



CONGRESS OF VIENNA

DIPLOMACY, NEGOTIATION & WAR IN EUROPE
1813-1814

PLAYBOOK



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16.0 DETAILED EXAMPLE OF PLAY

August 1813: Scenario: The Clash of Armies

Played by Vassal in January 2023.

The players are:

David Schoellhamer, an experienced *CoV* play tester and a designer of the solitaire module for this game. He is a prudent and collaborative Ally.

Mirek Makajev, a terrific *CoV* player who has the most impressive list of *CoV* wins with any Major Power.

Christopher Leary, an experienced *CoV* player who helped review and profoundly improve both the Rules of Play and the Quick Start Summary. He also helped to define and improve many rules during the long playtest process. As a *CoV* player, he has a sixth sense for choosing the best chit among the possible Tactical Matrix Table (Optional Historical Rules).

Frank Esparrago, the game's designer, also designed the Vassal module with which games between members of the **Saturday Sessions Team** (Europe-United States) are played.

The observer and narrator of this Example of Play is **Fred Schachter**, *CoV* Assistant Designer & Editor.

Fred: The framed paragraphs that accompany this narrative are Fred's explanations of certain actions of players or the literal transcription of a key rule that significantly affects the game.

Special thanks to **Joseph Feller** who reviewed this section as a first-time player of the game and suggested many deep changes which were used to make the example more readable and useful for new players with limited knowledge of the rules.



DAVID



MIREK



CHRIS



FRANK



Turn 1, August 1813

16.1 Initial Phase (Turn 1)

Each turn begins by playing its **Initial Situation Card** and executing its instructions from top to bottom. In this example, the players have decided to use the **Historic** rules for the Initial Situation, so they choose the **A-5 card** (see **Figure 1**) corresponding to **1813 August**, which is when this scenario begins. If they had decided to use the **Random** rules, they would have drawn either card A-5, B-5, or C-5 at random.

The specified cards are in the Event Deck and are placed in the relevant player's hand which, to this point, was made up only of a Leader card (**NAPOLEON**, **ALEXANDER I**, **CASTLEREAGH**, or **METTERNICH**). The indicated issues are placed on the appropriate National Tracks or Negotiating Table (see below).

The **Sweden (SW) at War** Issue is not placed on the board as, in this scenario, this issue has already occurred and been removed from the game.

Next, the **Initial Environment Table** step is performed. Two die rolls are made, and each modified with +1 (due to the two +1 DRM markers indicated on the Initial Situation Card). The result is looked up on the table shown in **Figure 2** on the next page.

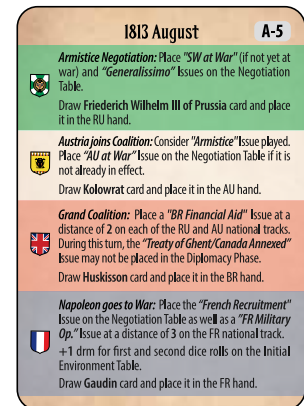
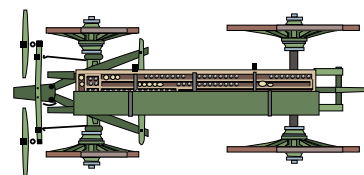


Figure 1. From top to bottom; Russia (light green band); Austria (white band); Britain (light red band), and France (light blue band).



The first modified die roll “4” indicates the **column** to be used in the **Initial Environment Table** (lower right):

- “Austria” appears at the top of column 4, so the Austrian player must choose (an Austrian) Character National card from the card deck to add to his hand.
- The next row under Austria shows “4” indicating that 4 units of **US Militia** (light blue cubes available from the French Force Pool box) are placed in the *War of 1812 box*.
- The third row, “No,” means the **US Military Operation** marker is **not** placed in the *War of 1812 box* this turn. Note that military operations can still occur there if *either* the French player (who decides for the US government) *or* British player place one of their **Military Operation** markers there.

The second modified die roll of “3” indicates which intersecting **row** of the table we look at. In this case, the result is “No Effect”, and in the Maritime Struggle between France and Britain nothing happens, at least on this turn. Things can change in successive game turns!

Finally, we finish the Initial Phase with the **British Fleet Demobilization** step. However, since the British player chooses to save all available fleets (to dedicate to fighting in America), the conversion of 2 fleets into 1 Resource or 1VP does not occur and the Initial Phase ends.

Chris decides to place the *Austria at War* Issue on the Negotiation Table and receives 1VP—see set-up scenario rule [17.3.3].

1815 August A-5

King Friedrich Wilhelm III of Prussia
 +2 for "RU Recruitment", "Savoy", "Hanover", "Liberalism/Absolutism" or "Armistice" Issues
 If used for "RU Recruitment" Issue, RU receives 1 VP unit

Kolowrat
 +1 for "AU Recruitment" or "AU Military Op." Issues
 +2 for "AU at War" Issue
 +1 for "FR Recruitment" Issue

Huskisson
 +3 for "Liberalism/Absolutism" or "RU Financial Aid" Issues
 If Britain plays this card for either of the above issues, receive a +1 drm for Liberalism or Plus Britannica Track die roll

Martin Gaudin (1st Duc de Gaete)
 +2 for "BR Financial Aid", "Holland", "Italy" or "Liberalism/Absolutism" Issues
 FR receives an additional resource if this card played for any of the above issues
 If played for "Liberalism/Absolutism" Issue, FR receives a +1 drm for a Liberalism or Plus Britannica Track die roll

Issues and Markers:
 Austria at War
 Financial Aid
 Recruitment
 Military Op.

1st Die Roll: 1st Die Roll +1 drm for Environ. Table
 2nd Die Roll +1 drm for Environ. Table

Initial Environment Table

Selected Card	Britain (BR)	Britain (BR)	Austria (AU)	Austria (AU)	Russia (RU)	France (FR)
US Militia	2	3	3	4	4	4
US Mil. Op.	No	No	No	No	No	Yes
≤ 1	+1 BR Res	+1 BR Res	+1 BR Res	+1 BR Res	+1 BR Res	+1 BR Res
2	+1 BR Res	+1 BR Res	No Effect	+1 BR Res	+1 BR Res	+1 BR Res
3	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
4	No Effect	No Effect	No Effect	No Effect	No Effect	+1 BR Res
5	+1 BR Res	+1 BR Res	No Effect	+1 BR Res	+1 BR Res	+1 BR Res
≥ 6	+1 BR Res	+1 BR Res	+1 BR Res	+1 BR Res	+1 BR Res	+1 BR Res

Figure 2. At the top are the game cards that the Initial Situation Card indicates should be placed in each player's hand. It also shows the different issues and markers that must be placed to start the Diplomacy Phase in the Negotiation Table and National Tracks. Finally, at the bottom right, the dice rolls for the Initial Environment Table are shown.

16.2 The Diplomacy Phase (Turn 1)

This phase starts with the **Shuffle the Deck and Deal Cards** step, where cards that have not been previously removed from the game (or assigned to a player's hand) are shuffled, and the *Card Hand Size Track* (**Figure 3**) shows how many cards each player is dealt. The cards received are in addition to any cards held from the Initial Phase.



Figure 3. The Card Hand Size Track. The players always draw 10 cards plus any additional cards received by each player due to spaces controlled with his National card symbol.

— Austrian Hand —



Figure 4. The Austrian Hand.

Chris' Thoughts on the Opening Draw: A very strong hand for Austria (Figure 4). After winning the additional card from the Environment Table (and selecting the best Austrian 5-rank card, KAISER FRANZ), Austria also draws eleven cards. Three 5-rank cards – DAVOUT, TALLEYRAND, and WELLINGTON—as well as both 4-rank Austrian cards—BELLEGARDE and TRAUTMANSDORFF. Chris preferred to go to war this turn, but with the strength of this hand he can let the Diplomacy Phase unfold and see where best to make some VP headway.

— Russian Hand —



Figure 5. The Russian Hand.

David's Thoughts on the Opening Draw: A bad hand for Russia (Figure 5)! Fortunately, the two neutral #63 and #66 battle cards are very good and can help fight Napoleon if the war resumes and Austria goes to war.

Fred: A proper trade with Austria could greatly improve this hand.

Fred: A beginner should not be frightened by these hands of cards, and the fact that there are so many of them! In fact, as we explain below, it is more an advantage than a problem.

A common problem in a **CDG** (Card Driven Game) is either players not knowing the possible card uses, or worse when there is a real difference in knowledge between players. In CoV, these problems are mitigated in three ways.

1. First, for most cards you need only consider the value located in the circle at the upper left corner. Modifiers to this basic value usually only occur on your own nation's cards. All card modifiers for the **Diplomacy Phase** are located on a label with the national color and two capital letters inside a **black diamond**. (When a diamond with a **white feather** appears, it indicates that this modifier applies to all players for the issues inside the label). If the label is preceded by a **black circle**, it indicates that a bonus for the **Government Phase** can be received (these bonuses happen on fewer cards).

Bonuses labeled with a black hex apply to the **War Phase**. These cards are also indicated with a **Crossed Swords** symbol. See Figure 8 at right for examples.

2. Second, the large hand sizes in CoV means there are many opportunities to view, compare, and use a wide variety of cards and so get to know them properly through a rapid learning process.
3. Third, the optional **Handicap Card Deck** can be used to balance the advantages that more experienced players have in this type of game (see again Figure 8 for a card example).

— British Hand —



Figure 6. The British Hand.

Mirek's thoughts on the Opening Draw: This is a balanced hand for Britain (Figure 6). A clear majority of British national cards balanced between Military and Diplomatic. In addition, among the rest there is a majority of 4- and 5-value cards (for example the 5-value **BLÜCHER** card), which makes it extraordinarily powerful in the Diplomacy Phase—or for trading with other Allied players.

— French Hand —



Figure 7. The French Hand.

Frank's Thoughts on the Opening Draw: A complex hand for France (Figure 7). No 4- or 5-value cards are present in this hand. (While the **STADION** card is a 4-value card, it has a penalty of -1 if played by the French player.) Some military cards such as **BERTHIER**, **MURAT**, and Battle event card #65 can help Napoleon to defend the key Saxony space in the Central Europe Front (A).

However, if Austria goes to war this turn, overwhelming Allied numbers will nullify the higher quality French cards. Fortunately, the **GAUDIN** and **KING FRIEDRICH AUGUST I OF SAXONY** cards can bring the **Italy** and **Saxony** Issues to the French side, along with their additional units and VPs.



Figure 8. Examples of Game cards (above left) and Handicap cards (above right). You can observe the black circle in the **WELLINGTON** card that grants one Spanish unit in certain circumstances. Also, the crossed swords symbol and black hex in the light red label indices a military use, if it is saved for the War phase. In **FRIEDRICH AUGUST I**'s neutral card, you can see a white feather symbol example. Finally, the #H-3 and #H-5 Handicap cards show how it can help the player who receives it.

Diplomacy: The Wager

The next step in the Diplomacy Phase is the Issue Selection step, starting with The Wager to determine player order and grant an additional issue placement.

Austrian hidden card: DAVOUT. The penalty for playing **DAVOUT** in the rest of the Diplomacy Phase (–2 modifier if played by any Allied player) makes using this 5-value card for the wager a bit of a foregone conclusion. We're likely to win the wager to boot, as the only probable play that can beat **DAVOUT** here would be **BLÜCHER** by the English (if they drew him *and* opted to burn the Russians by playing him here).

Fred: In any tie-breaking situation involving Britain, the British player's British National Advantage determines which of the tied Major Powers wins.

French hidden card: STADION. Frank thinks: "I have no illusions; I know it is practically impossible for me to win the Diplomacy Wager. I'm sure, if there's a tie, the British player will choose to award it to any player except France. However, I hope "to die killing," playing a high-value card to make sure that the player who wins the Wager must place the won issue very close to the Negotiation Table.. making it easily "attackable" diplomatically! In addition, **STADION** is for all purposes a 3-value card for France, except at this moment it is worth 4 since the card's modifier is not considered just now."



Figure 9. The Wager. The players just simultaneously flipped their hidden cards. Note how the three Allied players all wagered French cards. This prevents France possibly forcing a Diplomacy Phase trade of that card into the French hand.

Mirek's British and David's Russians wager 4-value French cards: Britain—**CAULAINCOURT**, Russia—**SOULT**.

The Wager winner: The slight gamble pays off and Austria wins the wager by 1, the difference between the highest value card (**DAVOUT**, a 5-value card) and the lowest one (a 4). This becomes a triple tie between the French, Russian, and British players (see **Figure 9**).

The Austrian player comment: I strongly suspect everyone will be in on playing into the **Liberalism/Absolutism** Issue in an attempt to gain an early VP push, and therefore I place it to Austria–1.

The French player comment: The goal of ensuring that the won issue was played close to the Negotiation Table was achieved; however, my being the first to play *the player to the left of the player who won the Wager begins* means that the rest of the players will go behind me and can debate better than I can. Likewise, in the sixth and final Round, this allows the rest of the players to be in a better position than me to win final issues and, most likely, the Diplomacy Phase.

Diplomacy: Issue Selection

French player: As **French Recruitment** is already placed on the Negotiation Table, considering that France needs troops and VPs, the Minor Countries Issues are an excellent choice. **Saxony** is obvious because **FRIEDRICH AUGUST** has a 6-value for this country; the only other good card is **GAUDIN** with a 5-value (with modifiers) for **Italy** and **Holland**. I choose **Italy** because Austria already has many issues to negotiate and few Resources to activate them, unlike Britain which has many and can use them to dispute **Holland**. I hope not to get confused and to make a good choice!

Russian Player: If **Austria at War** happens, at least one Russian **Military Operation** must be on the board to try to advance to the Saxony space, so this issue is an almost certain choice. Since Austria selected the **Absolutism** Issue, I select **Poland**, the only minor country controlled by the Allies which, if won by Russia, will grant 1VP and 1 unit. In addition, the **PONIATOWSKI** card is in the Russian hand (see **Figure 5**), and it has a positive modifier for this issue (applicable to all players).

British player: I want to have at least one British **Military Operation** to use either in America or Spain by using the Military cards from my hand (see **Figure 6**) and any others that I could receive through trading during the Diplomatic Rounds. I choose **British Recruitment** as the second issue since **Liberalism** has already been placed by Austria. **Absolutism/Liberalism** is a dual issue that is flipped when won by France or Britain to its Liberalism side, while Austria and Russia flip it to its Absolutism side.

Austrian player: *Peace Congress* is almost always a good choice for Austria, as playing *METTERNICH* to secure the issue earns VPs. I could select an *Austrian Military Operation* here, in the event we do end up at war... but, as we are Resource-poor (with only three Resources in-hand), I decide instead to hedge that war bet and select *Future Government of France*. This is a bit of a hand grenade for Napoleon, as it bumps the Allied players to the disadvantage of France. (See **Figure 10** for end of Issue Selection positions.)

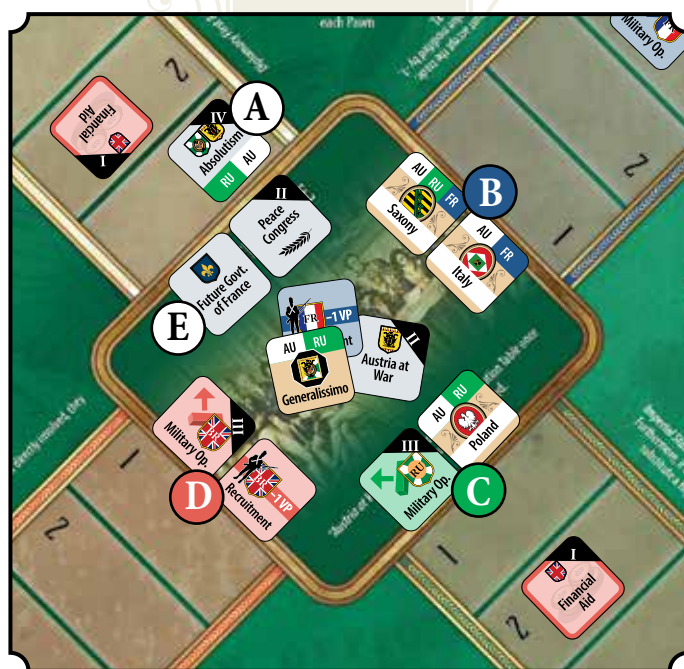
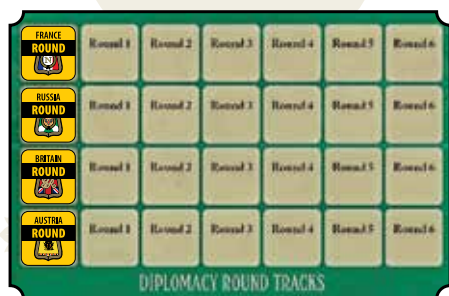


Figure 10. Issue selection. The players just ended their sequentially selected Issues. A) Selected Issues when AU won the Wager; B) 1st selected Issues by FR; C) 2nd selected Issues by RU; D) 3rd selected Issues by BR; E) 4th selected Issues by AU.

Diplomacy Round 1

1. France leads off with a trade request to Austria and swaps (hidden) the 3-rank *REUSS-PLAUEN* card. The Austrian player has one remaining French card in-hand, *ANDREW JACKSON*, which Austria is more than happy to pass over (again hidden) to France. Hopefully, Napoleon is persuaded to burn resources in America with *JACKSON*'s advantage in the event we end up at war.

The French player is happy with the trade since this Military card can possibly help to resist a British attack in America. Likewise, the Austrian player is relatively happy with the received card since any Austrian card is +1 in debating, and *REUSS* is of some use should we end up at war, thanks to his combat DRM. (See **Figure 11**).

2. Russia then plays on *Poland* with *PONIATOWSKI* (and its positive modifier for this issue) and **Austria debates**. Not wanting to let that issue (and the potential VP) slide, the Austrian player debates with the 3-rank debating card, worth 5 to Austria, to shift it back to center.

3. Britain wants to **trade with Austria** and sends over 2-rank *VON KLENAU* (hidden). Simultaneously, Austria accepts the trade and passes over the 3-rank British *SHERBROOKE* card (also hidden). (See again **Figure 11-12**.)

Austrian player comment: Again, I consider *VON KLENAU* useful in debating, but *its* battle DRM may prove useful on Front A if we land at war with France. Also, I happen to have a British War of 1812 card in hand (3-rank *SHERBROOKE*) and am happy to send it in Britain's direction.

4. Austria plays *TRAUTTMANSDORFF* on *Austria at War*, to move the issue to Austria-6. The unanticipated trade acquisition of two Austrian Military cards has shifted the Austrian thinking, and Austrian strategy is now leaning towards war. Plus, *TRAUTTMANSDORFF* grants **1VP** for Austria when played on this issue and Chris will gladly take the free VP. France, not surprisingly, debates this back to Austria -2 to keep it within striking distance.

After this first Round, Austria increases the number of issues on its National track; it is still too early to proclaim an "Austrian Diplomatic Victory." But the Austrian card trades, which will improve its debating capacity, combined with the **Austrian National Advantage** and his fantastic initial hand, can help achieve this goal. (See **Figure 11-12**.)



Figure 11. The FR and BR players 1st Round (1st & 3rd players). Both players select to trade cards in this round.



Figure 12. The 1st Diplomatic Round. A) 1st Player (FR) trades cards with AU; B) 2nd Player (RU) negotiates; C) 2nd Player card (AU) debates; D) 3rd Player (BR) trades cards with AU; E) 4th Player (AU) negotiates; F) 4th Player card (FR) debates.

Diplomacy Round 2

1st player: France must start the 2nd Round and plays the KING *FREDERICK AUGUST I OF SAXONY* card to negotiate the *Saxony* Issue: this specific card's modifiers for Saxony and France convert a 2-rank low card into a 6-rank card for Saxony in the French hand. No player wants to debate this issue which is now deeply placed at the 6-space on the French Track.

2nd player: Russia requests a trade. Austria is happy to oblige, sending the 2-rank *BERNADOTTE* in exchange for the 3-rank *COUNT OF MERVELDT*. (See Figures 13-14).

3rd player: Britain plays on *Liberalism-Absolutism*, with his excellent card *HUSKISSON* which, in addition to being a 5-rank card for this issue, it gives a +1 DRM for the roll on the Pax Britannica or Liberalism Track during the Government Phase, but **Austria debates** with the 5-rank *KAISER* card to move it back to Austria -3, because of the +1 modifier for this issue and the additional +1 for Austrian cards in debate (the **Austrian National Advantage**).

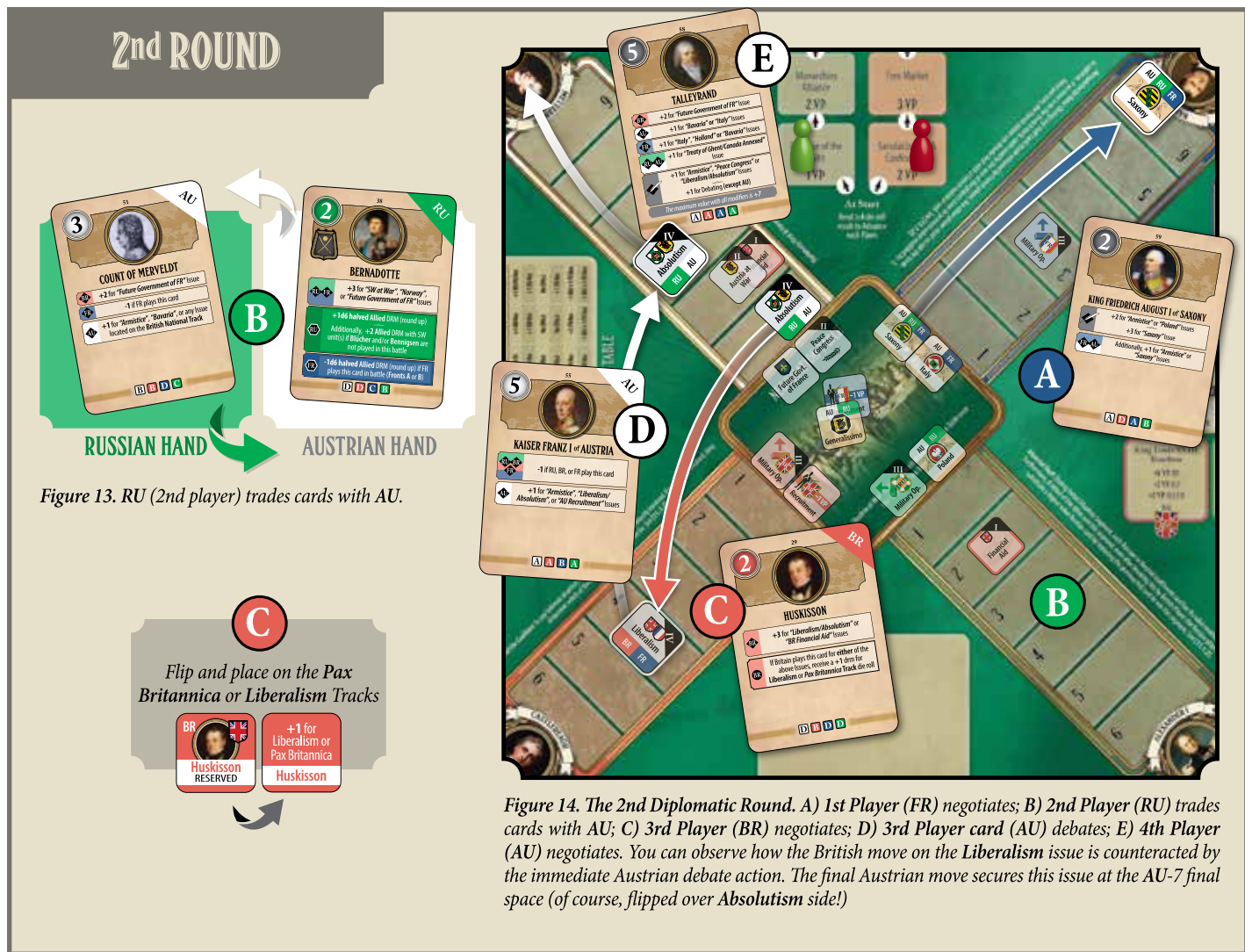
Austrian player comment: Chris wants to win this issue and keep it out of the France-Britain sphere.

