

CTG Napoleon in Europe Tracking II

Captured Capitals								
<i>This capital</i>	Paris	London	Berlin	St. Petersburg	Moscow	Constantinople	Vienna	Madrid
<i>was last captured in this nation's turn</i>								

Grace Period												
<i>This nation</i>	<i>is protected from declarations of war by these nations until this round starts</i>											
France	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Great Britain	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Prussia	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Russia	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Ottoman Empire	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Austria	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Spain	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec

Right of Passage	
<i>This nation</i>	<i>has Right of Passage through</i>
France	
Great Britain	
Prussia	
Russia	
Ottoman Empire	
Austria	
Spain	

CTG Napoleon in Europe Land Reference

Units	Cost	Move	Battle Actions	Combat Defense	Special
Militia	3	1	1	1	Square only on 4, 5, 6, cannot leave homeland or North Africa, only Prussia after 1812 or Ottomans can buy
Infantry	6/5A	1 (2FM)	1	2	Can force march, replace 2 Militia in Production Turn (Infantry cost 5 for Austria only)
Elite Infantry	8	1 (2FM)	1	3	Can force march, buy max 1 per turn, Spain cannot buy
Irregular Cavalry	6	2	2	1	Can avoid infantry charges, only Ottomans or Russia can buy
Cavalry	9	2	2	2	Can avoid infantry charges (Britain can buy max 2 land units (inf + cav + art + Gen) per production round)
Heavy Cavalry	11	2	2	3	Can avoid infantry charges, buy max 1 per turn, Spain cannot buy
Artillery	10	1	1	1	Cannot be charged when with infantry or cavalry, Ottomans can buy 1 at cost 18
Horse Artillery	13	1 (2FM)	2	1	Cannot be charged when with infantry or cavalry, can force march, avoid infantry charges, fire once per turn
General	12	3	2	N/A	Can move one region before and requires no squadron for amphibious movement, cannot block fire or move
Admiral	25/18	N/A	N/A	N/A	Must stay aboard naval squadron at all times (cost 18 for Great Britain only)
Naval Squadron	15	Any	N/A	N/A	Can escort transports for amphibious landings

Harsh Campaigns		1 die for Attrition
	Roll per unit occupying an enemy region not in uprising, or friendly/allied in uprising, in Russia, Spain, North Africa, Portugal, Ottoman Empire, or Warsaw except Generals, Russian Irregular Cavalry, or units in their own homeland	
- 1	Heavy Cavalry	
1-2	<i>After Production Turns:</i> Eliminated after December turn in Russia unless adjacent to the Black Sea	
1	Eliminated in other season/region	

Initiative		2 dice vs. 2 dice
	<i>For each nation with an enemy in the region:</i>	
+ 2	Each friendly General	
+ 1	Each friendly Cavalry or Irregular Cavalry	
+ 1	French 1800-1812, also friendly region w/o uprising	
+ 1	If at least one allied unit is in the region	
	<i>Results of highest roll – highest enemy roll:</i>	
1-4	Choose attacker and defender	
5-6	Choose attacker and defender, opponent sets up first	
7-8	Choose attacker and defender, opponent sets up first, ¼ opponent's troops start in Rout Area	
9 +	Choose attacker and defender, opponent sets up first, ½ opponent's troops start in Rout Area <i>or</i> if multinational battle, can choose nations on each side	

Fire		2 dice to Hit				
		Target Unit				
Firing Unit	> To Hit	Unsquared infantry	Squared infantry	cavalry	artillery	
	Squared infantry	9	8	8	10	
	Unsquared infantry	8	7	7	9	
	Long Range artillery	8	6	7	9	
	Short Range artillery	6	4	5	7	
- 1	Target unit is Elite Infantry or skirmishing (both: -2)					
+ 1	Target unit is Militia or Irregular Cavalry					
+ 1	Firing unit is Elite Infantry					
- 1	Firing unit is Militia, Horse Artillery or skirmishing					
+ 1	Firing unit is unsquared British infantry after skirmishers fire					
< 1	No effect					
1-D	Target unit routed (D = Target's Combat Defense)					
> D	Target unit eliminated					
	<i>Results of natural (unmodified) to Hit roll:</i>					
12	One enemy General eliminated					

