Waddingtons *Campaign*

One player is the French; the other player has all the other countries – the Allies. The Allied player sets up first, placing each army's pieces anywhere in their country. Then the French player sets up in France. These are each country's forces: Russia (green) gets 9 units and a CO (commander); Austria (white) gets 8 units and a CO; Prussia (red) gets 6 units; Spain (red) gets 4 units; France (blue) gets 13 units and a CO. A CO may only control the units in his army. Regardless of their shape, all units represent about 15,000 men and are treated the same throughout the game. The units in Spain represent the British army, not including Spanish and Portuguese fighters.

A player wins if he acquires all the city cards in the game. The French player starts with only 4 French city cards, but he has the biggest army of any country and the most capable CO. The Allied player starts with all the other city cards and 4 armies. Whenever a player's unit (not a CO) enters a city owned by the enemy, the player acquires that city's card, and the unit may complete its move. When he has all 4 city cards of an enemy country, that country's army is removed from the board and may not return, even if cities are recaptured.

The French player moves first, then turns alternate. Each turn a player may move any, all, or none of the units and the CO (if any) of only 1 army. He may also move 1 space each unit in all the armies he controls that are tipped over (down) due to combat.

Units may always move 1 space in any direction (including diagonally), but units "within reach" of their CO may move up to 3 spaces. The French CO has a reach of 4 spaces; the Russian and Austrian CO's have a reach of 2 spaces. "Reach" is clear spaces counted from a CO to a unit. Those spaces may be through friendly but not enemy units/CO's. A CO may move up to 3 spaces. A CO may only affect units in his own army.

No unit or CO may ever enter mountain, woods, or sea spaces, and may only cross a river when starting a turn next to (touching) it. An upright unit or CO must stop when it moves next to an upright enemy unit or CO, and may not slide past an upright enemy unit or CO it starts a turn next to. No CO or unit, upright or down may enter a space occupied by another CO or unit. Down units may move past upright enemy units and CO's, and all units and CO's may move past down units.

When starting a turn next to an upright enemy unit or CO, a unit may stay put, move away 1 space (not 3), or attack. If a unit attacks, all upright enemy units next to it must be matched with an upright friendly unit that either stays put or attacks. This also applies before an adjacent enemy CO or down unit may be attacked. In Figure 1, each black unit is matched with a white unit. Assuming it's black's turn, he could stay put or attack versus one or all matching white units. In Figure 2, black could choose to stay put with some or all of his units,

attack one or both of white's units 1 to 1, or (more likely) attack B with 1 and 2 while 3 and 4 attack C at 2 to 1 odds. In Figure 3, black cannot attack white's CO or down unit because his 1 and 4 units are matched 1 to 1 with white's A and D units, respectively.

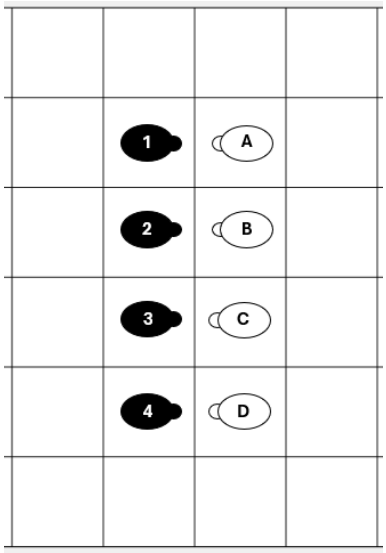


Figure 1

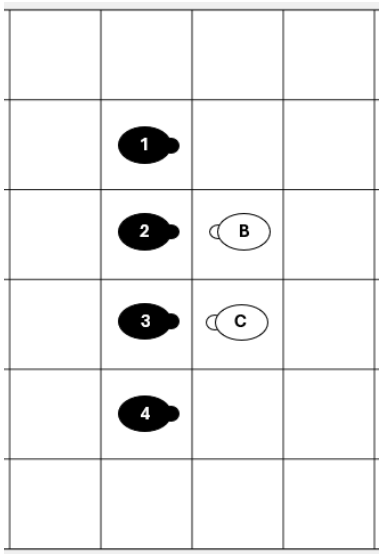


Figure 2

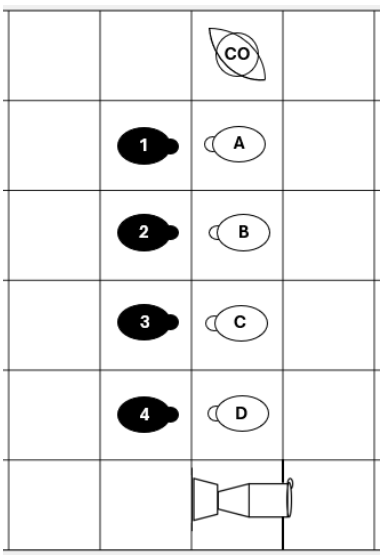


Figure 3

All units have combat values of 1; but a CO and down units have combat values of zero. Units may not attack at less than 1 to 1 odds. In a 1 to 1 attack, both the attacking and defending units are down and are retreated 1 space by the attacking player. In a 2 to 1 or higher attack, the defending unit is down and retreated 1 space by the attacking player, who may also advance one of the attacking units into the space vacated by the defender. A down unit may retreat past enemy units. However, if all spaces next to the retreating unit are occupied by friendly or enemy units or CO's, upright or down, or are prohibited terrain, the retreating unit is removed from the game.

Rivers do not affect attacks. When a unit can attack an adjacent enemy CO and/or down unit(s), the unit may attack any or all of them because they have no combat value. A CO is killed when attacked, while down units are retreated 1 space by the attacking player, who may also advance the attacking unit into one of the spaces vacated by the retreating down units. At the end of a player's turn, if any of his down units have at least 4 spaces, occupied or empty, between them and the nearest upright enemy unit, he may stand them upright again.