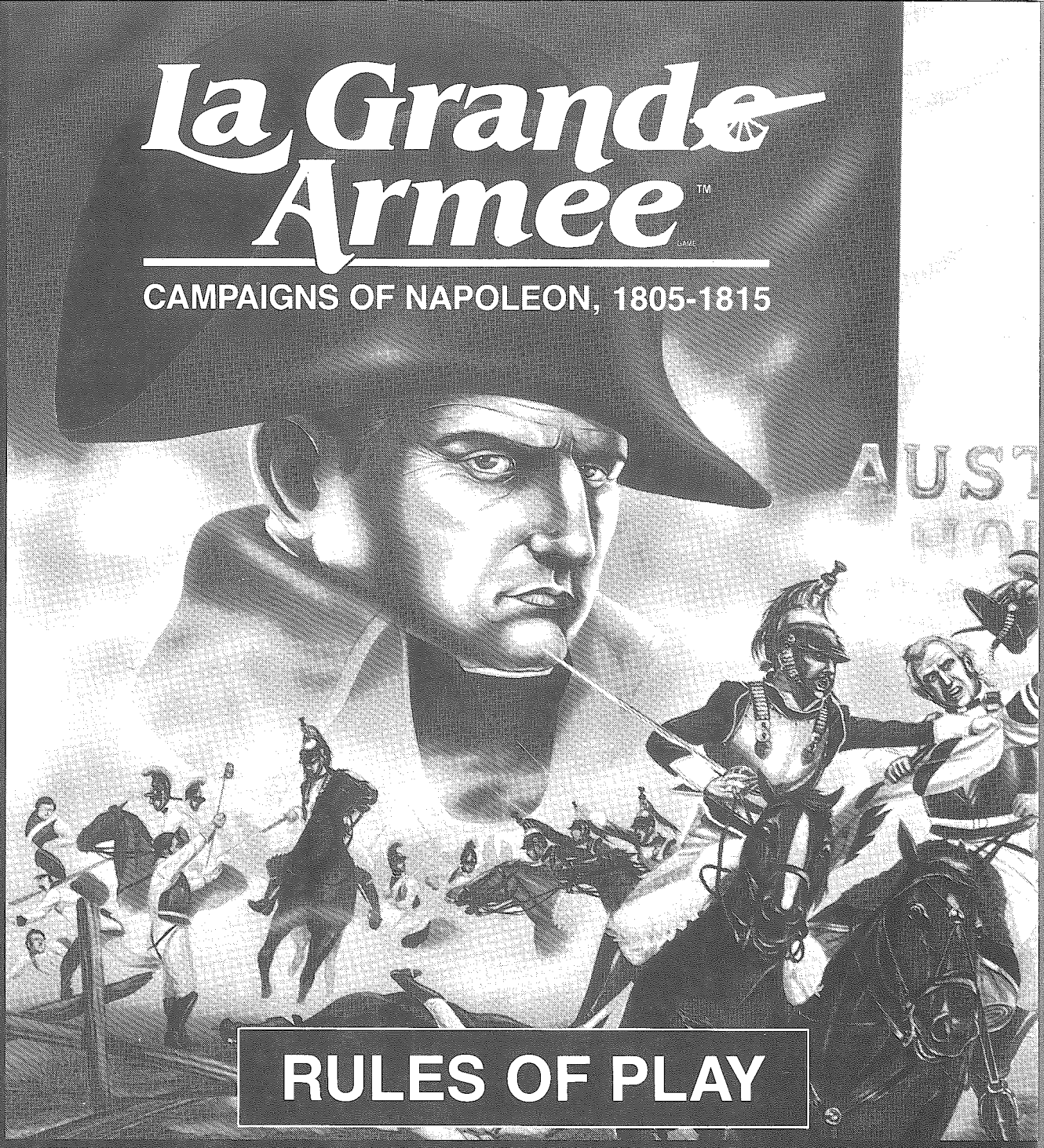
La Grande Armee™

CAMPAIGNS OF NAPOLEON, 1805-1815



RULES OF PLAY

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La Grande Armee™ STANDARD GAME RULES

[1.0] INTRODUCTION

The LA GRANDE ARMEE™ Game is a two to four player simulation of Napoleon's major campaigns during the years 1805-1815. The French player controls the forces of the French Empire under Napoleon while the opposing player or players control the forces of the Coalition, the European countries at war with France. The campaigns covered in this game include:

- The 1805 campaign against Austria and Russia
- The 1806 campaign against Prussia
- The 1806-1807 campaign against the remnants of Prussia's forces and the substantial forces of Russia
- The 1809 campaign against a resurgent Austria
- The 1812 campaign against Russia
- The massive 1813 campaign against Russia, Prussia, and eventually Austria and Sweden
- The 1814 campaign against the same coalition of united Allies
- The campaign of the Hundred Days against Prussia and Britain.

