

REBELLION IN THE VENDEE

On Campaign Event Card II-B



If assigned to the Army of the Reserve, you are ordered to take part in quelling the rebellion.

We Were There!

for other non-absent Grogards assigned to the Army of the Reserve. (Do not treat as Battle; no Combat Card; no roll for Arms of Honor.)

Line: W7, P3, E+2.

Field: W5, P1, E+3.

General: W4, P3, E+4.



BATTLE OF NEERWINDEN/TRAITOR

On Campaign Event Card II-A

The Battle of Neerwinden

The Army of the North is crushed. The Low Countries are lost. Excluded Combat Cards are: *Carry the Day*, *Lead Counterattack*, and *Telling Maneuver*.



Fire on Dumouriez

The Traitor Dumouriez has betrayed us. If drawing Grogard assigned to Army of the North, you assist Davout in the attempt to slay the traitor. N+2, G+2, E+1.



BATTLE OF JEMAPPES

On Campaign Event Card I-B



Dumouriez and the Army of the North liberate Belgium from its Austrian overlords.

All Combat Cards in play.



BATTLE OF VALMY

On Campaign Event Card I-A



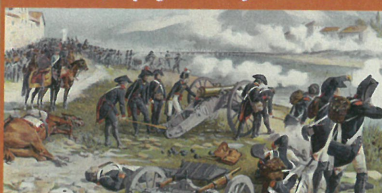
The Armies of the North and of the Center halt the Prussians. Kellermann and Dumouriez teach the pompous Duke of Brunswick respect for the soldiers of the Revolution.

All Combat Cards in play.



BRIDGE AT LODI/BATTLE OF CASTIGLIONE

On Campaign Event Card III-A



The Bridge at Lodi

Any Grogard of Line rank in the Army of Italy may join Massena and storm the Bridge at Lodi. (Treat as Battle; no Combat Card; check for Arms of Honor.)

W30, N+4, G+9, E+4, M+2D10.

Battle of Castiglione

The Army of Italy chases Würmser back to Mantua. N+2. All Combat Cards in play.



BATTLE OF FLEURUS

On Campaign Event Card II-C



The armies of the North and the Sambre-Meuse under Jourdan avenges Neerwinden and liberates the Low Countries from the forces of The Reaction.

All Combat Cards in play.



THE TERROR

On Campaign Event Card II-C



All Grogards (unless a Prisoner) roll 1D10 and apply result as follows:

1: Guillotined (follow procedures at Death under Misfortune in rules).

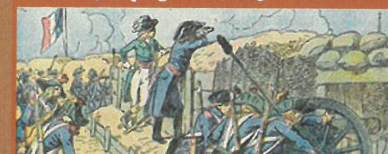
2 or 3: Imprisoned (lose next turn in Round; draw card but do not follow its instructions).

4 thru 10: Exonerated (card has no effect).



SIEGE OF TOULON

On Campaign Event Card II-B



If drawing Grogard is assigned to the Army of the Reserve, you assist Buonaparte in the capture of General O'Hara. (Treat as Battle; no Combat Card; check for Arms of Honor.)

Line:

W2, P0, N+4, G+3, E+2, M+1D10÷2up.

Field:

W1, P0, N+4, G+2, E+3, M+1D10.

General:

W0, P0, N+4, G+1, E+4, M+1D10x2.



VICTORIES & DEFEAT

On Campaign Event Card IV-C

Battle of Aboukir

The Army of the Orient defeats Turkish Janissaries. **N+2**. Excluded Combat Cards are: *Unit Overrun* and *Unit Decimated*.

Battle of Novi

Suvorov once again defeats the Army of Italy. Excluded Combat Cards are: *Carry the Day* and *Telling Maneuver*.

Battle of Second Zurich

Massena and the Army of Helvetia triumph again. Excluded Combat Cards are: *Unit Overrun* and *Unit Decimated*.

Battle of Castricum

The Army of the North drives the British and Russians back to their ships. Excluded Combat Cards are: *Unit Overrun* and *Unit Decimated*.



BATTLES OF FIRST ZÜRICH & TREBBIA

On Campaign Event Card IV-B



Battle of First Zurich

The Army of Helvetia checks the Army of the Czar. All Combat Cards in play.

Battle of Trebbia

Suvorov defeats the Army of Italy. Excluded Combat Cards are: *Carry the Day* and *Telling Maneuver*.



