

## FAQ- Le Grand Empire

### MAP & COUNTERS

1) The Port of Genes is an arsenal.

2) Do the yellow stars in certain hexes represent victory points?

Yes

3) There are 2 levels/colors representing mountain hexes. In play, is there any difference between the two?

No, this is just done to create a “relief” type image that looks nicer (artistic license).

4) In the French resource table , ignore the entries for Guyenne and increase the number of recruits in Gascogne from 2 to 6 and the number of £ from 10 to 20.

5) Caucase is part of Turkey.

6) Why are some fortresses red and others black?

There is only one type of fortress. Those that are red are provincial or minor country capitals.

7) Tunisie and Venice have 5 recruits.

8) The English cavalry detachment has a morale of 4, not 8.

### GENERAL

**Why do certain leaders have a colored tactical bonus, others do not?**

The rule explains that those leaders with a color around their tactical bonus can play 2 tactics instead of 1 during battle resolution.

**Does the full strength Hanover Corps have 3 steps (common sense) or 2 (as printed on the back of the counter)?**

The full strength Hanover Corps has 3 steps. Note that certain minor corps only have 2 steps.

**Suchet is not available until 1805 (date on his counter), but is used in the 1800 scenario?**

Yes. He’s there to make the scenario more historically accurate.

**There are no Recruit markers for Turkey or Prussia.**

Yes, these 2 markers are missing due to a mistake by the printer who put 2 control markers in their place.

**According to the rule, partisans have a moral of 2, while the counters have a moral of 1. What is their true moral value?**

One

**Can the French detachments be combined to replace losses in a Garde corps or a corps with a +2 tactical combat modifier?**

Detachments cannot replace losses in any unit with a combat modifier greater than 1; in this case you can't.

**Is this also true for detachments and guards of other countries ?**

Same response.

**I have some questions regarding the absorption/fusion of units:**

**1) Can 2 corps merge or only detachments can be absorbed into a corps?**

**2) Can 2 reduced fleets merge?**

**3) I understand that only cavalry detachments or cavalry steps (built and absorbed into supplied armies) can reinforce cavalry corps. Is this correct?**

**4) I understand that the only way to reinforce a guard or grenadier corps (inf or cav) is to place them in their capitals and produce the appropriate steps. Is this correct?**

1) Only detachments can merge into corps.

2) Yes.

3) This point is correct within limits. Cr (reserve cavalry) corps cannot receive C detachments (light cavalry).

4) Yes.

**Can reinforcements be deployed into conquered provinces not adjacent to national territory?**

NO

**Can a major power leaders be picked from the pool to deploy on a new corps of a minor ally?**

YES

**Clarification of Production:**

Unit production occurs in 2 steps; in the 1<sup>st</sup> step you produce steps by type, subsequently you must produce a marker to place them on the map. Certain markers cost nothing to produce like detachments. Other markers are costly due to their intrinsic cavalry or artillery.

Concerning corps creation, if I understand this well, for a 3 step infantry corps, I would have to produce 3 steps (6x£3 + 3x3 Pr) plus £5 and 3pr to create a corps?

You would have to create 3 steps AND the corps for a total of £23 and 11 pr's.

**French Conscripts:**

If a class of conscripts is called you double the Pr received that year. The next year you receive the normal number of Pr.

## MOVEMENT

**When an army moves through a hex with a fortress it has to leave troops behind to besiege it. However it isn't clear if the troops left behind can immediately start a siege with the remaining movement points (thus multiple siege attempts for example) before the army continues its movement or after?**

At the end of the principal force's movement and as long as the detached troops are commanded by a leader, those troops can attempt a siege with their remaining MPs.

**Leader: the only way for a leader to be without troops is to voluntarily leave the troops he commands. Can he then be used to defend a fortress or is he without value if alone without troops? Is a detachment enough to give him back his values?**

Yes, but you can also dismiss your corps commander.

**Does an army that includes a train have only 4 MPs (except the French=6)?**

It's your choice to move it beyond your depots.