In addition, the game includes three massive Grand Campaign games, covering the entire spectrum of military and political affairs:

- Grand Campaign I (1805-1807)
- Grand Campaign II (1812-1814)
- Grand Campaign III (1805-1815).

Each campaign is presented as a separate scenario. Several shorter scenarios present crucial portions of the campaign. The shorter scenarios are designed to be played by two players. The three Grand Campaign scenarios require the use of additional rules and are designed for play by two, three, or four players.

This game is of medium to high complexity, utilizing several design concepts that will be new even to experienced wargamers. Players should read through the rules once carefully to obtain a general idea of the flow of play, and then play one of the shorter scenarios, referring to the rules when needed. Once the game system is mastered, playing time will be drastically reduced and players will be ready for the longer scenarios. The introductory scenarios can be played in one to two hours; the campaign scenarios are playable in four to twelve hours, depending upon the campaign. Players are forewarned, however, that the Grand Campaign scenarios require extensive playing time, estimated in the range of 100 to 200 hours.

[2.0] GLOSSARY OF TERMS

Attrition: The loss of Strength Points (see *Strength Point*) through causes other than combat.

Coalition: A term used to identify all countries currently at war with France. In some scenarios, the membership of the Coalition can change during play.

Combat Bonus: A leader's Combat Bonus modifies the combat dice roll when that leader is in command at, or committed to, a battle.

Command Path: The range in hexes over which a leader can command subordinate leaders and units. The length of the command path depends upon the rank of the leader.

Command Point: A rating based upon a leader's ability. Army leaders and supreme commanders (see *Supreme Commander*) spend command points to issue specific orders (see *Order*) to subordinates. The number of Command Points available to army leaders and supreme commanders is listed in the scenarios.

Detachment: One or more strength points not under the command of any leader.

Enemy: Term used to distinguish the units and actions of one player from those of another when both are mentioned in the same rule.

Friendly: Term used to distinguish the units and actions of one player from those of another when the Friendly player is the Phasing player (see the Sequence of Play) or when both players are mentioned in the same rule.

Initiative Rating: A leader's Initiative Rating is a measure of that leader's ability to respond quickly and act without orders.

Leader: A general. A leader's rank is indicated by the number of X's on his counter. Supreme commanders, army leaders, and corps leaders are named on their counters; divisional leaders and brigade leaders are not named.

Morale Bonus: A leader's Morale Bonus is added to the die roll used to rally routed units.

Order: One of a number of specific game actions chosen during the Command Phase and assigned to a unit or stack. Assigning orders requires the expenditure of a leader's command points.

Phasing Player: A term used to refer to the player whose player-turn is in progress.

Stack: A collection of two or more units physically on the map in the same hex.

Strength Points: A number representing a collection of infantry, cavalry, or artillery. When part of a unit, the number represents a specific type of troops.

Supreme Commander: The highest-ranking leader of a country's forces. For the French, the Supreme Commander is always Napoleon. For the Coalition countries, Supreme Commanders are defined in the scenarios.

Unit: One or more strength points under the personal command of a leader. A unit is represented on the map by stacking the leader with the Strength Point marker under his command. A unit is represented on the Army Organization Chart by placing the Strength Point marker in the box beneath the leader's box.

[3.0] GAME PARTS

A complete copy of the LA GRANDE ARMEE Game includes:

- Four 22″ × 34″ game maps
- One 40-page rules booklet
- One 32-page booklet of charts
- 1200 die-cut playing pieces
- One game box with plastic tray
- Two six-sided dice

If any of these parts are missing or damaged, please write to Consumer Services at TSR Inc.