BATTLE OF THE PYRAMIDS

On Campaign Event Card IV-A



The Army of the Orient defeats the Mamelukes. **N+2**, **M+1D10x2**. Excluded Combat Cards are: *Unit Overrun* and *Unit Decimated*.



GUIDES AT ARCOLA/BATTLE OF RIVOLI

On Campaign Event Card III-B

Ride with the Guides at Arcola

We Were There! for Grogards assigned to Army of Italy. (Treat as Battle; no Combat Card; check for Arms of Honor.)

Line: **W15**, **P4**, **N+5**, **G+8**, **E+3**.
Field: **W10**, **P3**, **N+5**, **G+6**, **E+3**.
General: **W5**, **P2**, **N+6**, **G+4**, **E+3**.

Battle of Rivoli

The Army of Italy thwarts Austria's last attempt to retake northern Italy. **N+2**. All Combat Cards in play except *Held in Reserve*.



BATTLE OF AUSTERLITZ

On Campaign Event Card VII-B



I, III, IV, and V Corps are there for the Grand Army's greatest victory. **N+4**.

Excluded Combat Card is *Unit Overrun*.



BATTLE OF ELCHINGEN/DANUBE BRIDGE

On Campaign Event Card VII-A

Battle of Elchingen

The Grand Army bags the unfortunate General Mack in Ulm. All Grogards in II, IV, V, and VI Corps draw Combat Cards. Excluded Combat Card is *Carry the Day* except for VI Corps. No roll for P on Combat Card.

Capture of the Danube Bridge

Drawing Grogard joins Murat in swindling the Austrians out of the Danube Bridge. (Do not treat as Battle; no Combat Card; check for Legion of Honor.)

N+3, **G+5**, **E+3**, **M+1D10x2**.

We Were There! for other Grogards.



BATTLE OF HOHENLINDEN

On Campaign Event Card V-B



Moreau and the Army of the Rhine overwhelm Archduke John in Bavaria. Excluded Combat Card is *Unit Overrun*.



ST. BERNARD PASS/BATTLE OF MARENGO

On Campaign Event Card V-A



Cross Alps at St. Bernard Pass Drawing Grogard, if in Army of the Reserve, assists the First Consul in his trek across the Alps. **N+3**, **G+1**, **E+2**.

We Were There! for other Grogards in the Army of the Reserve.

Battle of Marengo

The Army of the Reserve snatches victory from the Austrians. **N+4**. Excluded Combat Card is *Held in Reserve*.



BATTLE OF ECKMÜHL

On Campaign Event Card XI-A



II, III, and IV Corps fight under Davout to blunt the Austrian offensive. **N+2**. All Combat Cards in play.



CAPITULATION OF DANZIG/BATTLE OF FRIEDLAND

On Campaign Event Card IX-B



Capitulation of Danzig

Reserve Corps takes part in the capture of Danzig. All assigned Grogards: **M+2D10**. (Do not treat as Battle; no Combat Card; check for Legion of Honor.)

Line: **N+1D10÷2down**, G+4, E+5.

Field: **N+1D10÷2down**, G+2, E+10.

General: **N+1**, G+1, E+12.

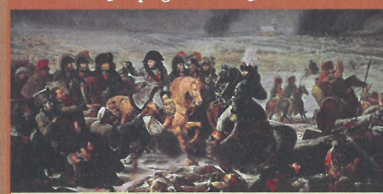
Battle of Friedland

Napoleon with I, VI, and the Reserve Corps finally defeat Bennigsen and the army of the Czar. Excluded Combat Card is **Unit Overrun**.



BATTLE OF EYLAU

On Campaign Event Card IX-A

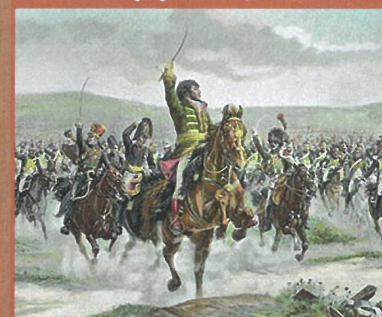


III, IV, VI, and VII Corps fight in the snow to a bloody victory, but Bennigsen escapes. Excluded Combat Cards vary by corps as follows: **Carry the Day** (excluded for all corps); **Held in Reserve** (III, IV, VII); **Lead Counterattack**, **Defend the Position** (VI).



