Rally Phase
    - Final Attrition & Admin
  - Second Side Turn
    - Rade Control Phase (Allies only)
    - Spying Phase
    - Supply Determination
    - Movement Phase
    - Movement Attrition
    - Combat Resolution Phase
    - Rally Phase
    - Final Attrition & Admin
  - End of Turn

Note: An Extended Sequence of Play is included with the game. It summarises the activities that occur during each of the above phases and is an invaluable reference during play.

5. FORCES

5.1 A force is a group of one or more units (and any accompanying leaders) in the same area. A force of a single 0 or 1 SP unit is a patrol (see 21 Patrol Overruns).

5.2 A force can consist of mixed Allied nationalities (but not mixed Republican wings until Turn 12). A mix of Allied combat units qualifies as a mixed nationality force (e.g. for attrition, the spending of OPs etc.)

5.3 For movement, a phasing side's force is constituted as units leave an area together and enter a common area (i.e. move together) (see 16 Movement).

5.4 For combat, any non-phasing side's units occupying an area that is entered will constitute the defending force (see 25 Combat). Phasing side units that have moved into an area will constitute the attacking force

Note: These may have been distinct forces during movement but are now considered a single force for combat.

6. STACKING

6.1 An area can only be occupied by the forces of one side (and only one Republican Wing – until Turn 12) at any given time unless an attack or an overrun is initiated.

6.2 Most areas contain a number (those playable areas with no number should be assumed to contain a '5'):

- This number is the maximum number of friendly strength points (after losses are deducted) that may enter the area together (i.e. for a single OP payment) *(**Exception:** A single unit of any size can enter any area.)*

- The number of units that can occupy (stack in) an area is 3x the number

[*Design Note*: The difference reflects the fact that the whole area will typically be used by occupying troops but that a narrower area of march would be used when moving into/through an area – along with the organisational effort associated with movement as opposed to occupation.]

6.3 The content of stacks may not be inspected by the opposing player unless as a result of spying (see 14 Spying) or combat (see 16.13). Players may place Toulon/Fort markers on units (up to the fortification occupancy limit) to add to this aspect of 'fog of war'.

6.4 If an area is found to be over stacked at any time, then the owning player must apply temporary losses (see 23 Casualties) to achieve stacking compliance.

Note: Such 'adjustment losses' are not taken into account when determining the victor in combat.

6.5 Stacking limits are always in effect, therefore you cannot move into/through an area if it would cause over stacking.

7. OPERATIONS POINTS

7.1 Operation Points (OPs), and the spending thereof, represent the dynamism of the commander, esprit de corps, effectiveness of the commissariat, command effectiveness, administrative effort of a task, etc. OPs can be utilised to undertake a number of different activities and/or to influence events. Different tasks will cost different numbers of OPs

- See Operation Points Costs table.

7.2 Each turn, each Republican Wing and Allied Nationality are allocated a number of OPs.

7.3 The base number of OPs is specified in the Operation Point Schedule table (see Operation Points Schedule table).

7.4 In addition, roll two dice (one red and one white) for each nationality/wing in play. Subtract the red die score from the white. The resulting number is used to adjust the base number of OPs

Note: The base cannot be reduced below '0'.

Example: The base number for the British is 13. The dice are rolled; red comes up 4 and white comes up 1. The difference is minus three (-3). For this turn the British have 10 OPs

7.5 Bonaparte will receive a predefined number of OPs (i.e. rule 7.4 is not applied) to spend only on actions by forces stacked with Bonaparte and/or containing Bonaparte Batteries.

Note: This does not prevent such batteries from also having Republican Western Wing OPs spent on them in accordance with OPs rules.

7.6 Bonaparte OPs are unavailable during any turns in which Bonaparte is out of play due to injury or capture.

7.7 OPs are available for the current turn only (unused OPs may not be accumulated from turn to turn) and they may not be transferred from one Republican Wing or Allied Nationality to another (Exception: See 7.8 and 7.9).

7.8 Where a force consists of combat units of multiple nationalities, the OPs from any of the nationalities involved can be used to fund their activities.

7.9 British OPs can always be used to fund Neapolitan and/or Sardinian activities (but not vice-versa); even when there are no British units in the force.

7.10 Where an activity is not associated with a specific force or unit (e.g. influencing Spying, securing Attack Supply for Toulon, etc) then OPs from any of the side's nationalities/wings may be used.

7.11 As OPs are spent (or earned) adjust the OPs Track accordingly.

7.12 On the turn immediately following defeat in a Significant battle, and every subsequent turn thereafter until that side achieves any (level of) battle victory or completes a VP earning event, the defeated side must reduce the number of OPs available by the roll of 1D6 (to signify a drop in morale). This OPs penalty can be distributed across wings/nationalities in any manner the players on the affected side agree, provided no force drops below zero OPs. If agreement can't be reached, the British player makes the distribution across Allied nations and the Western Wing player does so for the Republicans.

Note: It is possible that the OPs penalty may exceed the OPs available to the nationalities/wings involved. In this case all such forces are reduced to zero. It is not possible for a nation/wing to have less than zero OPs.

8. QUALITY CHECKS (QC)

8.1 At various points in the game, units will be required to make Quality Checks. When this is the case, roll 1D6, apply appropriate DRMs and cross-reference the roll against the unit's Quality rating to determine whether the check is passed or failed.
  • See Quality Check Table (Charts and Tables)

9. REINFORCEMENTS

9.1 Both side's forces will receive reinforcements during the game. These will arrive in the following locations:

  • Republican
    o Ollioules (Western Wing)
    o Sollies (Eastern Wing)

*(**Exception**: Bonaparte Batteries have specific rules relating to placement (see 27.1 – 27.4). Bonaparte himself can be placed either in Ollioules or with one of his batteries - Republican Western Wing player's choice.)*

  • Allies
    o Pre-designated landing beaches (see 17.4) prior to the Allied occupation of Toulon (see 17.5)
    o Toulon after Allied occupation, provided Allies control both Rades

Note: Turn 1 troops that did not land on Turn 1, can also land in Toulon once rule 17.5 has been satisfied.

    o Any eligible beach after Allies lose control of one or both Rades. In this case, associated OPs must be spent.

9.2 Toulonnais always arrive in Toulon.

9.3 Reinforcements (other than Royal Louis and Bonaparte Batteries) arrive with their 'fog of war' side uppermost.

9.4 No Quality Check is required when placing reinforcements.

9.5 Reinforcements will normally arrive on the turn indicated (shown on the counter). However, they may be brought in earlier or delayed (costing or earning OPs respectively, as indicated on the OPs Cost Chart). Only those units destined to arrive up to three turns ahead may be brought in early or delayed (e.g. on Turn 7, the units due on turns 7, 8, 9 or 10 can be manipulated in this way).

9.6 Delayed reinforcements should be placed on the relevant position on the Turn Track.

9.7 Bonaparte and Bonaparte Batteries may be delayed but may not be brought in early.

9.8 If Republican reinforcements are due to arrive at a Depot that is occupied by the Allies, the reinforcements are placed during the forthcoming Republican Movement phase rather than during the Joint Reinforcement phase. The movement into the depot should be treated as any other movement (i.e. OPs will be charged and QC will be required – units failing the QC will remain on the Turn Track (but can repeat the attempt to enter by paying the required OPs and checking their QC again)).

9.9 If the Allies have vacated the Depot by the time the reinforcements are placed, then the reinforcements may operate as normal (e.g. OPs may be spent on the reinforcements to continue to move etc).

9.10 If the Allies are still present, check for an overrun and resolve if such occurs. If there is no overrun then combat will occur during the combat phase. If the Republicans are obliged to retreat (or choose not to enter – earning no OPs) they move on to the Turn Track one turn ahead of the current turn.

10. INITIATIVE

10.1 Initiative determines which side chooses to execute their actions first or second during the current Game Turn.

10.2 When either side has multiple players, the British player makes initiative decisions for the Allies and the Western Wing player for the Republicans. However, the British and Western Wing players are permitted to consult with other players on their side before reaching a decision. Republican players can always hold these discussions in secret. Allied players may hold these discussions in camera on turns 1-2; starting on Turn 3 the Allied players must hold these discussions within earshot of the Republican players on the roll of a 1 on 1D3, due to the activity of Republican spies in Toulon,.

10.3 Roll   on the following table and apply all applicable DRMs .

- See Initiative Table (Charts and Tables)

10.4 The highest modified die roll has the initiative for the current turn and decides whether to go first or second. Flip the 'Game Turn' marker to show who won the initiative for the turn.