**Can a train/engineer move without the corps it is stacked with?  
Is this also true for moving without a leader (with an movement initiative of 1)?**

No, the trains must be commanded by a leader or stacked with a detachment/corps.

**How does an army use its intrinsic engineer to cross a river hexside? Does the army use all of its movement points in the crossing?**

No. It costs +2 MPs or +3 in the presence of enemy units.

**Can the army abandon its engineer after the crossing?**

No it is an integral part of the army marker and always moves with it.

**Can a dummy fleet (leurre) be placed in a blockade box?**

YES and in case of combat it is destroyed if you take a step loss.

**If Bernadotte joins an allied army (Prussian, Austrian, Russian) does he have to command it since he is a monarch?**

NO this isn't mandatory, it's just an option, in any case this is only possible if stacked with an army marker of the major power that controls Sweden, for example, Russia in 1813.

**Must one pay £5 if Blucher is replaced and who pays, Russia or Prussia?**

You cannot replace Blucher if Sweden is controlled by Russia.

**A corps moves and rejoins an army . Must you pay 1 additional MP upon entering the army's hex?**

YES, except if this corps belonged to that army during the activation of this army.

**Can one leader command and move 2 corps?**

NO. There must be 2 leaders , one of whom commands the force.

**Can you clarify invasion landings? I have the impression that you can only land in ports (fortified and unfortified) and on islands.**

That's correct!

**With a fortified port can you take on the coastal batteries and then immediately start a siege ?**

Yes. You undergo the coastal battery die roll, then the troops land and have one round to try to conclude a successful siege . If the siege fails, the troops must retreat to an adjacent hex. If they are unable to retreat, they are eliminated (5.2.3.5 par.4). It is therefore very dangerous to attempt this type of landing.

**Charles and his army enter the Mantoue hex with their 6<sup>th</sup> movement point. Mantoue is a French fortress.1)The Mantoue hex is empty. Can Charles besiege it (one round) ?**

Yes.

**2) The Mantoue hex is occupied by a French corps and Charles defeats it. Can Charles besiege it (one round) ?**

Yes.

**3) The Mantoue hex is occupied by a French corps, and the corps withdraws to an adjacent hex.is it true that Charles cannot besiege Mantoue that activation ?**

No- a siege attempt is still possible.

**Can a Cossack counter be stacked only with another Cossack or a cavalry corps? Can it be part of an army?**

No, a Cossack unit cannot be part of an army.

**Can a hex stack 2 corps and 1 engineer per corps, therefore 2 engineers? Can an army contain only 1 engineer ?**

Perfect understanding of engineer stacking. Note that the army has an intrinsic engineer and therefore there are 2 engineers in that hex as well.

**Can a corps leader leave his unit during movement :**

**If the corps is alone in the hex? Yes.**

**If the corps is part of an army? In the case of an army the corps+leader can leave.**

**Does this mean that this leader cannot command another corps? Yes. A lone leader CAN command another unit but he must start stacked with that unit at the start of the activation. For**

example, a leader begins the turn stacked with a detachment, moves with it, then leaves it and stacks with a leaderless corps. On the following activation he can command that corps.

**Corps adjacent to an army that are activated at the same time as the army have to end their movement in or adjacent to the army. Can these corps be intercepted?**

Yes, but they must move in such a way as to end their movement in or adjacent to the army marker.

### ZOC

**Do all of the following units have ZOIs : demoralized armies, detachments, Cossacks, partisans, Engineers, supply trains, stacks of 2 units , with or without leaders?**

No.

**Do ZOIs cross rivers?**

Yes.

**Do they exist in hexes next to forest, mountain or swamp hexes?**

Yes

**Do they exist in hexes next to cities or fortresses?**

Yes.

**Does the ZOI have any effect on the utilization of a port?**

No.

**How are 2 armies that engage in same hex combat supplied?**

The ZOIs of the 2 armies that fight a battle are ignored.

### SUPPLY

**Do Russian fixed depots have a movement factor of 0 like all the others ( my units are 1/2-4-4 instead of 1/2-4-0) ? When is the depots' morale used?**

In effect the French mobile depots are faster. All fixed depots have a movement factor of 0. The depots' morale is used when they are attacked.