BATTLES OF JENA AND AUERSTADT

On Campaign Event Card VIII-A



All Corps humiliate the heirs of Frederick the Great. The Duke of Brunswick is killed and the bellicose Prussians are punished. Excluded Combat Card is **Unit Overrun**.



BATTLE OF BORODINO

On Campaign Event Card XIII-B



The I, III, IV, and VIII Corps storm the Russian fleches and redoubts. **N+2**. All Combat Cards in play.



MARCH INTO RUSSIA

On Campaign Event Card XIII-A



All Grogards assigned to I, III, IV, VII, VIII, and X Corps take part.

Line: **W25**, E+3, M-5, H-5.

Field: **W15**, E+5, M-10, H-5.

General: **W5**, E+7, M-15, H-5.

If Grogard cannot pay M due to insufficient Purse, contract dysentery and additional H-5.



BATTLE OF WAGRAM

On Campaign Event Card XI-C

II, III, IV, IX, and XI Corps and Army of Italy are victorious over Austrian Archduke Charles. Grogards in IX Corps draw Combat Cards first, followed by Army of Italy, starting with Senior Grogard and proceeding clockwise. **Carry the Day** is excluded Combat Card for IX Corps and Army of Italy.

If Grogard is Field or General officer in IX Corps and draws **Telling Maneuver**, **N-10**, **G-7** (disregard W/P/N/G/E values on this card, thanks to Marechal Bernadotte).



VIENNA/BATTLE OF ASPERN-ESSLING

On Campaign Event Card XI-B



Capture of Vienna

All Grogards in II, III, and IV Corps take part in the capture of the Austrian capital. **M+2D10**.

Battle of Aspern-Essling

II and IV Corps resist the Archduke Charles. The army is extricated from his trap. Excluded

Combat Cards are: **Carry the Day** and **Telling Maneuver**.



BATTLE OF LEIPZIG

On Campaign Event Card XIV-C



III, IV, V, VI, and VII Corps fight the encircling forces of The Reaction. France's forces are shattered. Excluded Combat Card is *Carry the Day*.



BATTLES OF DRESDEN & KATZBACH

On Campaign Event Card XIV-B



The Fourth Coalition tightens the noose around III, IV, V, VI, and VII Corps. For IV and VI Corps at Dresden, all Combat Cards in play. For III, V, VII, and XI Corps on the Katzbach, excluded Combat Card is *Carry the Day*.



LÜTZEN & BAUTZEN/ARMISTICE

On Campaign Event Card XIV-A

Battles of Lützen & Bautzen
The III, IV, V, VI, and VII Corps defend Saxony. All Combat Cards in play.

The Armistice
Senior Groggnard shuffles In Garrison Cards. Starting with the Senior Groggnard, each Groggnard not in Spain, in clockwise rotation, draws a card and acts immediately on it. Ignore End of Round? Cards (drawing Groggnard draws another card). No Furlough and no dueling.



MOSCOW/BEREZINA

On Campaign Event Card XIII-C

Burning of Moscow
I, III, IV, and VIII Corps squander their firewood.
Line: W10, E+2, M+1D10.
Field: W8, E+3, M+1D10x2.
General: W6, E+4, M+1D10x3.

Cross the Berezina
Line: W20, E+4.
Field: W15, E+5.
General: W10, E+6.

Each Groggnard of these corps rolls 2D10, one for his Purse and one for his Health. The Purse die's result multiplied by 10 is the percentage of the Groggnard's Purse (rounded down) he retains; reduce the Groggnard's Health by the other die's result.



BATTLE OF QUATRE BRAS

On Campaign Event Card XVI-A2



II Corps blocks the Iron Duke. Excluded Combat Card is *Held in Reserve*. I Corps Groggnards do not draw Combat Cards and, instead, follow instructions for *Held in Reserve* Combat Card. If a II Corps Groggnard draws a *Carry the Day* Combat Card, he may allow any one Groggnard at Waterloo to discard his first-drawn Combat Card and draw again. This is determined the moment the Combat Card is drawn for Waterloo.



BATTLE OF LIGNY

On Campaign Event Card XVI-A1



The Imperial Guard and III, IV, and VI Corps defeat Blücher's Prussians once again. All Combat Cards in Play.