10.5 In the event that the modified die rolls are tied, the side that previously had the initiative retains it.

10.6 On turn one, the Allies automatically have the initiative.

11. AREA CONTROL

11.1 At any point in time each area on the map will be in one of the following states:
- **Friendly Controlled** – an area solely occupied by a friendly force (including a single patrol) is deemed to be under friendly control
- **Enemy Controlled** – an area occupied by an enemy force (other than a single patrol) is deemed to be under enemy control
- **Enemy Occupied** - an area occupied by a single enemy patrol is deemed enemy occupied. By definition a Controlled area is Occupied. However, an area containing a single enemy patrol is not enemy Controlled
- **No Man's Land (NML)** – an area not occupied by the forces of either side is deemed to be NML

Note: Friendly patrols make what would otherwise be NML areas friendly; but a single enemy patrol does not make what would otherwise be NML areas enemy – this is an important difference.

Note: An occupied area immediately reverts to NML, the moment it is vacated.

Note: A force entirely surrounded by enemy controlled areas suffers certain effects (see 15.12 and 29.5).

12. RADE CONTROL

12.1 Both Rades are initially Allied controlled. Rade control has implications for supply (see 15.3), embarkation/debarkation (see 17.6) and the Evacuation Trigger (See 33).

12.2 Allied control of a Rade is retained, but become tenuous, in the following circumstances:

- The Republicans have four or more Bonaparte Batteries in the bombardment zone associated with the Rade

AND

- The Republicans control either of the peninsulas containing the following forts:
  - L'Eguillette/Balagnier
  - Grand Tour

AND subsequently:

  - The Republicans score a hit on a ship in that Rade

12.3 Immediately from the point the above occurs, mark the Rade with a 'Tenuous Hold' marker. Losses (and corresponding VPs/Evacuation points) arising from further shore-ship bombardment of this Rade are doubled unless the Allies relinquish control.

12.4 If the Allies relinquish control of the Grande Rade, they automatically also lose control of the Petite Rade.

12.5 Changes in Rade control are indicated by flipping (or removing/placing) the 'Rade Control' marker or replacing it with the 'Tenuous Hold' marker.

12.6 The Allies may reclaim or re-relinquish control of a Rade at the beginning of any Allied Turn. The British and Spanish player(s) make this decision. If they cannot agree, then the control is classed as reclaimed and the penalties of 12.3 apply.

12.7 A Rade automatically returns to full Allied control (and the penalties in 12.3 cease) at the beginning of any Allied Turn with fewer than four Bonaparte Batteries in the associated zone or when neither of the required peninsulas are Republican controlled (however, 12.4 still applies).

12.8 Following the automatic return of a Rade to Allied control, The Republicans need to re-establish all of the requirements of 12.2 to re-invoke the Allied penalties of 12.3.

13.   FORTIFICATIONS (Forts and Redoubts)

13.1 Fortifications appear in three varieties, Level One, Level Two and Level Three.

- **Level One:**
  o Redoubts

These benefit from a 2-column left-shift in defence.

- **Level Two:**
  o Improved redoubts
  o Forts marked in green

These benefit from a 3-column left-shift in defence.

[**Design Note**: *Designed to be formidable from seaward, Forts Eguillette, Balagnier, St Louis and Grand Tour were weakly protected from the rear*].

- **Level Three:**
  o All other forts other than those defined as Level One or Level Two above
  o Toulon

These also benefit from a 3-column left-shift in defence. They also have the additional feature of preventing entry into the associated area by the enemy if they are garrisoned by at least 3 SPs of which at least 1 SP is infantry and 1 SP is artillery (including Activated Static Guns). These garrison requirements are doubled for Toulon (i.e. 6 SPs of which at least 2 SP is infantry and 2 SP is artillery (including Activated Static Guns)).

If an enemy force attacks such a 'no entry' area then, upon the opposing player revealing the minimum garrison requirements (they are not required to reveal the full garrison), the attack is negated and the attacker will be reimbursed with the 2 of the 3 OPs they used to initiate the attack (i.e. credit the player on the appropriate nation's /wing's OP Track)

[**Design Note**: *Level Three forts were serious defensive structures which, if adequately garrisoned, would require siege equipment of a type that was not available to the Republican forces.*

Since they cannot be attacked, a force entering such an area would be obliged to leave at the end of the combat phase – hence 'no entry' from a game perspective]

13.2 If the attacking force directly involved in the sub-battle (i.e. not ranged) includes artillery (with 1 SP or more), the defensive benefit is reduced by 1 column (i.e. to 1 or 2 left-shifts respectively).

13.3 A maximum of 7 SPs (or a single unit larger than 7 SP), can occupy a fortification

Note: For areas with multiple fortifications, this limit applies per fortification. *(Exception: Toulon has an infinite occupancy allowance.)*

Units occupying a fortification do count towards their host area's stacking limit.

[**Design Note**: *This occupancy is based on the garrison of Ft. Mulgrave. A personal visit to the forts in Toulon indicated that garrison sizes would have varied greatly, but for simplicity's sake, I have chosen to stick with this figure.*]

13.4 Forts are pre-existing permanent structures (and may not be constructed during the game). These are marked on the map.

13.5 Redoubts are fortifications that are constructed during the course of the game through the expenditure of OPs *(Exception: There are four Allied improved redoubts pre-existing on the map).* Multiple redoubts can be built in the same area.

13.6 Redoubts only enhance the defence of units of the side that built them.

13.7 Pre-existing improved redoubts only benefit the Allies.

13.8 Redoubts can be upgraded to 'Improved Redoubts'. These then function as Level 2 fortifications. Redoubts may not be built and improved in the same turn.

13.9 Redoubts are built or improved during the Movement phase. Improvements require two turns of improvement activity (place an 'Improvement in Progress' Marker on top of the existing redoubt during the first turn). On completion replace the redoubt marker with an improved redoubt marker. The original redoubt marker is removed from the game.

13.10 If the area containing a redoubt with an 'Improvement in Progress' marker is attacked, the work is cancelled (the OPs applied are lost and improvement, if desired, must recommence during another turn).

13.11 Redoubt building and improvement requires a full-strength Pionnier unit or at least 2 SPs (from one or two units). Non-Pionnier units marked with an Attrition Check marker before build/improvement commences may not be involved in the build. Units involved in the build are marked with an Attrition Check marker/increment as a result of the build/improvement activity (see 22.2).

13.12 The counter mix is a design limit on the number of redoubts that can be built/improved.

13.13 Units occupying an area with an (unoccupied) enemy redoubt (or improved redoubt) during their movement phase may destroy the redoubt by expending the required Ops.

   • See Operation Points Costs table.

 The destroyed redoubt is removed from the game (place a Destroyed Redoubt marker on a destroyed pre-existing Allied improved redoubt).

13.14 See 32.16 & 32.17 for Activated Static Guns.

14.   SPYING

14.1 Spying allows the contents of an enemy stack to be inspected.

14.2 From Turn 2 onwards, general spies are active.

[**Design Note:** *These were less than reliable poachers bartering their wares in enemy camps.]*

Each side can choose to roll on the Spying table and apply the appropriate DRMs.

   • See Spying Table (Charts and Tables)

14.3 During the spying phase troops in Toulon can be automatically inspected by the Republican player(s) once Representatives' spies are effective – from Turn 3 onwards.

14.4 Each side can influence the die roll in their favour by +/-1 DRM if an OP is spent (any nation's/wing's purse); the OP spend is declared *before* the roll (phasing player first) but the decision to make it a positive or negative adjustment (or any adjustment at all) is taken *after* the roll (phasing player first).

Note: no more than 1 OP per side may be spent for this purpose.

[**Design Note***: the '6' result relates to the fact that the spies were not always trustworthy]*

14.5 Stack inspection as a result of spying is limited to the Spying Phase (see also 16.13). Once the stacks have been inspected, return units to their Fog of War side. Players may not record the results of their inspections (unless by mutual agreement).

15.   SUPPLY

15.1 There are two types of supply: Attack Supply and General Supply. For a unit to be in General Supply (and avoid this risk of Final Attrition) it must be able to trace a supply path to a depot. For the unit to be able to attack, that depot must be in Attack Supply.

15.2 Depots are Ollioules and Sollies for the Republican Western and Eastern Wings respectively (units must trace supply to the appropriate supply source) and Toulon for the Allies.

15.3 Toulon was supplied by sea from Italy. Toulon is always in Attack Supply if *both* "Rades" are Allied controlled.

DEPOTS AND ATTACK SUPPLY

15.4 In order to function fully, a unit must be able to trace a supply path to a depot in Attack Supply.

15.5 Republican supply was less dependable and, as such, if the Republican player(s) wishes to try to secure Attack Supply, they must roll for it on 1D6 during their Supply Determination Phase.

15.6 To roll for Attack Supply (for each depot) the Republican must spend at least 1 OP. They can spend up to a maximum of 5 OPs (per depot) for this purpose.

