

Congress of Vienna or Napoleon: Aftermath RULES

Introduction

This game is based on a true story – the Congress of Vienna, held in the aftermath, and verily the shadow, of Napoleon Bonaparte.

It is a two player card-driven game.

As the game begins, Napoleon’s Grand Army is retreating from Moscow.

It is cold.

Components

1 board
55 cards
42 diplomatic capital tokens (round):
 9 Austrian 9 British 9 French
 7 Prussian 8 Russian
3 army tokens (square):
 Austrian Prussian Russian
5 (-½) markers (small round)
3 other markers:
 Napoleon Festivities Negotiation
This rule book

Board

The large, bisected circle in the center is the *negotiation circle*.

Around the outside are 16 small circles – *provinces*. They are grouped into *countries*, such as Germany and Malta. The countries reside in four *regions* – North, Baltic, Atlantic and Mediterranean.

Connected to certain countries are the names of five great powers – Austria, Britain, France, Prussia and Russia. This indicates that these great powers *have an interest* in the countries to which they are connected.

Both Britain and France are connected to the Netherlands.

Germany contains two black dots, indicating that German provinces are worth double to Prussia. Likewise, Polish provinces are worth double to Prussia and Russia.

Finally, on either side of the negotiation circle runs the *Napoleon track*, beginning with the Retreat from Moscow and ending at Waterloo. The negotiation circle is not part of the track.

Set Up

Place the board between the two players.

Place 5 French diplomatic capital tokens on one side of the negotiation circle to form a *coalition*. Place 6 Russian tokens on the other side to form another coalition.

Place the Napoleon marker on the “Retreat from Moscow” space of the track.

Choose a player to go first.

Randomize the five Great Power cards, and give one, face down, to each player. Set the remaining three cards aside, still face down.

Shuffle, face down, the fifty Congress of Vienna cards, and deal a hand of 5 to each player. Set the remaining cards nearby as a draw deck.

Players should keep all cards hidden, but may look at their own cards.

Place the following eight markers in a little group next to the board:

- Festivities marker
- Negotiation marker
- All three army tokens
- One Austrian, one British, and one Prussian diplomatic capital token

Beginning with the first player, and alternating back and forth, each player selects and dispenses a marker until all are taken. Markers are dispensed as follows:

- Selecting player keeps the festivities marker.
- Place the negotiation marker in any one province.
- Place the army token in a country in which its great power has an interest, or in Germany.
 - Armies are placed in countries, but do not occupy a province.
 - Multiple armies may occupy the same country.
- Place the diplomatic capital token, together with 4 of like kind (totaling 5), in either coalition.

The first player now takes his turn.

Game Play

Turns alternate. On his turn, a player must:

1. Play a card from his hand.
2. Discard the card.
3. If the deck is not empty, draw a replacement card into his hand.

There are five types of cards (see below). Note that the cards have rule summaries on them as a reminder. But the definitive rules are below.

All card actions are mandatory.

Napoleon Card

When played, move the Napoleon marker along the track. Add or remove diplomatic capital tokens from the negotiation circle as directed by the track. Keep tokens for each great power together in their coalition.

When Napoleon returns, remove all three armies from the board. (They go off to fight Napoleon.)

At Waterloo, determine a victor by drawing one of the three Great Power cards set aside previously.

Diplomat Card

The card lists two great powers. When played:

Move all diplomatic capital tokens of one of these great powers to the other coalition.

This action may not be used to leave a coalition empty.

Army Card

The card lists two great powers. When played:

Move the army of one of these great powers to a different country – either to a country in which it has an interest, or to Germany.

This action may be used to move an off-board army (of one of the great powers listed) onto the board.

♦ Influence Card

These cards, such as Sweden or Bourbons, are identified with a red diamond (♦).

The cards typically have regions and/or countries listed on them. If the negotiation marker is in one of these when the card is played, *negate* any one diplomatic capital token in the negotiation circle. Do this by flipping the token over.

If the negotiation marker is elsewhere, negate a half diplomatic capital token. Do this by placing a (-½) marker next to it.

- A token that is already half negated, may be half negated again. The effect is cumulative.
- A fully negated token may not be negated again.
- If no remaining tokens can be negated, then pass.
- No, you may not negate less than the designated amount.
- British Money may be used to full effect in any region. However, it may not be used against Britain.
- Murat may not be used against France.

Region Card

When played, resolve the province identified by the negotiation marker (see below).

Then move the negotiation marker to an open province in a different region. Give preference to the regions listed on the card.