We hope you enjoy this game. If you have any questions about the rules, please write to TSR. You must include a stamped, self-addressed envelope. Please phrase your question so that it can be answered by a word, number, or sentence. Write to:

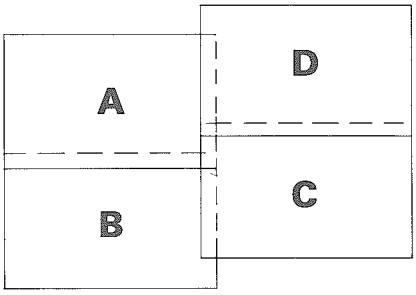
Rules Editor
LA GRANDE ARMEE Game
TSR Inc.
POB 756
Lake Geneva, WI 53147 USA

[3.1] GAME MAPS

[3.11] The maps portray the areas of Europe where the campaigns of Napoleon were fought. Map A portrays France, Belgium, the German states, portions of Poland, and other areas of North central Europe. Map B portrays France, Switzerland, Austria, northern Italy, and other key areas of south central Europe. Maps C and D portray the northern and southern parts of eastern Europe and Russia respectively. A grid of hexagons, or hexes, has been superimposed on the map to regulate the placement and movement of the playing pieces. Some terrain features, such as rivers and national borders, have been modi-

fied to conform to the hex grid. Each hex is numbered for easy reference. When the rules refer to a specific hex, such as A1808, the letter refers to the map and the number indicates the hex.

[3.12] To make the maps lie flat, unfold them carefully and back-fold them along the creases. Small pieces of masking tape at the corners will hold the map taut. Many scenarios can be played using only one of the maps. When it is necessary to use two or more of the maps together, overlap the southern edge of Map A over the northern edge of Map B, matching up the terrain. Then overlap the southern edge of Map C over the northern edge of Map D. Finally, overlap the western edges of Maps C and D over the eastern edges of Maps A and B. Slide Maps C and D north until the terrain matches up.



Positioning the Maps

The following charts and tables are printed on the maps:

- The Year Track, which shows the current game year
- The Turn Track, which shows the current game turn
- The French Victory Point Track, which records the current number of victory points scored by the French player
- The Terrain Key, which explains the symbols used on the maps
- The Terrain Effects Chart, which defines the effects of terrain on movement and combat
- The Combat Results Table, used to resolve battles and the assaults on fortresses
- The Minimum Loss Chart, used to determine battle casualties from combat
- The Skirmish Table, used to resolve cavalry skirmishes
- The Attrition Tables, used to determine losses suffered by a force when marching or force marching
- The Weather Table, used to determine the effects of weather on play
- The Political Index, used only in the Grand Campaign game.
- The Resource and Replacement Points Chart, used only in the Grand Campaign game.
- The Minor Powers and Provinces Chart, used only in the Grand Campaign game.

[3.2] PLAYING PIECES

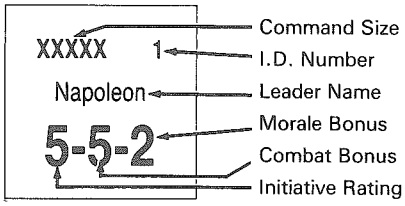
This game includes 1200 die-cut playing pieces. Many of these represent the leaders and troops who participated in the campaigns. Other pieces are markers, used to keep track of special effects during play. Several sample pieces of various types are shown below:

[3.21] Leaders. These are the most important pieces in the the game. Leader ranks and some sample leaders are shown below.

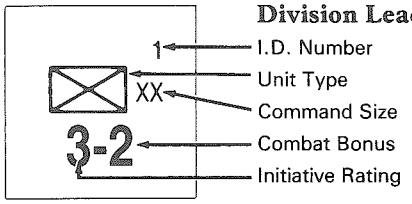
Leader Ranks

Supreme Commander	XXXXX
Army Leader	XXXX
Corps Leader	XXX
Division Leader	XX
Brigade Leader	X

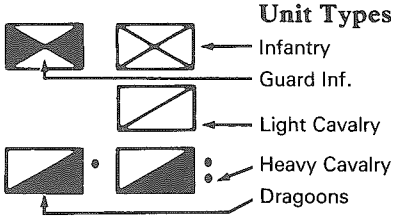
Supreme, Army, or Corps Commander



Division Leader



Unit Types

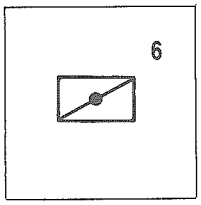


Supreme Commanders, Army leaders, and Corps leaders are named; division and brigade leaders are not.