**Can a fixed train serve as a supply relay from the moment it is "fixed" ?**

Yes.

**Can a fixed depot/detachment be a relay for all the troops of a side (Coalition/Empire) or only for its' nationality and its allied minors? Can a Russian depot be used by an allied Austrian?**

Each major power has its own lines of communication. The only exception is for corps included in another nationality's army. Therefore, a Russian depot cannot supply an Austrian unit unless that Austrian unit is part of a Russian army.

**Sea supply: in the example, the English depot at Douvres , is it a converted train?**

NO

**Is it necessary (Douvres being an English controlled city is already a linked relay through London) ?**

NO

**Is it fair to say that maritime crossing supply requires a depot on each coast of the strait or in 2 ports?**

It is necessary to have a supply chain on both coasts. The fixed depot is required if no link like a City or fortress exists on that coast.

**Can a capital city (like Constantinople for the Turks) or a national fortress ( Plymouth for the English or Cadz for the Spaniards in Morocco) replace the depot?**

A supply source or a supplied link that is not a combat unit can replace the depot.

**Can a detachment replace one of these depots?**

NO

**Is the +1 to the attrition die roll if 1 or more MPs were spent within Portugal or Russia also applicable in Palestine, Syria, Georgia, or Don ?**

Georgia and Don if part of the Russian Empire, Syria and Palestine, no.

**Does the +2 column shift to attrition apply everywhere?**

Yes.

**In particular, in Africa, Palestine, Syria?**

Yes.

**Is it cumulative with the +1 column shift for a desert?**

Yes.

**How do I read the attrition table a one step unit (reduced corps, detachment, Cossack, Turkish Feudal corps)? Are these units always immune from attrition?**

No, it begins on the steps tested before shift column shifts.

**Can you suffer attrition after a column shift?**

Yes.

**A Cossack in winter on Russian territory would roll for attrition after its 2<sup>nd</sup> activation in which it used 4 MPs? On which column do I roll?**

Yes- the column is determined by the steps tested +2 column shifts for winter -1 column shift (national territory) .Test under the 2-4 unit column with a 0 modifier (+1 in Russia, but -1 because it's a Russian unit) .

**If you force march at the time of your 2<sup>nd</sup> move do you roll twice on the attrition table?**

I think you want to say that a force uses extended march rather than a 2<sup>nd</sup> move because a second move is a forced march. If you move a 2<sup>nd</sup> time ( and thus force march) you check attrition normally. If, instead you perform an extended march, you check attrition with a 1 column shift to the right.

**Does the phrase “forced march and second move” mean that both of these conditions must occur at the same time in order that the penalty be applied or that the penalty would be applied twice if the 2 conditions are met?**

See the answer above ; i.e., forced march= 2<sup>nd</sup> move.

## **COMBAT**

**Is it true that when an army has combat, there is no advantage in a corps having a good rather than mediocre commander, as except for tactical rating, only the army commander matters ?**

Yes, corps commanders have a role only when certain tactics are played and to receive wounds. A good corps commander is important above all in marching to the sound of the guns.

**Marching to the sound of the guns: Force A (a leader and 2 corps) tries to reinforce a combat. Do you roll the dice once modified by the leader’s value or do you roll twice , once for each corps, with the leader value applied only once?**

Preliminary observation: only units with leaders can try to march to the sound of the guns. Therefore, only 1 of the 2 corps can attempt this, and subsequently, only that corps can benefit from the leader’s bonus.

**Can an army march to the sound of the guns to support a corps?**

Yes if the army can absorb this corps within its command value

**In a force of 2 leaders and 2 corps do I chose a force commander and roll the die once for all of them or once for each corps?**

You can chose either to roll as one force using the higher ranked leader or each corps separately.

**2 combined Spanish corps arrive in Valence (a level 2 fortress) where there is a French corps with 2 steps. The French corps wants to withdraw into an adjacent hex but fails its withdrawl roll Can the French corps withdraw into the city?**

No, it’s too late. It needed to chose to roll either to withdraw from the hex or to withdraw automatically into the fortress.