15.7 If 1 OP is spent then a roll of 1 is required on 1D6 to secure Attack Supply, if 2 OPs are spent then a roll of 1 or 2, and so on up to a maximum of 5 OPs and a roll of 1 to 5.

15.8 Each wing expends OPs independently. The number of OPs each will expend must be declared before either wing rolls. If the required roll is made then the depot is in Attack Supply and can act as an Attack Supply source, for units of the associated wing, in the current game turn.

15.9 If the roll is unsuccessful then the associated depot is not in Attack Supply and cannot act as an Attack Supply source in the current game turn. An Out of Attack Supply marker should be placed on the depot.

15.10 The above rules (15.5 – 15.9) apply to Toulon and the Allies when *either* Rade is no longer Allied controlled (see 12 Rade Control).

15.11 Units tracing supply to a depot without Attack Supply may not normally enter an Enemy Occupied area *(Exception: see 15.12).* This is the only effect of lack of Attack Supply; Attack Supply status does not impact attrition in any way*. (Exception: Artillery has its own specific supply rules (see: 27.7 – 27.18)).*

15.12 Despite being out of Attack Supply by definition, units entirely surrounded by enemy controlled areas may enter/attack one such area if, were all Quality Checks to be passed, they could achieve at least 2:1 odds in their favour.

GENERAL SUPPLY

15.13 To be deemed in General Supply, a force must be able to trace a supply path to an appropriate depot. Supply can always be traced through friendly controlled areas. Units in any friendly depot are always considered in General Supply.

15.14 All units in a force that is out of General Supply (OoS) are marked accordingly, will be susceptible to Final Attrition, and may not attack even if the depot is itself in Attack Supply *(Exception: Artillery have their own specific supply rules (see 27.7 – 27.18).*

TRACING SUPPLY

15.15 Supply cannot be traced through Enemy Occupied areas or Enemy road sections situated between the unit's area and the depot.

15.16 Players can attempt to trace supply through NML areas and NML road sections situated between the Force's area and the depot, but the attempt will fail on a 1D6 roll of a '6' (roll for each NML area traversed) increase to a '5' or '6' from turn 8 onwards.

*[**Design Note**: due to deteriorating weather].*

Once one attempt to trace supply through an area has succeeded, that area may be considered Friendly for the remainder of the current Supply Phase (only) – temporarily mark the area with a Friendly Road marker as a reminder.

15.17 Once one attempt to trace supply through an area has failed, that area is considered blocked to supply for any force for the remainder of the current Supply Phase (only) – temporarily mark the area with an OoS marker as a reminder.

15.18 If one attempt to trace supply to a force has failed, another attempt may be made, via another path, to the same force in the current Game Turn.

15.19 All or part of an Allied supply path can be via sea provided that the Rade(s) traced through are Allied controlled.

15.20 If the Allied supply path passes through a Rade that is not allied controlled then treat as an NML area (see 15.16)

15.21 To use sea supply a unit must be able to trace a land path to an area with a beach (i.e. a coastal area that is not a non-beach area) or occupy a beach area.

15.22 Allied units are automatically in General Supply and Attack Supply on the turn of their initial landing.

16.　MOVEMENT

16.1 Units move from area to adjacent area across an area boundary. Despite possible appearances, there are always boundaries between adjacent areas - however small. Diagonal movement does not arise as an issue in this game.

16.2 For movement, a phasing side's force is constituted as units leave an area together and enter a common area.

16.3 A Republican unit may not end its movement in an area occupied by a Republican unit of the other wing (see also 16.8 Moving into Friendly Areas)

16.4 Attempting to move a force will cost OPs. The cost is paid for each area into which a force is attempting to move; a single payment will be made per force/area, regardless of the number of units in the force.

16.5 The OPs cost can be satisfied by the OPs point fund of any of the nationalities in the force attempting to make the move.

Example: Units from two areas are attempting to enter a third (enemy) area. One area contains just Spanish units; the second area contains Spanish and Toulonnais units. The Spanish move from the first area must be funded by the Spanish purse. For the second area, the cost could be spread across both nationalities or a single nationality could fund the entire endeavour. However, the Neapolitan, Sardinian, Austrian, and British funds could not be utilised for any of the moves.

16.6 The cost will vary as to whether the destination area is Friendly Controlled, NML or Enemy Controlled

- See Operation Points Cost (Charts and Tables)

16.7 Unlike most games, a unit/force may be moved and then moved again (with other units having possibly been moved in the interval between these moves) provided the unit/force completes the current move before the next unit/force commences theirs. A unit can be moved any number of times in this manner provided it passes any required Quality Checks and pays the required OPs (and until it enters an enemy area) – remember, the game turn represents a week of elapsed time.

16.8 Moving into Friendly Areas: A force may move through an unlimited number of contiguous friendly controlled areas at zero (0) OP's cost and without a Quality Check being required.

Note: 16.3 does not prevent one Republican Wing's units moving through and area occupied by the other wing, but it does prevent them from ending their move in such an area. If a failed 'Quality Check' would prevent them from leaving such an area then they must retrace their path to the last valid area in which they can end the move.

MOVING INTO ENEMY AREAS

16.9 Units in a force attempting to enter an enemy occupied area must be in Attack Supply and must *individually* roll against their Quality to see if they enter. All units that will be attempting to enter the area must be declared before any Quality rolls are made.

16.10 Players do not need to decide whether eligible leaders move into the enemy area until they know which units have obeyed the order.

16.11 Units which fail their Quality Check will have an opportunity to reinforce the ensuing battle at the commencement of Round 2 – but may not reattempt the move into that area during movement.

16.12 A force must cease movement upon entering an enemy occupied area and initiate a battle to be resolved during the next Combat Phase *(Exception, Overrun 20 and Patrol Overrun 21)*

If there are one or more fortifications in the area then, before combat is resolved, the defender determines which units will occupy (each of) the fortification(s) (up to a limit of 7 SP or 1 unit if intrinsic strength is greater than 7) per fortification) and which will remain in the open. Bonaparte Batteries (see 27.1 - 27.6) always take precedence for redoubt occupation in areas containing redoubts.

16.13 All non-Bonaparte Battery units (i.e. from both sides) not in fortifications are turned face down as soon as co-occupancy occurs; such stacks are open to inspection by the opposing side. Units in engaged forts are revealed at the point at which combat is resolved.

MOVING INTO NML AREAS

16.14 A force attempting to move into/through NML areas or road sections will require a Quality Check based on the quality of a player selected unit. If the Quality Check is failed, then all units in the force (regardless of an individual unit's quality) fail to make the move – though 16.7 continues to apply.

If the move is successful (i.e. the Quality Check is passed), the selected unit must be marked with an Attrition Check marker/increment (see 22 Movement Attrition).

16.15 Artillery alone may not enter NML. Activated Static Guns and other units may.

17.   EMBARKATION/DEBARKATION

17.1 Allied (only) troops can embark/debark, in Toulon and most other coastal areas, through paying the appropriate embarkation/debarkation OPs cost.

17.2 Debarkation into enemy occupied areas is not permitted.

17.3 Debarkation into NML requires a Quality Check, and if successful an Attrition Check marker/increment. If the force fails the Quality Check the units remain on the ships (though they may re-attempt the landing as many times as required provided the appropriate OPs are spent) (but see 17.9's end of turn rule below).

17.4 The Turn 1 landing beaches are predefined. Later reinforcements (and any Turn 1 units that did not make it ashore during Turn 1) may land at any qualifying debarkation point.

17.5 Allied Troops may not be debarked on the coast running West of Fort la Malgue (including into Toulon) until Toulon has been entered by land, by any (non-Toulonnais, non-artillery) Allied unit of 1 SP or more. Immediately Toulon has been so occupied (but subsequent to Turn 1), any landing point on the map may be used.

17.6 If the Allies lose control of a Rade (see 12 Rade Control), then they may no longer use the beaches associated with that Rade (or Toulon in the case of the Petite Rade) for embarkation or debarkation (Amphibious Retreat (see 26.7) and amphibious supply (see 15.21) is still permitted).

17.7 Units may be embarked and debarked as often as desired in a single turn, provided the necessary OPs are paid and the required Quality Checks are passed.

17.8 Coastal areas marked as non-beach' are inaccessible and may not be used for embarkation/debarkation at any time.

17.9 At the end of the side's turn any units not yet debarked are placed on the Turn Track one turn ahead to enter as reinforcements.

(Exception: Non-debarked Turn 1 units remain in their Debarkation Zone).