4th player: Austria ends the 2nd Round and plays *TALLEYRAND* on *Liberalism-Absolutism*, securing the issue. This issue is moved 7 spaces from Austria-2 to theoretically "9-space beyond-Seat". If any player wanted to debate, it would start from there. No player debates: the marker is placed in the Austrian Seat (7-space) and remains secured throughout this turn. (See Figures 13-14.)

Fred: Neither France nor Britain wants to burn good cards on this issue, in view of the overwhelming Austrian response using two cards that had a 7-rank for this issue. Austria's diplomatic victory in this round swept away all other players!

Diplomacy Round 3

France plays *GAUDIN* on *Italy* and carries it to the France-5 space. As a bonus, when this card is used for Italy, it gives France an **additional Resource** marker. During the Government Phase, this will serve to activate issues won, to acquire a *Military Support* marker, or to get "Sound Government" VP (see Figure 15).



Russia (David) plays on *Poland* the mediocre *ODINOT* card. With diplomacy cards to burn, Austria debates the issue to move it to Austria-1 with the *KOLOWRAT* card. *Poland* always seems to be a primary “hot potato” between Russia and Austria, both for the VP and the free reinforcement if won. And, to me, it always feels historically accurate for *METTERNICH* to debate *ALEXANDER* over the issue of Poland.

Britain (Mirek) plays *BARON ELDON* on the *British Military Operation* to move it to Britain-4. This card, called “The Wig,” has a very interesting bonus for Britain because if it is used on many issues (including this one!) it gives an **additional Resource** marker in a similar way as the *GAUDIN* card did for France (see **Figure 15**).

Austria (Chris) plays *NESSELRODE* on *Future Government of France*, calling France’s bluff here, but Napoleon opts to let the issue go. Really, the French player is short of diplomatic cards, as he prefers to save the maximum number of Military cards for the War Phase.



Figure 15. The French and British Players 3rd Diplomatic Round. A) 1st Player (FR) negotiates; C) 3rd Player (BR) negotiates. Both players use cards with additional resource bonuses.

Diplomacy Round 4

1. **France (Frank)** plays **YORCK** on the **Austria at War** Issue, moving it to the Negotiation Table. Russia debates it with the **VON HUMBOLDT** card, a low Russian-2 but with a +3 for this precise issue. That way he places it at the Russia -5 space.

Fred: Really, this was a bad move for the French player since, if he had used any of his 3-value cards like **ARAKACHEV** or **VON BÜLOW**, it would have been placed at France-1 with the added difficulty of a -1 for all issues placed on the French National Track due to one of the French National Advantages.

2. **David (Russia)** gives a blow of authority to the game and plays his leader **TSAR ALEXANDER** card. For this, he must discard one of the worst cards of his hand (**VON GENTZ** 2-rank card) and moves the **Russian Military Operation** Issue to his Seat (Russia-7 space). No other leader debates him, and this issue is now secured during this turn.
3. **Britain** plays **BARON BEXLEY** on the **British Recruitment** Issue. Mirek's goal seems clear: to be able to recruit and have

sufficient units and fleets in America to be able to defeat the US Army, and to take advantage of the bonus this card provides, which grants a welcome additional Resource if, on a die roll, he gets 1 to 3. However, Mirek rolls a "5" and fails to get it! Another bonus for this card allows a +1 DRM on the **Pax Britannica** die roll.

4. **France decides to debate** this issue with **GRAHAM**, a 3-rank card, but with +1 modifier for issues located on the British National Track. Frank places this issue at France -1.

Fred: This was a surprising move since the French player has a limited number of game cards remaining available – he wants to save many Military cards for the War Phase – and Britain has many cards at his disposal, including his leader. Napoleon will surely be saved for the upcoming War Phase!

5. **Austria** plays **METTERNICH** on **Generalissimo**. Austria opts to take the lead role and secures **Generalissimo** and discards **VON KLENAU** the player using his Leader must discard another card of choice from his hand.

4th ROUND: French & Russian Moves



Figure 16. The 4th Diplomatic Round. A) 1st Player (FR) negotiates; B) 1st Player card (RU) debates; C) 2nd Player (RU) negotiates, discards GENTZ card.

4th ROUND: British & Austrian Moves

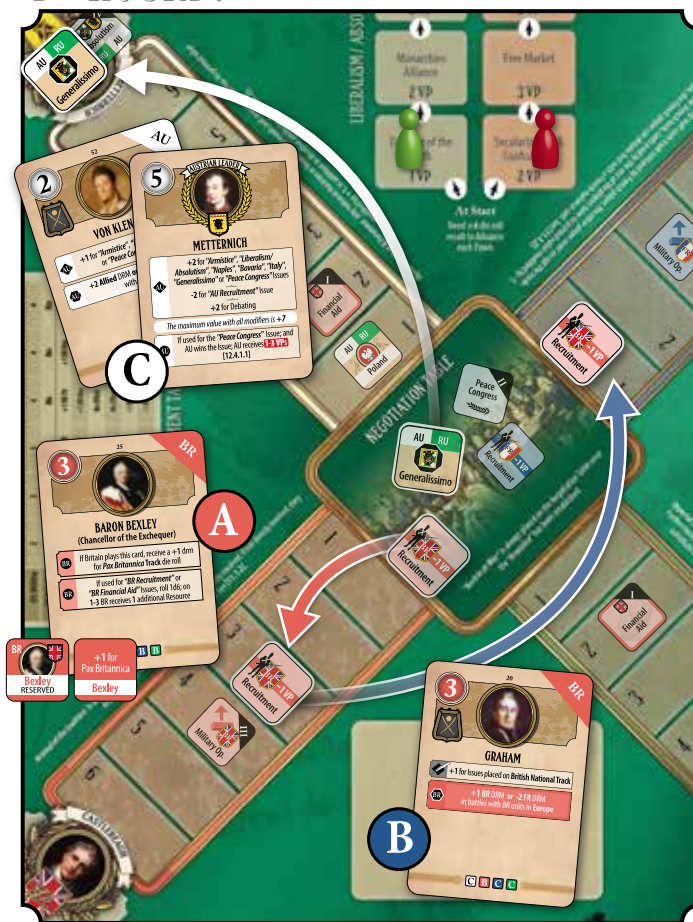


Figure 17. The 4th Diplomatic Round (Part II). A) 3rd Player (BR) negotiates and adds BEXLEY marker for this turn; B) 3rd Player card (FR) debates; C) 4th Player (AU) negotiates, discards VON KLENAU card.

Fred: A few thoughts went into this decision. First, Russia just countered a French play on Austria at War, to move it to Russia —5. It appears likely that we're almost certainly marching to war this turn.

Second, Austria currently has five issues on the Austrian track and will likely win the Diplomacy Phase. Therefore, using **METTERNICH** to secure **Generalissimo** rather than the **Peace Congress** Issue eliminated the VP bump from **METTERNICH** which could at least partially offset the VP penalty from winning the Diplomacy Phase if **Peace Congress** is activated. Was this a mistake? Only time will tell.

Third, and this is bad news for France, Russia played **ALEXANDER**, to secure its sole **Military Operation** marker, which along with **Generalissimo** for Austria this round, provides a Battle DRM bonus, and the ability to use both Austrian and Russian military cards, for the inevitable showdown with the **Grande Armée** in Saxony on Front A.



Diplomacy Round 5

1. **France (Frank)** plays on **Poland** with **VON BÜLOW**, a 3-rank card.

Fred: It is another puzzling move as **Poland** is not an issue that allows France to obtain VP or units. It is possible France just wanted to burn this card to win the Diplomacy Phase since he just has five issues in the French National Track now or wanted to deny Austria gaining 1VP and a unit from Poland!

Surprisingly **Russia (David)** does **not** debate.

Fred: France does not know it, but all the cards in the Russian hand are going to be saved for the upcoming War Phase.

However, **Britain (Mirek)** debates it, as Britain has “leftover” cards in hand and cannot tolerate France winning the Diplomacy Phase.

Fred: Remember with more issues on the French National Track than other players at the end of the 6th Round, France will receive 4VP!

So **Mirek** uses 4-rank **VON HARDENBERG** and moves **Poland** to Britain-1.

2. **Now it's Russia's turn**, and **David** makes one of his favorite moves which is to move a key French issue on to his track in order to force France to pre-emptively debate (see **Figure 18a**) with a French National card. In addition to wear down

the French hand, he hopes that some French Military cards will be burned in Diplomacy instead of being available in the War Phase!

Up to twice per Diplomacy Phase, the French player can debate an Issue first, pre-empting the other Major Powers from declaring debate. This can be done even after another player declares a debate, but not after the debate effect has been executed. A **French National Card** must be used by France for a pre-emptive debate.

Figure 18a. The Pre-emptive Debate Ability. A unique French National Advantage.



Figure 18.b The French Pre-Emptive Debate Track. Just after **MARMONT's** debate.

To do this, he **plays** on the **French Recruitment** Issue with **MARMONT**. Not surprisingly, **France pre-emptively debates** and burns the **NEY** card, then brings **French Recruitment** to its National Track, and finally advances the marker on the **French Pre-Emptive Debate Track**. (See **Figure 18.b**.)

Fred: We didn't see David's evil smile since we were playing on Skype, but all the participants imagined it clearly.

3. **Britain** plays on **French Recruitment** with the powerful **BLÜCHER** 5-rank card, **Austria debates** it with **MERVELDT**, since Chris wants to win the Diplomacy Phase and prevent **France** from getting it at all costs!

Fred: With France burning Military cards and with no more Diplomacy French National cards to make his last pre-emptive debate, France does not perform his 2nd pre-emptive debate, and Austria moves the **French Recruitment** to Austria-3 and backs France into a corner. With war looming, keeping French troops off the map is an Allied strategic imperative.

4. **Austria passes**. With war now likely, the Allies seek to preserve as many Austrian Military cards as possible.

Fred: When a player chooses to debate an issue, he creates the option of passing on his next Round rather than negotiating an issue or initiating a card trade. Each player has a reminder marker on their Diplomacy Round Track to indicate this option's availability. When his round of play comes, he can pass if he considers it convenient or not but, either way, he then removes the debate marker, so that it can be reused if needed.

Diplomacy Round 6

1. **France** plays **STEIN** on **British Financial Aid** and moves it from Austria -2 to France -1.

Russia debates it with the **NEUTRAL #61** card, moving the issue to Russia -3.

2. **Russia passes.** The previous debate was very favorable for Russia, who now holds both **British Financial Aids**. His goal is to keep the situation as it is now.

3. **Britain** plays the **CASTLEREAGH leader** on **British Recruitment**.

Fred: Mirek wants to have enough units for the War of 1812 Box's upcoming combat.

As **METTERNICH** and **ALEXANDER** leaders have been used previously, only **NAPOLEON** leader could debate, but **France** prudently saves it for the next War Phase.

4. **Austria offers a trade** to **Britain** (see **Figure 19**). With the final play in the **Diplomacy Phase**, the Austrian options are limited by the ability of the other three Major Powers to debate any issue. After a bit of self-deliberation, Chris decides to send **WELLINGTON** to the British player for their use in the Iberian Peninsula.

6th ROUND

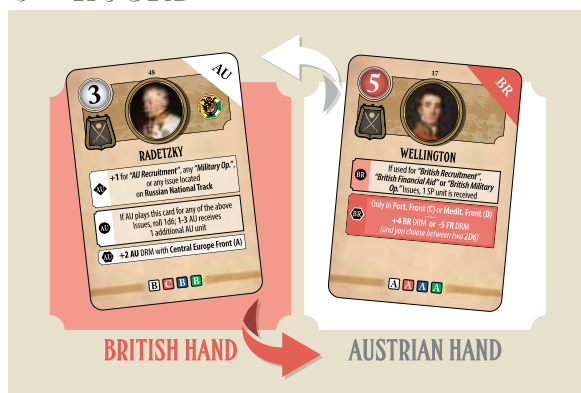


Figure 19. The Austrian final trade.

Chris thinks: I could try to pull an issue from a different track, and we are still sitting on the 5-rank **WELLINGTON** card, and we definitely do not want to burn our remaining Military cards, as the war is now a certainty.

Hopefully, sending **WELLINGTON** to the British will influence **Britain** to place their **Military Operation** marker in either **Front C** or **Front D**, which would keep them out of a possible amphibious landing in Naples (keeping the associated VP in play for Austria) and keep some of Napoleon's attention occupied in Spain. This also indirectly secured the **Diplomacy Phase**

victory for Austria and 2VP which are immediately tracked on the VP Record Track.

Fred: Austria, Russia, or Britain are awarded 2VP and France 4VP for winning the Diplomacy Phase because a "grateful" British player decides the Victory in case of a tie between other players with equal issues in their National Tracks (in this case Russia and Austria were tied with four issues each).

Fred: Players are not always as "grateful" as our Austrian player hoped that Britain would be. In **CoV**, each player (even the Allies) seeks their own victory! So, this is a bit of a rare play, but with the strategic options available, it seemed like the best of multiple mediocre results for the Austrians.

16.3 Government Phase

In the **Government Phase**, players can play simultaneously; but for beginners, we advise starting with whoever won the Diplomacy Phase and continuing clockwise.

France: With seven resources at its disposal (six initial plus one from **GAUDIN**), France allocates two for **Italy** and **Saxony** (for 2VP and two French units that are placed in Paris), another Resource (mandatory) for the **Military Operation** (sent to **Paris** and to be placed later in the War Phase), and four Resources spent on acquiring all four **French Military Support** markers (also sent to **Paris** to be placed in the War Phase). This is not a bad result for France in view of the mediocre hand of cards drawn at turn start. As **NAPOLEON** was saved for the **War Phase**, a free **French Military Operation** is received in Paris (see indication on the **NAPOLEON** card).

Russia: After a great Diplomacy Phase, Russia has five Resources at its disposal (three initial plus two from **British Financial Aid** markers). Two Resources are used for mandatory issues: **Austria at War** and the **Russian Military Operation**. One remaining Resource is used to acquire a **Russian Military Support** marker for this turn, another is sent to the Absolutism Track to increase its die roll by +1 drm, and the fifth one serves to obtain 1VP by **Sound Government**.

Britain: Britain has six Resources at its disposal (the initial five plus one additional from play of the **ELDON** card). The first priority is to pay for the two **British Financial Aid** markers placed on other player's National Tracks. Consequently, two Resource markers are transferred to Russia. The next priority is to pay for the **British Military Operation** wherever it was won (in this case, it is on the British Track). Mirek still has three Resources remaining. The first is spent on the **British Recruitment** Issue and he places a **British unit** and **British fleet** in London, as indicated by the rules and on the marker. Britain loses 1VP for recruiting! The remaining two Resources are spent on acquiring two **British Military Support** markers (also sent to **London** for placement during the War Phase).

Austria: With a mere three resources, allocation is a foregone conclusion: funding *Liberalism-Absolutism*, *Generalissimo*, and the *Future Government of France* Issues for one Resource each.

Unfortunately, the die roll does not land favorably for *Absolutism*, even with +1 drm from the Russian Resource investment applied. But given the Resource-rich *Liberalism* camp's advantages, the stalwarts of *Absolutism* at least kept Britain and France from getting a possible Liberalism VP bump this turn.

Fred: To advance a pawn on this track, a result of 4–6 on a 1d6 die roll is required. Possible drms include: each Resource expended by a Major Power is a +1 drm. The play of certain Character cards during the Diplomacy Phase can also grant a +1 drm each. Pawns only advance, they never move backwards.

Of course, no Resource must be spent by Austria for the *French Recruitment Issue* on its Track since this issue can only be activated by France. For Austria, it served its purpose of winning enough issues to achieve Diplomacy Phase victory and deny new units to France.

As the *Austria at War* just happened, this issue is permanently removed from the game and the *Army of Bohemia* wooden block is moved from the Vienna space to the Silesia space where the Russian *Army of Silesia* is placed. Also, the *War Status* marker is flipped from the *Armistice* side to the *General War* side (see Figure 20).

Because the *Future Government of France* issue was won and



Figure 20. The Austrian Army of Bohemia is moved when *Austria at War* occurs.

funded, the blue pawn on the Future Government Track is moved from the Emperor Napoleon Bonaparte box to French Peers Regency box. The VPs that each player receives/loses (indicated by the box to which the pawn is moved) are recorded in the VP Record Track (see Figure 21).

Pax Britannica

When all the issues are finished, the *Pax Britannica* die-roll is performed. To advance its pawn, a 4–6 final result on a 1d6 die roll is required. Possible drms include: each Resource and/or BR fleet spent through removal from the map and return to the BR Pool grants a +1 drm. Some BR Character cards grant +1 drm. Each space of this Track

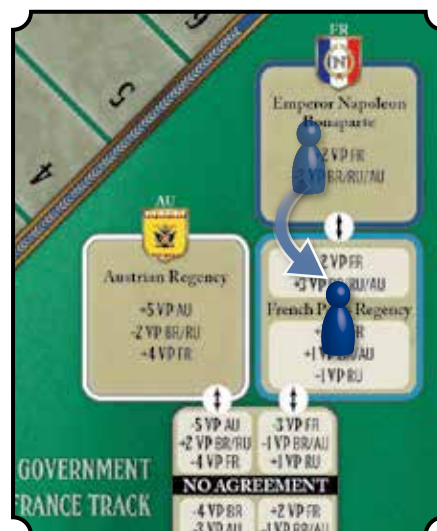


Figure 21. The Future Government of France Track. The blue pawn is moved after funding the Future Government of France Issue. France loses 2 VP. BR, RU, and AU gains 3 VP each.

has a prerequisite to attempt an advance of its pawn. In this case, the prerequisite is achieved since Valencia and Castile spaces are Allied. Britain has +2 drm since *HUSKISSON* and *BEXLEY* were used in Diplomacy. Mirek rolls a “3” and adds +2 drm for a “5” result. The Track’s pawn is advanced and Britain receives 3VP (see Figure 22).

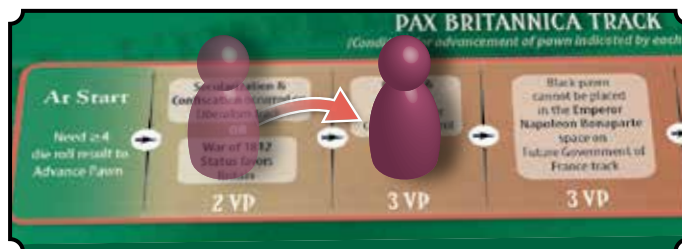


Figure 22. The Pax Britannica Track. The red-purple pawn is moved after final BR player die roll result of 5.

Distribution of Units and Fleets

Only France and Britain have units to place in their Armies or the War of 1812 Box. The French player starts by placing his two units, gained by winning the *Saxony* and *Italy* Issues, in the *Grande Armée*. The British player places both his new unit and fleet, gained via the *Recruitment Issue*, in the War of 1812 Box.