If a Groggnard draws a *Carry the Day* Combat Card, he may allow any Groggnard at Waterloo to discard his first-drawn Combat Card and draw again. This is determined the moment the Combat Card is drawn for Waterloo.



BATTLES OF THE SIX DAYS OF GLORY

On Campaign Event Card XV-B



VI Corps and the Imperial Guard take part in the Emperor's last hurrah!
Excluded Combat Cards are: *Unit Flanked*, *Unit Surprised*, *Unit Overrun*, *Unit Decimated*, and *Held in Reserve*.



BATTLE OF LA ROTHIERE

On Campaign Event Card XV-A



The Allies miss their chance as the Imperial Guard and II, VI, and Reserve Corps defend the sacred soil of France. Excluded Combat Card is *Carry the Day*.



BIVOUC

On Campaign Card



Lose turn.



BATTLE IN SPAIN

On Campaign Event Card



Check the Spain Battle Chart at the Fate Sheet. If a non-absent Grognard is assigned to a command that has a Battle in the Round, include this card in the On Campaign Deck.



BATTLE OF WATERLOO

On Campaign Event Card XVI-A4



The Imperial Guard and I, II, and VI Corps decide the fate of France. Add card 180, *Victory at Mont St. Jean!*, to the Combat Cards. Excluded Combat Cards are *Carry the Day* and *Held in Reserve*.

If card 180 is not drawn and after determining battle results, Bonapartist Grognards roll 1D10, modify the die result, and apply the outcome per the Bourbon Persecution Table.



BATTLE OF WAVRE

On Campaign Event Card XVI-A3



III and IV Corps attempt to block Blücher. **All Combat Cards in Play.**

If a Grognard draws a *Carry the Day* Combat Card, he may allow any Grognard at Waterloo to discard his first-drawn Combat Card and draw again. This is determined the moment the Combat Card is drawn for Waterloo.



ON THE MARCH (HARD)

On Campaign Card



Line: E+3, H-1.
Field: E+3.
General: E+3.



ON THE MARCH (NORMAL)

On Campaign Card



Line: E+2.
Field: E+2.
General: E+2.



ON THE MARCH (EASY)

On Campaign Card



Line: E+1.
Field: E+1.
General: E+1.



HALT MARCH

On Campaign Card



Line: Forage (M+1D10x2).
Field: Loot (M+1D10x4).
General: Demand Requisitions (M+1D10x6).



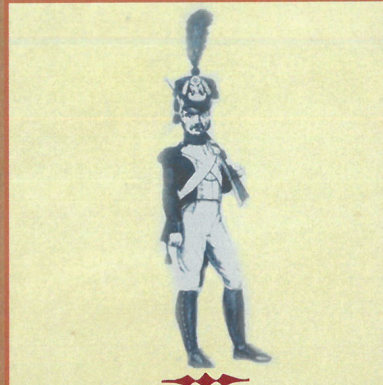
ON THE MARCH (EASY) On Campaign Card



Line: E+1.
Field: E+1.
General: E+1.



HALT MARCH On Campaign Card



Line: Forage (M+1D10x2).
Field: Loot (M+1D10x4).
General: Demand Requisitions (M+1D10x6).



BIVOUAC On Campaign Card



Lose turn.



FORCED MARCH On Campaign Card



Line: E+4, H-2.
Field: E+4.
General: E+4.



DISPATCHES On Campaign Card



Line: Carry Dispatches (W3, G+2, E+3). (Use Spain Substitute Card Value Chart if in Spain.)
Field: Prepare Dispatches (E+2).
General: Dictate Dispatches (E+1).



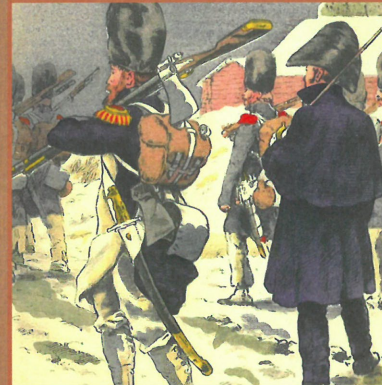
FORCED MARCH On Campaign Card



Line: E+4, H-2.
Field: E+4.
General: E+4.



ON THE MARCH (HARD) On Campaign Card



Line: E+3, H-1.
Field: E+3.
General: E+3.



ON THE MARCH (NORMAL) On Campaign Card



Line: E+2.
Field: E+2.
General: E+2.