18. ROAD MOVEMENT

18.1 Major roads are a special type of area boundary. They function in all ways as normal area boundaries, with the following additional characteristics:

- Units can move 'along' road boundaries, between reconnoitre points (see Road Sections below)
- Movement along road sections incurs the same OPs costs as movement into areas
- Units may not finish their move on a road but must exit into an eligible area (see Eligible Exit Areas below)
- Road and non-road movement can be combined in any manner a player wishes

ROAD SECTIONS

18.2 A road section is the path between two consecutive reconnoitre points; it consists of one or more area boundaries.

18.3 Road sections are classified as Enemy, NML or Friendly. These are distinguished as follows:

- **Friendly:** If the road section is neither Enemy nor NML, it is Friendly
- **NML:** If the road section is not Enemy and any area bordering the section is NML, the road section is deemed NML, unless it has been successfully reconnoitred this turn (i.e. marked with a Friendly Road marker) (see 18.10)
- **Enemy:** If any area bordering the road section is Enemy Controlled (a single enemy patrol does not qualify and must be declared by the owning player if the phasing player enquirers) then the road section is deemed Enemy

JOINING & MOVING ALONG FRIENDLY ROAD SECTIONS

18.4 Consider the 'capacity of your destination area when designating the force.

18.5 Units can move onto a friendly road section at no OPs cost from:

- An area bordered by the road section
- A town where the boundary shares a reconnoitre point with the road section
- An adjoining road section

JOINING & MOVING ALONG NML ROAD SECTIONS

18.6 Forces moving onto an NML road section must consist of a non-artillery unit only (Allied Static Guns are permitted).

18.7 Units can move onto an NML road section, paying the appropriate OPs cost, from:

- An area bordered by the road section
- A town where the boundary shares a reconnoitre point with the road section
- An adjoining road section

18.8 To move onto or along an NML section, the unit must pass a Quality Check. The OPs are considered spent regardless of the result.

18.9 Cavalry can move along NML sections at no OPs cost until the point that they first fail a Quality Check; following which, for the remainder of the current turn, they pay OPs as per other units.

18.10 An NML road section that is successfully traversed is classed as reconnoitred for the remainder of the current side's turn and is marked with a Friendly Road marker. Each successful reconnoitre will result in the unit used being marked with an Attrition Check marker/increment as per rule 22.

18.11 A unit with a current value of 0 SP may be used to reconnoitre provided it is not marked with an additional Temporary Loss as per 22.5.

18.12 Artillery may not enter NML road sections alone. Activated guns (and other units) may.

MOVING ALONG ENEMY ROAD SECTIONS

18.13 Units may not move along enemy road sections.

FAILING ROAD MOVEMENT QUALITY CHECKS

18.14 If a unit fails its Quality Check while:

- Initially joining a road it simply remains in the original area.
- Continuing from one road section to another, the unit must either exit the road in any eligible area (see 18.20) or may re-attempt the move by spending further OPs and making another Quality Check.

Example: A unit has left Toulon (friendly controlled) and moved along two friendly road sections. It then successfully reconnoitres a third section but then fails its Quality Check trying to negotiate a fourth section. It can now:

➢ *Exit into any Friendly area adjacent to sections one, two or three or,*
➢ *Move all the way back to Toulon*
➢ *Spend an additional OP and make another Quality Check to either enter the fourth section of road or to enter any NML area next to sections one, two or three.*

ENDING ROAD MOVEMENT

18.15 Upon completing road movement units must exit into an eligible exit area (see Eligible Exit Areas below).

18.16 Units always pay the appropriate OPs cost to enter the area at the end of road movement. If the unit does not have the required OPs available the unit must exit into an area eligible for a Failed Quality Check (see Eligible Exit Areas below).

18.17 A unit that leaves an NML road section having just converted it to Friendly, does not need to take a Quality Check, but does gain an Attrition Check marker/increment.

18.18 A unit that has moved only along Friendly Road sections and exits into an NML area must take a Quality Check. If the Quality Check is passed, the unit exits into the NML area and is marked with an Attrition Check marker/increment.   If the Quality Check is failed, the unit must exit into an area eligible for a Failed Quality Check (see Eligible Exit Areas below) or spend an additional OP and make another Quality Check.

ELIGIBLE EXIT AREAS

18.19 All units conducting Road Movement will exit due to a failed Quality Check or voluntarily.

18.20 If a Quality Check is failed, the unit must exit into any friendly area that can be reached by contiguous friendly road.   Specifically, the area selected for exit must meet one of the following conditions:

- Adjacent to any Friendly road section contiguous with the last successfully traversed road section

- A town where the border shares a reconnoitre point with any Friendly Road section contiguous with the last successfully traversed road section

If there are no other options, the unit returns to the area from which it first joined the current stretch of contiguous roads even though, if now vacant, it is strictly speaking an NML area.

18.21 The areas above may also be entered by a unit voluntarily exiting a Road Section. In addition, provided the necessary OPs are expended and any required Quality Check is passed, such a unit may exit into the NML equivalent of the first two such areas.

Road Movement Example

Road sections A and B are marked as Friendly Roads (having already been reconnoitred this turn) and areas 1 and 2 are Friendly Controlled and have available space

There is an enemy area and the adjacent road section (D) is therefore Enemy and non-traversable

Note: the presence of the friendly unit in area 2 does not negate this effect.

The other areas and road section (including C) are all NML.

The unit on road section B fails a Quality Check when attempting to reconnoitre section C. It must move to Area 1 or 2 – friendly areas reachable by friendly roads – or may expend additional OPs to repeat the attempt.

Note: A move to area 2 is only permitted because it is a town. Had it been a non-town area an exit here would not permitted as, though it is adjacent to the reconnoitre point, it is not actually adjacent to the currently occupied road section B (i.e. road section B does not form part of Area 2's boundary).

19.   LEADER MOVEMENT

19.1 Leaders will normally move with a force. They can choose to move with any force they share an area with; they do not contribute to the SP size of the force.

19.2 Additionally a leader may choose to move alone (regardless of whether or not he has also moved with a force). When doing so they can move, at no OPs cost, through friendly, NML, and enemy occupied/controlled areas and along friendly/NML roads. They may enter enemy occupied areas and enemy controlled areas (but see 19.7 & 19.8). The non-phasing side does not need to declare whether the area is controlled, or only occupied, until the phasing player has committed to the move.

19.3 Leaders do not reconnoitre the NML roads they move along.

19.4 Leaders are not required to make a Quality Check.

19.5 Leaders moving alone must *end* their movement in a friendly area.

19.6 A leader moving alone through non-friendly controlled areas and roads, risks captured.

- See Leader Capture Table (Charts and Tables)

19.7 Roll for each such area/section entered.

19.8 Captured leaders are flipped to their replacement side (unless already replaced) and enter as a reinforcement as per 24.5. VPs are awarded to the opposing player as per the VP schedule.

19.9 Bonaparte can be captured when moving alone and, in such a situation, is removed from the game.

20.   OVERRUN

20.1 A force which enters an enemy controlled area, without a fortification, with an attacker:defender Strength Point ratio of 6:1 or better may attempt an overrun *(Exception: See 21 Patrol Overruns).*

20.2 The required ratio can be built up over the duration of the movement phase, with additional forces entering the area, before the attempt is made.

20.3 If the required odds for an overrun are not achieved, then the units cease their movement and resolve the attack in the combat phase.

20.4 When an overrun is attempted, roll 1D6. On a roll of 1-5 the overrun succeeds and the enemy force is eliminated, otherwise the units remain in situ and the attack is resolved in the combat phase.

20.5 The roll is not affected by the defender's supply status. Unit Quality is not considered when calculating the Strength Point ratio for an overrun.

20.6 Overrun is a form of movement. If successful then any one unit in the overrunning force (player's choice) is marked with an Attrition Check marker/increment as per 16.14 and the force can continue movement (credit back 2 OPs if 3 were paid to enter the enemy area). If unsuccessful the movement ceases and the attack will be resolved as normal in the Combat Phase.

21.   PATROL OVERRUNS

21.1 When one or more forces totalling 2 or more SPs enters an area containing only a single enemy unit of 0 SP, or 1 SP (a patrol) and no fortification, then the patrol must retreat (see 26). They may enter any non-enemy occupied area other than that from which the advancing force originated (if more than one attacking force is involved, then only the area the last force entered from is prohibited as an exit area.

Note: this is intentionally different to other retreats).

If there is a choice of exit areas, then friendly areas will take precedence over NML.

21.2 One unit (player's choice) in the force conducting a patrol overrun is marked with an Attrition Check marker/increment.

21.3 Units forced to retreat are marked with an Attrition Check marker/increment. The check will occur during the phasing side's (i.e. next) Movement Attrition Check phase.