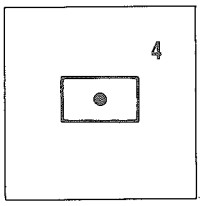
Division leaders and brigade leaders have no Morale Bonus.

[3.22] Artillery Strength Point. Each counter represents a group of guns. An artillery unit usually has a fixed, unchangeable, strength of 1 Strength Point; however, this is not always the case; see the Army Organization Charts. There are two types of artillery: field artillery (used by infantry forces); and horse artillery (used by cavalry forces).

Artillery



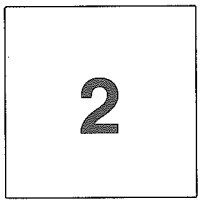
Horse Artillery



Artillery

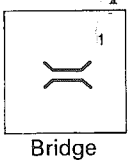
[3.23] Strength Marker. A Strength marker is used to show the strength of a division or brigade. (However, cavalry brigades and artillery units have an intrinsic 1 Strength Point which cannot be increased by reinforcements. Thus, they do not need a Strength Marker.)

Strength Marker

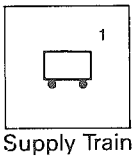


[3.24] Special Units. Bridge Trains, Supply Trains, Depots, and Austrian partisans are used for special purposes. Except for the partisan units (see 19.31, Special Rule #3), they have no combat ability.

Special Units

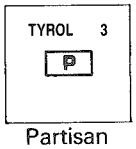


Bridge

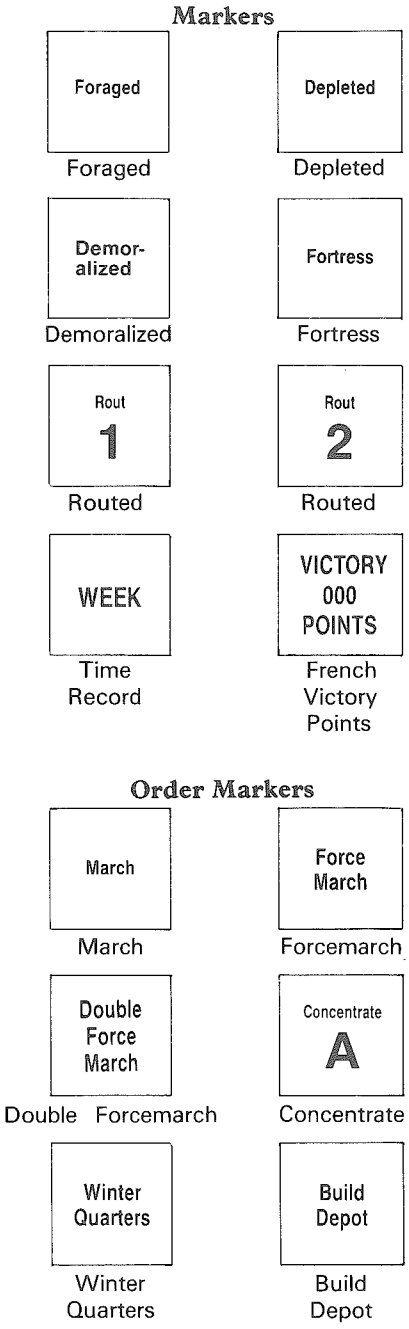


Supply Train

Depot



Partisan



[3.26] A corps leader counter represents both the individual leader with his personal staff, as well as the corps he commands. For example, the French leader Davout represents both Marshal Davout and Davout's corps, a force of several thousand men. However, if all the units in Davout's corps are in locations different from that of Davout himself, the leader piece represents only Marshal Davout. See 3.3 Army Organization Charts for further clarification of this point.

[3.3] ARMY ORGANIZATION CHARTS

[3.31] The Army Organization Charts are used to keep track of the current organization and strength of each player's armies throughout the game. Additional uses of the Army Organization Charts are explained in [6.0] Command.

[3.32] Each Army Organization Chart contains a large number of boxes, each a picture of a leader, artillery strength point, bridge train, detachment, or strength marker. The boxes are grouped to show the hierarchy of command. When a high-ranking piece, such as a corps leader, is placed on the map, the leader represents not only the leader himself, but also all forces subordinate to him that remain on the chart. When a subordinate piece, such as a division leader, cavalry leader, or artillery unit moves to a hex different from the superior leader's location, the subordinate piece is removed from the chart and placed on the map. The corps leader piece now represents only the units remaining in the boxes on the chart.