CONTRACT LUNG FEVER

On Campaign Card



H-5.

CIVILIAN REQUISITIONS

On Campaign Card



Line: Demand Food for Your Next Meal (M+1D10).
Field: Demand Food for the Command (M+1D10x2).
General: Demand Fodder for Supply Trains and Cavalry (M+1D10x3).

FALL FROM YOUR HORSE

On Campaign Card



Line: G-1, H-3, C-1.
Field: G-2, H-3, C-2.
General: G-3, H-3, C-3.

BATMEN PILFER YOUR BAGGAGE

On Campaign Card



Line: M-1D10.
Field: M-1D10x2.
General: M-1D10x3.

CONVOY DUTY

On Campaign Card



Line: Guard Convoy (E+1).
Field: Manage Supply Trains (E+2).
General: Organize Line of Communication (E+3).

FIND A WINE CELLAR

On Campaign Card



Line: Carouse with Your Fellow Officers (G+1, H-1).
Field: Entertain the Officer's Mess (G+1, H-1).
General: Add to Your Wine Collection (M+1D10).

GUARD DEPOT

On Campaign Card



Line: Command a Relief (E+1).
Field: Organize the Guard (E+1).
General: Organize the Defense (E+1).

SEIZE HORSES FOR THE ARMY

On Campaign Card



Line: N+1, G+2, E+1.
Field: N+2, G+2, E+1.
General: N+3, G+3, E+1.

CONDUCT RIVER CROSSING

On Campaign Card



Line: Provide Security to Engineers (E+1).
Field: Execute Crossing (N+1, E+2).
General: Plan Crossing (N+3, E+3).



SURPRISE ENEMY CONVOY

On Campaign Card

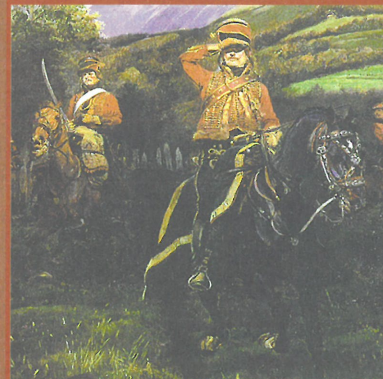


Line: Loot Baggage (M+1D10, E+2).
Field: Loot Wagons (M+1D10x2).
General: Loot Supply Train (M+1D10x3).



RECONNAISSANCE

On Campaign Card



Line: Lead Scouts (E+2).
Field: Survey Route (E+3).
General: Reconnoiter (E+4).



SUCCESS AGAINST ENEMY

On Campaign Card



Line: Take Prisoner (W4, G+1, E+1).
Field: Seize Defile (W2, G+2, E+2).
General: Steal a March (G+3, E+2).



MINOR ACTION

On Campaign Card

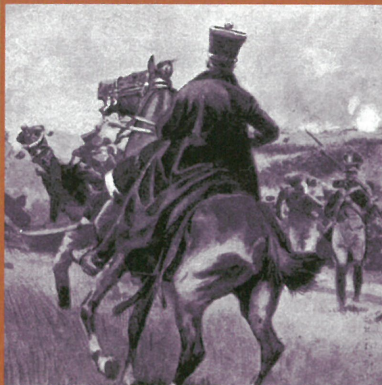


Line: W7, P3, E+2, M+1D10÷3 down.
Field: W5, P1, E+2, M+1D10÷2 down.
General: W3, E+1, M+1D10.



REPULSED BY THE ENEMY

On Campaign Card



Line: W8, P4, E+1.
Field: W6, P2, E+1.
General: W4, P1, E+2.



PARTISAN AMBUSH

On Campaign Card



Line: W9, P6, E+3.
Field: W6, P4, E+2.
General: W3, P2, E+1.
(Use Spain Substitute Card Value Chart if in Spain.)



PARLEY WITH ENEMY

On Campaign Card



Line: E+1.
Field: E+2.
General: N+1, E+3.



REPULSE ENEMY PROBE

On Campaign Card



Line: W3, P1, G+2, E+2.
Field: W2, P1, G+2, E+3.
General: W1, N+1, G+1, E+2.



PROBE ENEMY

On Campaign Card



Line: W4, P1, E+1.
Field: W2, P1, E+2.
General: W1, E+1.