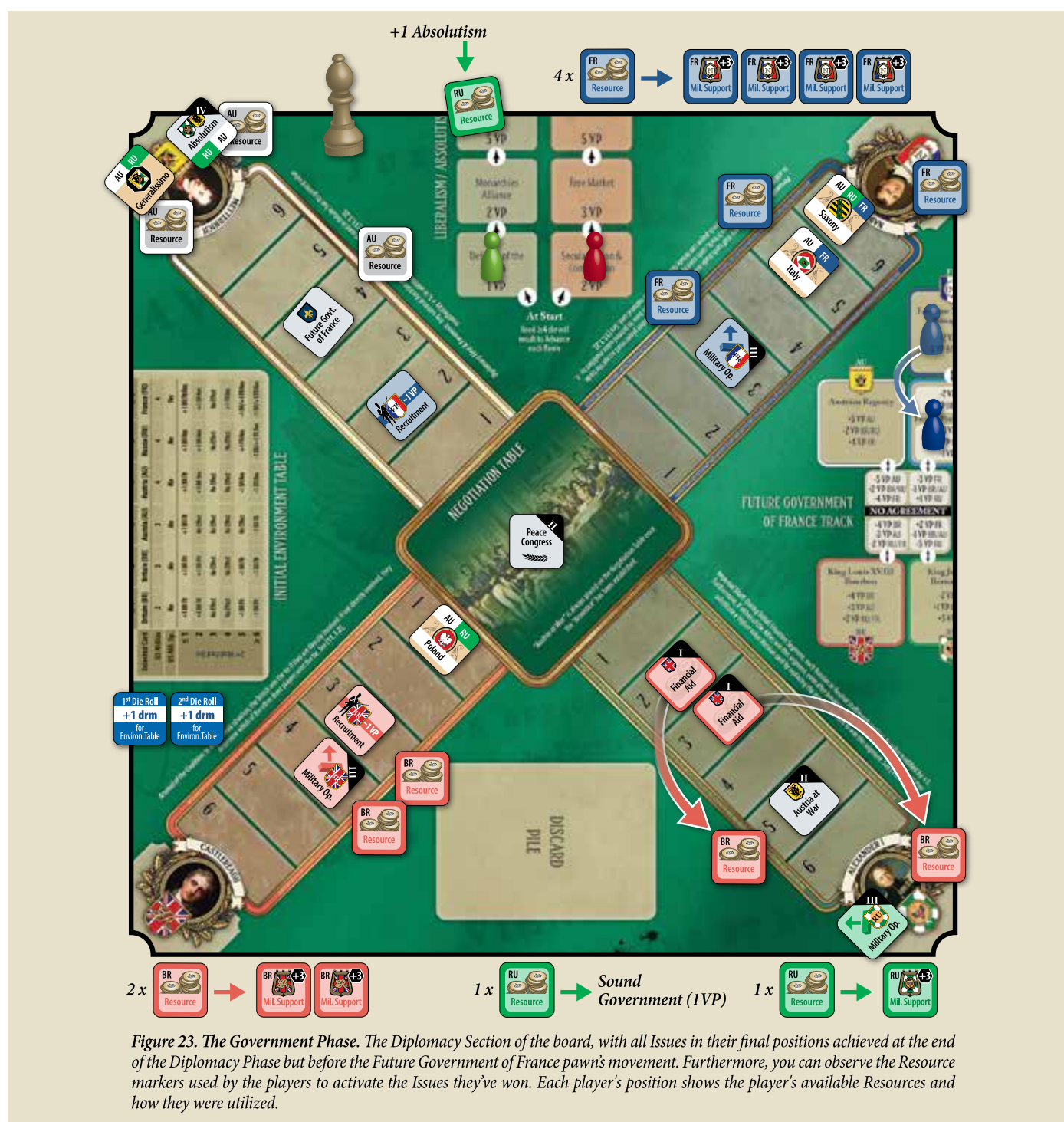


Figure 23. The Government Phase. The Diplomacy Section of the board, with all Issues in their final positions achieved at the end of the Diplomacy Phase but before the Future Government of France pawn's movement. Furthermore, you can observe the Resource markers used by the players to activate the Issues they've won. Each player's position shows the player's available Resources and how they were utilized.

16.4 War Phase

Fred: The War Phase is started by the player sitting to the left of the Diplomacy Phase Winner and continues in clockwise sequence, Major Power by Major Power, step by step, until the start of the Military Operations and Battle Step (Step 4).

Step 1: Placing Military Operation Markers

As Austria won the Diplomacy Phase, the French player starts by placing his two **French Military Operation** markers: one in the **Grande Armée** (Front A) and the other in the **War of 1812 Box** (Front G). Next, Russia places the **Russian Military Operation** marker with the **Army of Silesia** block (Front A). Next, Britain places its **British Military Operation** with the **Army of Portugal** block (Front C). Finally, as Austria does not have any **Military**

Operation markers, this step is skipped for that player. Battles are only going to be resolved for Fronts A, C and G *Fronts/Box with at least one Military Operation marker placed.*

Step 2: Placing Military Support Markers

Fred: One **Military Support** marker, each of which grants a +3 battle DRM, can be placed with any of your own Armies and/or for either or both sides in the War of 1812 Box. Uniquely, the French player can place up to two **Military Support** markers on the **Grande Armée** if **NAPOLEON** is available for the turn's War Phase.

France places two **Military Support** markers with the attacking **Grande Armée** (Front A), one on the French **Army of Spain** in Gascony (Front C), and the last of four in the **War of 1812 Box** (Front G).

Next, **Russia** places its one **Military Support** marker with the **Army of Silesia** block (Front A), which already has the **Generalissimo** HQ marker since Austria won the **Generalissimo** Issue.

Finally, **Britain** places a **Military Support** marker with the **Army of Portugal** block (Front C) and one in the **War of 1812 Box** (Front

G). The **Austrian** player does not place anything since he had not acquired a **Military Support** marker in the Government Phase.

Step 3: Strategic Movement

France begins this step. Since Frank has the **BERTHIER** card in hand, he may strategically move up to four French units. He moves two units from the **Army of Mediterranean** (Front D) to the **Army of Spain** (Front C) and two units from the **Army of Elbe** (Front B) to the **Grande Armée** (Front A) which brings it to its impressive full strength of 16 units.

Fred: Up to 2 units can be moved between the different player's Army Boxes, but if France has the **BERTHIER** card in hand, the French player may move up to two additional units. And Britain may strategically move an unlimited number of fleets in addition to up to two of its units. Note that a player must leave at least one unit with each Army and not "strip it bare" with Strategic Movement.

Next, the **Allies** in clockwise order sequentially conduct their Strategic Movement: **Russia** moves one Prussian and one Russian unit to the **Army of Silesia** (Front A) from **Northern Army** (Front B). **Britain** transfers one Spanish and one British unit from

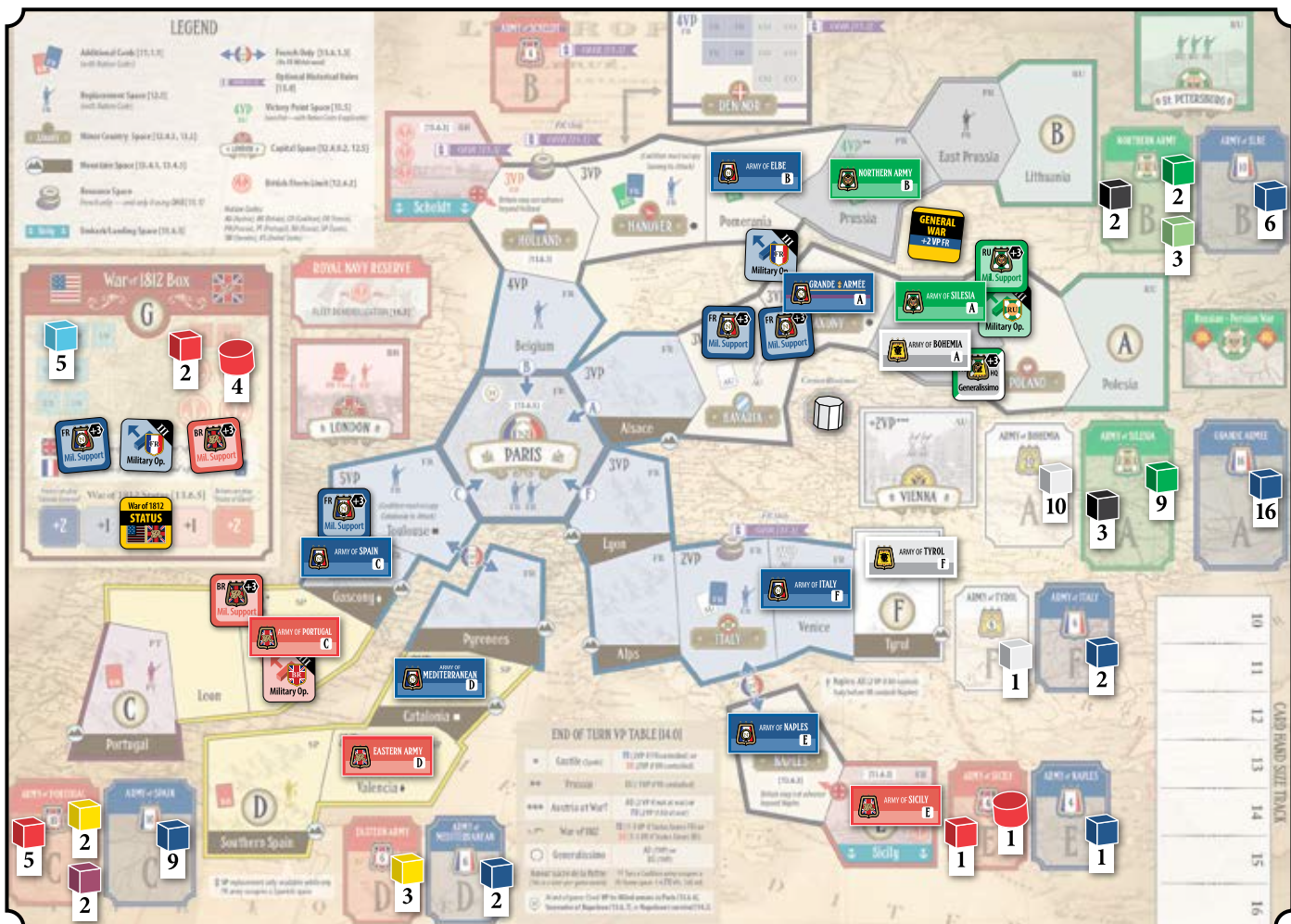


Figure 24. The Military Map at the end of the Strategic Movement: War Phase Step 3. It shows Army blocks, units in their respective Army Boxes and different markers before the start of Military Operations' resolutions (battles).

Eastern Army (Front D) to the **Army of Portugal** (Front C). Finally, **Austria** transfers two Austrian units to the **Army of Bohemia** (Front A) from the **Army of Tyrol** (Front F).

Step 4: Military Operations and Battles

Fred: Military Operations precipitate battles and take place sequentially beginning with Front A and ending in The War of 1812 Box (Front G).

Battle in Front A (Central Europe)

Fred: Both France and the Allies are attacking one another with Military Operations. Each side calculates its Initial Battle DRM: this includes the number of units including British fleets, as well as appropriate additional DRM. Use each side's DRM Track pawns to indicate the cumulative totals.

Thankfully for the Allied cause, **Russia** views Front A as the best option to make headway against Napoleon. **Austria** and **Russia** therefore gang up on the **Grande Armée**. David and Chris have a total of 28 DRM from units *each unit a +1 DRM* and **Military Support** markers, including the Generalissimo HQ *each Military Support marker gets +3 DRM as does the HQ*. The additional positive DRMs (as well as French military cards' negative DRMs) result in a total of +36 DRMs for the Allies side.

For the French side, 16 French units, two French **Military Support** markers, for a total of +22 DRM, along with a battle card and **NAPOLEON**, **BERTHIER**, **MURAT**, minus Allied military cards used for reducing French DRM, create a total of 25 DRMs.

Now, both sides roll 2d6 (but **NAPOLEON** with **BERTHIER**, as his Chief of Staff, has two 2d6 rolls, choosing the best roll). Once the dice roll results are added, the final pawn Track positions are 42 for the Allied DRM and 32 for the French DRM. The DRM Battle Track shows the casualties: Austria and Russia inflict 5 French losses and France inflicts 4 Allied losses. (See **Figure 26**).

Fred: The Winning Army is the army that inflicts the most damage. The Defeated Army must retreat from its occupied space into the space immediately to its rear. The Winning Army must advance into the vacated space.

The Allies win! This liberates Saxony from Napoleon's grip through a **major victory**. Each side removes its casualty units to the relevant Force Pools (with the Austrian **Generalissimo** deciding who, between Russian, Austrian, and Prussian units, are to become casualties).

Fred: A battle is considered a Major Battle if each engaged Army had four or more units when battle commenced. As **NAPOLEON** is present, 2VP each is awarded to Austria and Russia for a major victory, and 2VP taken from France for a major defeat. The VP Track's markers are adjusted accordingly. Had Napoleon not been present, the VP effects would be halved; e.g., a 1VP penalty would be inflicted upon France.

Napoleon's **Grande Armée**, now 11 units in strength, retreats from Saxony to Bavaria. Both Allied Armies advance into the Saxony space. The 3VP for Saxony switch between France and Austria/Russia. As Saxony gives an additional card to France and is now no longer controlled by France (see the French card symbol in this space of the Military Map), the French card hand is now reduced to twelve cards. (See **Figure 25**).



Figure 25. The Card Hand Size Track: The French marker is reduced by one for the loss of Saxony. Also, the Austrian card hand is reduced by one when the Austria at War Issue occurs. Britain now has the largest hand size with 13.

Battle in Front C (Central/Northern Spain)

The British **Army of Portugal** attacks Gascony.

Fred: Gascony is a crucial space in this scenario, but a hard nut to crack as it is both mountainous and a French Homeland space. These add modifiers against the British. Also, the Spanish Guerrilla DRM bonus disappears since the battle is in France, not in Spain!

Both sides have nine units and one **Military Support** marker. The French player receives +3 DRM for Homeland, the British player suffers -3 DRM for attacking a mountain space. So, the totals are 15 French DRM vs. 9 British DRM before playing any military cards.

However, the British cards available are seemingly overwhelming! The French player uses no cards, but Britain's player reveals **WELLINGTON**, **HILL**, and **MORILLO**. For the **HILL** card, the British player decides to apply its negative French DRM instead of adding British DRMs. **WELLINGTON** adds +4 DRM and **MORILLO** +2. The Battle Track pawns are now respectively placed in the 15 British DRM box and 12 French DRM box.

Both players roll 2d6 (although Britain uses the best of two dice rolls due to playing the **WELLINGTON** card). Based on these dice rolls, they move the pawns to 22 (France) and 21 (Britain) DRMs. This causes two losses each. The battle is a draw and the British and French Armies remain in their initial spaces. Both remove two units each as losses, which are placed in their respective Force Pools (see **Figure 27**).



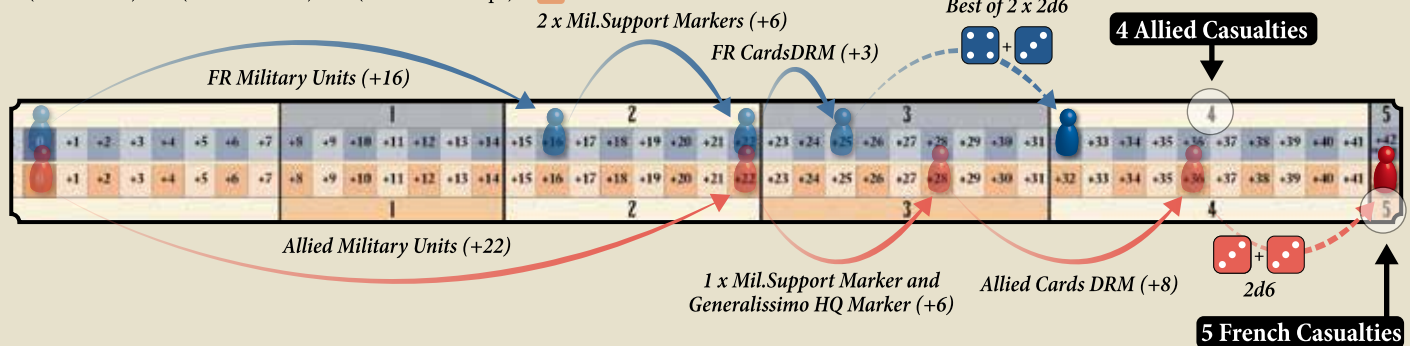
Figure 26. The Battle on Front A. It shows the battle area, played military cards and the DRM Battle Track. On this Track you can observe both DRM pawns' incremental movements resulting in Allied victory!

French Cards DRM:

6 (NAPOLEON) + 3 (MURAT) + 2 (BERTHIER) + 3 (#65 River Crossing) – 2 (REUSS-PLAUVEN) – 3 (#64 Grenadier Defense) – 3 (WITTGENSTEIN) – 3 (#66 Cossacks) = **3**

Allied Cards DRM:

2 (RADETSKY) + 3 (BERNADOTTE) + 3 (#63 Guard Corps) = **8**



Battle in Front G (War of 1812)

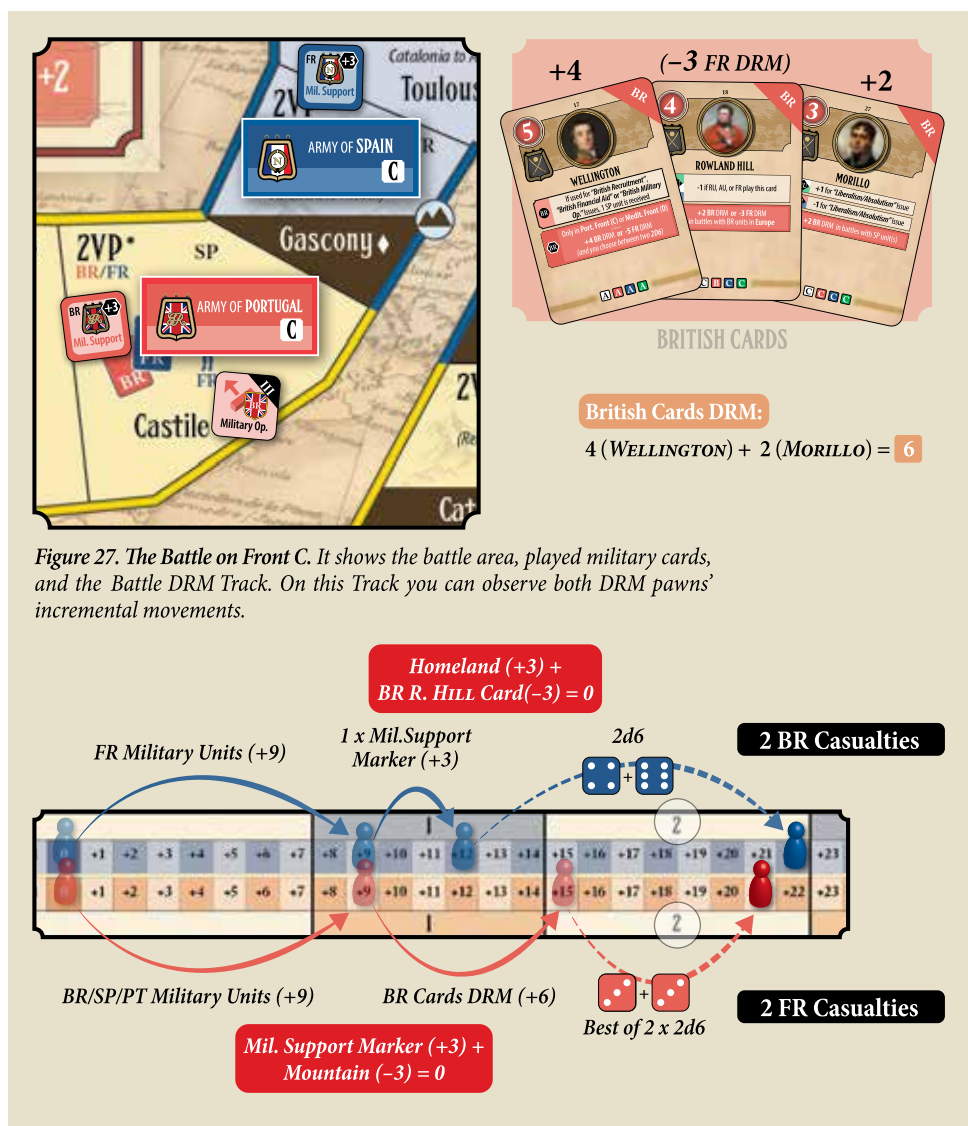
The turn's final battle is in the *War of 1812 Box* because the last **Military Operation** marker was placed there by France. For Military cards, France plays **JACKSON** and Britain plays the **SHERBROOKE** and **TECUMSEH** cards. A die-roll is required for determining if the famous Indian chieftain is killed at the end of the battle: a "3" is rolled, so he remains in the game for future play. The Battle Track results before the final 2d6 dice rolling are tight: **12 French DRM vs. 14 British DRM**. (See **Figure 28**).

Some "catastrophic" dice rolls by Mirek and an average roll by Frank cause the same losses – a draw! The French player removes two US Militia units and the British player removes one fleet and 1 unit. However, the **US Militia Demobilization** rule requires that only one US Militia unit remains on the *War of 1812 Box* for the upcoming turn. As such, no victory has been won by the contenders and the **War of 1812 Status** marker does not move from its current neutral box position.

16.5 End of Turn

We finish the turn by awarding End of Turn VP according to the **Victory Point Summary**. (See **Figure 29**.) Britain gets 2VP for holding Castile, France gets 2VP since Austria is at War against France (they're now fully part of the Allied Coalition), and Austria receives 1VP because the **Generalissimo** marker is Austrian (white token).

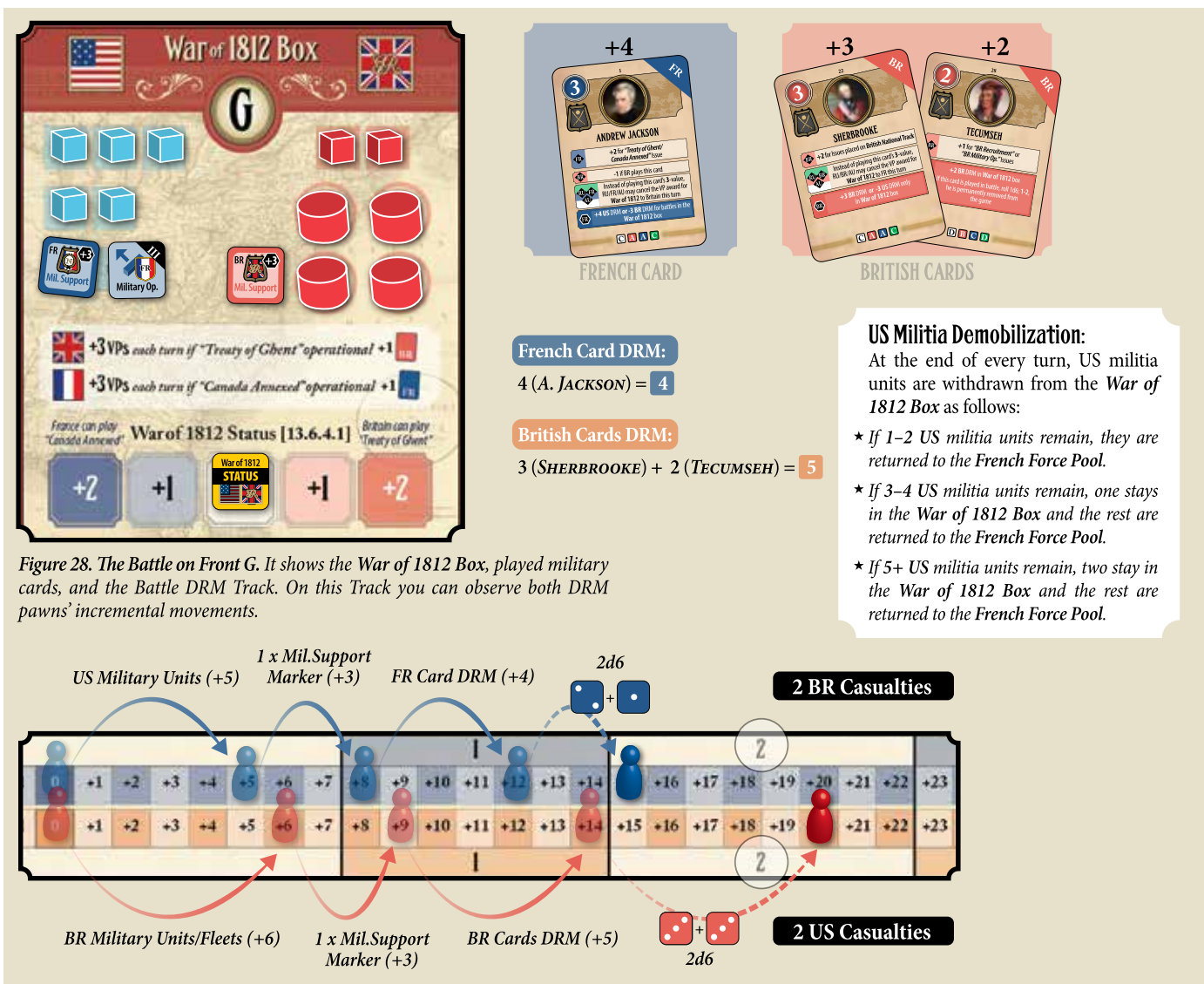
Fred: This is only the end of this particular "Clash of Armies" scenario turn; the game has not ended, and its next turn will now be played. A single card draw deck is created again, minus the Leader cards and any previously eliminated (killed) Character cards. The discard pile and unused card draw deck are then consolidated into a new draw deck for the coming turn. All issues are placed in their appropriate spaces on the issues Display and other markers placed on the gameboard in preparation for the next turn.