Charge / Countercharge		2 dice vs. 2 dice
	<i>Apply to attacking unit's roll if attacking unit is:</i>	
+ 2	cavalry attacking unsquared infantry	
- 4	cavalry attacking squared infantry	
- 2	infantry attacking cavalry	
+ 3	Any type attacking artillery	
+ 1	French infantry attacking after skirmishers fire	
+ 1	Heavy Cavalry attacking (not defending)	
+ 1	Countercharging (but + 2 if c'charging into British cavalry)	
	<i>Apply to either unit's roll if unit is (or has):</i>	
+ 1	Elite Infantry or Heavy Cavalry	
- 1	Militia, Irregular Cavalry, or skirmishing infantry	
+ 1	General in same Battle Area	
+ 1	infantry + cavalry + artillery in same Battle Area	
	<i>Results of higher – lower roll:</i>	
< 1	No effect	
1-D	Losing unit routed (D = Target's Combat Defense)	
> D	Losing unit eliminated	
	<i>Results of natural (unmodified) roll:</i>	
12	One enemy General eliminated	
11-12	Charging (not charged) Infantry becomes Elite Infantry	

Pursuit		1 die to Hit				
		Target Unit				
Pursuing Unit	=> To Hit	cavalry	infantry	Horse Artillery	Artillery	General
	cavalry	5	4	4	2	4
	infantry or Horse Artillery	-	5	5	4	5
- 1	Target unit in Rout Area					
Hit => Eliminated						
If losing side has cavalry outside Rout Area:						
<ul style="list-style-type: none"> Only cavalry may pursue Must first target & eliminate cavalry outside Rout Area 						

Militia Form Square		1 die to Square
4 +	Militia forms square	

Forced March		2 dice to Move		
		Eliminated	Stop	Move
Marching Unit	Horse Artillery	-	2-5	6+
	Elite Infantry	2-3	4-7	8+
	Infantry	2-5	6-9	10+
+ 1	Unit is French (1800 to 1812 inclusive)			
+ 1	At least one friendly General in destination region			

Quick Battle		¼ casualties artillery or cavalry	1 die to Hit	
Militia	6	Artillery	2	1 die + CD < 6, stays eliminated
Irregular Cavalry		Horse Artillery	3	
Elite Infantry	4	General	per unit type or 3 to rally	

Rally		2 dice to Rally		
		Target Unit		
Rallying Unit	=> To Rally	Elite Infantry	other type	Militia or Irregular Cavalry
	General	7	8	9

Overrunning Generals		1 die to Hit			
		Moving Unit			
=> To Hit	skirmishing infantry	non-skirmishing infantry or cavalry	Militia	artillery	General
General	4	5	6	-	-

CTG Napoleon in Europe Naval Reference

Intercepting Squadrons		1 die to Intercept
	<i>Order for declaring interceptions and rolling:</i>	
	<ul style="list-style-type: none"> Squadrons watching a port Nation whose turn it is, if moving Other moving nations Other non-moving nations 	
- 1	Each Admiral in the sea area at war with the intercepting nation	
+ 1	Each Admiral in the sea area at war with the intercepted nation	
+ 1	If the intercepted squadrons are moving out of port, between Mid Atlantic & Barbary Coast or Aegean Sea & Black Sea	
5 +	Interception succeeds, unless natural roll of 1	
< 5	Interception fails, unless natural roll of 6	

Naval Battles		2 dice vs. 2 dice
+ 1	Each squadron or Admiral on side	
+ 1	If at least one British squadron on side	
- 1	If at least one purple Ottoman squadron on side	
	<i>Results of high roll – low roll:</i>	
0	No winner	
1-2	Low side loses 1 squadron	
3-4	Low side loses 2 squadrons	
5 +	Low side loses 3 squadrons	
	<i>Results of natural (unmodified) roll:</i>	
10+	One enemy Admiral eliminated	

Port Attacks		2 dice vs. 2 dice
+ 1	Each squadron or Admiral on side (max 2 squadrons + 2 Admirals on moving side)	
+ 1	If at least one British squadron on side	
- 1	If at least one purple Ottoman squadron on side	
+ 2	Side defending in Port	
	<i>Results of high roll – low roll:</i>	
0	No winner	
1-2	Low side loses 1 squadron	
3-4	Low side loses 2 squadrons	
5 +	Low side loses 3 squadrons	
	<i>Results of natural (unmodified) roll:</i>	
10+	One enemy Admiral eliminated	