[3.33] During play, a quick study of the Army Organization Chart will reveal the composition and strength of any specific piece on the game map. This reduces the number of pieces on the map and speeds play.

[3.34] The strength marker box directly beneath a division leader shows the initial strength of the leader's unit. As play progresses, strength markers are placed in the strength marker box to show changes in the strength of the force. A cavalry leader or artillery unit with no strength marker box beneath it on the organization chart consists of only 1 strength point of cavalry or artillery. If the strength point is eliminated, the piece is also eliminated.

[3.35] Most army leaders have a single box directly to their right on the Army Organization Chart. This box is for special units (such as bridge trains or artillery units) or corps leaders directly subordinate to, and personally commanded by, the army leader.

[3.4] GAME SCALE

One complete turn represents seven days of real time. One hex on the map spans a distance of approximately 15 miles. Each infantry or cavalry strength point is approximately 1,000 men. Each artillery strength point is approximately 30 guns.

[4.0] SETTING UP THE GAME

To begin play, choose sides and select a scenario. Set up the map or maps to be used in the scenario and place the playing pieces on the Army Organization Charts as indicated by the scenario. Some playing pieces have a hex number next to their boxes on the Army Organization Charts; place these pieces on the map in the corresponding hexes. Place the French Victory Point markers in the "0" box on the French Victory point track. Place the Game Turn marker on the Turn Track and Year Track as indicated by the scenario rules. Follow any special set-up rules given for the scenario. The game now begins.

[5.0] SEQUENCE OF PLAY

Each turn in the game consists of a number of Phases. Each Phase occurs in the order listed below, and each Phase must be finished before the next Phase begins. (NOTE: All powers friendly to France perform their Phases at the same time as France. All powers hostile to France perform their Phases at the same time.)

1. **Command Phase:** Both players secretly and simultaneously decide which of their leaders will be in command and which will receive orders. Each player places Order Markers face down on leaders in command, as explained in 6.0 Command and 7.0 Orders.
2. **Initiative Phase:** The French player rolls one die to determine which of the players will be the first to move his pieces and conduct combat. The exact result of this die roll varies from scenario to scenario; see the scenario rules for specific instructions on determining initiative. The player who wins initiative is the First Player for the remainder of the turn; the player who lost initiative is the Second Player.
3. **Weather Phase:** The player who has the initiative rolls one die and consults the Weather Table to determine weather conditions for the current turn.
4. **First Player Skirmish Phase:** The player who won initiative may move cavalry units and conduct skirmish attacks against Enemy cavalry (see 11.0 Skirmish Combat). Generally, the purpose of a skirmish attack is to use small forces of Friendly cavalry to drive back or eliminate small forces of Enemy cavalry that would otherwise slow or block the movement of larger Friendly forces.
5. **First Player Movement Phase:** The player who has won initiative moves any pieces not moved in the Skirmish Phase as he desires (see 6.0 Command and 8.0 Movement). He also determines the effects of Attrition (see 16.0 Attrition and Winter Quarters). Supply depots can be destroyed in this Phase.
6. **First Player Battle Phase:** The player who won initiative can use Friendly units to attack adjacent Enemy units (see 12.0 Battles).
7. **Second Player Skirmish Phase:** The Second Player conducts his Skirmish Phase.
8. **Second Player Movement Phase:** The Second Player conducts his Movement Phase. Supply depots can be destroyed in this Phase.
9. **Second Player Combat Phase:** The Second Player conducts his Combat Phase.
10. **Supply Phase:** Both players simultaneously determine which of their units are

unsupplied, (see 14.0 Supply). Units that are out of supply are flipped to reveal their unsupplied side. In this Phase, players can build supply depots.

11. **Siege and Assault Phase:** The players resolve all attempts to capture fortresses by assault or siege (see 15.0 Fortresses and Siege). If both players have siege or assault attempts to resolve, the First Player resolves all of his attempts first.
12. **Rally Phase:** Both players attempt to rally routed units (see 13.0 Morale).
13. **Game Turn Phase:** The French player moves the turn marker one box forward on the Turn Track to indicate the end of the current turn and the beginning of the next.