Players' Overall End of Turn Comments

Frank (FR): French hopes of defeating the Allies in Central Europe were in vain, dashed despite a full-strength *Grande Armée* (a rare French accomplishment). Not only did Napoleon not win the resounding Victory he sought; but he was defeated in battle, lost Saxony, and forced to retreat into the Bavaria space. Fortunately, the rest of the fronts were unmolested or easily defended (there were no Allied *Military Operations* on most of them, and Gascony—despite my not using any French military cards—was able to easily check Wellington's vaunted Army). The loss of only **3VP** for the turn is meager consolation when I expected to reach 60VP (France starts this scenario with 55VP)!

Chris (AU): This turn could not have worked out better for Austria. The wins in the Diplomacy Phase and the Saxony space (Front A) resulted in a stunning 12VP Austrian net gain for the turn (it starts with 20VP). I took the lead role in the military effort against Napoleon as *Generalissimo* and set up for a probable push in the next turn towards Italy (Front F). Unfortunately, this came at the expense of Allied cooperation, as no other Fronts advanced against Napoleon's empire and the French suffered but a modest **3VP** loss this turn. With the war now fully engaged by all three Major Allied Powers aligned against France and a replacement turn looming, we suspect an all-out war will be waged on multiple Fronts (ideally at least five, if not six) as we head into the September 1813 turn.



Mirek (BR): Things did not go well! Despite having a good hand of diplomacy cards, I was not able to win the Diplomacy Phase.

Fred: This was a lofty aspiration, as Austria also had an excellent hand of cards and, unlike Britain, it did not have the same pressure to save cards for the War Phase nor divert Resources to pay for Financial Aid to Russia.

Receiving **WELLINGTON** via trade the last Diplomacy Round was very surprising and led me to a risky choice—trying to capture Gascony, which did not go well either. The only good thing was the *Pax Britannica* track's pawn advancement, which is important for Britain in future turns. Altogether, Britain got to 22VP (it started with 15VP).

Fred: The British player starts slowly, gaining VP during the final turns of the game when VPs from Spain, the War of 1812, and Pax Britannica provide increasingly heavy impact.

David (RU): Russia has 34VP after starting with 25VP. Really a good turn for Russia! First, *Austria at War* happened with the game's first turn through my being able to secure it. This implies that from this turn onwards the Allies will be able to attack in Central and Northern Europe. Further, by not having a good diplomatic hand, I decided to save the maximum number of military cards so as to have a chance of beating Napoleon. It was serendipity that I got *both British Financial Aid* Issues, which gave me a surplus of Resources for funding all the won issues on my Track. I also had plenty of Resources left to get a VP for *Sound Government*, and a key *Military Support* marker for the all-important Front A battle. Rather than have the massive French *Grande Armée* seize Silesia, I obtained a Major Victory that forced Napoleon to retreat from Saxony. Austria and Russia got 5VP each for this! Indirectly, controlling Saxony allows further unrestricted progress on Northern European Front B, where the harvest of VP and additional game cards for Russia can help me towards being the final winner of the game.



Figure 29: The VP Record Track at the end of August 1813.

Fred: Ah, the number of “what if’s” this Detailed Example of *Congress of Vienna* Play contains!

What if France foiled the Allies single Track A Central European attack? This could have been done in one of two ways: 1. Preventing Austria from entering the war, or 2. Getting the single **Russian Military Operation** marker onto the French Track and off to the Russian–Persian War Box. What a risk the Russian and Austrian players took in only having a single **Military Operation** marker between them!

Another “what if” is France not attacking on Front A and then preventing the Allies from gaining the **Generalissimo** Issue for the Russian Front A **Army of Silesia**’s attack. This would have resulted in the Austrian **Army of Bohemia** not joining the battle with its eight units and the cards of **REUSS-PLAUE**, **RADETZKY**, and Military Card#64: **AUSTRIAN GRENADIER DEFENSE**. That would have resulted in Napoleon winning the battle and not losing Saxony.

Then there’s the Austrian player’s Diplomacy Phase card trading..

What if Austria did not reward both sides with Military cards influencing the turn’s War of 1812 Box’s battle and did not give France the **ANDREW JACKSON** card? Without **ANDREW JACKSON**, and the British having **SHERBROOKE**, the battle result would have changed from a draw into a British War of 1812 Box victory!

Lastly, there’s Austria using the turn’s sixth and final Diplomacy Phase Round to trade the powerful **WELLINGTON** Military card to Britain. In this commentator’s opinion, this was a kind of “poison pill.” It encouraged Britain to attack Spain Track C’s tough defensive nut of Gascony rather than Track D’s Catalonia or perhaps consider an Amphibious Attack upon Track E’s Naples. Britain’s chances for success were better with the Track D or Track E alternatives.

Readers may find other pivotal “what if” player-controlled items when considering this after-action report. . . this Detailed Example of a turn of *Congress of Vienna* play. The main point is that the game saliently includes “luck with the cards” and “luck with the dice;” it is player choices involving game elements they can control which could help best ride “the winds of war” and triumphantly prevail!

17.0 SCENARIOS & GAME SETUP

17.1 Basic game setup for all scenarios

Each player positions himself near the Leader “Seat” on his Major Power’s National Track. Note that all 4-player scenarios can also be played by 2 and 3 players [18.0] and as solitaire games [19.0, 20.0, 21.0 and 22.0].

For all games, do the following

- Place a Player Aid Card in front of each player.
- Place the game components (i.e., cards, wooden cubes and cylinders, pawns, army blocks, Card Hand Size markers, VP markers, other markers supplied by the counter mix including Issues, Debate, Military Support, Resource and Additional Resources) as indicated for the specific scenario’s set-up.
- Create the Initial Situation card deck using the Initial Situation cards per each scenario. Each turn to be played will contain a random selection of either A, B (pro-Allied), or C (pro-French) cards or select a specific deck for the entire game as the players decide. See Rulebook Sections [8.1] and [10.1] for the Initial Situation Deck Construction Procedure.

Congress of Vienna Scenario Overviews

Congress of Vienna has five scenarios. All game time estimates are based on experienced *CoV* players conducting a scenario. Novices to the game may take more time while learning and excessive table talk, while fun, can also extend playing time. Be warned!

Napoleon Resurgent: Spring campaign of 1813 – A Game System Introduction or Short Scenario. This is played until the *Armistice* Issue is in force or at the end of the turn in which France is overtaken in VPs by some other player (which is normally between two to four turns), with an estimated playing time of 1½–2 hours. Diplomacy for this scenario is not complex and military operations not excessively massive. This is an ideal way to get acquainted with the game’s mechanics and concepts. See set-up and detailed description of the scenario [17.2].

The Clash of Armies – The Summer & Fall Struggle of 1813. This is four turns long—with a five-turn option—and has an estimated playing time of 2½–3½ hours. This scenario provides a more pressure-filled, concentrated game with half the number of turns of the titanic struggles of the War in Germany Scenario. See set-up and detailed description of the scenario [17.3].

The Liberation War for Germany 1813 – Tournament Scenario. This is eight turns long with an estimated playing time of 3–5 hours. The heart of this scenario covers the *CoV* struggle from its beginning in March–April 1813 to November–December 1813. That was the epic period of the major battles in Central Europe combined with the brilliant campaign of Wellington, culminating with his army’s entrance into France itself, including the Battle of Vitoria and the Bidassoa river crossing. It is a game in which military aspects take great relevance and for which the behavior and the entry of Austria into the war is usually decisive and almost always delivers a tight, exciting, fun, and competitive game. See set-up and detailed description of the scenario [17.4].

Desperate Times: The France Campaign 1814. Three turns long with an estimated playing time of 1½–2 hours. This covers the end of the war, including France’s desperate attempts to preserve its empire and Napoleon to remain on his throne, using the Campaign game’s last three turns. Try it if you have limited time to play and want the game’s diplomatic aspects to prevail over its military ones. See set-up and detailed description of the scenario [17.5].

The Full Campaign Game. Ten turns with an estimated playing time of 5–7 hours. This is a potentially ten-turn game, although the play testers often found that the war (and the game) can end at Turns eight or nine. If you want to experience the entire spectrum of situations and conundrums that *CoV* offers, *this* is the scenario for you. See set-up and detailed description of the scenario [17.6]; also, *OHR* [15.4] for a potential 11-turn game.

The reason for shorter games is to gain some experience with the system to control the pace and facets of the war to your advantage. Furthermore, each scenario offers its own perspective and can be well suited for players not wishing to invest all the hours a full Campaign game can entail.

Supplementary material, which does not affect play of the game, is available in the form of *InsideGMT* articles, accessible through GMT’s *Congress of Vienna* product page (gmtgames.com/p-850-congress-of-vienna.aspx).

The “Meet the Statesmen” pieces provide a kind of Character Card compendium. Each card’s strengths and weaknesses are described along with their related historical background.

17.2 Napoleon Resurgent: Spring Campaign of 1813 – Introductory/Short Scenario

DESIGN NOTE: With an estimated playing time of 90–180 minutes, diplomacy is not complex and military operations not excessively massive: which makes this set-up ideal to get acquainted with the game's mechanics and concepts. This scenario commences with Turn 2, its first "pair" turn for replacements and reinforcements. This should result in the contending armies gaining a significant number of new units from which they begin the scenario and thereby provide players some immediate and interesting choices.

17.2.1 Length

This scenario begins with Turn 2 (May 1813) and ends at the conclusion of the first turn in which the *Armistice* occurs **or at the end of the turn in which France is overtaken in VPs by some other player**. Normal game length is two to four turns.

Optional: If the players agree before commencing the scenario, the time limit can be extended to the end of the turn in which the *Austria at War* Issue is in effect. Play the entire turn when Austria enters the war, **including its War Phase**. This can make the game four or five turns: to Turn 5 (August 1813) or Turn 6 (September 1813). Estimated playing time is 2–4 hours.

17.2.2 Victory Points

Place the National VP markers on the VP Record Track as follows: Britain 5, Austria 7, Russia 15, and France 25.

17.2.3 Set-up

- Set aside all Turn 1 March–April 1813 cards (A, B and C). Then construct the 27-card Initial Situation deck [10.0] in its historical order and place it near the game board.
- Place all Issues markers in their locations on the Diplomacy Display.
- From the Character and Event cards, give the appropriate Leader card to each player and remove *KUTUZOV* (#31) from the game. Shuffle the remaining 65-card deck and place it face-down near the board.
- Place the Turn marker at Turn 2 (May 1813) on the Turn Record Track.
- Place the War of 1812 Status marker at the OVP space on the War of 1812 Box.
- Place the four player Round markers near the Diplomacy Round Track.

- Place the four player Debate markers in their spaces on the game board (near the *Liberalism/Absolutism* Track)
- Place the four markers to indicate at-start hand sizes on the Card Hand Size Track as follows: France 14, Britain 12, Russia 12, and Austria 11.
- Place the red pawn of *Liberalism* and the green pawn of *Absolutism* in their *At Start* spaces (just below their track).
- Place the purple pawn of *Pax Britannica* in the *At Start* space of its track.
- Place remaining components per the Full Campaign scenario [17.6] except the Armies, which are set up as below.

17.2.4 Victory Conditions

This scenario cannot end with *Napoleon Surrender*. Ignore this victory condition.

In addition to the VP achieved in the rulebook:

Britain obtains 2VP more if the American VP marker is placed in the +2 VP space in its **War of 1812** Record Track at the end of game.

Austria gains an additional 2VP if the combined number of units in the *Army of Bohemia* and *Army of Tyrol* is 10 or more at the end of the game.

Russia and France each receive 2VP if the *Austria at War* Issue is not in effect at the end of the Turn 5–August 1813 Diplomacy Phase (when it historically occurred).

France receives 2VP if the Prussia space is French-controlled at the end of the game.

17.2.5 Final scoring and victory

The winner is the player with the highest VP total at the end of the game or if a Sudden Death Victory [17.2.1] occurs (one of the Allied Major Power's has more VP than France at the end of any turn).

17.2.6 Special Rule

The *Armistice* Issue may not be selected during the Diplomacy Phase in the initial turn of May 1813.

17.2.7 Army Set-up

Place Army blocks in Front spaces, and units in their army boxes.

FRONT A: Central Europe

RU Army of Silesia: Army block in Silesia
+ 3 Russian units
+ 1 Prussian unit

AU Army of Bohemia: Army block in Vienna
+ 3 Austrian units

FR Grande Armée: Army block in Saxony
+ 3 French units

FRONT B: Northern Front

RU Northern Army: Army block in Pomerania
+ 2 Russian units
+ 2 Prussian units

FR Army of Elbe: Army block in Hanover
+ 3 French units

FRONT C: Portugal

BR Army of Portugal: Army block in Leon
+ 4 British units
+ 2 Portuguese units
+ 2 Spanish units

FR Army of Spain: Army block in Castile
+ 6 French units

FRONT D: Mediterranean Front

BR Eastern Army: Army block in Southern Spain
+ 1 British unit
+ 2 Spanish units

FR Army of Mediterranean: Army block in Valencia
+ 3 French units

FRONT E: Naples

BR Army of Sicily: Army block in Sicily
(+no units)

FR Army of Naples: Army block in [Naples](#)
+ 1 French unit

FRONT F: Italy

AU Army of Tyrol: Army block in Tyrol
(+no units)

FR Army of Italy: Army block in [Venice](#)
+ 1 French unit

FRONT G: War of 1812

BR Fleet: 2 British fleets

ALL REMAINING UNITS AND FLEETS

Place these in their respective Major Power Force Pools.

17.3 The Clash of Armies –

The Summer & Fall Struggle of 1813

Players can recreate the titanic struggle of Summer–Fall of 1813 and the major battles of Dresden, Grossberen, Dennewitz, and Leipzig.

DESIGN NOTE: With an estimated playing time of 150–210 minutes, the diplomacy is relatively simple, but the military operations can be massive and complex in this scenario. **This scenario begins with Turn 5.** Although the Armistice is in effect, really there is no prospect of peace. British pressure (subsidies and diplomatic counterparts) should push Austria to break its initial neutrality and join the Allies.

17.3.1 Length

This scenario begins with Turn 5 (August 1813) and ends at the completion of Turn 8 (November–December 1813). Game length is four turns.

17.3.2 Victory Points

Place the National VP markers on the VP Record Track as follows: Britain 15, Austria 20, Russia 25, and France 55.

17.3.3 Set-up

- Set aside all cards for Turns 1–4 (March–April 1813 through July 1813) and for Turns 9 on. Then construct the 12-card Initial Situation deck [10.0] in their historical order.
- Remove the *Armistice* and *Sweden at War* Issues from the game (they occurred in turns prior to this scenario's start).
- ~~The *Future Government of France* Issue is not used in Turn 5; place it near the Diplomacy Display but not in its space. It is reinstated and used normally beginning with Turn 6.~~
- The *Austria at War* Issue is placed on either the 1–Austrian Track or the Negotiation Table, as decided by the Austrian player at the start of the end of Initial Phase. If it is placed on the Negotiation Table, they receive 1 additional VP.
- Place all other Issues markers in their locations on the Diplomacy Display.
- From the Character and Event cards, give the appropriate Leader card to each player and remove *KUTUZOV* (#31), *VON SCHARNHORST* (#33), and *DUROC* (#16) from the game. Shuffle the remaining 63-card deck and place it face-down near the board.
- Place the Turn marker at Turn 5 (August 1813) on the Turn Record Track.

- Place the War of 1812 Status marker on the OVP space in the War of 1812 Box.
- Place the four player Round markers near the Diplomacy Round Track.
- Place the four player Debate markers in their spaces on the game board (near the *Liberalism/Absolutism* Track).
- Place the four markers to indicate at-start hand sizes on the Card Hand Size Track as follows: France 13, Britain 13, Russia 11, and Austria 11.
- On the *Liberalism/Absolutism* Track, place the green pawn on the *Defense of the Faith* space and the red pawn on the *Secularization & Confiscation* space.
- Put the purple pawn on the *Pax Britannica* Record Track in the space to the left of the *Castile & Valencia Allied Controlled* space.
- The remaining components are placed per the Full Campaign scenario [17.6] except the Armies, which are set up as below.

17.3.4 Final scoring and victory

The winner is the player with the highest VPs at the end of the game.

Independently of VP scoring, France automatically wins if it controls Gascony, Bavaria, and Holland at the end of the game.

In addition to the VP achievable in the rulebook:

Britain gains 2VP if the American VP marker is placed in the +1 BR VP space or higher in the War of 1812 Record Track at the end of game.

France receives 2VP for each of the following spaces it controls at the end of the game: Bavaria, Gascony, or Holland.

17.3.5 Special Rule

The *Amour Sacré de la Patrie* rule [14.1, sixth bullet] is not used in this scenario.

17.3.6 Army Set-up

Place Army blocks in Front spaces, and units in their army boxes.

FRONT A: Central Europe

RU Army of Silesia: Army block in Silesia
+ 8 Russian units
+ 2 Prussian units

AU Army of Bohemia: Army block in Vienna
+ 8 Austrian units

FR Grande Armée: Army block in Saxony
+ 13 French units

FRONT B: Northern Front

RU Northern Army: Army block in Prussia
+ 3 Russian units
+ 3 Prussian units
+ 2 Swedish units

FR Army of Elbe: Army block in Pomerania
+ 7 French units

FRONT C: Portugal

BR Army of Portugal: Army block in Castile
+ 4 British units
+ 2 Portuguese units
+ 1 Spanish unit

FR Army of Spain: Army block in Gascony
+ 5 French units

FRONT D: Mediterranean Front

BR Eastern Army: Army block in Valencia
+ 1 British unit
+ 4 Spanish units

FR Army of Mediterranean: Army block in Catalonia
+ 4 French units

FRONT E: Naples

BR Army of Sicily: Army block in Sicily
+ 1 British unit
+ 1 British fleet

FR Army of Naples: Army block in Naples
+ 1 French unit

FRONT F: Italy

AU Army of Tyrol: Army block in Tyrol
+ 3 Austrian units

FR Army of Italy: Army block in Venice
+ 3 French units

FRONT G: War of 1812

BR: +1 British unit
+3 British fleets

FR: +1 US unit

ALL REMAINING UNITS AND FLEETS

Place these in their respective national Force Pool boxes.

17.4 The Liberation War for Germany 1813 – Tournament Scenario

DESIGN NOTE: This scenario covers the war depicted by the game from its beginning (March–April 1813) to November–December 1813; that is, the epic period of its major battles in Central Europe (Lützen, Bautzen, Dresden, Leipzig) together with the brilliant Iberian campaign of Wellington, which culminated with his army's entrance into France (Vitoria, Bidassoa, Nivelle, and Nive). The estimated playing time for experienced players is a 3–4 hour affair that almost always delivers a tight competitive game. This is a game during which the military aspects take great relevance. However, diplomacy cannot be neglected since the behavior and entry of Austria into the war is usually decisive. Most of *CoV's* playtesting to develop game mechanics and Major Power strategies was done using this scenario.

17.4.1 Length

This scenario begins with Turn 1 (March–April 1813) and ends at the completion of Turn 8 (November–December 1813). Game length is eight turns.

17.4.2 Initial Victory Points

Place the National VP markers on the VP Record Track as follows: Britain 20, Austria 20, Russia 25, and France 60.

17.4.3 Set-up

Use the same as the Full Campaign Game [17.6.3].

17.4.4 Army Set-up

Use the same as the Full Campaign Game [17.6.5].

17.4.5 Victory Conditions

See Rulebook Section 14.

17.4.6 Special Rules

The *Amour Sacré de la Patrie* rule [14.1, sixth bullet] is not used in this scenario.

Special Rules for the First Turn (March–April 1813) are in effect [17.6.4].

17.5 Desperate Times: The France Campaign 1814

17.5.1 Length

This scenario begins with Turn 8 (November–December 1813) and ends at the completion of Turn 10 (March–April 1814). Game length is three turns.

If all players agree before starting the scenario, there is an option to have the game extend though Turn 11 (May 1814). **OHR** [15.4].

DESIGN NOTE: This scenario covers the end of the war using the game's last three turns. Try it if you have limited time to play and want diplomatic aspects prevailing over military ones. The estimated playing time for experienced players should be 90–120 minutes. This game set-up covers the desperate efforts made by Napoleon to defend France against huge invading Russian, Prussian, Austrian and British armies. This led to fierce battles such as La Rothière, Champaubert, Montmirail, Château-Thierry, and Vauchamps, which were all French victories against superior armies by the still brilliant, yet increasingly exhausted, Napoleon. Nevertheless, the victory of Blücher at Laon and the attritional effects of superior Allied numbers resulted in the occupation of Paris by the Allies and subsequent abdication (surrender) of Napoleon. However, during the entire period of the game, there were numerous agreements and disagreements between the Allies and, through diplomatic efforts mainly sponsored by Metternich, between them and Napoleon. Perhaps your gaming experience will generate a different-than-historical result.