21.4 Patrols that are overrun may not be evacuated by sea.

21.5 If there are no friendly/eligible NML areas available, then the unit(s) are eliminated.

21.6 The moving force is then free to continue its movement (possibly resulting in another overrun).

21.7 If a patrol enters an area occupied by an enemy patrol then:

- If the moving unit is a 1 SP patrol, it has the option to:
    - o remain in situ and force a combat resolution during the combat phase or
    - o return to the area from which it entered the combat area
- If the moving unit is a 0 SP patrol, it must return to the area from which it entered the combat area

21.8 If the area was initially believed to be Enemy Controlled (where, in fact, it is only Enemy Occupied) when the moving player spent OPs, then they receive a 2 OP refund (i.e. credit the player with 2 OPs on the appropriate nation's/wing's OP Track) and mark a unit with an Attrition Check marker/increment as per 21.2.

21.9 A unit may only attempt a Patrol Overrun if it is in Attack Supply.

22.   MOVEMENT ATTRITION

22.1 Attrition Check markers are supplied to allow players to mark candidate units at the point that any of the events listed in 22.2 occur. The markers are marked with a DRM to be applied at the point of checking. The first such marker a unit receives should be marked +0, the second +1, and continuing to be incremented as more are added up to a maximum of +5; once this maximum is reached the attrition DRMs no longer accumulate – though the unit may continue to perform attrition check associated activities.

22.2 At the end of each side's movement, check units for attrition if they are marked with an Attrition Check marker having engaged in one or more of the following actions:

- (Successfully) entered an NML area
- (Successfully) moved by road on an NML road section
- Built or improved a fortification (except Pionniers)
- Were forced retreat by an advancing enemy force (Patrol Overrun)
- Conducted an Overrun or a Patrol Overrun

22.3 A single die roll is made for all units checking in an individual area. To make an Attrition Check, roll on the following table and apply all applicable DRMs:

- See Attrition Table (Charts and Tables)

22.4 As attrition is checked, remove the Attrition Check markers.

22.5 Each unit that fails an attrition check takes 1 Temporary Loss. Units with 0 SPs are also marked with a Temporary Loss and cannot reconnoitre roads until this loss has been recovered.

23.   CASUALTIES

23.1 There are two types of casualties (losses); permanent and temporary. Permanent losses occur through combat; temporary losses occur through combat and/or attrition.

23.2 Losses are indicated by placing an appropriate loss marker beneath the affected unit. If there are insufficient markers of a particular value, combine lower denomination markers (e.g. Temporary 1 + Temporary 2 = a Temporary 3 loss).

23.3 Temporary losses represent desertion, missing in action, illness, ineffectiveness, etc. and can be recovered during the Rally Phase.

23.4 Generally, the first point of any combat loss is a Temporary Loss; the losses each side suffers in a given sub-battle (not round) then alternate between permanent and temporary.

(**Exception 1**: *If artillery is in the sub-battle on the side causing the loss and is occupying the combat area, then the first loss is permanent (and then alternate)).*

(**Exception 2**: *Artillery defeated in a battle which, at the end of combat, is not supported by infantry or cavalry have all their losses converted into Permanent losses).*

23.5 Track the loss differential between the sides, during each battle, by moving the Loss Differential on the Loss Differential Track. This will allow the victor to be determined at the end of the battle.

23.6 Units reduced to 0 SPs (or starting the game with 0 SPs) remain in play but are ineffective in combat and simply retreat if alone in an area entered by enemy forces – see 21 Patrol Overrun.

23.7 It is possible for a unit to be reduced below 0 SPs by movement attrition (see 22.5) (this affects the unit's ability to reconnoitre road sections (see 18.11)) or by combat (see 23.8) (the latter results in the unit being removed from the game).

23.8 Total elimination of a unit is fairly rare (compared to most other games), being achieved only where a unit is forced to retreat with no eligible retreat route (such units are considered captured) or where losses are overwhelming (i.e. when the combat results require the loss of more SPs than a unit possesses).

23.9 Whenever a unit's strength is calculated, subtract its Temporary and Permanent losses from the SPs on the face of the counter.

24.   LEADER CASUALTIES

24.1 At the conclusion of any combat in an area containing one or more leaders (including defending leaders), roll for leader casualties. Roll once per leader on the Leader Casualty Table:

- See Leader Casualty Table (Charts and Tables)

24.2 Ranged artillery fire (alone) does not cause leader casualties.

24.3 If a leader is a casualty, re-roll to determine if they are killed/captured or wounded.

24.4 If killed/captured they are removed from the game and VPs are awarded to the opposing player as per the VP schedule. If they are a casualty and are not killed/captured, then they are wounded by default.

24.5 Leaders who are grievously wounded, killed or captured are flipped over and become Replacement Leaders (replacement leaders remain on their Replacement side). They are eligible to return as reinforcements 1D3 turns from the current turn. Place the Replacement Leader the required number of turns ahead on the Game Turn Track; they then return on the indicated turn as reinforcements.

24.6 If wounded, roll a third time to determine when/if the leader returns to the game.

24.7 Place a wounded leader the required number of turns ahead on the Game Turn Track; they then return, on the indicated turn, as reinforcements.

*(**Exception**: Bonaparte cannot be killed/captured nor grievously wounded in combat (Fate was watching over him; though 24.6 – 24.8 and 19.6 – 19.9 still apply). Either of these results is treated as a serious wound; however, VPs are still awarded as for a death result).*

24.8 A leader alone in an enemy occupied area at the end of combat (including Bonaparte) will be captured on a roll of 4, 5 or 6 on 1D6. If not captured then they must attempt to reach a friendly area as per the leader movement rules (see 19 Leader Movement). They halt in the first friendly area they reach and are automatically captured if unable to reach a friendly area.

25.　COMBAT

25.1 Combat occurs when a friendly unit enters an enemy occupied area; combat is mandatory.

*(**Exception**: See 20 Overrun & 21 Patrol Overrun).*

25.2 If all of the defending units have 0 SPs at the start of combat or at the start of Round 2, they must retreat (see 26.0) prior to combat; the combat is immediately deemed complete.

25.3 Fort occupancy should have been decided as per 16.12

25.4 Any force in the open must be engaged in round 1 and, unless entirely eliminated/retreated, in round 2 also.

25.5 If the attacker has engaged all external defenders (see 25.20) and has additional units, (s)he has the choice of engaging the fort(s) or not. If not then the excess units can be held in reserve (see also 25.12).

25.6 Where there are multiple fortifications that can be engaged, the attacker can decide how to distribute the attacking forces (this is done before the occupants of the fortifications are revealed). The attacker is not obliged to attack all fortifications. This distribution can be changed at the start of Round 2.

25.7 Combat is resolved during the combat phase. Each combat situation is resolved (in full) before resolving the next combat *(**Exception**: where there are multiple fortifications in an area they are treated as a single combat situation; each resolves the first round before any resolve their second and the combined results will be used to determine (significant) victory).* Combat situations are resolved in any order the phasing side desires.

25.8 Combat is resolved in Rounds. Each combat can consist of (up to) two Rounds:

- **Round 1:**
  - The units currently in the area can participate
  - Sub-battles are resolved

- **Round 2:**
  - Check for Spanish unit retreat (see 32.2)
  - Units can elect to retreat (attacker chooses first)
  - Unengaged units in adjacent areas, regardless of their supply status, which did not retreat during Round 1, can attempt to move into the combat area within stacking limits (defender declares and resolves attempt before attacker declares and attempts). Units that will attempt to advance *must be pre-designated* and then each requires a standard Quality Check (see 8). There is no OPs cost.

  Note: Reinforcing defending forces may not enter fortification(s) during this combat round.

  - Defender can move troops in/out of fortification(s) (but not between fortifications)
  - If multiple fortifications are present, the attacker may re-allocate units to each (units cannot be split)
  - Sub-battles are resolved (including re-organising units, co-ordinating attacks and re-defining sub-battles)

25.9 At the end of round 2:

- If defending units remain in the area and all attacking units have 0 SPs then the attacking units must retreat (see 26.0). *(Exception: see 27.22).*

- If attacking units now remain in the area, and all the remaining defending units have 0 SPs, then the defending units must retreat

- The attacker now retreats if there are defending units still in the area

25.10 Attacking units attack individually unless participating in a co-ordinated attack (see below)

25.11 Individual and co-ordinated attacks (sub-battles) within the same combat situation/round are resolved in any order (attacker's choice)

CO-ORDINATED ATTACKS

25.12 If a leader is present in the attacking force, a successful roll against the Leader's Effectiveness Rating (ER) allows the leader to co-ordinate an attack in the current round of combat.

- See Coordinated Attack Table

25.13 A successful coordination roll allows a number of units in a force to combine strengths in a sub-battle for the current round.