[6.0] COMMAND

GENERAL RULE

During the Command Phase, players simultaneously and secretly determine which of their leaders are in command and what orders each leader will receive during the current turn. Army leaders place subordinate leaders in command by tracing a command path to them, and spending Command Points. Some scenarios designate one specific army leader as Supreme Commander; a supreme commander can place in command any leader of his own army or any other Friendly army if a command path can be traced.

Leaders and units that are out of command are unable to move or initiate combat in the current turn unless they make a successful Initiative roll. Leaders and units out of command can defend. Some units, such as supply trains, are always in command.

PROCEDURE

Trace the command path of each leader to be placed in command from the army leader to the subordinate leader, expending one Command Point for each subordinate placed in command. Place the desired movement order marker or markers face down on each subordinate placed in command in accordance with the restrictions given below. Spend additional Command Points as desired to issue non-movement orders to leaders who are in command. Some non-movement orders must be noted on a piece of scratch paper, which is revealed to the opposing player as the orders are carried out.

[6.1] COMMAND PATH

[6.11] A command path can be traced through any type of terrain except impassable hexes or impassable hexsides. A command path cannot be traced through hexes containing Enemy units but can be traced through hexes adjacent to Enemy units; Enemy Zones of Control do not block command paths.

[6.12] Army leaders can place in command any subordinate leader or subordinate unit to which a command path can be traced. A command path can be no longer than seven hexes from the army leader's hex (exclusive) to the subordinate's hex (inclusive). Subordinate leaders and units stacked with the army leader are automatically in command.

[6.13] A corps leader (once placed in command by the army leader) automatically places in command all units of his corps to which a two-hex command path can be traced, as well as all units stacked with the corps leader; this does not expend any of the corps leader's command points. Once a corps is placed in command, all units of that corps will receive the same movement order issued to the corps leader, unless the army leader traces a separate command path to a unit in order to issue a different order.

[6.14] Some units are always in command. These include: supreme commanders, army leaders, supply trains, and bridge trains.

[6.2] COMMAND POINTS

[6.21] The number of command points available to supreme commanders and army leaders each turn are given in the scenarios.

[6.22] Corps leaders have 3 command points available each turn.

[6.23] A supreme commander or army leader spends one command point for each subordinate leader placed in command (unless the subordinate is stacked with his superior; see 6.25). Usually these command points will be used to place corps leaders in command; once a corps leader is placed in command, he can be issued one movement order at no additional cost in command points.

[6.24] A supreme commander or army leader can use a command point to place in command an individual division or brigade. If a command point is used to place a division or brigade in command, that unit can be issued orders different from those of the corps to which it belongs. Placing an individual unit in command allows it to receive one movement order at no further cost in command points.

[6.25] Any subordinate leader or unit stacked with his supreme commander or army leader is automatically in command (and can be issued a movement order) at no cost in command points.

[6.3] ISSUING ORDERS

[6.31] A leader issues orders to subordinate leaders and units by spending a command point and placing an order marker on the leaders or units affected. The order marker is placed face-down, and is revealed to the Enemy when the order is carried out.

[6.32] There are two types of order: *movement orders* and *non-movement orders*. The movement orders are: March, Force March, Double Force March (usable by the French only), and Concentrate. The non-movement orders are: Build Depot, Destroy Depot, Transfer, and Winter Quarters. In general, a single leader or unit can receive one movement order (two if one of them is a Concentrate order) and one non-movement order per turn; however, several restrictions and exceptions exist. See 7.0 for a full explanation of each order.

[6.33] A supreme commander or army leader can issue any of the orders listed in 6.32 to any of his subordinates who are in command. Corps leaders can issue any of the orders in 6.32 (with the exception of Winter Quarters) to units of his corps that are in command.

[6.34] A supreme commander or army leader spends one command point for each order he issues to his corps leaders (Exception: see 6.25); all units of the corps will receive the same order (if in command) at no further command point cost. An army leader can bypass a corps leader and issue an order directly to a subordinate unit of that corps at a cost of one command point. Issuing multiple orders to the same corps or unit requires the expenditure of multiple command points.

[6.4] UNITS ALWAYS IN COMMAND

[6.41] Supreme commanders, army leaders, supply trains, and bridge trains are always in command.

[6.42] Units and leaders stacked with their immediate superiors are always in command.

[6.43] Any unit stacked with the supreme commander or army leader is in command.