SKIRMISH

On Campaign Card



Line: W5, P1, E+3.
Field: W3, P1, E+2.
General: W1, E+1.



AFFAIRE DE POSTES

On Campaign Card



Line: W6, P2, E+2.
Field: W4, P1, E+2.
General: W2, E+2.



DANGEROUS MISSION

On Campaign Card



You may accept the mission, in which case, W20, P7, G+3, E+3. Alternatively, you "arrange" for another, non-absent Grogard in your Command to perform the mission (with same possible results). If no other Grogard in your Command, you must accept the mission. If drawing Grogard is general officer, lose turn instead.



SACK THE TOWN

On Campaign Card



You personally tax the forces of The Reaction to support the servants of the Revolution. *We Were There!* M+1D10x3. Drawing Grogard divides M among Grogards who are there and himself as he wishes.



COUP DE MAIN

On Campaign Card



Line: W2, G+2, E+1.
Field: W1, N+1, G+3, E+2.
General: W1, N+2, G+2, E+3.



FIGHT OFF MARAUDERS

On Campaign Card



Line: W4, P2, G+1, E+1.
Field: W2, P1, G+1, E+1.
General: W1, P1, G+1, E+1.



AN ETIENNE GERARD ENCOUNTER!
On Campaign Card

Join Etienne Gerard and his Hussars of Conflans as they ally with their worthy opponents



to exterminate a nest of brigand deserters. **W20, P5, G+5, E+5, M+1D10x3.** (Grognard dies if he becomes a Prisoner.)

Drawing Grognard may decline to take part and instead lose turn.

Bring card into play in Campaign Season VII. Remove this card from the game after it has been played.



AN ETIENNE GERARD ENCOUNTER!
On Campaign Card



Carry the Emperor's dispatches along with Etienne Gerard. **W15, P5, N-3*, G+5, E+4.**

Drawing Grognard may decline to take part: **N-1D10÷2down.** Lose turn if drawing Grognard is a general officer.

*Because the Emperor's ruse de guerre is ultimately foiled.

Bring card into play in Campaign Season VII. Remove this card from the game after it has been played.



CHALLENGED BY ENEMY CHAMPION
On Campaign Card



Decline (**G-5**) or accept (**N+1, G=champion's F, E+3, S+1**) and duel with swords. High roller plays the enemy champion and rolls **1D10** for his F; award extra card for F as normal. Odd **1D10** gives drawing Grognard extra card for H; even gives other Grognard extra card. **M+1D10x2** if duel won.



SPREAD RUMORS OF COWARDICE
On Campaign Card



Drawing Grognard selects any non-absent Grognard who loses **G-3, S-1.**

Selected Grognard is injured party against drawing Grognard.



AN ETIENNE GERARD ENCOUNTER!
On Campaign Card



Assist Etienne Gerard in delivering precious remounts for the campaign.

Line: **N+2, G+2, E+2.**

Field: **N+4, G+4, E+4.**

General: **N+6, G+6, E+4.**

Bring card into play in Campaign Season VII. Remove this card from the game after it has been played.



AN ETIENNE GERARD ENCOUNTER!
On Campaign Card



Etienne Gerard and you are honored by the Hussars of Conflans! **G+4.**

Bring card into play in Campaign Season VII. Remove this card from the game after it has been played.



AN ETIENNE GERARD ENCOUNTER!
On Campaign Card

Assist Etienne Gerard as he helps a fellow officer exact rough justice on a former Jacobin for his crimes during The Terror. **W10, G+2, E+4.**



Drawing Grognard may decline to take part and instead lose turn.

Bring card into play in Campaign Season VII. Remove this card from the game after it has been played.



AN ETIENNE GERARD ENCOUNTER!
On Campaign Card

Assist Etienne Gerard in delivering a diplomatic communique for the Emperor. Randomly select any lady in play (if none are in play, bring one into play). Drawing Grognard rolls **1D10**. If result exceeds the selected lady's Charm, the mission succeeds: **N+4, G+5, E+3, C+1.**

If result is less than or equal to the selected lady's Charm, communique is stolen by her: **N-2, E+4.** Lose turn if not playing with The Fair Sex optional rules.

Bring card into play in Campaign Season VII. Remove this card from the game after it has been played.



END OF ROUND?
On Campaign Card



Round immediately ends if all
Event Cards have been drawn in
the Round.



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