25.14 If multiple leaders are available then multiple co-ordinated sub-forces can be created.

25.15 Co-ordinated attacks can feature units from different nations.

25.16 Bonaparte may always co-ordinate at least one artillery unit and any one other unit in a sub-battle, regardless of the roll.

25.17 Leader coordination can also be used to coordinate ranged artillery (see 27.26).

RESOLVING COMBAT

25.18 Place the Battle marker in the area in which combat is occurring.

25.19 Move both the attacking and defending units to the Battle Board (along with the appropriate number of fortification markers).

25.20 The Defender lays out, left to right and face-down, the units from his stack. Units not in fortifications must precede those within fortifications. The unit sequence is important as will be seen below.

25.21 The attacker decides which units to coordinate (up to the maximum as in 25.12 above). The attacker's force will now consist of a number of sub-forces:

- None, one or many individual uncoordinated units

- None, one or many groups of coordinated units

25.22 Working along the defender's laid out units in sequence, the attacker now assigns his sub-forces against individual defending units – these defending units are now 'engaged' in 'sub-battles'. The attacker is not obliged to engage every defending unit; however (s)he must engage from the defender's left to right without missing units out.

25.23 If there are more attacking sub-forces than defending units, then the excess attacking units are held in reserve and do not participate in the current round or, if artillery, can be used for supporting ranged fire (see 27.21)

25.24 If there are more defending units than attacking sub-forces, then the defender allocates all additional units to sub-battles in any manner (s)he wishes. (The defender is not permitted to exclude any units (other than 0 SP units and unengaged units in fortifications) from the combat). Units in fortifications, allocated this way, forgo the fortification benefit.

25.25 Redoubt reduction (see 27.42 -27.47), if any, is now resolved.

25.26 Finally, artillery in adjacent areas may be assigned to the sub-battles as per the artillery rules (see 27.23 – 27.33) (Bonaparte Batteries can be two areas away provided the intervening area is not a town). If there are one or more fortifications in a combat area then the artillery in any such non-engaged forts can participate in this manner too. Attacker declares first.

25.27 Sub-battles are resolved by expressing the total Combat Effectiveness (see 25.29) of participating attacking units against the total Combat Effectiveness of defending units as a ratio (rounding down in the defender's favour) and rolling on the combat results table.

- See Combat Results Table (Charts and Tables)

25.28 The numeric value indicates the number of strength points the unit/sub-force must lose (remember, the first loss a force suffers in any combat is temporary unless non-ranged artillery is involved); these losses can be distributed in any manner the owning player chooses within the affected sub-force. After the first loss, permanent and temporary losses are alternated. Adjust the Loss Differential marker to reflect the losses.

25.29 The Combat Effectiveness of a unit can be found by adding its strength to its numeric quality rating. The Combat Effectiveness of a sub-force is the combined Combat Effectiveness of all units in the sub-force. A unit's strength is the printed SPs minus any temporary and/or permanent losses. A single unit's maximum net strength is 5 when attacking or defending

25.30 Units with 0 SP do not participate in combat and are effectively ignored.

25.31 If the unit/sub-force is obliged to take more losses than it has strength points to absorb; then it is eliminated (e.g. a 1 strength unit receiving a 2 result is eliminated) and removed from play. All of the unit's temporary losses are converted to permanent for the purpose of determining victory. The excess losses themselves are ignored (including for determining victory in combat).

Example: Two friendly units are defending in different sub-forces in the same battle. Both have 2 SPs. The first suffers a -/3 result (3 losses). That unit is eliminated and both losses are considered permanent. The extra third loss is ignored for all other purposes, since there are no other units in that sub-force. The second unit suffers a   -/2 (2 losses). One is temporary and the other is permanent. This unit remains playable despite now having 0 SPs; this would have been the case even if both losses were permanent.

25.32 An 'r' indicates that the affected unit/sub-force (including any coordinating leader and including affected units in fortifications) must retreat into the Battle Board's Retreat Zone; retreat into forts (even with spare capacity) is not allowed. The result only affects units in the area directly involved in the sub-battle (e.g. not artillery from other areas, and/or in a fortification (where the sub-battle is in the open)).

25.33 An 'R' indicates that the entire affected force must retreat out of the combat area (see 26.0 Retreats); retreat into forts (even with spare capacity) is not allowed. The result only affects units in the area directly involved in the battle (i.e. not artillery from other areas. The battle in now over and the opposing side retain the contested area.

25.34 If all of the defender's force is forced to retreat (see 26.0 Retreats), any attacker's cavalry that were held in reserve now get a 'free' attack against those defending units which were in the area at the time of the retreat; the number of casualties inflicted will be 1D3 for each reserve cavalry unit available plus the SP of those cavalry units.

They will continue the temporary/permanent alternation from the battle with the 'Loss Differential' marker adjusted accordingly.

25.35 The Loss Differential Maker will indicate which side has suffered the most losses (temporary + permanent).   If that side does not occupy the contested area at the end of combat it is deemed to have suffered a defeat and should be marked with an 'Attrition Check' marker/increment (see also 28.1).

25.36 At the end of the battle's second round, reset the 'Loss Differential' marker.

26.   RETREATS

26.1 A retreating attacker retreats to any of the areas from which the attack originated

Note: a vacated area retains its friendly status for the purpose of retreats (only).

26.2 A retreating defender may enter any non-enemy occupied area other than that from which the attacking force's units entered the combat area. If there is a choice of exit areas, then friendly areas must take precedence over NML; a retreat into NML will result in the retreating force being marked with an Attrition Check marker/increment.

26.3 If there are no eligible retreat areas, then the unit(s) is captured and removed from play. Any leader present will also be captured (and victory points will be awarded accordingly).

26.4 Any 0 SP (non-Activated Static Guns) artillery is spiked and is eliminated from the game.

26.5 A non-mobile Bonaparte Battery that suffers a retreat is spiked and is placed on the turn track two turns ahead (a battery spiked during Turn 4 would be placed on Turn 6 on the turn track). On that turn it moves to Ollioules as reinforcement (remaining/becoming non-mobile until upgraded by OPs expenditure). Mobile BBs retreat as normal if greater than 0 SPs.

26.6 Leader retreat: Unless coordinating a sub-force suffering an 'r' result, Leaders only retreat from the combat area at the end of round 2 or as a result of all units in the area retreating.

26.7 Amphibious retreat: Only the Allies may undertake an amphibious retreat. An amphibious retreat may only occur from an accessible beach area and only when no other retreat option is available. The units are removed to Toulon. 1/3 of remaining SPs (rounded up) are Permanent Losses. All other remaining SPs are Temporary Losses.

The units may retreat through a Rade that is not Allied controlled but in this case, 1/2 of the SPs (rounded up) are Permanent Losses.

26.8 Losses suffered during retreat result in the Loss Differential marker being adjusted accordingly and will count towards the determination of the battle's significance (see 28.2).

27.   ARTILLERY

[***Design Note:*** *The Republican artillery's effectiveness was limited early in the campaign (until Bonaparte's arrival) due to Dommartin being seriously wounded on 7th Sept. This fact and Bonaparte's impact are reflected in the following rules.*]

Bonaparte Batteries

27.1 The Republican Western Wing's artillery is formed into Bonaparte Batteries (BBs) that appear in predefined locations as shown on the map.

27.2 The turn indicated is the earliest turn that the battery can be placed. Placement may be delayed (in which case OPs will be earned – see 9.5) but may not be brought in early.

27.3 To place the BB, an OPs cost must be met on the turn of placement.

27.4 If the predefined location is enemy occupied, then the battery appears in any other friendly area occupied by Western Wing Units or other BBs, placed this turn or previously (and in accordance with the stacking rules).

27.5 BBs can't be moved until Turn 6 (29 Sept). Then BBs can be made mobile through the expenditure of OPs (flip the counters to their 'mobile' side). Eastern Wing artillery is not affected by this rule.

27.6 From 18 Oct (Turn 8), all Republican guns (Western and Eastern Wing) are classed as Bonaparte Batteries

Note: the Eastern Wing guns that become Bonaparte Batteries retain their ability to move and do not qualify for returning to the game when spiked.

ARTILLERY AMMUNITION

27.7 An artillery battery which is out of General Supply can only undertake ranged fire if using stockpiled ammunition (see 27.12 – 27.15)

27.8 Artillery requires ammunition to conduct any form of ranged fire. Ranged fire as part of combat resolution, requires that ammunition be used for each round of combat. Artillery does not require ammunition to engage directly in combat.

27.9 Allied guns automatically have ammunition provided they are in supply, on the coast and the Rade(s) through which they would trace supply is Allied   controlled. Activated Static Guns (ASGs) always have ammunition. Ammunition for Republican guns, and non-ASG Allied guns away from the coast, is less predictable – though Bonaparte can stockpile ammunition for his batteries.

