

# FAQ: Napoleon in Europe

## DIPLOMATIC

Q1. What happens to victorious troops when a war ends?

A: They must, on their next move, vacate any region(s) which they are now not allowed to occupy. If they are not granted “right of passage”, additional combat could occur as they move to allowed regions. As with other combat associated with “right of passage”, war does not result.

Q2. What happens if you are forced to sue for peace but don't have 2 PAP?

A: You owe them (to the “bank”) and must repay them when you next receive/purchase PAP. (You are not forced to purchase PAP.)

Q3. If a player-nation's controlled ally is forced to sue for peace, is the player-nation affected?

A: He loses control of (and alliance with) the non-player nation.

Q4. If a non-player major nation is forced to sue for peace, what happens to its troops?

A: They are immediately returned to their capital region. (Russian troops may return to either/both spaces, chosen by the player last in control of Russia.) Some players have referred to this repositioning as “teleportation”, but it simply reflects the fact that, as a non-player nation, no person is actively controlling this nation any longer. The troops move home swiftly, aided by plain folk, and a longing for home.

Q5. Can a non-player major nation get Production Points when it is not controlled?

A: Yes. After a non-player major nation is “activated” by being controlled by a player for the first time, it receives PP's every three turns along with all the player-nations. If it is uncontrolled, the points are saved and spent immediately by the next controlling nation when it becomes controlled again.

Q6. What happens when, following a Peace Congress, troops of the victor (or loser) are deep in the other's nation, but fail to secure a “Right of Passage”? Are these troops marooned? How do they get home?

A: Troops of players must move home. Failure to secure the necessary passage rights simply means that if, on their way out, these units enter a space occupied by the other player, a battle will ensue. But war does not result, as the Powers realize that this sort of thing is bound to happen following a war. Players should treat such cases as if a “Right of Passage” was agreed to at the conference table by the diplomats, but then voided by the government. The troops should move out as quickly as possible, as described on p. 36.

Q7. Does a non-player major nation ever receive Political Action Points?

A: No. However, if the player nation has at least one unit in a major battle, it can claim the PAP earned from a victory.

Q8. How is a non-player major nation handled with regard to war, peace, and alliances while it is being controlled by a player-nation?

A: While a non-player major nation is being controlled by a player nation, it generally has the same diplomatic status as its controlling nation. So, if France (a player-nation) controls Spain (a non-player nation), is at war with Britain and allied with Austria, then Spain is at war with Britain and allied with Austria. If the *controller* (player) nation is defeated, the controlled nation(s) remains under control and at war (if any).

Q9. Continuing the previous question, how does a non-player nation become uncontrolled?

A: There are only two (2) ways a non-player nation can become uncontrolled:  
(1) if another player makes a successful Diplomatic Overture, or  
(2) if the non-player nation is defeated in a war (Sues for Peace).

Q10. Continuing the previous question, how can a non-player nation, once at war, end this war?

A: One way would be for the non-player nation to lose or win the war by force of arms. Another way would be for the controller (player) to Sue for Peace or conclude an Armistice on behalf of the non-player nation.

*Example: France (player) controls Spain (non-player). England and France are at war, which means that Spain is also at war with England. (See FAQ #8.) If France loses the war, Spain remains under France's control and at war with England. Spain could win or lose this war, either of which would end the war. Or the French (controlling) player, on behalf of Spain, could Sue for Peace. Finally, the French player could, on behalf of Spain, request an Armistice from England which, if granted, would also end the war. Note that if France (player) decides to Sue for Peace on behalf of Spain, Spain will then be uncontrolled following the Peace Congress.*

Q11. England and France are at war. Now France declares war on Russia (or vice versa). Does that make England and Russia allies?

A: No! Declarations of war and alliances are two separate game concepts. Declarations of war always cost political action points separate from any alliance issues.