17.5.2 Initial Victory Points

Place the National VP markers on the VP Record Track as follows: Britain 30, Austria 30, Russia 35, and France 50.

17.5.3 Set-up

- Place the Initial Event cards from deck A for Turns 8–10 in order and place them near the game board.
- Remove the *Armistice*, *Austria at War*, and *Sweden at War* Issues from the game (they occurred in turns prior to this scenario's start). Place all other Issues markers in their locations on the Diplomacy Display.
- From the Character and Event cards, give the appropriate Leader card to each player and remove *PONIATOWSKI* (#4), *KUTUZOV* (#31), *VON SCHARNHORST* (#33), *DUROC* (#16), and *KING FRIEDRICH AUGUST I OF SAXONY* (#59) from the game. Shuffle the remaining 61-card deck and place it face-down near the board.
- Place the Turn marker at Turn 8 (November–December 1813) on the Turn Record Track.
- Place the War of 1812 Status marker on the red +1VP space in the War of 1812 Box.

- Place the four markers to indicate at-start hand sizes on the Card Hand Size Track as follows: France 11, Britain 13, Russia 13, and Austria 11.
- On the *Liberalism/Absolutism* Track, place the green pawn on the *Defense of the Faith* space and the red pawn on the *Secularization & Confiscation* space.
- Put the purple pawn on the *Pax Britannica* Record Track *Castile & Valencia spaces under Coalition control*.
- Place the white octagonal wooden *Generalissimo* marker on its hexagonal space (near Vienna) to indicate that Austria has the *Generalissimo* at the start of the game. Place the green octagonal wooden *Generalissimo* marker in the Russian Force Pool box for possible later use.
- The remaining components are placed per the Full Campaign scenario [17.6] except the Armies which are set up as below.

17.5.4 Victory Conditions

In addition to the VP achievable in the rulebook:

Austria gains 2VPs if the Italy space is Allied-controlled at the end of the game.

PLAYER'S NOTE: This scenario does not permit latitude to either the French or their Coalition adversaries in achieving their goals due to its short duration. If France can maintain their Armies at start positions on Fronts A & B, Paris will be saved! It is up to each Allied Army to utilize its superior numbers (which means positive battle DRM) to overwhelm the "scarce on the ground" French who are still capable of occasional military potency, but to do it quickly and as "misstep free" as possible. Also, don't forget the *Peace Congress* — particularly if playing OHR [15.6] found at InsideGMT.com.

17.5.5 Modifications for Front B (Northern Front)

* If playing with OHR [15.2] *Denmark/Norway Box*:

In the Den/Nor Box place 2 Russian units, 3 Swedish units, 1 Prussian unit, and 4 French units.

** If playing with OHR [15.3] *Landing in Holland*:

Place the Scheldt block in Scheldt +1 British fleet.

17.5.6 Army Set-up

Place Army blocks in Front spaces, and units in their army boxes.

FRONT A: Central Europe

RU Army of Silesia: Army block in Bavaria
+7 Russian units
+1 Prussian unit

AU Army of Bohemia: Army block in Bavaria
+6 Austrian units

FR Grande Armée: Army block in Alsace
+4 French units

FRONT B: Northern Front

RU Northern Army: Army block in Hanover
+3 Russian units
+3 Prussian units

FR Army of Elbe: Army block in Holland
+2 French units

FRONT C: Portugal

BR Army of Portugal: Army block in Castile
+3 British units
+2 Portuguese units
+1 Spanish unit

FR Army of Spain: Army block in Gascony
+4 French units

FRONT D: Mediterranean Front

BR Eastern Army: Army block in Valencia
+1 British unit
+3 Spanish units

FR Army of Mediterranean: Army block in Catalonia
+3 French units

FRONT E: Naples

BR Army of Sicily: Army block in Sicily
+1 British unit
+1 British fleet

FR Army of Naples: Army block in Naples
+1 French unit

FRONT F: Italy

AU Army of Tyrol: Army block in Tyrol
+4 Austrian units

FR Army of Italy: Army block in Venice
+3 French units

FRONT G: War of 1812

Britain: +1 British unit
+3 British fleets

France: +1 US unit

ALL REMAINING UNITS AND FLEETS

Place these in their respective national Force Pool boxes.

17.6 The Full Campaign Game

17.6.1 Length

This scenario begins with Turn 1 (March–April 1813) and ends at the completion of Turn 10 (March–April 1814). This scenario may end early—before the final turn of the scenario—by the *Surrender of Napoleon* [13.6.6] due to the lack of French units in Paris or a successful **Peace Congress** [OHR 15.6] or any other means providing a player with sufficient VPs to claim an Early Triumph Victory. Full game length is ten turns, with a potential for an 11-turn game [OHR 15.4].

17.6.2 Victory Points

Place the National VP markers on the VP Record Track as follows: Britain 5, Austria 5, Russia 10, and France 60.

17.6.3 Set-up

- Place the Initial Event cards for Turns 1–10 in order and place them near the game board.
- Place all Issues markers in their locations on the Diplomacy Display.
- From the Character and Event cards, give the appropriate Leader card to each player, give *KUTUZOV* (#31) to the Russian player, then shuffle the remaining cards into a deck and place it face-down near the board.
- Place the Turn marker at Turn 1 (1813 March–April).
- Place the War of 1812 Status marker on the OVP space in the War of 1812 Box.
- Place the four player Round markers near the Diplomacy Round Track.
- Place the four player Debate markers in their spaces on the game board (near the *Liberalism/Absolutism* Track).
- Place the four markers to indicate at-start hand sizes on the Card Hand Size Track as follows: France 15, Britain 12, Russia 10, and Austria 11.
- Place the red pawn of *Liberalism* and the green pawn of *Absolutism* in their *At Start* spaces (just below their track).
- Place the purple pawn of *Pax Britannica* in the *At Start* space of its track.

- There is no *Generalissimo* at the start of the game. This issue cannot be selected until the *Armistice* [12.4.1.2] is in force. Place the *Generalissimo* Issue marker with the other five outlined issues, which don't come into play until *Armistice*, on the Diplomacy Display. Place the green octagonal wooden *Generalissimo* marker in the Russian Force Pool box and the white octagonal wooden *Generalissimo* marker in the Austrian Force Pool box for possible later use.
- Place the blue pawn of the *Future Government of France* in the dark blue *Emperor Napoleon Bonaparte* space.
- Place the French (blue) and Allied (red) small pawns by the Battle DRM Track.
- Place the large gold pawn aside (we suggest on the Negotiation Table); it will be used to indicate the initial player for Diplomacy Rounds.
- Place the **French Debate Pre-Empts marker** at 0 on the **French Debate Pre-Empts Used** track.
- Place the **War of 1812 Status** marker at 0 on the **War of 1812 Status** Track.

17.6.4 Special Rules for the First Turn (March–April 1813)

On the first turn only, a French withdrawal or retreat after a battle on the A and/or B Fronts requires a two-space retreat; e.g., the French *Grande Armée* block would be moved from Poland to Saxony instead of Silesia, and the attacking Russian *Army of Silesia* in Polesia would advance an extra space to Silesia.

This special rule does not apply to the game's other fronts, only Fronts A and B [13.4.5].

17.6.5 Army Set-up

Place Army blocks in Front spaces, and units in their army boxes.

FRONT A	Central Europe
RU Army of Silesia:	Army block in Polesia +3 Russian units
AU Army of Bohemia:	Army block in Vienna +3 Austrian units
FR Grande Armée:	Army block in Poland +1 French unit
FRONT B	Northern Front
RU Northern Army:	Army block in East Prussia +3 Russian units +1 Prussian unit
FR Army of Elbe:	Army block in Prussia +2 French units
FRONT C	Portugal
BR Army of Portugal:	Army block in Portugal +4 British units +2 Portuguese units +2 Spanish units
FR Army of Spain:	Army block in Leon +6 French units
FRONT D	Mediterranean Front
BR Eastern Army:	Army block in Southern Spain +1 British unit +2 Spanish units
FR Army of Mediterranean:	Army block in Valencia +4 French units
FRONT E	Naples
BR Army of Sicily:	Army block in Sicily (+no units)
FR Army of Naples:	Army block in Naples +1 French unit
FRONT F	Italy
AU Army of Tyrol:	Army block in Tyrol (+no units)
FR Army of Italy:	Army block in Venice +1 French unit
FRONT G	War of 1812
Britain:	+1 British fleet
France:	(+ no US units)

ALL REMAINING UNITS AND FLEETS

Place these in their respective national Force Pool boxes.

18.0 SOLITAIRE, 2- AND 3-PLAYER GAMES

18.1 Introduction

CoV allows you to play all scenarios with less than four players. These are the following possible games:

Solitaire games can be played as a human French player against the three Allied Powers played by their Bot [20.0], a human Coalition player (all three Allied Powers) against the French Bot [21.0], a human Allied Power player against the French Bot and other two Allied Powers using the Allied Bot [22.0], and non-competitively without a Bot [23.0]. All of these solitaire options used the CDGSM method [19.0]. Use the appropriate charts (French and/or Allied) and both French and Allied Card Displays. [These are available via GMT Games - "CONGRESS OF VIENNA CDG SOLO SYSTEM PRINTABLE CARD DISPLAYS".](#)

2-player games can be played with the French player and one Allied player representing all three Allied Major Powers. This specially designed game is faster to play, uses a reduced number of cards which simplifies that aspect of the game, yet still leaves it fun, dynamic, and exciting. See "Rules for Two-player Scenarios" [18.2].

3-player games have the French and British players with a third player controlling both the Russia and Austria Powers. This specially designed game is faster to play, uses a reduced number of cards that simplifies that aspect of the game, yet still leaves it fun, dynamic, and exciting. See "Rules for Three-player Scenarios" [18.3].

Lützen & Bautzen Campaign – Introductory Solitaire Scenario. This is a simple solitaire scenario that is less historical and has a less complex French Bot than the solitaire scenarios in [21.0] and [22.0]. There are also options for two and three players. It is a one-turn scenario for Turn 2 (May 1813). It is intended to be used for a first play of the game to help learn the game mechanics and solo system. See "Lützen & Bautzen campaign" Introductory Solitaire Scenario [18.4].

18.2 Rules for Two-player Scenarios

One of the two players runs France vs. a single Allied player seated on the British chair that runs the three Allied Powers.

The rules are like *Congress of Vienna*'s 4-player scenarios with the following changes:

18.2.1 Allied Card Deck and Hand

1. The Allied Player has full control over Austria, Britain, and Russia.
2. The Allied player receives a face-down card deck for these three Major Powers with a number of cards equal to the sum of each of their normal hand sizes minus five.

EXAMPLE:

In the turn of May 1813, the Allied player receives 10 cards (for Russia) + 1 card (for controlled Prussia) + 10 cards (for Britain) + 2 additional cards for Spain and Portugal + 10 cards (for Austria) + 1 card for Austria at Peace - 5 cards. So that's a total of 34 cards less 5 = 29 game cards.

3. In addition, the Allied Player receives the card(s) indicated in the Initial Situation card and the one that may be received for the Environment Table. These cards are kept separate from the card deck until after the wager.
4. The Allied Player draws a hand from the Allied deck. During Limited War the hand size is 11 cards, during Armistice it is 12 cards, and during General War it is 13 cards.
5. When the Allied Player plays a card to trade, negotiate, or debate, they replenish their hand by drawing a card from the Allied deck to maintain a hand with the allowed number of cards. They do not draw a card if the hand size is equal to or larger than allowed [18.2.2]. Once the Allied card deck is depleted, draw no more cards and the number of cards in the Allied hand will decrease as cards are played. Should the Allied card deck NOT be depleted by end of the Diplomacy Phase, the deck's remaining cards are immediately transferred into the Allied player's hand.

DESIGN NOTE: The Allied Player has the same problem that their opponent and all CoV players have: a limited number of cards for diplomacy and the desire to retain military cards for the War Phase. If the Allied Player negotiates and debates too often early in the Diplomacy Phase, they will have to play military cards at the end of the Diplomacy Phase. We limit the number of cards in the Allied hand to a common CoV hand size. As the game moves from Limited War towards General War, the hand size increases to provide the Allied Player the opportunity to play more military cards in the War Phase. The Allied Player does not know what two-thirds of their cards are at the start of the turn. This uncertainty mimics the uncertainty Allied Players have about their Allies' cards and their intentions in the 4-player game and keeps the hand size manageable.

18.2.2 The Wager

A card is played face-down for each Major Power. Note that the Allied player plays three cards for the wager and does not replenish their hand until the end of the wager.

- If the winner is an Allied Power, place the chosen issue on the winner's National Track in the space equal to the value of the winner's card minus the value of the card played by France.

- If the French player is the winner, place the chosen issue on the French National Track in the space equal to the value of the card played by France minus the lowest value card played by an Allied Power.
- After the wager, the Allied Player places the cards awarded during the Initial Phase into the Allied hand. If fewer than three cards were added to the Allied hand, draw cards from the Allied deck until the number of cards in the Allied hand equals the allowed hand size. If more than three cards were added to the Allied hand, the number of cards in the Allied hand may temporarily exceed the allowed number of cards.

18.2.3 Restrictions for France

France may initiate only one card trade with each Allied Power during the Diplomacy Phase (three total [each turn](#)).

18.2.4 Restrictions for Allied Powers and Austria at War specific rules

This section is summarized in the following table:

SOME RESTRICTIONS FOR ALLIED HUMAN PLAYER [18.2.4]**Peace Congress Issue:**

- RU and BR cannot negotiate or debate it. Only AU may do so.

Treaty of Ghent (British side) Issue:

- RU and AU cannot negotiate or debate it. Only BR may do so.
- Only BR can debate this Issue to counter the FR.

Liberalism/Absolutism Issue:

- In each turn, either RU or AU may negotiate and debate *Absolutism*, not both.
- BR cannot debate this Issue when it is on the FR Track.

Austria at War Issue:

- AU can receive one *Military Operation* at the end of the Diplomacy Phase on the turn *Austria at War* occurs. This *Military Operation* does not count in determining the winner of the Diplomacy Phase, but AU must pay one Resource for this.

While *Austria at War* is not in effect:

- AU cannot select, negotiate, or debate *FR, RU, and BR Recruitment, Military Operation, Armistice, or Austria at War* Issues.

18.2.5 End of Turn Victory

If playing [The Napoleon Resurgent: Spring Campaign of 1813](#) – **Introductory/“Short” Scenario (17.2)** (3-5 turns): Unless a Sudden Death victory occurs, [to win](#), the Allied player must reduce the French player so that the differential between France's VP and that of the leading Allied Major Power is 30VP or less. The other two Allied Major Powers' VP scores are ignored. [Start this two-player scenario with the Major Powers' VP Track markers placed as follows: FR 55, RU 20, AU 10 & BR 5.](#)

If playing the **Clash of Armies – The Summer & Fall Struggle of 1813** (4 turns): Unless a Sudden Death victory occurs (France achieves 80VP or higher at the end of any turn) or France controls Gascony, Bavaria, and Holland at the end of the game, the Allied player must reduce the French player so that the differential

between France's VP and that of the leading Allied Major Power is 0VP or less.

If playing the **Full Campaign Game** (10 turns) or **The Campaign for France 1814** (3 turns): Unless a Sudden Death victory occurs, the Allied Player must obtain more VPs with each of his three Major Powers than the VPs obtained by the French player at the end of the game. That is, France must be driven to fourth place on the VP Record Track. In case of tie, the winner is France.

If playing **The War in Germany 1813** (8 turns): Unless a Sudden Death victory occurs, the Allied player must reduce the French player so that the differential between France's VP and that of the leading Allied Major Power is 15VP or less. The other two Allied Major Powers' VP scores are ignored.

All Scenarios: An Allied Army occupying the Paris space that loses a battle against the *Grande Armée* in Paris, even if the *Grande Armée* did not have a *Military Operation*, retreats from Paris into the adjacent space on its lettered track (e.g., the Army of Tyrol goes back to Lyon on Track F). An Allied Army that wins, or draws a battle while it is in Paris remains in place.

Remember, the French player is a "Sudden Death" game winner if France is the VP leader and reaches 80VP or more at the end of any turn.

PLAY NOTE: This 2-player game lacks the tension amongst the Allied Powers inherent in coalition warfare because they are all controlled by one human. This is an essential part of the history of conflict and of the 4-player game. To add this tension to a 2-players game, you can have the humans play France and Russia and the Allied bot [20.0] play Britain and Austria. Russia and France get their normal hands. Austria and Britain use *CDGSM* [19.0] and get the sum of their cards. This alternative 2-player game would be more historical and take more time to play. It has not been playtested—you are welcome to try it.

18.3 Rules for Three-player Scenarios

All the rules are identical to the 4-player scenarios except the following modifications and may be applied to any game set-up.

The Russian Player controls Austria and Russia and receives game cards for both countries (as if they were controlled by two individual players) minus **four** cards in a single hand of cards.

The **Issues Selection** procedure [11.2] is modified as follows:

First, the Russian player chooses two game cards (character ~~or event~~) out of his hand [11.1], which may *not* be any Leaders, and for the wager, places one face-down on each of his two National tracks. The French and British players choose the usual one card each out their hands. The four selected cards are then revealed.

The Russian player can only place **up to one French** card in this procedure.

It is the **Russian Austrian** player's choice, when there is a choice, for how to play a Battle Card from his hand. That player may select the Major Power Section to be used (e.g. for a Front A Battle, the player could select either a Battle Card's Austrian or Russian Section).

EXAMPLE: 3P RUSSIA HAND SIZE

In the turn of May 1813, the Russian player receives 11 cards (for Russia) + 1 card for controlling Prussia + 11 cards (for Austria) + 1 card for Austria in peace: therefore 22 cards – 4 cards = 18 cards.

IMPORTANT: Card Trade Prohibition. *The Russian player cannot trade cards between Austria and Russia, but he can trade with other players. Consequently, he can initiate trading or receive traded cards from France or Britain, receiving Russian cards in a Russian Diplomacy Round and receiving Austrian cards in an Austrian Diplomacy Round. Furthermore, Russia and Austria may not debate each other's card plays.*

To achieve victory with the player controlling both the Russian and Austrian Major Powers, this player must win with Russia in 1st place; but his other country, Austria, must obtain the 2nd or 3rd VP position. ~~In case of a tie, the winner is Britain or France, in that order.~~

PLAYER'S NOTE: One player, particularly if he's the most experienced with *CoV* at the table, can have a notable advantage playing both Russia and Austria despite the four-card reduction of his two Major Powers' hand sizes. Therefore, prior to playing (or after an initial experience) the three players should feel free to tinker with this scenario to balance it for themselves.



18.4 “Lützen & Bautzen Campaign” Introductory Solitaire Scenario —by David Schoellhamer

18.4.1 Introduction

This is a simple solitaire scenario that is less historical and has a less complex French Bot than the solitaire scenario in [21.0] and [22.0]. There are also options for 2 and 3 players. It is a one-turn scenario for Turn 2 (May 1813). It uses the Spring 1813 Scenario as a starting point. It is intended to be used for the first play of the game to help learn the game mechanics. Follow the regular game rules except as described below.

Solitaire: The human player plays Russia and Britain. France is the simple Bot below. If there is a conflict in what to do, randomly choose amongst the available options.

Two players: A second human plays France, replacing the above Bot.

Three players: A third player controls Britain. Changes to the following rules are that Britain breaks ties as normal, follows the Intr-2 initial event, does not receive any issues on its chair, and fully participates in the Diplomacy Phase. The player with the most VP at the end of the turn wins.

All games: There is *no Austrian player or Bot*. Austrian character cards remain in the card deck.

18.4.2 Set-up

Follow the **Spring 1813** scenario setup with the following exceptions:

- Place British and French VP markers at 10 and the Russian VP marker at 18.
- The *Armistice* Issue is not available.

18.4.3 Special rules for this scenario

British National Advantage: Britain wins ties. In a solitaire or two-player game, if Britain is breaking a tie between Russia and France, France wins. In a three-player game, Britain decides whether Russia or France wins as usual.

Russia may attack Hanover on Front B even though Saxony is not Russian-occupied—disregard [13.6.1.1].

France wins if it has more VP than Russia and more VP than Britain. The Allies win if France has fewer VP than Russia and fewer VP than Britain. Otherwise, the game is a draw.

18.4.4 Initial Phase

Follow the specific instructions indicated.

1813 May		Intr-2
	The Tsar intervenes: Place a “RU Military Op.” Issue at a distance of 2 on the RU national track. No withdrawals before battle allowed. <i>Kutuzov</i> is dead.	
	Austria out of game: AU does not place Issues, or draw cards. If AU is selected on the Initial Environment Table: no one gets an extra card.	
	Britain aids Russia: Place a “BR Financial Aid” Issue at a distance of 2 on the RU national track. In 1-Player and 2-Player games, place “BR Military Op.”, “Sweden at War” and “BR Recruitment” Issues on the BR Chair (7-space). BR does not make an initial wager, place issues, negotiate, debate, or initiate trades in this Diplomacy phase.	
	Napoleon counterattacks in Germany: Place 1 FR unit (from FP at no cost) in Paris and the “FR Recruitment” Issue on the Negotiation Table. Place “US Military Op.” Issue in the War of 1812 Box. +1 drm for first and second dice rolls on the Initial Environment Table. Draw <i>FREDERICK AUGUSTUS OF SAXONY</i> neutral card and place in the FR hand. In 1-Player games, if FR is selected: <i>ANDREW JACKSON</i> card must be chosen.	

18.4.5 Diplomacy Phase

Britain is awarded issues and does not make an initial wager, negotiate, debate, or initiate trades. Britain cannot receive the free issue and does not place two normal issues. The human player plays the Russian hand against the French Bot.

18.4.5.1 Deal cards

Russia (12), Britain (12), and France (14) receive their normal hands. Russia selects a card for the initial wager before looking at French cards.

18.4.5.2 Selecting the Initial French Card for Wager

The French Bot chooses the highest value Allied or Austrian card. Randomize, if necessary.

18.4.5.3 Issue selection

Britain does not place two normal issues.

If France wins the wager, take *Liberalism*.

For normal issues, France chooses 1) *Liberalism*, 2) Saxony, 3) FR Military Operation.

18.4.5.4 Card trades

Russia may trade with Britain or France.