Production Points from Capital Regions			
When owned by:	<u>Native Nation</u>	<u>Ottomans</u>	<u>Other Foreign Nation</u>
Paris:	12	3	6
London:	12	3	6
Berlin:	12	3	6
St. Petersburg:	3	1	2
Moscow:	3	1	2
Constantinople:	3	3	2
Vienna:	10	2	5
Madrid:	3	1	2

Intercepting Transports		1 die to Escape
+ 1	Each squadron or Admiral in the sea area at war with enemies there of the moving unit	
- 1	Each squadron or Admiral in the sea area at war with the moving unit	
- 1	Next to embarkation area, between Mid Atlantic & Barbary Coast or Aegean Sea & Black Sea, unless Crossing Straits (Gibraltar/W. Spain/Andalusia, Sweden/Denmark, Const./Anatolia)	
1 +	Moving unit escapes enemy squadrons, unless natural roll of 1	
< 1	Moving unit eliminated, unless natural roll of 6	

Amphibious Landing		1 die to Land
	Roll per unit landing amphibiously while enemy > friendly + allied troops at war with some enemy troops in destination region	
+ 1	If destination region is in uprising or friendly or allied (max modifier + 1)	
1-2	Landing unit eliminated	

Leaving Enemy Port		1 die to Escape
	Roll for every squadron forced to leave an enemy (not neutral) owned port	
1-2	Squadron and any Admiral on board eliminated	

Sequences	
Movement Turns:	
<ul style="list-style-type: none"> Sea Movement and Naval Battles Land and Amphibious Movement Land Battles 	
Battle Turns:	
<ul style="list-style-type: none"> Cavalry Phase, Artillery Phase, Infantry Phase, General Phase 	
Consequences of Land Battles:	
<ul style="list-style-type: none"> Pursuit (skip for Quick Battles) Retreat Capturing Artillery (roll one die per eliminated artillery, it's captured on a 6) Gaining PAP's for Land Battles (1 for major battles, 1 for eliminating 4 units) Capturing Capitals (including any commitment roll for losing a capital) Commitment Rolls (for losing 6 units and the battle or Napoléon) Leaving Closed Port (if required after commitment rolls are complete) 	
Production Rounds:	
<ul style="list-style-type: none"> Enforce Continental System France may gain a PAP Production Turns: <ul style="list-style-type: none"> Training Militia Collect and Spend Production Points Harsh Campaigns 	

Production Points from Non-Capital Regions	
<ul style="list-style-type: none"> From any region in uprising or occupied by enemy troops: 0 From regions in North Africa except Egypt: 1 From all other regions if owned by Ottomans: 1, if owned by another major nation: 2 If Archduke Charles is in an Austrian native-owned homeland region, Austria gains 3 more points Uncontrolled nations gain only 1/3 (round fractions down) of their calculated points 	

CTG Napoleon in Europe Political Reference

Gaining PAP's	
At the start of Movement Rounds, roll 1 die per controlled nation owning a liberated capital: <ul style="list-style-type: none"> • 1 if 3+ for nations at war, or 5+ for nations at peace (no roll on the first round) 	
During Production Rounds: <ul style="list-style-type: none"> • 1 for France before January 1809 if Napoléon and Paris are both "liberated" • 1 at cost of 10 production points 	
1 for winning a naval battle with 4+ squadrons on the losing side, if it loses 2+ squadrons	
1 for winning a major land battle (6+ troops involved on both sides)	
1 for eliminating 4+ units on the other side in any land battle	
1 for capturing a capital region <i>Units present may not move further</i>	
After Sue for Peace: <ul style="list-style-type: none"> • 2 for the nation(s) at war the longest with the suing-nation • 1 for a nation at war second longest with the suing-nation 	