**Wellington and the Armee de la Peninsule arrive in the hex. Does Wellington pay +1 MPs to enter the hex?**

This question can’t be asked because the Spanish force must first finish its activation before that of the English. To reexamine your example, the French, having failed their withdrawl attempt, want to give battle to the Spanish. If the French win, they again have the option to withdraw or not in the face of the English. If the French lose, they will retreat either into the fortress or into an adjacent hex.

**Another case: if Wellington and the Spanish corps once they are stacked together are 5 -1 in steps (just Wellington alone) , can an overrun be attempted at that time? Even if Wellington has no more MPs?**

I suppose the French are outside of the fortress , in which case the French automatically are taken prisoner, but this is an improbable example as it is in the French’s best interests to withdraw automatically into the fortress.

**Same case above, 5-1 in combat after the inclusion of artillery (overruns are calculated based on combat points, not artillery). The modifiers provide only a 4-1...**  
Automatic victory with the defenders taken prisoner.

**Why is there no defender combat odds modifiers?**

The combat odds ratio takes into account the attacker odds . For example , at 1/3 odds the attacker suffers a -2 modifier . The odds ratio is calculated once per combat in relation to the attacker.

**What about if a guerrilla can only retreat withdrawing into a hex occupied by another guerrilla ?**

Destroyed.

**A unit that is out of supply at the beginning of the movement phase is resupplied at the moment of combat( tracing supply from the combat hex). Is the out of supply -4 combat penalty applied?**

The penalty will be applied to an eventual attrition at the end of movement, but the -4 combat penalty is not applied during the battle.

**Interception: Can a commander who fails an interception in a hex try again in the next hex?**

Yes.

**If a combat eliminates 100% of the enemy troops, are the commanders taken prisoner?**

No.

**If a minor power takes prisoners can they return them after a separate peace or are they kept by the controlling major power?**

**Do you return prisoners to the minor country that took them (tracked separately in this case)? If not, do you return the prisoners of minor countries to the major powers?**

It's the major power that controls the prisoners. If at the moment of peace there are minor country prisoners from a minor that still exists, or if an enemy minor is conquered then restored, the minor can recuperate its prisoners.

**If there is a difference in prisoners between 2 countries that make peace is there a compensation (Prussia has 3 French prisoners, France has 6 Prussian prisoners) at the time of the exchange?**

No. Each side returns its prisoners to the other.

**Can you refuse a pursuit to avoid taking prisoners to return later?**

Rule 8.3.3 states that you can launch a pursuit but you are not obligated to do so.

**Commander wounds. Can you confirm:**

**I obtain a test after a major victory. Do my commanders check for wounds?**

**I obtain a minor victory. Do the enemy leaders check for wounds?**

**In fact the terms top L , or bottom L tell me nothing.**

Yes, in a major victory your commanders were heroic and check! (For Glory !)

Yes, in a minor victory the enemy leaders check .

Top L and bottom L designate the portion of the table used.



**If a Monarch receives a Killed result on the Leader Loss Table, you reroll. If he isn't Killed, what happens to him?**

He remains in place and nothing happens to him.

**Can a monarch be chosen randomly as a corps commander? Yes. In that case does he immediately replace his army commander? Yes. For free?**

Yes.

**Combat quality modifier:**

A force is composed of 40% quality 0, 40% of quality +1, and 20 % of quality +2 , can chose either +1 or 0 . At least 50% of the losses must be taken from quality +1 units and the rest can be taken from quality 0 and quality +2 units.

**Siege Combat:**

**Clarification: Is there only one assault round per attempt on the siege table?**

Yes.

**During a siege, the besieged troops obtain a "1" in an assault . Should this become a "0" if it is a small fortress , but here we are dealing with a mixed force since there are regular troops with...therefore, does the attacker suffer a step loss or not ?**

This exception refers to empty fortresses of level 1 or 2.