Q12. France is at war with England and Russia. France sues for peace and so cannot be attacked by either of these nations for 12 months. Three months later, France attacks Russia. Is England still prohibited from declaring war on France?

A: No. France's defeat offers her a 12-month "grace period". If she decides to declare war on any of her previous adversaries, that "grace period" is ended immediately.

Q13. Can you spend ½ PAP to liberate 1 region?

A: No.

Q14. Does a victor at a Peace Congress need to have troops in a space that it wishes to acquire (annex) during the Congress?

A: No.

Q15. Do you roll for commitment each turn you occupy an enemy's capital?

A: Yes.

Q16. Can a player declare war on an ally without first breaking the alliance?

A: Certainly not! It requires great amounts of political will (as represented by the political action points) to first break with, and then declare war on, an ally.

Q17. The rules state that Political Action Points may be spent "at any time". Could you please clarify?

A: "At any time" should be taken to mean "generally", as in whenever a player wishes to spend them *provided that it does not interrupt an on-going action*. Thus, Player A may *not* interrupt another Player B while Player B is in the process of actually moving an army or naval squadron. Player A must wait for Player A to complete that move, at which time he/she could take some political action. As another example, Political Action Points (PAP) cannot be spent *during* a tactical battle. PAP could be spent prior to the battle, perhaps even eliminating the need for a battle, but not during.

Q18. Allied players (nations) can take their turns either normally or when it is their ally's turn. How does this ability affect other issues, such as commitment rolls for surrender?

A: Actually, a player (nation) *always* takes his/her turn in the same order, regardless of alliances. What *is* allowed is for that player to *move* (and battle) during an ally's turn. Thus, commitment rolls are unaffected by when this player decides to *move*.

Example: France and Spain are allies. France decides to move on the Spanish turn, during which it takes the Austrian capital. Austria must roll immediately to check national commitment. If Austria survives this roll, the next possible commitment check for occupying the capital would be the next Spanish turn. Whether France chooses to move on her own turn or during the Spanish turn is irrelevant.

Q19. When does a player (nation) need to decide when to move? Say Russia has an alliance with Britain and Austria.

A: Britain's turn comes first among the three allies mentioned. At this time, Britain must decide when she will move: now, on the Russian turn, or on the Austrian turn. That decision is final. Russia and Austria simply must decide whether to move now or wait. Assume both decide to wait. When it becomes Russia's turn, he/she must now decide whether to move now or on Austria's turn.

Note that the decision regarding when to move becomes mandatory when that player's (nation) normal turn in the order arrives. Once having made this decision, it cannot later be changed, even if the alliance is dissolved prior to that nation's move.

Example: Britain and Austria are allies. Britain decides to move during the Austrian turn. During the Prussian turn, the alliance between Britain and Austria is dissolved. Britain still moves during the Austrian turn in the order. Since Britain's turn precedes Austria's, Britain should - in the circumstances outlined - complete all her moves before Austria begins.

Q20. What happens when a region is occupied by two armies from different, non-allied nations, both of which are at war with the nation moving troops into this region?

A: The attacker must fight both armies in a single battle.

Q21. Austria grants "right of passage" to France. When French troops reach Galicia, Russia wants to move its troops into that region as well. Who must give permission?

A: Assuming that all three nations are at peace, only Austria. If France and Russia are at war, Russia needs no permission to attack the French troops there.

Q22. What happens when an army attacks a region containing two or more allied forces, but is not at war with all of them?

A: The owner of the allied force(s) that is not at war with the attacker has the option of:  
1) Declaring war on the attacker for free (no PAP cost) and participating in the battle; or  
2) Staying out of the battle. If the attacker wins the battle, they must retreat with their ally.

Q23. Could you provide some helpful examples regarding “Rights of Passage”?

A: Rights of passage are granted either by a nation, with respect to its territories, or by an occupying army, with respect to the space it occupies. Note that an army that has itself been granted “Rights of Passage” does *not* have any rights to grant.