France will accept a trade offer from Russia when it has a Russian C or D card ([green](#) letter) to trade.

In Round 1, if France has a Russian or British C or D card (blue letter) in hand, it will trade the lowest value card (D before C, then smallest value considering any FR modifiers, then smallest DRM).

If Russia or Britain does not have a [French](#) card to trade in Round

2 and if France has a C or D card from the other Allied Major Power, France will trade the lowest value card to that Power. Otherwise, France does not initiate trades.

18.4.5.5 Passing for France

If France still has trades to offer in Rounds 1 and 2, France will trade and not pass. When it can pass, France will pass rather than play a military card. In addition, France passes if the number of **non-military cards** in its hand is less than or equal to the number in the following table. A non-military card is a card that cannot help France in the War Phase (including military cards that cannot be played due to territorial restrictions).

ROUND	1	2	3	4	5	6
Non-military cards (-1 if France won wager)	≤ 7	≤ 6	≤ 5	≤ 4	≤ 3	≤ 1

18.4.5.6 Card Play for France

Choose the non-military card that can move the highest **French Priority Issue** (see next section) the furthest onto the French track. If tied, choose a card that gives a bonus unit or Resource and save cards with a +2 or greater modifier for those issues before randomly selecting a card.

If no priority issues can be moved to the French track, choose the highest priority issue already on the French track. If Round 6 and FR can remove any issue from the RU track to tie or take lead in number of issues, do so.

Save *NAPOLÉON* for the War Phase.

18.4.5.7 Choose an Issue for France to Negotiate

The French priority Issue list in order is below. If none qualify, randomly choose from remaining issues.

1. French Recruitment
2. Liberalism
3. Minor ally that provides a unit
4. Sweden at War
5. French Military Operation
6. British Financial Aid
7. Minor ally that does not provide a unit
8. Allied Military Operation
9. Allied Recruitment

18.4.5.8 Debating Issues for France

France will debate if the issue can be moved from the table or another track to the FR track or negotiation table and has the required number of non-military cards in hand (see table).

ROUND	Required number of non-military cards to debate					
	1	2	3	4	5	6
FR Recruitment	≤ 6	≤ 5	≤ 4	≤ 3	≤ 2	≤ 1
Liberalism	≤ 7	≤ 6	≤ 5	≤ 3	≤ 2	≤ 1
Minor ally that provides a military unit	≤ 8	≤ 7	≤ 6	≤ 4	≤ 2	≤ 1
SW at War	≤ 8	≤ 7	≤ 6	≤ 4	≤ 2	≤ 1
FR Military Operation	≤ 8	≤ 7	≤ 6	≤ 4	≤ 2	≤ 1
BR Financial aid (+1 if FR won wager)	≤ 9	≤ 7	≤ 6	≤ 5	≤ 3	≤ 1
All other issues (+1 if FR won wager)	≤ 11	≤ 9	≤ 7	≤ 5	≤ 3	≤ 1

18.4.6 Government Phase

18.4.6.1 Spending French Resources

Follow the standard rules for mandatory issues. Then, in order, spend Resources on:

1. **French Recruitment.** If there is a *US Military Operation* marker in the War of 1812 box, exchange one of the new French units for a US unit [12.4.9.1].
2. Minor country issues that provide units.
3. **Military Support** markers, up to the number of military operations this turn.
4. **Liberalism** die roll, not more than one.
5. **Sound Government.**

18.4.7 War Phase

This turn is a **Replacement turn**: France 7, Britain 1, Spain 1, Portugal 1 (but none is available), 1 British fleet, Russia 3, Prussia 1, if at war Sweden 1 (but none is available).

18.4.7.1 Placement of French units

1. If an army has no unit, place one, by fronts, in alphabetical order.
2. If *Grande Armée* has less than 4 units, increase its strength to 4.

3. Place half the remaining units (round up) in Front A.
4. Place half the remaining units (round up) in Front B.
5. Place half the remaining units (round up) in Front D.
6. Place remaining units in Front C.

18.4.7.2 Placement of French Military Operations

1. *Grande Armée*, Front A.
2. Front B.

18.4.7.3 French Placement of Won Allied Military Operations

Russian: Front A.

British: Front where France has its best differential of number of units.

18.4.7.4 Placement of French Military Support Markers

The *Grande Armée* gets 2. Then place in fronts that will have a battle in order: B, D, G, E, C, F.

18.4.7.5 French Strategic movement

Move one unit from a front where no battle will occur this turn in order of Fronts (F, C, E, D, B, A) to a front where there will be a battle in order of Fronts (B, A, D, E, C, F). Repeat if needed.

REMINDER: *One unit must be left remaining in each Army.*

EXAMPLE: FRONTS WITH BATTLES

France may strategically redeploy two units and there are battles at Fronts A, B, and C (not at D, E, or F). France has 1 unit in Fronts E and F and 3 units in Front D, two of which can move to other fronts. The first goes to B, the second to A.

18.4.7.6 French withdrawals

Allied DRM advantage is determined as all Allied DRM minus French DRM (units, fleets, terrain modifiers, etc.) except military cards and the dice rolls.

Number of FR military cards to be played if battle	Withdraw if Allied DRM Advantage is (+3 for <i>Grand Armée</i>)
0-1	≥3
2-3	≥5
4+	≥7

18.4.7.7 French Play of Military Cards

In a **Withdrawal**, use only cards that cannot be used in any other battle. Take Allied -DRM, if possible.

Otherwise, assign military cards to fronts to maximize the DRM effect (which is the absolute value of DRM). Consider synergy.

If more than one option, equalize number of cards on fronts. Randomize if more than one optimal option and fronts are equalized as much as possible.

19.0 APPLYING THE CDGSM FOR COV

DESIGN NOTE: *To solve our dilemma about how to make the Diplomacy Phase exciting, simple and fast, we began to carry out a deep review of other games. Then we discovered the "CDG Solo System" by Stuka Joe & Ken Kuhn. We thought we had found the Sorcerer's Stone to solve our Diplomacy Phase, the key to understanding the fast and effective procedure for the Diplomacy Phase in the solo games! We modified the original Stuka Joe's design to include the Leaders card(s) and the saved Military cards for the War Phase.*

19.1. Introduction to CDGSM

The Card-Driven Game Solo Method (CDGSM) for *CoV* exclusively determines the Character and Event cards that are available to be played in the Diplomacy Phase by both sides (human and Bot). The CDGSM is based on the **CDG Solo System** which is available for purchase or as a "print and play" download at www.gmtgames.com.

In Solitaire French play [20.0]: The Allied Bot decides which card to play for the Coalition of three Allied Powers and the human decides for France.

In Solitaire Allied play [21.0]: The French Bot decides which card to play for France and the human decides for the Coalition of three Allied Powers.

In Solitaire Allied Power play [22.0]: The human decides which card to play for their Allied Power, the Allied Bot decides which cards to play for the other two Allied Powers, and the French Bot decides which card to play for France.

In Solitaire Non-competitive play [23.0]: The human decides which card to play for France and the Allies.

IMPORTANT: Possible Useable Military Card (PUMC).

A military card that could possibly be used by the active Power in this turn's War Phase is PUMC. PUMC may be moved to the Military pile to try to save them for the War Phase [19.2 - 19.3].

EXAMPLE:

Before Armistice, all Austrian Military Cards are not PUMC. During Armistice, if the Austria at War issue is negotiable they are PUMC, and "potential" becomes reality only if France does not win the Austria at War issue in the Diplomacy Phase. Saving PUMC exhausts the draw pile C quicker.

19.2 Set-up at the beginning of each turn

There are two sides and two identical displays of cards: France and Allies. It is not necessary to use the “Cards Remaining” tracks on the displays.

The Leader card(s) are placed face-up adjacent to their side's display. The dealt cards are placed as follows:

- 1 card in each of Spaces A and B (face-up).
- 1 card in each of Spaces D and E (face-down).
- The rest of the dealt cards are placed face-down in the Draw Pile in Space C.

After the wager, move the additional cards received in the Initial Phase as follows: move PUMC to the Military pile (Allies move all Allied PUMC) and shuffle non-PUMC into the draw pile in Space C. Remember that these cards cannot be played for the wager.







19.3 Playing a Card

To play a card for wager, negotiation, debate, or trade, roll the fate die (or 1d6) and consult the results chart that follows to determine which cards on the display are available for play. The general sequence is:

1. Roll fate die (or 1d6) to determine available cards for play.
2. Flip up any of these face-down available cards.
3. [Move up to one Possibly Usable Military Card \(PUMC\)](#) for this Power from spaces A–E to the Military pile. Only face-up cards can be selected. They may be used in the upcoming War phase depending on political status, positions of fronts, Generalissimo, and issues being negotiated.
4. Play one of the available cards. The human or Bot decides which one. Place played cards in the discard pile.
5. Fill any open spaces with cards from the Draw Pile (C). Keep them face up/down as is, do not flip.

[Note: Each CoV Character and Event card, with exception of Leaders and RU card #31, KUTUZOV, have a Major Power color coded letter rating at their bottoms. These are in the sequence of Austria \(AU\), Britain \(BR\), France \(FR\), and Russia \(RU\). These letters are valued from D, lowest, to A, highest. The Kutuzov card is unique in a Solitaire Game as it is set aside and, while Kutuzov lives, will be available to Russia at the beginning of every turn's War Phase.](#)

[Note: When a human player decides to debate, this procedure has no opt-out provision. Thus, the human can not look at the eligible cards revealed in step 2 and change their decision to debate.](#)

FATE DIE (1d6)	RESULT
	C or lowest-lettered card: Flip the top card of the Draw Pile (C) face-up. The active Power may save one face-up PUMC if the Military pile has not been transferred to the Draw Pile (C). Play card C or the lowest-lettered face-up card in spaces A, B, D, or E for the active Power (player's choice if tied; if none, flip face-up and play the top card in the Draw Pile (C). Fill any open spaces with cards from the Draw Pile (C). (!! - No effect in CoV)
	A and B: Flip face-up any face-down cards in spaces A and B. The active Power may save one face-up PUMC if the Military pile has not been transferred to the Draw Pile (C). Play card A or B. Fill any open spaces with cards from the Draw Pile (C).
	D and E: Flip face-up any face-down cards in spaces D and E. The active Power may save one face-up PUMC if the Military pile has not been transferred to the Draw Pile (C). Play card D or E. Fill any open spaces with cards from the Draw Pile (C).
	A, B, and C: Flip face-up any face-down cards in spaces A and B and the top card of the Draw Pile (C). The active Power may save one face-up PUMC if the Military pile has not been transferred to the Draw Pile (C). Play card A, B, or C. Fill any open spaces with cards from the Draw Pile (C).
	C, D, and E: Flip face-up any face-down cards in spaces D and E and the top card of the Draw Pile (C). The active Power may save one face-up PUMC if the Military pile has not been transferred to the Draw Pile (C). Play card C, D, or E. Fill any open spaces with cards from the Draw Pile (C).
	Every card except C: Flip face-up any face-down cards in spaces A, B, D, and E. The active Power may save one face-up PUMC if the Military pile has not been transferred to the Draw Pile (C). Play card A, B, D, or E. Fill any open spaces with cards from the Draw Pile (C).

19.4 Draw Pile Depleted

If the draw pile is depleted, shuffle the cards in the Military pile and place them face-down in Space C. Do not start a new Military pile for the rest of this Diplomacy Phase. No more PUMC can be removed from the display without being played and discarded.

[As a reminder that the PUMC is closed, place an unused card or marker in its space, e.g. a Handicap Card, tactical chit, or anything which visually does the job.](#)

After the draw pile is depleted and the Military pile transfers, flip all display cards face-up, they are all available, and do not roll the Fate die for the remainder of the Diplomacy Phase.

19.5 Military Cards

At the end of the Diplomacy Phase, Potentially Usable Military Cards in each side's Military pile, display, and draw piles are available for the War Phase.

PLAYER'S NOTE: The Draw Pile starts out very respectfully (sometimes more than 20 cards in the Allied Display) but drops dramatically as the cards are played in negotiation or debate. If the Military pile is transferred to the draw pile too soon, many military cards may be played for diplomacy and discarded. Thus, the human player suffers the same tension over what cards he has available to play as in the 4-player game!

PLAYER'S NOTE: Although it seems a complex procedure, once known, it takes only few seconds to perform.

EXAMPLE:

In Solitaire Coalition play [21.0], this is the French display in the 3rd round when France negotiates an issue. GAUDIN is face up in D, EUGENE was moved to the Military pile in a previous round, and NAPOLEON is available.



1. Roll fate die (or 1d6) to determine available cards. An 'AB' is rolled, so only those two cards are available [19.3, step 2].

2. Flip up any face-down available cards. In this example, flipping cards A and B reveal a neutral military card and VON HUMBOLDT.



3. Move one PUMC for this Power to the Military pile, in this case the neutral military card in A is moved.

4. Play one of the available cards. In this example, only the VON HUMBOLDT card in B is available and useable to negotiate.

5. After playing VON HUMBOLDT, fill any open spaces with cards from the Draw Pile (C). Keep them face up/down as is, do not flip. In this example, the top card in C is moved to A and another card from C is moved to B, both face down.



20.0 RULES FOR SOLITAIRE FR PLAY (Human Player vs. The Allied Bot)

Introduction: Unless otherwise indicated, play your *Congress of Vienna* game using the game's normal rules. These Allied Bots are designed to substitute Allied players in a solo game version. The human plays France. These rules are organized to parallel the sequence of phases in each CoV turn. The "Steps" referenced with the rules below are found on the Allied Bot chart. Players should use best judgment for situations not addressed by these rules.

Key Definitions: "Limited War" consists of turns prior to Armistice's implementation. Initials "AL" = the Allies, eventually including Austria when it enters the war ("General War").

PLAYER'S NOTE: These rules were designed and developed to make for an interesting and balanced solo game as well "historically honest." This may make the game somewhat daunting for new *Congress of Vienna* players to learn. Consequently, you should first acquire a good understanding and command of the game's mechanics prior to attempting any Solo Scenario.

REMINDER: Players should use best judgment in non-planned situations!

20.1 Initial Phase

The Initial Phase [10.0] is executed in the following cases.

20.1.1 Environment Table (Step 1)

If Austria, Britain, or Russia (the Environment Table's 1 to 5 columns) receives an additional card: roll 2d6, including appropriate DRM, and consult the Political Status to determine which card the Allied Bot will receive in table [20.1.1] (see Allied Bot chart):

- If the selected card is already in the Allied Bot's hand per the turn's Initial Situation Card, re-roll until a different card is chosen.
- If France receives this additional card, the human player always chooses it.

20.1.2 British Fleet Demobilization (Step 2)

In this step of Initial Phase [10.3], Britain now has the option to trade in two or more fleets from any location(s) for either 1VP or 1 Resource. Modify this step before commencing the Diplomacy Phase:

- If the War of 1812 is over and if BR Fleets on mapboard >3, trade two fleets for 1VP.
- Else on even turns, if BR Fleets on mapboard >5, trade two fleets for 1VP.
- Otherwise on odd turns, if BR Fleets on mapboard >6, trade two fleets for 1VP.

20.2 Starting the Diplomacy Phase (Step 3)

Diplomacy phase tie breaker

For the wager and diplomacy phase winner, Britain wins ties from its National Advantage, otherwise it chooses Austria if it is tied and, if not, Russia. Never France!!

Deal cards to the Allied Bot

It shares a common hand of cards equal to the sum of cards normally dealt to the three Powers minus five. Keep Allied leaders and cards awarded by the initial situation card and Initial Environment Table separate. Deal the Allies their assigned number of cards face down and place only the dealt cards on the Allied display as indicated in [19.2].

PLAYER'S NOTE: If you feel this hand is either too difficult or too easy after playing with the above rules, the number of face-up cards received may be adjusted based on player game-balance—see "Difficulty Levels on Allied Bot" [20.13].

Deal cards to the French human player

The player receives normal cards for France. Keep the Napoleon leader card and cards awarded by the initial situation card and Initial Environment Table separate. Deal the assigned number of French cards face down and place only the dealt cards on the French display as indicated in [19.2].

20.3 Selecting the Initial Card for Wager (Steps 4 and 5a)

The Diplomacy Phase Issues Selection [11.2] is modified as follows:

Each Major Power chooses a game card out of its hand for the Wager [11.2] applying the CDGSM [19.0].

This comprises one card from the French player and three cards from the Allied Bot. First, the human player selects an available card for France. Then they immediately execute the procedure below for selecting a wager card for Britain, Russia, and Austria three times, once per Power.

Selecting Allied Cards for Initial Wager (priority order)

Apply Step 4 of the Allied Bot chart three times, once per Allied Power.

Winning the Wager

The Power with the highest-value card wins the wager, ~~or Britain wins if they are tied, or randomly determined between Russia and Austria if only they are tied.~~ If France wins, it places an issue on its track at a distance equal to the difference between the highest and lowest wagered card values [11.2]. If an Allied Power wins, it selects an available issue using [20.4] to determine priority from the Diplomacy display and places it on their National Track at a distance equal to the difference between the highest Allied wagered card value and the human's French wagered card value (Step 5a).

DESIGN NOTE: Yes, this is different from the regular game, which is the difference between the highest and lowest value wagered card.

20.4 Allied Issues Selection (Step 5)

The Russian, British, and Austrian Priority Issues Tables [20.4.a, 20.4.b, and 20.4.c] are found on the Allied Bot chart. Table [20.4] is used by each Allied power to choose both normal issues in the normal clockwise sequence. Select the first issue that fulfills the priority condition in the second column. If this issue is already placed per the turn's Initial Situation Card, after placement of the wagered issue, or after the previously placed issues, continue with the following issue.

Do not differentiate between **HIGHEST PRIORITY** issues and standard priority issues. This qualification is only used for negotiating [20.5] or debating issues [20.7].

If an Allied Minor Ally is chosen, the first priority is that it must provide a military unit. If various minor countries fulfill these conditions, randomly select one of them. Second priority is that it provides a VP.

Randomly select any issue if none of the Priority Issues for an Allied Power are available or none of their conditions are satisfied.

EXAMPLE: PRIORITY TABLE USE

*In "Limited War," Britain must select both normal issues. The 1st Priority issue is **British Military Operation** as **GAMBIER** card is not known to be in the Allied hand and Britain can attack on Front C (Valencia space is not limiting this attack). The British power should place both Military Operations, however, one was already placed by the Initial Situation card. The next issue to be selected is the **British Recruitment**.*

20.5 Allied Rounds in the Diplomacy Phase: Negotiating, Trading and Passing

Each Allied Major Power (controlled by the Bot) passes, negotiates, debates, or trades a card during its Diplomacy Round using the game's normal clockwise rotation.

Pay attention to the restrictions for Allied powers to negotiate certain issues—see **Restrictions for Allied Powers and Austria at War Specific Rules** [20.8].

20.5.1 Pass (Step 6)

Allied Power passes if it has debated since it last negotiated an issue [11.7] and EITHER the Allied Military pile has transferred [21.4] and the number of non-PUMC cards for all Allied Powers in the display is less than the number of Allied negotiations remaining OR in Rounds 4-6 the number of cards in the draw deck C is less than the number of Allied negotiations remaining.

20.5.2 Negotiate an Issue (Step 7)

In each Russian, British and Austrian round, sequentially follow steps indicated in Table [20.5].

Allied Leader

Check if a condition to play an Allied Leader is satisfied before each Allied card play. Follow the Allied Leader Priorities Table [20.5.2] on the Allied Bot chart.

When a card cannot collect its bonus, consider this card as a normal card.

20.6 Card Trades (Step 8)

The Allied Powers never initiate a card trade. To accept a French trade offer, see Step 8 on the Allied Bot chart.

20.7 Allied Powers Debating in the Diplomacy Phase (Step 9)

In each round, sequentially follow the steps indicated in Table [20.7.a] (Guideline to Debate for Allied Powers) on the Allied Bot chart.

The debating Allied Power is the Power for which the issue is the highest priority. See Table [20.4].

Pay attention to the restrictions for Allied Powers to debate certain issues. See **Rules and Restrictions for Specific Issues** in [20.8].

If the issue is the same priority for two or more Allied powers, select it in clockwise order: Russia, Britain, and Austria.

EXAMPLE: CLOCKWISE PRIORITY

During General War, France negotiates 'Future Government of France' onto its track. It is the second-highest Issue for Russia and Austria and the fourth-highest Issue for Britain—Priority Table [20.4], so Britain does not debate. It is the same priority for Russia and Austria, so Russia debates because it is first in the clockwise order.

See the following example.

EXAMPLE: ISSUES AND DEBATES

*During General War and in the fourth Diplomacy Round, France negotiates **British Financial Aid** to the 3rd space on its track. The Allied Bot may now debate.*

1. NAPOLEON did not negotiate, so do not debate with an Allied Leader.

2. British Financial Aid is the sixth priority for Austria and Russia and seventh priority for Britain. Britain does not debate, Austria and Russia are tied but Russia is first clockwise from the Power that negotiated the Issue (France), so Russia may debate.

3. Russia may debate France.

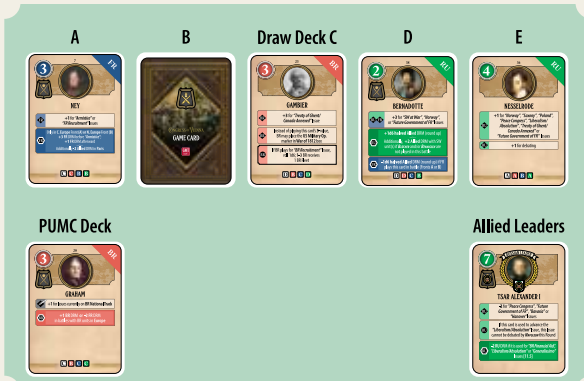
4. British Financial Aid is a priority issue for Russia. It is Round 4 and the Military pile is active. From Table [20.7.b], Russia will

debate if a 1d6 result is less than M. The issue is on France's 3 space, so $M = 7 - 3 = 4$. The die roll is a 3, so Russia will debate.