**With a Breach result, the citadel surrenders. However, the defenders succeed in destroying the last attacker step during this assault. In this case:**

**What happens:**

**to the fortress , is it lost or preserved? Is it empty or retains its printed level?**

**to the leader who commanded the fortress without other troops ( a possibility or poor understanding of the rules) ?**

**to the commander of the attackers who lost his last troops?**

The fortress is taken by the besieger, but it is empty.

If there is a leader without troops in the fortress, he is placed in the prisoner box.

The same occurs to the commander of the besieging force.

**Do the siege markers +1 +2 +3 +4 ...increase every time you roll on the siege table? Is there a maximum value? If on one turn I do not roll (for fear of losing an assault) is the marker increased or decreased one if I don't roll ?**

Every time you roll on the siege table the level increases by one , no maximum. It never decreases and cannot be increased except by a siege action.

**Doesn't besieging a fortress that is also a port entail certain difficulties ,even if the port is blockaded?**

No, but the besieged units can be reinforced or evacuated more easily.

**During a siege, if the force ratio is 5-1 or more is the weaker force more likely to surrender without combat?**

No, you still have to resolve the siege.

**Can you refuse the Honors of War and prefer an assault instead ?**

No.

**Do an army and an engineer that besiege together give a +2 on the siege table?**

Yes.

**What about 2 armies?**

Yes.

**What about 2 engineers?**

Yes.

**If leaders are in a fortress that surrenders, what happens to them?**

They become prisoners.

**On an A result on the siege table with units in the fortress, if the units are demoralized does the fortress also surrender or only the troops?**

Just the troops surrender.

**Do the fortress levels generate prisoners?**

No.

**If a force starts a siege can it continue to move?**

If the force still has movement points remaining after capturing the fortress, it can continue to move.

Naval Combat:

**Can naval combat occur with more than 2 fleets per side or is 2 the absolute maximum?**

2 per side is the maximum per battle but in a sea zone there can be other battles if more stacks are present. These are resolved subsequently according to the detection and interception results.

**If there are 4 or more steps lost , a fleet is captured , one of the fleets is eliminated, or is one more fleet eliminated?**

One of the fleet steps is eliminated.

**Does a stack of 2 fleets roll only one die (modified by the maneuver value of the commanding admiral) for interceptions, detects and withdrawals?**

Yes, with the values of the commanding admiral.

**Clarification:** Dummy fleets cannot fire but can be the target of an enemy fleet. If a step loss is taken by the dummy fleet, it is destroyed. If it survives, it continues its mission.

**When a naval leader is killed how is he replaced?**

Take one of the naval leaders from the reserve and replace the old marker with the new one with all the old naval markers' step losses taken into account.

## DIPLOMACY

**In the automatic victory conditions, it is stated that Austria must create the Holy Roman Empire. What are the rules for this entity as it is not in the section State Creation? I know what it is made up of, but does its creation give me a victory point? How is it conquered?**  
This entity is not in the section State Creation because its creation does not yield victory points and is nothing other than a figure of speech to describe the Austrian victory objective. There is no conquest that can occur; if the Austrian player holds these countries he is supposed to have reconstituted the ancient Holy Roman Empire and has met his victory conditions.

**For external wars, is the +1 die roll modifier per month after the beginning of the war or per month after the end of the minimum duration? According to the rules it's the first which surprises me a bit.**

The modifier is added each turn (= a trimester) after the beginning of the war to avoid the awful bad luck of the war lasting well beyond the events of the period.

**In a 2 player game, if a major power has its criteria cities captured but has a positive alliance credit, does it have to make peace or does it remain at war?**

Note that the rule on criteria cities is an alternative to the Alliance Credit rule which it replaces! It's either one or the other, in your example the country fights on as its credit is positive.

**If Naples is conquered does Sicily remain a minor conquest of the side that loses Naples?**  
Yes.

**What's the point of creating minors that have no troops and don't generate VPs? Is this just chrome?**

To start with, because it exists on the map and can block certain movement routes. Second, because even if it does not generate VPs it can form part of a larger entity to provide its resources to other major or minor powers to create units.

