

# CONTROL CHART

## Key Control Track

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

## Turn Track

1805-06 <b>1</b> <small>No change allowed to Diplomatic Track during the first Round.</small>	1807-08 <b>2</b>	1809-10 <b>3</b>	1811-12 <b>4</b>	1813-14 <b>5</b>
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## Resource Track

0 <small>A Resource can be played as a "+" card.</small>	1	2	3	4	5
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**Resources:** draw a card, or Early Winter: End the turn with a die roll > the number of Powers with unplayed cards remaining. NA in turn 5 or scenarios. Unused Resources increase VPs by one each at game end.

**Maximum Hand size:** France: 8, other Powers: 4, Minors: 3

**Minimum Hand size:**  
France: 4, other Powers: 2, Minors: 1

### 15.1 Conquest ≥ 6 modifiers:

- +1 per Key lost
  - Denmark: +3
  - Sweden: +2
  - Austria, Britain, Prussia, Russia\*: -1
  - France, Spain, Ottoman Turks: -2
- \*Conquest requires control of both Capitals.

### 14.2 Reinforcements:

- France: 18 CPs    • Britain: 6 CPs
- Austria, Russia, Prussia: 8 CPs each
- Spain, Ottoman Turks: 4 CPs each
- Denmark, Sweden: 2 CPs each
- Plus one free Deployment per nation.
- 2nd Deploy: 1 CP per Unit (must be in an Army) or 1 Maneuver/Fleet/Zone.

### 7. Build Costs

- Unit:** 2 CPs
- Squadron:** 4 CPs
- Leader:** Command Rating CPs
- Regroup:** 1 CP per Unit, leader, or Squadron retrieved from Regroup Box.
- Flag placement/removal:** 1 CP

### Imperial Camp

### Coalition Camp

Russia  
Austria

## DIPLOMATIC TRACK

	Neutral	Client		Ally		
<b>U N A L I G N E D</b>	<b>2 Common to all</b>	<b>2 Friend</b>	<b>2 Aide</b>	<b>4 Partner</b> <small>Denmark 1805</small>	<b>5* Pact</b> <small>Spain 1805</small>	<b>French</b>
		<b>2 Friend</b>	<b>2 Aide</b>	<b>4 Partner</b>	<b>5* Pact</b>	<b>Prussian</b>
		<b>2 Friend</b>	<b>2 Aide</b>	<b>4 Partner</b>	<b>5* Pact</b>	<b>Russian</b>
		<b>2 Friend</b>	<b>2 Aide</b>	<b>4 Partner</b>	<b>5* Pact</b>	<b>Austrian</b>
		<b>2 Friend</b>	<b>2 Aide</b>	<b>4 Partner</b> <small>Sweden 1805</small>	<b>5* Pact</b>	<b>British</b>

Ottoman Turks 1805

A +1 Consul must become a normal Consul before moving up or down Unaligned column.

\* A specific Event, submission or Conquest is required to break Pact status.