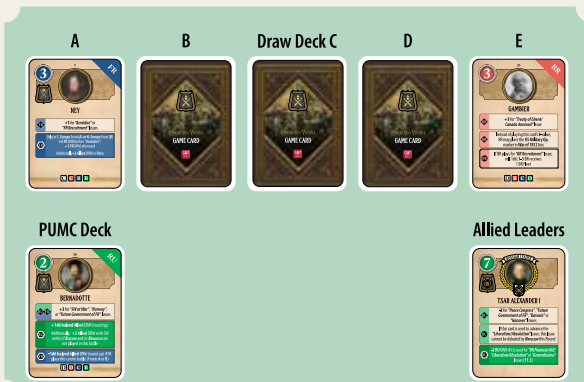
5. Russia rolls a CDE on the Fate die. **GAMBIER**, **BERNADOTTE**, and **NESSELRODE** are revealed. **NEY** is not available to debate with. **BERNADOTTE** is PUMC and moved to the Military pile. Now the only two available cards are **GAMBIER** and **NESSELRODE**.



Initial Allied display



Allied display after fate die roll



Allied display after debate

6. Neither card can collect a bonus.

7. There is no requirement to move the issue to the Negotiating Table.

8. Decide which card to play. Neither is a Military card. Play the card that advances the issue the farthest. **GAMBIER** can move the issue 2 spaces: its card value is 3, but -1 because the issue is on the French track. **NESSELRODE** can move the issue 4 spaces: its card value is 4, -1 because the issue is on the French track, +1 for debating. Thus, **NESSELRODE** debates and moves the issue from the French 3 space to the Russian 1 space. **GAMBIER** slides from C to E and two face-down cards are placed in C and D.

20.8 Restrictions for Specific Issues

Follow the table *Rules and Restrictions for Specific Issues* [20.8] on the Allied Bot chart.

EXAMPLE: ALLIED BOT AND DEBATE

The Allied Bot negotiates, as Russia, the **Absolutism** Issue marker by placing it at the 3-space on the Russian National track. Austria (Allied Bot) cannot debate **Absolutism** because it is on the Russian track [20.8]. However, Britain (Allied Bot) checks the **Priority Issues for Britain** Table [20.4], it indicates that Britain must debate if advancing the pawn of **Liberalism** position would allow **Pax Britannica** to advance. Of course, France can debate by using one of its two preemptive debates!

20.9 Government Phase

The Government Phase [12.0] for each Allied Power is modified in the following ways.

Priority Guidelines for Spending Resource markers (Step 11)

Follow the procedure in Step 11 on the Allied Bot chart.

Create a National Reserve (Step 12)

Create a National Reserve for each Allied power with all units and Fleets in each Allied capital that will be placed during the strategic movement. Each Allied "National Reserve" consists of all the reinforcements, recruitment and replacements received during this turn.

See example on page 42.

EXAMPLE: USING RESOURCES

Austria has three resources plus a British resource from winning a British Financial Aid Issue. Austria also won Peace Congress, Austria Military Operation, Future Government of France, and Bavaria.

Austria first spends 2 resources on mandatory issues Peace Congress and Austria Military Operation (Step 11, bullet 1).

Austria Recruitment and Generalissimo are not on the Austrian track (bullets 2a and 2b).

Austria can improve its position on the Future Government of France track from Regency to No Agreement, so its third resource is spent to fund this issue (bullet 2c).

Austria will participate in at least one battle because it has funded an Austria Military Operation issue, so with its fourth and final resource it purchases one Military Support marker (bullet 2d).

Austria is out of resources, so it cannot fund any more issues. The Bavaria issue is not funded (bullet 2g) so the issue does not award Austria a unit or VP.

20.10 War Phase

The sequence of the War Phase is like the 4-player game. One notable difference is that the Bot places new units during strategic redeployment [20.10.4].

DESIGN NOTE: For the bot actions, we have utilized our experience with the 4-player game and consider War Status (Limited War, Armistice, and General War), control of key spaces, and Military cards in the Allied Bot hand.

20.10.1 Placement of French Mil Op markers on Allied tracks (Step 13)

Use the priority guidelines in sequential order.

20.10.2 Placement of Allied Mil Op markers (Step 14)

Use the priority guidelines in sequential order.

20.10.3 Placement of Allied Mil Support markers (Step 15)

Use the priority guidelines in sequential order.

20.10.4 Allied Strategic Movement (Step 16)

The Allied strategic movement procedure is provided in the Allied Strategic Movement Table [20.10.4] on the Allied Bot chart.

20.11 Battles

This is the key part of the War Phase where more actions must be taken by players and, of course, each Allied Bot. Two key decisions must be made: 1) **battle or withdrawal**, and 2) **which cards to use** in each battle.

20.11.1 Allied Withdrawal (Step 17)

The Allied armies never choose to withdraw under any circumstances.

DESIGN NOTE: We have preferred simplicity in this Allied decision, although sometimes the withdrawal option could be better for an Allied player than battling. We believe that the conquest of Paris and Napoleon's surrender must prevail as overall Allied strategy.

20.11.2 Play of Military Cards by Allied Bot

At the end of the Diplomacy Phase, military cards in each sides' Military pile, display, and draw pile are available for the War Phase. For each battle and withdrawal, use the procedure indicated in the Priority Guidelines for Play of Military Cards by Allies Table [20.11.2] on the Allied Bot chart.

The Initial Battle Difference DRM (IBD) is calculated as:

- **Determine the French DRM:** military units, support marker(s), terrain, Initial Situation card, and military cards.
- **Determine the Allied DRM:** military units and fleets, support marker(s), terrain (homeland, mountain, guerrilla, landing, etc.), Initial Situation card, and all used military cards.
- **IBD = Allied DRM - French DRM**

The IBD always increases as successive Allied and Neutral cards are played by the Allied Bot, until no cards are available in the Allied hand or the IBD is greater than 9.

Note that the pile from which "Fog of War" cards are drawn are the cards not dealt to the Allies or France this turn.

20.11.3 Allied Losses (Step 19)

First, any Allied Power with no units in its Force Pool removes a unit. Then, in descending order of number of units in the battle, remove one unit of each nationality. Repeat this cycle if needed. British losses alternate by first removing a fleet, then a unit; repeat this cycle if needed.

20.12 End of Turn and Victory

- If playing the **Full Campaign Game** or **The Campaign for France 1814**: Unless a Sudden Death victory occurs [14.0], the human French player wins if the Surrender of Napoleon did not occur and France has more VPs than any Allied Power at the end of the game.
- If playing **The Spring Campaign of 1813–Introductory/“Short”** Scenario: Unless a Sudden Death victory occurs [14.0], the human French player wins if they are ahead of the leading Allied Major Power by 30VP or more. The other two Allied Major Powers'

VP scores are ignored.

- If playing the **Clash of Armies** Scenario: Unless a Sudden Death victory occurs [14.0], the French human Player must obtain more VPs than the leading Allied Major Power at the end of the game. France automatically loses if it does not control Gascony, Bavaria, and Holland at the end of the game.
- If playing **The Campaign for France 1814**: Unless a Sudden Death victory occurs [14.0], the human French player wins if the Surrender of Napoleon did not occur and France has more VPs than any Allied Power at the end of the game.
- If playing **The War in Germany 1813**: Unless a Sudden Death victory occurs [14.0], the human French player wins if the gap between France's VP and the leading Allied Power is 15VP or more at the end of the game. The other two Allied Powers' VP scores are ignored. France automatically loses if it does not control Gascony, Bavaria, and Holland at the end of the game.

REMINDER: *The French player is a "Sudden Death" game winner if France reaches 80VP or more at the end of any turn [14.0].*

20.13 Play Balance Options vs. Allied Bot

PLAYER'S NOTE: *If a solitaire French player is easily defeating the Allied Bot, he can introduce added difficulty through three procedures.*

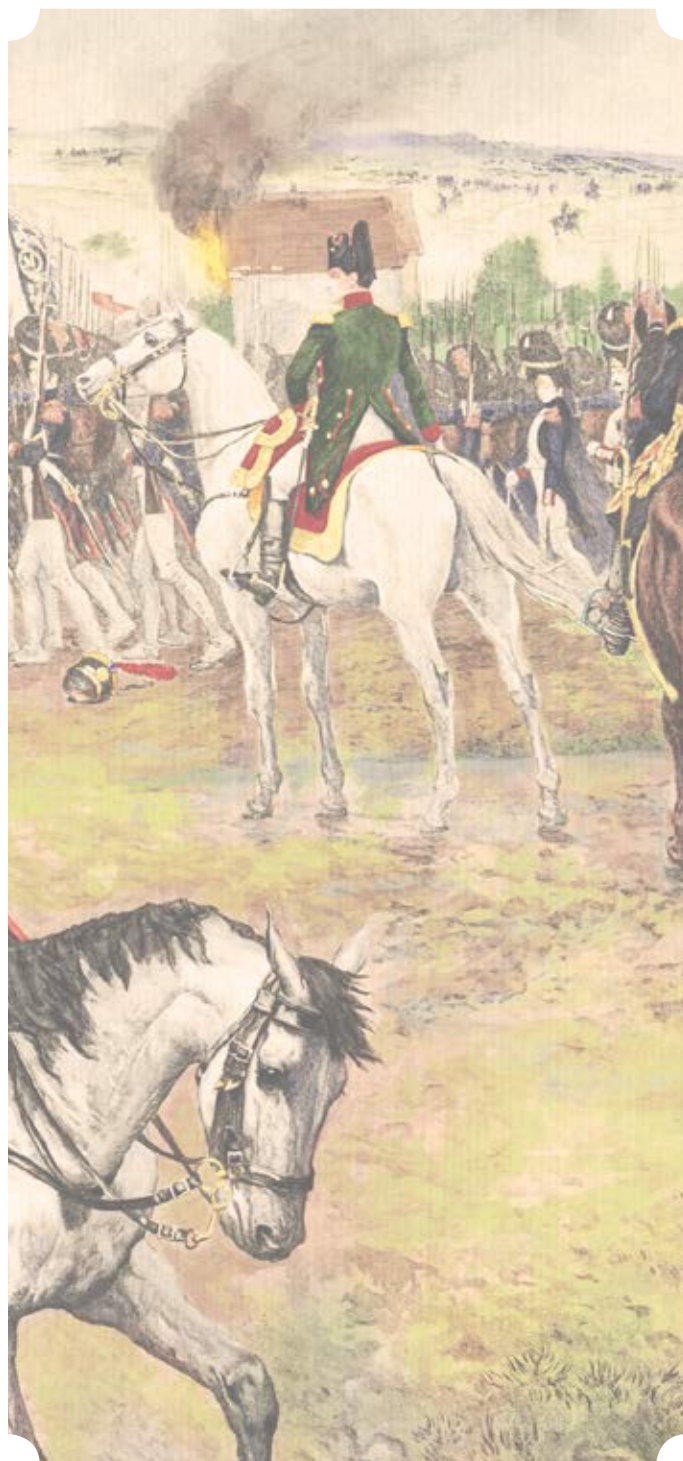
At the beginning of each game, the player must decide the degree of difficulty with which the Allied Bot will oppose him. There are different ways to set the level of difficulty for the Bot:

1. Choose the B deck (Pro-Allied) from the Initial Situation cards. We like it the least because it does not present an "historical" initial situation each turn. Furthermore, it does not allow us to play with the uncertainty of which card will be drawn each turn (if we use the initial card deck random procedure).
2. Give each Allied Power 1 or 2 Handicap cards at the beginning of each turn. This usually is a powerful aid. Handicap cards usually place additional issues on Allied tracks, put more cards in the Allied hand, or place new military units in Allied armies. Each added handicap card gives a higher level of difficulty.

The instructions (bonus) granted by these cards apply at the time indicated. If any statement allows multiple alternatives, use an appropriate choice criterion previously described in this chapter. If you can't find it, determine it randomly.

At the end of each turn, all Handicap cards are shuffled and available for the start of next turn.

3. Finally, another way to increase the difficulty of the Allied Bot is to adjust the number of game cards that the Allied Bot receives. We suggested the Allies receive 5 fewer cards than the independent Allied powers would receive in a 4-player "standard" game. An extremely difficult Allied Bot would be when it receives the same number of cards as in a 4-player game (no cards subtracted). On the contrary, a "softer" Bot would be when the Allied Bot receives -10 cards.



21.0 RULES FOR SOLITAIRE COALITION PLAY (Human Player vs. The French Bot)

DESIGN NOTE: These rules result from initial efforts made by Jim Gutt and David Illanes, who created and tested the first French Bot to challenge a solitaire CoV player with a robust, reliable, and relatively easy to handle opponent. David Schoellhamer simplified, improved, and made this Bot faster and easier. Thanks, guys!

Introduction: Unless otherwise indicated, play your *Congress of Vienna* game using the game's normal rules as a 4-player game. This French Bot is designed to substitute for a French player in any of the game's scenarios. The human plays the three Allied Powers. The "Steps" referenced with the rules below are found on the French Bot chart. These rules are organized to parallel the sequence of phases in each CoV turn.

Players should use best judgment for situations not addressed by these rules!

KEY DEFINITIONS: "Limited War" consists of turns prior to Armistice's implementation. FR = France, AL = The Allies (which will eventually include Austria when it enters the war: "General War").

PLAYER'S NOTE: These rules were designed and developed to make for an interesting, balanced, and historically honest solo game. This version may make the game somewhat daunting for new *Congress of Vienna* players to learn. Consequently, you should first acquire a good understanding and command of the game's mechanics prior to attempting this Solo System.

21.1 Initial Phase (Step 1)

The Initial Phase [10.0] is modified as follows.

21.1.1 Environment Table

If France (the table's 6 Column) receives an additional card, roll 2d6 and consult Table [21.1] on the French Bot chart to determine which card France receives.

If the selected card is already in France's hand per the turn's Initial Situation Card, re-roll until a card is chosen.

REMEMBER: *BERTHIER* is always additionally received if the *Grande Armée* is in Paris.

If Austria, Britain, or Russia receives this additional card, the human Allied player always chooses it.

21.2 Starting the Diplomacy Phase: Deal Cards (Step 2)

The Allied player

The three Allied Powers share a common hand that has a number of cards equal to the sum of cards normally dealt to the three Powers minus five. Keep cards awarded by the Initial Situation card and Initial Environment Table separate. Deal the assigned number of Allied cards face down and place only the dealt cards on the Allied display as indicated in [19.2].

PLAYER'S NOTE: If you feel this hand is either too difficult or too easy after playing with the above rules, the number of cards received may be adjusted based on player game-balance—see *Difficulty Levels on French Bot* [21.14].

The French Bot

It receives normal cards for France. Keep the *NAPOLEON* leader card and cards awarded by the Initial Situation card and Initial Environment Table separate. Deal the assigned number of French cards face down and place only the dealt cards on the French display as indicated in [19.2].

21.3 Selecting the Initial Card for Wager (Step 3)

The Diplomacy Phase **Issues Selection** [11.2] is modified as follows:

- Each Major Power chooses a game card out of its hand for the Wager [11.2] applying the CDGSM [19.3].
- This comprises three cards from the Allied player and one card from the French Bot. First, the human player selects three available cards for Britain, Russia and Austria.

Selecting a French Card for Initial Wager

Apply Step 3 as indicated on the French Bot chart.

The Power with the highest-value card wins the wager. That Power then selects an available issue from the issues display—if France, see [21.4]—and places it on their National Track at a distance equal to the difference between the highest Allied card value wagered and the French Bot's card value wagered.

DESIGN NOTE: Yes, this is different from the regular game, which is the difference between the highest and lowest value wagered card.

After the wager, move additional cards received in the Initial Phase as follows: move PUMC to the Military pile and shuffle non-PUMC into the draw pile in Space C. Remember that these additional cards cannot be played for the wager.

21.4 French Issues Selection (Step 4)

If France wins the Wager, use the **Issue Selection Table [21.4]** to determine the Free issue. The table also is used by France to choose both normal issues in the normal clockwise sequence. You must select the first issue that fulfills its condition (if any). If this issue is already placed per the turn's Initial Situation Card, after placement of the wagered issue, or after the first placed issue, continue with the following issue.

EXAMPLE: FRENCH ISSUE SELECTION

*If the Armistice is in effect, France would take **French Recruitment**—see Table [21.4] on the French Bot chart. If this Issue is already placed France selects a Minor Ally that provides a military unit—see footnote ** below Table [21.4.b]. The French minor allies available are Italy, Naples, Bavaria, Norway, Saxony, Holland, and Hanover. Randomly choose between these issues if more than one is available. If no available minor allies provide a military unit, select a Minor Ally that provides only a VP. If France still has an issue to select, select a second Minor Ally.*

21.5 Guideline to Negotiate/Card Trade for FR (Steps 5 & 6)

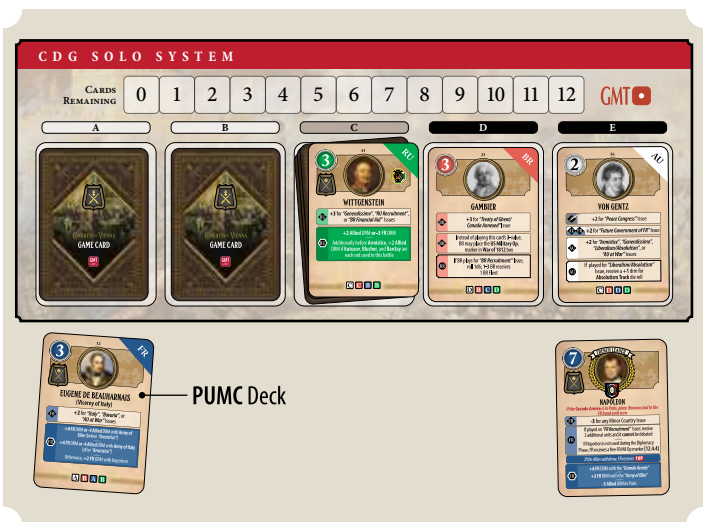
In each French round, determine if France passes (Step 5) and, if not, determine what it does during this round—see Step 6 and Table [21.5.1].

The French Bot passes if it has debated since it last negotiated an issue [11.7], the Military pile has transferred [19.4], and the number of face-up non-military cards on the French display is less than the number of French negotiation rounds remaining (including this one).

If the French Bot does not pass, follow Step 6 and Table [21.5.1] to determine eligible cards with CDGSM, determine if it plays **NAPOLEON**—see Table [21.5.2], plays a card for a bonus, trades, or negotiates an issue.

EXAMPLE: DETERMINING CARD TRADES

*In France's Round 4, the Fate die rolls "CDE". Therefore, the cards available to play are **WITTGENSTEIN**, **GAMBIER** and **VON GENTZ**. In the Allied display, there is a face-up French card, so the Bot must check if it makes a trade. The **WITTGENSTEIN** card cannot be used because it has a letter B (square blue background). However, the other two are C and D (square blue background) and they can be used for trading. The Bot chooses **VON GENTZ** since it has a letter D and **GAMBIER** has a C; thus, **VON GENTZ** is less harmful to France than **GAMBIER**.*



Note that when a card cannot collect its bonus, consider this card as a normal card.

EXAMPLE: NORMAL/BONUS CARD

***PONIATOWSKI** is played normally after Austria at War because it does not produce the additional Military unit bonus.*

21.6 French Debating in the Diplomacy Phase (Step 7)

In each Allied Round, sequentially follow the steps indicated in the table **Guidelines to Debate an Issue for France [21.6.1]** and the associated table **French Debating [21.6.2]**.

EXAMPLE: DETERMINE DEBATE VALUE

If the Issue is in the Russian-2 space, then $M = (7 - 2) = 5$. You will debate if you roll 1 to 5. If you roll a 6, you don't debate.

21.7 Allied Rounds in the Diplomacy Phase (Step 8)

In each Allied Power round, sequentially follow the indicated steps in order.

1. The Allied player cannot initiate trading with France.
2. Follow instructions for the **Card-Driven Game Solo Method (CDGSM)** for the *Congress of Vienna* to determine the cards that can be played.
3. Consider the restrictions for Allied Powers to negotiate certain issues—see table **Restrictions for Allied Human Player [21.7.1]**.

Specific Austria at War requirements

Exclusively on the turn immediately following the acceptance of the *Armistice*, the *Austria at War* Issue cannot be placed on the Diplomacy Table. This is an exception to the rule [12.4.2] on the placement of this issue. This assures that the *Armistice* lasts at least one full turn.

When Austria goes to war, an *Austrian Military Operation* Issue is placed at the same space where the *Austria at War* marker is finally placed—see table **Specific AU at War Requirements** [21.7.b]—at the End of Diplomacy Phase. (Austria must pay for it.)

21.8 Government Phase

21.8.1 Assignment of Resources (Step 9)

In the Government Phase [12.0], the resources currently available to France are used in order. (This also accounts for those gained via the Environment Table or the bonus from the *MARTIN GAUDIN* card or lost due to the Initial Situation card.) That is, the French Bot must expend Resources for the Mandatory Issues, exactly as a human player [12.3]. Thereafter, when French Resource markers remain available after Mandatory Issues see Step 9 of the French Bot chart.

21.8.2 Distribution of Military Units (Step 10)

When France is done spending resources, it must distribute military units by Step 10 of the French Bot chart.

DESIGN NOTE: The 4-player rules have changed slightly for solitaire play. After the human Allied player has moved his military units and placed his *Military Operations* and *Support* markers, the French Bot places most of its military units using Strategic Movement.

The “**Paris Reserve**” will normally consist of all the reinforcements, minor countries, recruitment, and replacements received during this turn, except those spent on filling the armies without units or maintaining a minimum level in the *Grande Armée*. The Paris Reserve units will be placed during the French strategic movement [21.9.4].

21.9 War Phase

The War Phase is played in the same sequence as the 4-player game with a series of tables that dictate the actions of the French Bot.

21.9.1 Placement of Allied Mil Op markers on the French track (Step 11)

Follow Step 11 and Table [21.9.1] on the French Bot chart.

21.9.2 Placement of FR Mil Op on the French track and Free Napoleon Mil Op (Step 12)

Sequentially apply Step 12 on the French Bot chart.

21.9.3 Placement of FR Mil Support markers (Step 13)

Use the priority guidelines for assigning *Military Support* markers to French armies/Box in Step 13 on the French Bot chart.

PLAYER'S NOTE: The *Military Support* markers are vital for France and will greatly affect battles.

21.9.4 French Strategic Movement (Step 14)

The order of strategic movement is given in Step 14 and the FR Strategic Movement Table [21.9.4] on the French Bot chart.

21.10 Battles

This is the key part of the War Phase, where more actions must be taken by players and, of course, the French Bot. Normally human players make two key decisions, depending on their overall strategy, the superiority and importance of each front, and military cards they saved in their hand: 1) whether they **battle** or **withdraw**, and 2) which cards to use in each battle.

21.10.1 French Withdrawal (Step 15)

To determine whether a French Army ~~under Allied attack~~ withdraws from battle, follow Step 15 on the French Bot chart.