## SCENARIOS

### 1805 Scenario:

**The Russians have a corps in Lublin, which is in neutral Prussia. Is this a mistake or is there an agreement between Russia and Prussia?**

No. Lublin is part of Western Galicia, which is Austrian and therefore allied to Russia.

**It says to start by setting up the minor allies forces, but I have some questions:**

**-Should the Hanover corps, pro-English, be set up on the continent or in Great Britain (but Hanover has been conquered and not restored. It shouldn't have any troops)?**

**-Certain French allies are listed, in the French setup (Bavaria, Holland, Switzerland, Wurtemberg and Italy...) but not others. Where does the Baden corps deploy?**

**-Where do the Swedes and the Portuguese deploy?**

**-Venice should deploy a Dinf (minors table). However, it acts like a conquered minor.**

**There is no deployment, thus for this minor?**

Yes.

Prior to deploying the minor state forces you should verify their diplomatic state in the chosen scenario. If troops are listed in the deployment, you use only those listed. If a minor is allied but

those troops aren't listed in the deployment, you can deploy them as you like in the minor's territory. The troops to deploy are in the 1<sup>st</sup> column of the diplomacy Table 7-2. In your example the Hanoverian corps and the Venetian troops aren't deployed because both are conquered. The Baden corps as well, its territory being listed in the deployment, isn't deployed.

**Armee du Rhin must at the time of its first activation take Munich, Ulm and Ratisbon.**

**\* Should the army be activated entirely to besiege Ratisbon, but if lasts too long, the siege of Ulm can't take place.**

- **Should the army split up into 3 sub groups – but the rules say that troops activated by an army leader have to finish their turn adjacent to that army marker. It would therefore take 3 activations for this option ( in the worst case).**
- **How do I manage this situation? You want to leave the Austrian army united, advancing into the trap at Ulm (but it can also stall while besieging Ratisbon in vain!) or see it divide up to follow all 3 objectives and try to beat Bavaria before the French arrive?**

You can activate your army and leave troops behind to perform the sieges (the rules talk about besieging, not capturing) or you can detach during the activation from 1 or more corps certain units from the army.

**The special rule concerning Prussian entry is applied in all cases, whether there are 2 or more players?**

Yes.

1809 Scenario:

Short scenario victory conditions:

Add that the Empire must control 4 Spanish provinces including the one with Madrid

Deployment:

-Deoloy the Armee d'Allemagne and not he Armee du Rhin with the VIICr and not the IveCr.

-The Dalamatian corps (-1 step) is at Trieste, not the Dalmatian detachment.

-The depots at Leon and Burgos can be deployed one each in any hex in the provinces of Leon and Old Castille.

-Remove from the leader pool as well the English leader Moore.

-There is no leader at Vienna.

1813 Scenario:

**The scenario instructions give reinforcement placements for the Prussians (the Guard corps) but does not note where or when they arrive ( unless I'm mistaken). Where and when do they arrive?**

They're deployed in the available normal reinforcement sites.

I can't find the marker Arme au pied (for Prussia).

**It's event #5 of Maneuvers 2 and isn't a Prussian unit.**

**Is the Baden corps set up in the 1813 scenario?**

No.

Can you explain the rules (in the 3 scenarios) governing:

-Norway

-Corsica

-Tripolitania

As noted in Table 7-2 , Norway is a province of Denmark, and follows the rules for that country.

Corsica is a French conquest in all 3 scenarios 1805, 1809, and 1813. France receives all its resources , its sea zones are considered adjacent to national territory if the sea zone borders the continent and the island .

Tripolitania follows the same rules as Cyrenaica.

### OPTIONAL RULES

1) Bernadotte:

At the end of the summer 1810 turn, withdraw the French leader Bernadotte and replace him with the corresponding Swedish unit. This leader is placed in Sweden if Sweden is in play .Otherwise it's placed in the pool.

2) Sieges:

Except for level 3 fortresses which require an army to be besieged, a siege of a level 1 or 2 fortress requires at least the same number of steps as the fortress level ( and not units as before).