If no other regions have open provinces, move the marker to a province within the same region.

If no provinces are open anywhere, the game is over.

Example:

The negotiation marker is in the Baltic Region. A region card listing Baltic and North is played. All provinces in the North are already occupied by diplomatic capital tokens. Therefore the marker must be moved to the Atlantic or Mediterranean regions.

To resolve a negotiation, consider the negotiation circle:

1. Determine the winning coalition – the one with more great powers.
2. Identify *candidates* – great powers in the winning coalition that have an interest in the province.
 - If none have an interest, then all great powers in the winning coalition are candidates.
3. Determine the winning great power – the candidate with the most diplomatic capital.
 - Discount negated token amounts.
 - Count armies in the country as additional diplomatic capital for their great powers.
 - In case of a tie, the player with the festivities marker decides. Then give the marker to the other player.
 - Yes, a candidate with all tokens negated can still win.
4. Restore any negated diplomatic capital tokens.
5. Move a diplomatic capital token of the winning great power from the negotiation circle to the province.

Example:

The province in the Netherlands is being resolved. Austria, Britain and Russia are in one coalition; France and Prussia are in the other.

The winning coalition is the one with the most great powers – Austria-Britain-Russia.

Austria and Britain are candidates, since Russia does not have an interest in the Netherlands.

Austria has 3 tokens, but its army is in the Netherlands, so its diplomatic capital totals 4.

Britain has 5 tokens, but one has been negated, so its diplomatic capital also totals 4.

The player with the festivities marker decides that Austria wins. Then he gives the marker to the other player.

Game End

When all provinces have been captured, determine the winning player.

The score of each great power is the number of provinces it has captured, taking into account Prussia and Russia's double valuing of certain countries.

Example:

Russia has three provinces, two in Poland and one in Malta. The provinces in Poland count double for Russia. Therefore, Russia's score is 5.

The players reveal their Great Power cards. The player holding the higher scoring great power wins.

In case of tie, the player with the festivities marker wins.

Special Situations

If the last of a great power's tokens is removed from the negotiation circle, replenish it with one from off board.

The number of diplomatic capital tokens provided is not intended as a limit. If, in a rare case, you run out, use a household item such as a coin.

PLAY BOOK (Spoiler Alert)

This game is designed to be played in, no kidding, thirty minutes. The recommended way to learn: the first time through, play badly, fast. Then set it up and play again.

Stratagems:

- It is generally a good idea to obscure one's identity, especially early in the game.
- Direct your competitors elsewhere. For example, when playing Russia, you covet Poland. Austria and Prussia also have an interest in Poland. If you help them capture provinces elsewhere, then you will have more diplomatic capital when Poland is contested.
- Save "easy" countries for later, when your diplomatic capital is diminished. For example, when playing Britain, you need superior diplomatic capital to compete in Germany, but for Freedom of Navigation, diplomatic capital is irrelevant.
- Placing your great power in the majority coalition and your opponent's great power in the minority is ideal. However, the situation is easily reversed, and therefore risky. Placing both your great powers together is less ideal, but also less easily reversed.
- If your opponent has the festivities marker, play for a tie in a negotiation. This forces him to use the marker, and then hand it to you.
- Play to balance the other great powers.

DESIGNER NOTES

I am informed by the book *Rites of Peace: The Fall of Napoleon and the Congress of Vienna*, by Adam Zamoyski (2007).

This game is a high-level treatment of an historical drama of great complexity spanning many months.

I set out to make a two-player game about the Congress of Vienna, and ended up with a game in which hidden identity dominates. Although historically there were a few spies running around, Metternich and Talleyrand certainly knew each other and whom they represented. Hidden identity, then, has little historical justification. But it is fun.

Hidden maneuvering, on the other hand, is a feature of any diplomat's experience. If hidden identity can be viewed as a proxy for that, then perhaps I may be forgiven.

Terminology note:

The diplomatic coalitions in this game have nothing to do with the various historical military coalitions that opposed Napoleonic France.

Designer's not an idiot note:

Yes, I know that Austria and Russia were not at the battle of Waterloo, and therefore could not have won it. "Waterloo" on the Napoleon track is a stand-in for any more-or-less final battle that might have occurred after Napoleon returned.

Historically, Wellington minimized the Prussian contribution. So from a diplomatic standpoint, Britain "won" the battle (Zamoyski, pp. 488-489).

Final note:

When a province is captured in the game, this does not necessarily represent the establishment of sovereignty by the great power, but a disposition on terms favorable to that great power. For example, British capture of a German province might represent acquisition by Hanover.