PLAYER'S NOTE: When the modified IBD is negative, France has a reasonable chance of winning and will never choose to withdraw. When the modified IBD is positive, indicating France's chance of victory is slim to none, our AI system will always choose withdrawal. The modifiers and the inevitable 1d6 dictates whether France accepts a defensive battle, or chooses withdrawal to lose a space, decreasing military unit losses and not suffering additional VP penalty for major defeat!

REMEMBER: Rule [13.4.2]—there are circumstances from which a French Withdrawal is forbidden!

21.10.2 Play of Military Cards by France (Step 16)

At the end of the Diplomacy Phase, military cards in each side's Military pile, display, and draw pile are available for the War Phase. Follow Step 16 and Table [21.10.2] on the French Bot chart for each battle (including withdrawal).

The **Initial Battle Difference DRM (IBD)** is calculated as:

- **Determine the Allied DRM:** military units and fleets, support marker(s), terrain (homeland, mountain, guerrilla, landing, etc.), Initial Situation card, and all used military cards.
- **Determine the French DRM:** military units, support marker(s), terrain, Initial Situation card, and military cards applicable only on this Front.
- **IBD = Allied DRM - French DRM**

The IBD always decreases as successive military cards are played by the French Bot, until there are no cards available in the French hand or the IBD is lower than -3.

Note that the pile from which "Fog of War" cards are drawn are the cards not dealt to the Allies or France this turn.

DESIGN NOTE: The uncertainty of what military cards an opponent will play in the 4-player game is reproduced by the 'Fog of War' procedure in the solo game. It prevents the human Allied player from determining what military cards France will play in each battle before the battles commence.

21.10.3 Don't Retreat guidelines for each battle (Step 17)
If possible, remain in a mountain space by losing one more unit.

21.11 End of Turn and Victory

Full Campaign Game, The War in Germany 1813, or The Campaign for France 1814:

Unless a Sudden Death victory occurs, the Allied human Player must obtain more VPs with each of their three Major Powers than the VPs obtained by the FR Bot at the end of the game. In case of a tie, the winner is FR.

The Spring Campaign of 1813:

Unless a Sudden Death victory occurs, the leading Allied Major Power must be 30VP or less behind the French Player's total. The other two Allied Major Powers' VP scores are ignored.

Clash of Armies:

FR automatically wins if it controls Gascony, Bavaria, and Holland at the end of the game. Unless a Sudden Death victory occurs, the Allied human Player must obtain more VPs with each of their three Major Powers than the VPs obtained by the FR Bot at the end of the game. In case of tie, the winner is FR.

REMEMBER: The French Bot is a "Sudden Death" game winner if France reaches 80 VP or more at the end of any turn.

21.12 Play Balance Options v. French Bot

PLAYER'S NOTE: If a solitaire player has played a scenario several times and "dominates" the French Bot, he can increase the challenge in playing as the Allies by introducing added difficulty to his game through using three procedures.

EXAMPLE:

The French Bot draws card H-1, which indicates that it is used after the Initial Phase. The players have not yet received their hand of cards (they will only have in their hand the cards that are received through the Initial Situation Card and the one chosen by the Environment Table). The French Bot chooses randomly from one of the Minor Allies that provides a military unit to France and places its marker at the 2-space on French Track.

At the beginning of each game, the player must decide the degree of difficulty with which the French Bot will oppose him. There are different forms to determine the level of difficulty for the Bot:

1. Choose the "C" deck (**Pro-French**) from the Initial Situation cards. We like it the least because it does not present a "historical" initial situation each turn. Furthermore, it does not allow us to play with the uncertainty of which card will be drawn each turn (if we use the initial card deck random procedure).
2. Give the French Bot **1, 2 or 3 Handicap cards** at the beginning of each turn. This usually is a powerful aid. Handicap cards usually place additional issues on the French track, put more cards in the French hand, or place new military units in French armies. Each added handicap card gives a higher level of difficulty.

The instructions (bonus) granted by these cards apply at the time indicated. If any statement allows multiple alternatives, use an appropriate choice criterion previously noted in this chapter. If you can't find it, determine it randomly.

At the end of each turn, all Handicap cards are shuffled and available for the start of the next turn.

Alternately, the player may choose to discard each Handicap card to ensure different cards will be experienced until any need to reshuffle and constitute a new Handicap card deck.

3. Finally, another way to graduate the difficulty of the French Bot is to rely on the number of game cards that the Allied (human) player receives. We suggest the Allies receive 5 fewer cards than the independent Allied powers would receive in a 4-player game. An extremely difficult French Bot would mean that the human player (Allied) would receive -10 cards. On the contrary, a "softer" Bot would be when the Allied player receives the same number of cards as in a 4-player game (no cards subtracted).

4. Enhanced French Bot: Apply this rule change each turn when the French Card Hand is 12 or less AND France is not VP leader.

Retain French Bot PUMC: When the French Military pile is transferred so its cards become eligible for Diplomacy Phase play, a French Military Character Card or Neutral Battle Card, after being Diplomatically played, is placed at the bottom of the Draw Deck (instead of discarding it). This option allows such cards to be used during the Diplomacy Phase and again during the War Phase.

22.0 RULES FOR ALLIED POWER SOLITAIRE PLAY

DESIGN NOTE: When the human plays all three Allied Powers [21.0], the Allied play is very coordinated (a human will not debate themselves!), especially for an experienced player. In this solitaire game, the human plays one Allied Power while bots play the other two Allied Powers and the French. This game is more realistic, more difficult to win, and slower. Thus, it has advantages and disadvantages compared to playing the Solitaire Coalition game [21.0]. You can decide which one you prefer.

Unless otherwise indicated, play your *Congress of Vienna* game using the game's normal rules as a 4-player game. The human plays one Allied Power of their choosing. The Allied bot [20.0] plays the other two Allied Powers and the French bot [21.0] plays France.

Players should use their best judgment for situations not addressed by these rules!

PLAYER NOTE: These rules were designed and developed to make for an interesting and balanced solo game, and "historically honest." This version may make the game somewhat daunting for new *Congress of Vienna* players to learn. Consequently, you should first acquire a good understanding and command of the game's mechanics prior to attempting this Solo System.

22.1 Clarifications and Reiterations

Use the CDGSM [19.0] to determine eligible cards for all four Powers. The human makes decisions for the Allied Power they are playing. The Allied Bot [20.0] makes decisions for the other two Allied Powers and the French Bot [21.0] makes decisions for France. Some clarifications and reiterations follow.

Cards: The three Allied Powers (one played by the human, the other two by the Allied bot) share a common hand that has a number of cards equal to the sum of cards normally dealt to the

three Powers, minus five. The French bot receives the normal number of cards for France. Keep cards awarded by the initial situation card and Initial Environment Table separate until after the wager.

PLAYER'S NOTE: If you feel this hand is either too difficult or too easy after playing with the above rules, the number of cards received may be adjusted based on a player's sense of game-balance.

Initial wager: First the human uses CDGSM to select an eligible card for the wager, then proceed clockwise around the table with the bots selecting eligible cards for the other three Powers.

Diplomacy Phase card trades: The Allies (human and bot) may not initiate trades. The French bot may initiate a trade. Table [21.5.1].

Diplomacy Phase Allied debates: The Allied bot does not debate low priority issues negotiated by other Allied Powers.

Allied Neutral Military Cards: For each Allied Neutral Military card, randomize which front with a battle it will be played in.

Fog of War: France draws Fog of War cards as described in the French bot [21.10.2]. The Allies do not draw Fog of War cards.

22.2 End of Turn and Victory: Determination of Game Winner

- If playing the Full Campaign Game or The Campaign for France 1814: Unless a Sudden Death victory occurs [14.0], the Human Allied Power, at game end, must have more VPs than each of the other three Powers, and France must be the last in VPs.
- If playing The Spring Campaign of 1813- Introductory/ "Short" Scenario: Unless a Sudden Death victory occurs [14.0], the Human Allied Power must be 30 VP or less behind the French player's total. The other two Allied Powers' VP scores are ignored.
- If playing the Clash of Armies Scenario: France automatically wins if it controls Gascony, Bavaria, and Holland at the end of the game. Unless a Sudden Death victory occurs [14.0], the Human Allied Power, at game end, must have more VPs than each of the other three Powers.
- If playing The War in Germany 1813: Unless a Sudden Death victory occurs [14.0], the Human Allied Power, at game end, must have more VPs than each of the other three Powers.

Remember, the French bot is a "Sudden Death" game winner if France reaches 80 VP or more at the end of any turn.

23.0 RULES FOR SOLITAIRE NON-COMPETITIVE PLAY

DESIGN NOTE: The CDGSM [19.0] provides a method for non-competitive solo play to experience the game and 'tell a story.' There are two sides and two hands, France and Allies, and the human makes decisions for both sides. There is no Bot. The CDGSM is applied to the Diplomacy Phase. For the War Phase, a Fog of War procedure is applied to military cards for both sides to mimic the uncertainty present in the 4-player game.

Unless otherwise indicated, play your Congress of Vienna game using the game's normal rules as a 4-player game.

The three Allied Powers share a common hand that has a number of cards equal to the sum of cards normally dealt to the three Powers minus five. The human makes decisions for both sides. Do not use a Bot [20.0 or 21.0].

During the Diplomacy Phase, the four Powers sequentially negotiate, trade, and debate issues in clockwise order as in the 4-player game. The CDGSM [19.0] is used to manage both the French and Allied hands.

DESIGN NOTE: When playing a card for a side, some of the hand for the other side is hidden. When playing a card, not all of the visible cards may be available for play, so the uncertainty confronting the solo player is similar to that in the 4-player game.

23.1 Fog of War

After both sides play Military cards from their hands for a battle, apply this Fog of War Procedure for Military cards to both sides. This may add Military cards to the battle. Then calculate the final DRMs and roll the dice to determine the outcome of the battle.

Procedure for Military Cards

1. If one side is withdrawing or there are no cards left in the Character and Event Deck, do not draw any 'Fog of War' cards and proceed with the battle.
2. For each Military card played, one 'Fog of War' card is drawn from the Character and Event Deck, one at a time. If a participating Power played no Military cards for this battle, draw one card. Resolve what to do with the drawn card in this order:
 - a. If the drawn card is a Military card that this Power can play in this battle, then do so (including Neutral Battle cards).
 - b. If the drawn card is a Military card that the opponent can play in this battle, then do so.
 - c. If the drawn card is a Military card that this Power can only play in an upcoming battle, add it to their hand.
 - d. Otherwise, discard the drawn card.
3. Repeat the same process in the next battle.



DESIGNER'S NOTES

Congress of Vienna

by Frank Esparrago

IN ESSENCE, I am basically a game player rather than a game designer. I live in a small town in the southwest of Spain (where the word “wargamer” is a synonym for “freak”). I started playing wargames in 1975: first with Napoleonic miniatures and then, ah the revelation! I encountered the mythical Avalon Hill Game Company’s products with their hexagons, combat results tables, die-rolling excitement, and “terrible” rule books. In fact, their games made me learn English to be able to read those classic wargames’ rules. (Remember, I am Spanish and during high school I solely studied French as a foreign language.)

Ah, those wonderful halcyon days of my gaming youth! When Avalon Hill disappeared, I was bereft and “orphaned.” I almost entirely forgot my passion for wargames (with the exception of one last and priceless jewel: *Hannibal*). I dedicated myself to reading about politics and strategy in major conflicts from antiquity to the present day, but my special interest and passion focused on the Napoleonic Wars and European conflicts of the sixteenth and seventeenth centuries.

Happily, GMT Games appeared on the scene with all the good things about Avalon Hill, but with a lot of fresh air both in their games’ designs and mechanics. I also appreciated GMT’s concepts about developing games and how this wonderful company so superbly interacts with and supports its valued customers. Bless the Internet for introducing me to GMT!

I love card driven games (CDG) such as *For the People*, *Paths of Glory*, *Crusade & Revolution*, *Hannibal*, *Here I Stand*... not only for the pleasure of playing them, but as they address my interest in examining warfare from a grand strategy rather than tactical perspective.

The Inspiration to Design *Congress of Vienna*

In 2017, I was re-reading various books on the Napoleonic Wars like “*The Spanish Ulcer*” and “*The Napoleonic Wars 1803–1815*” by David Gates, while simultaneously enjoying Mark Herman’s excellent *Churchill* game based on the great strategies and diplomacy of World War II. I then realized, in an “aha moment”, there was no similar game for the Napoleonic Wars.

Soon the dormant game designer living inside me was awakened and got moving. Unlike Mark Herman’s game, which in 2015 was a complete innovation for our hobby, I had a path blazed for me by the great success and precedent Mark implemented through *Churchill*. Therefore, my *Congress of Vienna* game would benefit from the previous design precedents and learnings of *Churchill* players who would already know the concepts, core rules, and mechanics of my game. What serendipity!

Why did I choose the title *Congress of Vienna*? Due to the game having diplomacy as a key and central mechanic, naming the game *Congress of Vienna* seems so evocative of the “wheeling and dealing” indulged in by the Great Statesmen of that time: their political machinations which drove much of what occurred militarily.

It seemed such a right and proper title for what I envisioned (despite its historical time period taking place before the actual Congress commenced). I decided to entitle the game *Congress of Vienna* because it was a decisive milestone of European history that brought a peace lasting a hundred years and ended an almost uninterrupted 25 years of vicious bloody general warfare which psychically and physically scarred much of the continent.

Additionally, during 2019’s ConsimWorld Gaming Convention in Tempe, Arizona, I was questioned about the lack of suitability of the *Congress of Vienna* title, since the game covers the last 14 months of the 1813–1814 campaigns of the Napoleonic Wars and not the Congress itself. It should be noted that during the period the game covers, there were numerous attempts to achieve a negotiated settlement between the belligerents and the end of the war resulted in a general peace agreement that subsequently became known as “The Congress of Vienna.”

In the game, in addition to numerous military aspects such as army leadership, battles, retreats, and recruitment, there are the political issues discussed with often passionate discourse during the actual Congress of Vienna. These are of great importance and not neglected by the design: What is to be done with Saxony? How will Italy be organized? Poland: how will its territory distributed? Does Hanover return to old King George of Great Britain or do the Prussians take a bite out of him? What should happen to Norway? What is done with Belgium and Holland? When will Austria join the Allies in the fight against Napoleon? Shall a lasting Armistice be established or will the guns’ stillness last but a matter of

days? The beauty of our gaming hobby is that players can alter what historically occurred and thereby better appreciate the forces behind this fascinating historical period.

Apart from numerous Diplomacy Issues (more numerous than those of *Churchill*), the design places a variety of non-military characters, personages who had great weight during the actual pre-official Congress of Vienna during 1813–1814's negotiations, conventions, and congresses. Among those "Great Statesmen," the game highlights are Metternich, Talleyrand, Castlereagh, von Getz, Nesselrode, Tsar Alexander, and a host of others.

Of course, military leaders, from the brilliant to the mundane, who participated in the campaigns of Germany and France, as well as the Peninsular War, the North American War of 1812, and in the "secondary" Italian Front, are not forgotten, for they too seized my imagination and have a role in the game and its players' pursuit of victory.

Congress of Vienna's GMT Journey

When I started this game design journey, my daughter Ana was working a year in Seattle's financial sector - a very exciting learning opportunity for her outside of Spain. Expecting that during my visit with her I might be bored in the States without my beloved gaming hobby, she contacted the Metro Seattle Gamers (MSG) Club which is how I met Scot McConnachie. He encouraged me to teach him the game to discover the possibilities of it. He then introduced me to Nathan Geiser to coordinate local play testers and improve the game which, at the time, was an entirely handmade wargame. Above all, I got much-needed help to improve my writing in English for wargame design.

Next, Nathan encouraged me to contact Fred Schachter (also involved with MSG) for guidance regarding the possibility of publishing my game. Fred encouraged me to continue forward and helped me present it for GMT Games' consideration. When GMT decided to include this game in P-500, they proposed Dick Sauer as a developer - a very experienced engineer and wargamer. I didn't know at the time that he was going to be a superb developer, a dear friend, and almost a second father to me. The warmth, kindness, and passion of the people involved in my project have been a welcome surprise as the team pulled together to make my game a reality. Thank you all!

How is *Congress of Vienna* like *Churchill*?

What is different?

This is a design based on *Churchill*. It has turn phases for diplomatic and economic issues and a high-level portrayal of the period's military aspects. All of these can involve varying levels of player interaction and negotiation... it all depends on participants' attitudes and gaming styles!

CoV can accommodate up to four players instead of *Churchill's* three. It has a common deck of game cards (statesmen/diplomats, military, and events), as well as the possibility of trading game cards between players. Players can receive different amounts of cards (character and event) according to their controlled spaces on the game's military display. There are also game cards which may be saved during the Diplomacy Phase for use during the subsequent War Phase.

Congress of Vienna's military mechanics are concentrated in a turn's later phase, after Diplomacy, giving it a more distinct content, complexity, and uncertainty than *Churchill's*. For *CoV's* War Phase, I had an opportunity to do a bit of homage to *War and Peace*, the excellent Mark McLaughlin designed game of the 1980's with its "tactical battle matrix." This is now an optional *CoV* rule.

I maintained the play sequence of *Churchill*, in which the Initial Phase and the first game card played define the tone of a turn. This "proposal of issues" procedure allows each player to establish their turn's diplomatic, economic, and military strategy on an overview basis. It includes Britain and France's trade and maritime war, the War of 1812 between Britain and the still fledgling USA, political and diplomatic activity, as well as military operations carried out by each Major Power for the turn. We also "protected" the French player against their Coalition opponents becoming too ahistorically coordinated through introducing significant French National Advantages.

I mention the preceding in these Designer's Notes to point out that throughout *CoV's* Rulebook and Playbook there are similar brief Designer Notes. These seek to explain to readers why certain rules are included in the game. Why? They're meant to either balance the game or get it closer to the historical reality of the Napoleonic age!

I followed the experience and trailblazing path of Mark Herman with my developer and friend Richard Sauer and

our *playtesters* in designing many game elements, but I created more exciting uncertainty through *CoV*'s sets of Initial Situation cards (conferences in **Churchill**). Thus, players will find that version A of the initial situation card deck is related more closely to actual historic events, while versions B (pro-Allied) and C (pro-French) introduce alternative historical influences for players to contend with.

As a new option, we created a deck of handicap cards that may be used to create more variability (and therefore re-playability) as well as to help new players against those more experienced ("newbies" vs. "sharks").

Perhaps what I like least about **Churchill** is that the "Evil Axis Powers" neither have a player's voice nor a seat in the game, they are simply impersonal "robots." Although I understand a WWII game based on negotiation with Hitler or Hirohito is an historical absurdity, during the Napoleonic Wars there was a great deal of diplomatic interaction between the French Empire and the Allies of the Sixth Coalition.

Therefore, for this reason, I wanted players to experience a game narrative as one of the four Leaders of Europe's Major Powers, each striving to win the war while gaining influence over allies or, in the case of France, dividing its opponents and striving to control as many of Europe's minor nations as possible. This makes the game a contest not only of achieving victory in war, but of winning the peace that follows... the peace forged by the Congress of Vienna.

The Leaders and "Great Statesmen" of Congress of Vienna

Although the leaders in the game may not be obvious choices to those unfamiliar with this historical period, from a game mechanics perspective—mechanics which place significant weight on diplomacy—the main leaders of this period were clear to me from the design's inception: Napoleon I (the military, political, and organizational genius of the French Empire), Metternich (the brilliant Austrian chancellor who dominated his emperor—the often-distraught Francis I), and Alexander I (the Russian Empire's charismatic Tsar) were obvious choices. Yet for Britain, the choice of a leader was much more difficult. I decided to place *CoV*'s Britain under the leadership of the capable and dynamic British Foreign Minister Castlereagh, who traveled to Europe to monitor the negotiations with his Allies, as well as observe and block their contact with Napoleon and thereby derail any possibility of *rapprochement*.

For me, the story seemed best handled as a four-way narrative. Napoleon had a complicated connection with the British, seeing them as his ambition's main adversary. Austria perceived Russia as a threatening giant too close to its eastern border. There was vengeful Russia seeking to impose its influence so that never again would a French menace threaten it. Metternich and Castlereagh had a deep personal relationship but despite that, as the war progressed, they found themselves on opposite sides of many important issues. These are among the differences and motivations which *CoV* players can experience for themselves.

My research allowed me to see the four participating Major Powers in relation to multiple bands that dynamically caused cooperation between the Allies, as well as influencing their hesitations and the opportunism of France to take advantage of such hesitations. Of course, this diplomatic and negotiating interaction was superimposed upon a series of military campaigns whose uncertainty lasted almost until the Coalition's armies were at the gates of Paris and which in turn had a decisive influence on diplomatic negotiations. In *CoV*, diplomacy and war are intertwined in a juxtaposed and delicately balanced choreography.

The Game Cards of Congress of Vienna

The first game system driver of *CoV* was, as in **Churchill**, the **game cards**. These capture the essence of the personalities who shaped the big picture. In *CoV*, we do not call them staff as in **Churchill** but title them **characters** and **events**.

They have among their ranks:

BERNADOTTE, **FOUCHÉ**, and **TALLEYRAND** as examples of some of the period's opportunistic connivers.

Weak malleable monarchs like **FRANCIS I OF AUSTRIA**, **FREDERICK AUGUST I OF SAXONY**, **FREDERICK WILLIAM III OF PRUSSIA**, and **FERDINAND VII OF SPAIN**.

Formidable military leaders such as **WELLINGTON**, **BLÜCHER**, **KUTUZOV**, **DAVOUT**, **SOULT** and, of course, **NAPOLEON** himself.

Magnificent statesmen like **KARL NESSELRODE**, **LORD LIVERPOOL**, or **STEIN**.

Conciliatory and diplomatic figures such as **SCHWARZENBERG**, **DUROC**, **EUGENE DE BEAUHARNAIS**, or **CAULAINCOURT**, as well as many others of various stripes and ilk.

Furthermore, since I am a compulsive CDG player, I like players having doubts about how to best use a card (as

event or for operational purpose). In **CoV**, we expanded this tension so if a player trades a card with another player, that card can be used to move issues during the Diplomatic Phase or, if military, used as a reserve for battle during the War Phase.

In the end, a common deck of 59 cards of characters and 7 events (diplomatic and military) allows for varied possibilities. As each player's hand of cards is large, they have enormous potential ranges of action and interaction during a turn.