Spending PAP's	
Declare War	1 from France regardless of alliances 1 from other nations with an ally at war with the nation 2 from other nations without an ally at war with the nation <i>War cannot be declared on a former enemy in the Grace Period, a nation controlled by the same player, an ally, or a nation given Right of Passage by the declaring nation</i>
Sue for Peace	3 from suing-nation In Congress: 2 to Annex a suing-nation's native homeland region <i>First outside native homeland, next homeland (max 1 per nation except Spain) or Madrid, then capitals</i> <i>Causes uprisings in Spanish homeland regions</i> 1 to Annex any other region <i>Cannot annex ally's homeland</i> 1 to Liberate 1 or 2 regions <i>First liberate own regions, removes any uprisings</i> 1 to Free Russian Serfs <i>Cause uprisings in 1-3 occupied homeland regions</i> 0 to Pass <i>Ends the Congress for passing nation</i>
Conclude Armistice	1 each
Form Alliance	1 each
Break Alliance	1
Recruit Minor Nation	2
Annex Minor Nation	1 <i>Units present may not move further</i>
Liberate Region	1 <i>Removes any uprisings</i>
Abandon Region	1 <i>Removes any uprisings</i>
Foment Uprising	1
Suppress Uprising	0 <i>Units present may not move further</i>
Grant Right of Passage	0
Rescind Right of Passage	0
Enforce Continental System	1 <i>Only allowed at start of production turns, Britain must be the only nation at war with France, Paris must be liberated</i>
Control Non-Player Nation	2 (plus 2 / armistice and 1 / alliance) <i>Only by player nations</i>
A player nation may spend PAP's for a non-player nation controlled by the same player	

Recruit Minor Nation		9 + on 2 dice
+ 1	At least one friendly General in minor nation	
+ 1	At least one friendly Admiral in minor nation's port	
+ 1	At least one friendly non-General unit in the minor nation	
+ 2	Minor nation is in uprising	

Raising Minor Nation Troops	
Roll when a major nation successfully recruits a minor nation or a minor nation resists annexation attempt	
Minor Nation outside North Africa: <ul style="list-style-type: none"> • 1 die for Infantry: 1-4: number of Infantry shown on the die, 5-6: roll again • 1 die for Cavalry: 1-3: 1 Cavalry, 4-6: 2 Cavalry • 1 die for Artillery: 1-3: 0 Artillery, 4-6: 1 Artillery 	
Minor Nation in North Africa: <ul style="list-style-type: none"> • 1 die for Militia: 1-4: number of Militia shown on the die, 5-6: roll again • 1 die for Irregular Cavalry: 1-2: 1 Irreg. Cavalry, 3-4: 2 Irregular Cavalry, 5-6: 3 Irregular Cavalry 	

Annex Minor Nation		6 + on 1 die
Must occupy the minor nation with troops & roll for resistance, except Denmark & Sweden always resist; roll to see if annexing nation gains the squadron; units there must stop moving for the round		
+ 1	At least one friendly General in minor nation	
+ 1	4-6 troops occupy the minor nation	
+ 2	7+ troops occupy the minor nation	
+ 1	Minor nation is adjacent to any region owned by the annexing nation	
- 1	Annexing nation is at war with at least one major nation	
+ 1	Minor nation is in uprising (roll for squadron: 1: annexing, 2-5: eliminated, 6: resisting or eliminated)	

Liberate Region		10 + on 2 dice
Must be at war with the owner and occupy the region with 3+ troops; owner must have no friendly or allied troops in the region or an adjacent region, or allied squadrons in the region's port		
+ 1	At least one friendly General in region	
+ 1	Minor nation is adjacent to any region owned by the liberating nation	
+ 1	Minor nation is in uprising	

Foment Uprising		3 + on 1 die
Must be Ireland, Vendee, Don Basin, Arabia, foreign-owned homeland region, or non-homeland (not Gibraltar) region; not owned by player, not within 3 final rounds, 1 hour of time limit, or after SD roll		
+ 1	Foreign-owned homeland region	

Suppress Uprising		8 + on 1 die
Must own region; lose 1 unit on failed roll; units must stop for the round; in Spain need natural 5+		
+ 1	Each friendly land unit in the region	
- 1	Each enemy land unit in the region	

Control Non-Player Nation		Diplomatic Rating + on 2 dice
Diplomatic Rating found on each scenario's Major Nation Ratings chart. Only player nations may try to control.		
+ 4	Non-player nation controlled by a player who consents to the attempt	