Example 1: Austria, Russia, and France are neutral towards each other. France asks for, and receives, a Right of Passage from Austria to move through Austrian territory. While in Austrian territory, the French troops have no “rights” to grant regarding other armies that may also wish to move through Austria.

Example 2: Austria and France are at war; Russia is neutral to both. French troops occupy a space in Austria. If Russian troops wish to move into or through this space, *both* Austria (as owner) and France (as belligerent occupier) would need to grant Russia a Right of Passage.

Example 3: Austria and France are allies. France needs no Rights of Passage from Austria, as allies always have mutual Right of Passage.

Example 4: British troops occupy a minor neutral. Any nation at war with Britain could attack this space. Any nation neutral to Britain would need to ask Britain for a Right of Passage through the neutral nation space. (In other words, minor neutral nations – while neutral – automatically grant a Right of Passage to non-belligerent troops.)

## TACTICAL BATTLES

Q24. Does a single defending cavalry unit prohibit all pursuit?

A: No. All – and only – attacking cavalry may pursue. They must destroy any remaining defending cavalry before selecting other targets.

Q25. Can Leaders rally foreign troops?

A: Yes.

Q26. After the defending cavalry is defeated by my cavalry in a pursuit, can the rest of my units attack ?

A: No. If the enemy has even one cavalry “covering” the retreat, only your cavalry may pursue. They must first eliminate any covering cavalry, but if there are any remaining attacks after the enemy cavalry are eliminated, they may target any other units that are retreating.

Q27. Are all tactical battles fought simultaneously?

A: No, the defender selects the order of the battles, which may be important for retreat possibilities. Units may not retreat into a region that contains enemy units. This includes other battles.

Q28. Where can defending units retreat following a battle?

A: They can go to any adjacent space except (1) a space currently occupied by enemy forces, or (2) any space(s) from which the attacker entered this battle. Note 1: Attacking troops “currently occupy” the region where any remaining battles are still to take place.

Note 2: Units *may* retreat into spaces controlled by a neutral major nation, but doing so will provoke a war and requires 1 PAP, either immediately or when next obtained by the retreating player. To avoid the war, the retreating player may first make one or more Diplomatic Overtures in an attempt to sway this neutral into an alliance. Retreating units may choose to be eliminated rather than provoke such a war.

## NAVAL

Q29. Can you clarify how the naval squadrons move?

A: Any or all naval squadrons from a single sea zone may be moved together as a “fleet”. As the fleet moves into new sea zones, new squadrons may join the fleet. If the fleet is intercepted by enemy squadrons, it may combine with any friendly or allied squadrons in that sea zone before battle. Any naval squadrons that move into a battle may not move any further that turn. Naval squadrons which have not moved into that battle and which have not moved yet that turn, may move after the battle (during the appropriate player’s turn).

Q30. Can a land unit combine land and sea (amphibious) movement in the same turn?

A: No. Land units wishing to move via sea must begin their movement in a port region. Wherever they disembark (friendly or enemy) is where they must end their movement for the turn. Note that this implies that there is no retreat possible for the attacker in an amphibious attack.

Q31. When can a naval squadron make an interception attempt? Could you provide an example?

A: Naval squadrons conduct interception attempts under two circumstances: offensively and defensively. Defensive interceptions occur when a moving player attempts to move *into or through* a space occupied by another player (and assuming, of course, a state of war), but the moving player does not wish to fight. These interception attempts occur *during movement* and are completely resolved (including any resulting battle) immediately. All naval squadrons (of involved parties) present in that space at the time of the interception take part in the battle. Finally, defensive interceptions may be made against an enemy fleet that simply remains (but does not move) in a jointly occupied sea space.

Offensive interceptions (those made by the active or moving player) should be performed once all naval movement is completed.