27.10 At the end of each game turn that BBs are in play, increment the BB stockpile by 1 for each SP of each BB that is in General Supply and did not attempt to fire that turn. This should be tracked on the Republican OPs Track and may not exceed a stockpile of 19.

27.11 Republican artillery units in General Supply and Allied artillery units without automatic ammunition must roll, before firing, to see if they have ammunition. They succeed on the roll of a 1 on a 1D3 (even if they are otherwise out of Attack Supply). If they fail, then they should be marked with a Fired marker.

27.12 A BB can choose, before rolling, to use ammunition from the stockpile to make the shot, even if out of General Supply, and thus avoid having to roll.

27.13 A BB that has used stockpile ammunition can then elect to make another shot. The BB may use more stockpiled ammunition or, alternatively, may make an ammunition roll.

27.14 A BB can fire repeatedly using stockpiled ammunition. Once it relies on an ammunition roll, the option for it to use stockpiled ammunition ends for that side's turn.

27.15 Each time stockpiled ammunition is used, reduce the amount of ammunition in the stockpile by one point for each SP of the firing BB.

Note: If a BB's SPs exceed the remaining stock pile, the stockpile may not be utilised.

27.16 Unspent stockpiled ammunition is retained from turn to turn.

27.17 Unless using stockpiled ammunition, artillery that is not marked with a Fired marker can fire once per combat round if engaged in combat, or once per turn if engaged in ship-shore bombardment. At the end of each combat, all artillery that has participated (including BBs) is marked with a Fired marker.

27.18 Whenever any BB is attacked (other than by ship bombardment or ranged artillery fire) and is defeated, reduce the BB stockpile by the roll of 1D6 (if the die roll is equal to or greater than the stockpile, then the stockpile is exhausted).

ARTILLERY IN COMBAT

27.19 Artillery can contribute their attack strength to battles occurring the same area or in an adjacent areas (Bonaparte Batteries can be two (land) areas away (i.e. there may be an intervening area) provided the intervening area is not a town).

SAME AREA ARTILLERY COMBAT

27.20 Artillery in an area in which combat is occurring and which is assigned directly to a sub-battle is treated as any other combat unit

(**Note**: Artillery in a 'same area' sub-battle will result in the 1st loss inflicted on the enemy being a permanent loss). An ammunition roll is not required in this instance and the artillery is not marked with a Fired marker until the end of combat (see 27.17).

27.21 Excess Artillery held in reserve in an area in which combat is occurring (not assigned to a sub-battle) may undertake ranged fire in full accordance with the Ranged Fire rules (see 27.23 – 27.34). An ammunition roll (or stockpile ammunition), is required in this instance and is made before the assignment to a specific sub-battle is declared.

27.22 If at the end of combat all the remaining defending units have 0 SPs, then defending (non-Activated Static Guns) artillery is spiked and is eliminated from the game – Bonaparte Batteries are moved to the turn track, two turns ahead, and then arrive at Ollioules as non-mobile reinforcements on that turn. *(Exception: Eastern Wing Artillery units that become classed as BBs are eliminated and do not re-enter the game in this way).*

RANGED ARTILLERY COMBAT

27.23 Artillery units in an area in which combat is occurring may not participate in 'out of area' ranged fire even if the enemy sub-forces are already fully engaged (see 25.23).

27.24 Artillery conducting ranged combat never suffer adverse combat results.

27.25 Each battery may conduct ranged fire against eligible areas (see 27.19) where combat is occurring. After the sub-battles are defined, each battery can add its Strength Points (not Combat Effectiveness) to any one sub-battle that is occurring *(Exception: see 27.26).* An ammunition roll (or stockpile ammunition), is required in this instance. Attacking ranged fire is assigned before defending ranged fire.

27.26 If a leader successfully coordinates (see 25.12) artillery using ranged fire into an area where combat is occurring, then each coordinated set of batteries may add their full Combat Effectiveness (see 25.29) to any one sub-battle that is occurring.

27.27 Bonaparte can always coordinate two batteries (or three if any one of them is a Bonaparte battery); no die roll is required in this case.

27.28 Artillery in unengaged fortifications in an area in which combat is occurring may participate in ranged fire in support of that area's combat.

27.29 A battery may not split its combat factors.

27.30 Multiple batteries can be assigned to the same sub-battle.

27.31 Battery assignments can be changed per round.

27.32 Assignments are made at the end of the sub-battle definitions.

27.33 Both attacking and defending artillery may participate in ranged fire into a combat area; attacker declares first.

27.34 Artillery may conduct ranged fire against areas where combat is not occurring. Roll one die per battery and if the result is less than or equal to the strength of the firing unit, 1 temporary loss is inflicted (defending player's choice) unless the target area only contains 0 SP targets (in which case no losses are inflicted). If all defending units are in fortifications, a saving roll of 1 on a 1D3 will negate the loss for those in a redoubt. A saving roll of 1 or 2 will negate the loss for those in an improved redoubt or fort.

SHORE-SHIP BOMBARDMENT

27.35 BBs within the bombardment zone (see 3) of an Allied controlled Rade (inc. 'Tenuous Hold') and not marked with a Fired marker, may engage Allied ships in that Rade in a battle of attrition.

27.36 BBs that are in areas subject to combat may not engage Allied ships. A maximum of 2 BBs in any one area can fire on Allied ships.

27.37 Non-BB Republican forces cannot engage the Allied ships

27.38 Combine the SPs of BBs firing on each of the Rades to form a *single* 'barrage' (the Republican Western Wing player chooses how to constitute each barrage – batteries' SPs can be split up into different barrages in areas that cover both Rades) and then roll once on the appropriate Shore-Ship Barrage Table(s) for each barrage to determine how many hits are scored.

- See Shore-Ship Barrage Tables (Charts and Tables)

27.39 For each hit scored by the Republican:

- Record 1 Republican VP
- Increase the Allied Evacuation Trigger by 1

(See also 12.3)

27.40 Multiple 'barrages' can be fired provided the ammunition rules are adhered to.

27.41 Once a BBs barrages are complete, mark it as 'Fired'.

REDOUBT REDUCTION

27.42 Artillery may make ranged fire targeting normal and Improved Redoubts (rather than their occupants) in an endeavour to reduce the fortifications. Normal ranged fire rules apply (see 27.23 – 27.34).

27.43 Up to 5 artillery SPs can target each redoubt (any surplus SPs are ignored)

27.44 If 1 SP is allocated then a roll of 1 is required on 1D6 to reduce the target, if 2 SPs then a roll of 1 or 2, and so on up to a maximum of 5 SPs and a roll of 1 to 5. Improved redoubts see a +1 DRM applied to the roll.

27.45 Occupants of redoubts do not suffer casualties as a result of redoubt reduction.

27.46 If a normal redoubt is reduced, it provides no column shift protection for defenders in the current turn.

27.47 If an improved redoubt is reduced, it provides only 1 left column shift protection for defenders in the current turn.

SHIP-SHORE BOMBARDMENT

27.48 Republican forces within the bombardment zone (see 3) can also come under Naval Fire from Rades under Allied control.

27.49 For each area eligible to be fired upon the Allies roll on the Ship-Shore Bombardment Table.

- See Ship-Shore Bombardment Table (Charts and Tables)

*[**Design note**: Ships at anchor were affected by roll; land based guns were not and, with practice, would find it hard to miss].*

27.50 It is permissible to fire into an area in which land combat will occur.

27.51 If a hit is scored and it is not known whether the stack contains Bonaparte Batteries, then the Allies can instruct the Republican player to assign the hit to a BB if such exists. In such a case, if the BB is present but is already reduced to 0 SPs, then the hit should be assigned to other units in the area.

*[**Design note**: This represents specific targeting of BBs by the navies as well as general firing on troop concentrations].*

For each hit scored by Allied ships, apply a temporary loss to the target

27.52 Ship-Shore fire never results in Leader Casualties.

28. COMBAT VICTORY, DEFEAT AND SIGNIFICANT BATTLES

28.1 At the conclusion of combat, the side which occupies the attacked area and suffers the least losses (temporary + permanent) in a battle is deemed to have won a victory and the other side to have suffered a defeat. Any other result is inconclusive.

28.2 A battle in which either side suffers more than one permanent loss is deemed a significant battle (for this purpose, captured SPs are considered permanent losses).

28.3 The defeated side in a significant battle should be marked as having suffered a significant defeat on the 'Significant Defeat' track (see 7.12).

28.4 Victory Points are awarded to the victor of significant battles (see 35.1)

29. RALLY

29.1 The phasing side can attempt to recover temporary losses.

29.2 Each *force* with temporary losses rolls a die. Check the roll (with applicable DRMs) against each individual unit's quality as shown in the table. If successful, then the unit recovers 1 temporary loss point (this is the maximum recovery per unit per turn – even if a Gendarme is present).