Example 1: Britain and France are at war. France has naval squadrons in the Bay of Biscay as does Britain, while Britain has naval squadrons in several other spaces as well. On the French turn, France decides to try to intercept the British squadrons in the Bay, which do not themselves wish to fight at this time as they are outnumbered. The British squadrons successfully evade the French, and all squadrons remain in place. The French squadrons may not move following the unsuccessful interception attempt. On the British turn, Britain brings in several squadrons from another space. Now it is France that does not wish to fight, so the British player decides to attempt an interception. Success is followed by an immediate battle with all the French and British squadrons (assuming no allies) in the Bay.

**NOTE:** As an optional rule, players may allow the moving player to intercept with each squadron or squadrons *as they move* rather than waiting for the end of the moving player's naval movement. This rule can benefit the stronger naval power, giving it more attempts to succeed in finding enemy ships, at the risk of engaging them without its full force.

Q32. Suppose an enemy fleet tries to move into a sea space occupied by my naval squadrons. I search when they move in, but I'm unsuccessful. When that player finishes movement, can I search again at the end of his/her move?

A: No, unless he/she moved additional squadrons into the space following your unsuccessful search. Essentially, you only get one chance at intercepting each squadron/fleet: either when they move or at the end of the move. Of course, you will get another search at the end of your own move!

Q33. Could you explain amphibious movement in greater detail?

A: Amphibious movement requires the active (moving) player to place a number of naval squadrons in a sea space adjacent to the land space to which the troops will be moved. These are the naval support squadrons, and they must remain there until the amphibious movement turn is completed. The actual transports are not shown. In addition, the troops being moved by water must trace a path from their debarkation to the landing site, and may be subject to attack along this route. To make a completely safe amphibious move, both the sea space containing your naval support and all the sea spaces from the debarkation port to the landing site must be devoid of enemy naval squadrons. Your naval units may, of course, attempt to find and destroy such enemies prior to making the amphibious move. Please see the rules, pp. 28-29 and the example there for more information.

Q34. When do defending troops receive the +2 modifier for amphibious assault?

A: Whenever a region is attacked by sea. Other units attacking by land do not affect this modifier.

Q35. How often does the defender receive the extra 3 militia when a homeland region is attacked by sea?

A: Each time.

Q36. Do players receive militia when their homeland is invaded by land?

A: No. The militia rule is intended to make nuisance raids difficult and to model the very real practice of militia units being stationed along the coasts to defend them. When a nation's homeland was invaded by land, militia's were very often incorporated into the regular army (simulated in the game through the quarterly raising of units).

Q37. Following an amphibious attack, what happens to any surviving militia that appeared?

A: They remain on the board (but can't leave their homeland, unless they are Turks, or Prussians after 1809).

## MISCELLANEOUS

Q38. Can England ever produce elite infantry?

A: Yes. The wording there was intended to indicate that 2 units of regular infantry must have been produced, up to and including the turn in which the elite infantry is produced. A simpler method is just to require that regular infantry must maintain a 2:1 ratio with elite infantry.

Q39. Is Sicily or Naples the port? Is Constantinople or Anatolia the port?

A: Sicily and Anatolia are the ports.

Q40. Does the counter-mix provided act as a limit to the number or type of units that may be built?

A: No. More runners are available from Eagle Games, and 1/72 scale Napoleonic miniatures are available from toy soldier websites (see links).

Q41. In *Historical* games, what happens when a player-nation is defeated and sues for peace?

A: That player is out of the game; the nation he/she was playing becomes neutral and acts henceforth like a non-player major neutral nation. That is, this nation can be re-activated by normal diplomatic means, but will be "played" by one of the remaining players. Please allow a moment of silence while the defeated player skulks from the room.

Q42. How do the two (2) Russian capitals work? Does an invader need to capture both to force a commitment roll? If both are captured, does the Russian roll twice?

A: Each space is treated as a Russian capital, and all rules applicable to capitals should be followed for each. Thus, capturing even one of the capitals causes a commitment roll from Russia, and holding both would cause two rolls.