- See Rally Table (Charts and Tables)

29.3 Gendarmes have a significant effect on rally (see 32.22)

29.4 Rally may not be attempted where success would result in the stacking limit of an area being exceeded.

29.5 Each force which is OoS due to being surrounded by enemy controlled areas may not rally and, unless it is in a fort, suffers 1D6 Temporary Losses (owner's choice).

30.   FINAL ATTRITION & ADMINISTRATION

30.1 The Final Attrition Table indicates the attrition each nation/wing will suffer each turn.

• See Attrition Table (Charts and Tables)

30.2 The level of attrition will be presented in one of two formats:

• #* or #-#* - Rolling the number or within the range on 1D6 will result in a single attrition loss for the affected nation/wing

• # - This is the number of attrition losses the affected nation/wing must lose

30.3 All attrition losses are Temporary Losses.

30.4 Players are free to distribute the losses as they wish within the restrictions specified under the attrition table.

30.5 If there are not enough losses to cover all units in the categories defined in 30.4, the player distributes amongst those categories as they wish.

30.6 Remove all of the following markers:

• 'Friendly Road'
• 'Out of Supply'
• 'Fired'
• 'Attrition Check'

30.7 Turn any face down (non-Bonaparte Batteries/non-Royal Louis) units face up.

31.   END OF GAME TURN

31.1 Adjust the BB ammunition stockpile as per 27.10

31.2 Zero all Operation Points on the OP Track.

31.3 Check for victory (Rule 34).

31.4 Advance the Game Turn marker.

32.   SPECIAL UNITS & FORMATIONS

SPANISH

32.1 The Spanish were considered unreliable by their British allies and, whilst as able as their British counterparts (arguably better), there is some evidence to suggest that there was a tendency to pull out of confrontations after token resistance.

32.2 At the start of Round 2 of any combat involving Spanish units, and where there is an available non-amphibious retreat path, the Spanish player rolls on the Spanish Retreat Table, applying the result to the entire Spanish component of the force.

• See Spanish Retreat Table (Charts and Tables)

AUSTRIANS

32.3 From Turn 9, The Toulonnais player rolls for Austrian reinforcements during the reinforcement phase.

• See Austrian Reinforcements Table (Charts and Tables)

32.4 Any reinforcements generated will appear that turn in Toulon or, at the Toulonnais player's discretion, may be delayed by 1D3+1 turns (roll per group not per unit).

32.5 Units which are delayed as per 32.4 will enter anywhere along the north or east map edge during the Allied movement phase of their turn of arrival. Normal OP expenditure, Quality Check and Attrition Check rules will apply. Any unit that fails to make it onto the map will be placed 1 turn ahead on the Movement track and can re-attempt the following turn.

32.6 Once one map edge has been used in this manner, the other map-edge is no longer an option (though Toulon remains an option).

32.7 Once a map edge has been used as an entry point, any Austrian troops can use that edge for the purposes of tracing supply. The edge is always considered in Attack Supply. Toulon may also be used, in accordance with the normal rules, for Austrian troops.

32.8 Austrian forces are controlled by the Toulonnais player but have their own OPs. Austrians will receive a number of OPs equal to the twice the number of combat units destined to be in play that turn (including any eliminated units) plus the usual random adjustment.

[**Design Note**: During the first week of October, he Austrian's promised 5,000 reinforcements for the Allies; they never materialised – but they might have].

ROYAL LOUIS

32.9 The Royal Louis starts with 1 Permanent Loss. This loss is removed from this unit on Turn 7.

*[**Design Note**: Did not reach full strength until 12 Oct].*

32.10 Each time they are used in combat (attack or defence) outside of Toulon, there is a chance Royal Louis will defect. Immediately prior to resolving combat, roll 2D6 and they defect on the roll of a 10, 11 or 12.

32.11 If the Royal Louis do defect, flip the unit to the alternate side to indicate they are now Republican. They may participate in the current combat as Republican forces.

Note: The Royal Louis do not have a 'fog of war' reverse side – so wherever possible, ensure you don't have them at the top of a stack.

32.12 Once defected, the Royal Louis remains a Republican unit for the remainder of the game. They have no wing association and can therefore stack with either wing's units and may trace supply to either depot.

32.13 If over stacking occurs as a direct result of Royal Louis defection, this will be permitted for the current round of combat but must then be corrected by the Republican player through the retreat of one or more units – this does not need to include the retreat of the Royal Louis.

30TH CAMBRIDGESHIRE

32.14 On Turn 13, apply 3 Permanent losses to this battalion. If there are not enough remaining strength points, then apply remaining losses to any other British infantry unit(s). If there are still insufficient, then disregard any remaining losses. Temporary losses may not be converted to Permanent losses. Any unit reduced to 0 SP in this way is removed from the map.

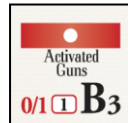*[**Design Note**: These troops were transferred to Gibraltar].*

TOULONNAIS NATIONAL GUARD

32.15 This unit is removed from the game during the Joint Reinforcement phase of Turn 16.

*[**Design Note**: This unit was disbanded due to poor performance].*

ACTIVATED STATIC GUN UNITS

32.16 Forts hold static guns which can be activated when occupied by an Activated Static Gun (ASG) unit.

*[**Design Note**: this represents naval personnel coming ashore to man the guns].*

32.17 ASGs in a fort always have access to ammunition (see 27.9)

32.18 ASGs have two strength point numbers, separated by a '/'. The first applies when in forts. The second applies in all other instances.

PATROLS

32.19 A single 0 or 1 SP force is deemed a patrol. Patrols have the following characteristics:

- Friendly patrols make what would otherwise be an NML area Friendly
- Enemy patrols **do not** make an NML area Enemy
- Friendly patrols interdict enemy supply paths
- Friendly patrols create friendly road sections
- Enemy patrols **do not** create enemy road sections
- Friendly patrols can reconnoitre a road provided a unit with an original SP value of 0 is not marked with a Temporary Loss

CAVALRY

32.20 Cavalry can move along NML road sections at no cost until they fail a Quality Check.

32.21 If in reserve during combat, cavalry get free attack on retreating enemy.

GENDARMES

32.22 Republican cavalry had a limited combat role – mainly acting as Gendarmes. They have the ability to limit desertion and allow friendly units in their area (but not themselves) to auto-recover 1 Temporary Loss each.

33.   EVACUATION TRIGGER

33.1 The Allies will evacuate Toulon should their navies come under significant threat from Bonaparte's Batteries. The extent of the threat is expressed, in game terms, through Evacuation Points and the Evacuation Trigger. Evacuation Points are tracked on the Allied OP's track. They are incremented whenever BB's inflict a hit on Allied shipping and when the Allies lose control of a Rade according to the following schedule:

- Each time a BB scores a hit on Allied shipping increment the Evacuation Points by 1

- Each time the Allies lose/relinquish or gain control of a Rade, increment/decrement the Evacuation Trigger by 2

- The Evacuation Trigger is set at 9 Evacuation Points. As soon as the Evacuation Trigger is reached, and provided (or as soon as), the Republicans control the Grand Tour and/or the L'Eguillette/Balagnier peninsula, the Allies evacuate and the Republicans are victorious.

- See also 12.3

34.   VICTORY

34.1 The game ends and major victory is awarded when any of the following conditions are achieved:

- The difference between Allied and Republican VPs is 19 or more at the end of the Game Turn; the side with the greater VPs is the winner

- Immediately when the Allied Evacuation Trigger has reached 9 and the Grand Tour and/or the L'Eguillette/Balagnier peninsula are Republican controlled – The Republicans are the winners

- Immediately when Ollioules or Sollies are controlled by the Allies (Provided the Depot in question has first been occupied by the Republicans) - The Allies are the winners

- Immediately when Toulon is controlled by the Republican French – The Republicans are the winners

34.2 At the end of 15-21 Dec turn, Allied orders arrive to destroy fleet and naval base. Whichever side has the most VPs has scored a minor victory. If there is a zero VP differential, then the game is a draw.

35.   VICTORY POINTS

35.1 VP Schedule:
- Per hit scored on fleet
  - 1VP (2VP if Allied control is tenuous)
- Per loss inflicted on a Bonaparte Battery
  - Temporary – 1VP
  - Permanent – 3VP
- Win a significant victory
  - 1 VP
- Take/retake a fort (occupying a vacant fort does not qualify)
  - 2 VP
- Each VP area occupied
  - VP value of the area
- Each VP area vacated
  - Minus VP value of the area
- Each enemy 'A' leader killed/captured
  - 2VP
- Each enemy 'B' leader killed/captured
  - 1VP

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