[6.5] SELF-INITIATIVE COMMAND

[6.51] Cavalry and infantry leaders below the rank of army leader who are not placed in command during the Command Phase, can attempt to place themselves in command on their own initiative. Cavalry leaders do so in the Skirmish Phase and/or Movement Phase; non-cavalry leaders attempt to do so in the Movement Phase.

[6.52] To place a leader in command on his own initiative, the owning player rolls one die. If the die roll is equal to or less than the leader's Initiative Rating, the leader is in command. If the die roll exceeds the Initiative Rating, the leader remains out of command. If several leaders of the same rank in the same hex are out of command, each receives a self-initiative roll, but no one who succeeds can place the others in command.

[6.53] A corps leader who comes into command on his own initiative can use his three command points to issue march, force march, or double force march orders (if French). One such order is needed per stack placed in command. In this situation, the leader's own stack is *not* automatically in command and the corps leader must spend one command

point to give a movement order to his own stack. Non-movement orders he can give include build depot, destroy depot, and transfer orders. The corps leader must trace a two-hex command path, and he cannot give orders to units not of his corps.

[6.54] Leaders below the rank of corps leader (division and brigade) who place themselves in command can issue themselves a march or force march order only. They cannot give orders to any other leader or unit.

[6.55] The rules for cavalry self-initiative are the same for other units, with the exceptions that cavalry units are usually smaller (often brigade size) and that cavalry can attempt self-command in two phases of the turn, rather than one.

[6.6] COMMAND EXAMPLE

This rather complex example is intended to illustrate the various features of the command system. The parts of the example are cross-referenced to the cases of the command rules. The example is based on the 1805 French Army of Organization Chart.

Napoleon is the army leader and supreme commander of French forces, with 8 command points (see Procedure), He is stacked with Ney in B2707 at the start of the Command Phase, so Ney is automatically in command and can receive orders at no cost to Napoleon's command points (see 6.25). Napoleon spends five command points to place five other corps leaders in command, including Lannes in B2513 (see 6.12). Lannes' corps consists of the 11th and 12th infantry divisions, the 4th light cavalry, and the 7th artillery. The light cavalry, in B2613, is beyond Napoleon's command path, but Lannes can trace a command path so it is in command and will receive the same orders given to Lannes (see 6.13). Lannes' corps is ordered to force march (see 7.2), but the French player decides not to force march the 11th division and spends another command point to issue a separate march order to the 11th (see 6.24 and 7.1). Napoleon spends a seventh command point to issue a march order to the 1st light cavalry brigade, which has moved more than two hexes away from its corps leader, Marmont. Napoleon uses his eighth, and last, command point to issue a transfer order to corps leader Soult, transferring the 8th division from Soult's corps to Ney's corps (see 7.7).

[7.0] ORDERS

GENERAL RULE

This case details the orders that can be issued. Movement orders are in **BOLD** type; non-movement orders are in *BOLD ITALIC* type.

NOTE: For simplicity, the explanations of movement orders refer to a single unit. However, a stack of multiple units, and a force on the Army Organization Chart moves in the same way as a single unit.

[7.1] MARCH

This order enables a unit to move at its normal Movement Allowance during the current turn (see 8.1). A unit cannot exceed its movement allowance, but it can move less than its full allowance if desired.

[7.2] FORCE MARCH

[7.21] This order enables a unit to exceed its normal Movement Allowance during the current turn, at a risk of greater Attrition (see 16.0).

[7.22] After the player has completed normal movement for the unit, up to the limit of the normal movement allowance, he rolls one die and adds the number rolled to the Initiative Rating of the leader being moved. The result is the number of additional movement points the unit receives, to a maximum of 5 additional movement points. If the result is greater than 5, only 5 points are gained. The additional movement points must be spent immediately.

[7.23] In some cases, the Force March die roll can be made before the normal movement allowance is spent. This occurs if the unit has insufficient movement points remaining to enter the next hex. In this case, the player makes the Force March die roll before entering the hex. If the die roll provides enough additional movement points for the unit or stack to enter the hex in question, it must be the next hex entered.

[7.24] When a unit that has made a Force March checks for Attrition at the end of its movement (see 16.0), it uses its Force March die roll for this purpose, rather than the usual Attrition die roll.

[7.25] Supply train units and bridge train units do not require an order to Force March; they use a special procedure. At the end of normal movement, the owning player makes a die roll. If the result is 1, 2, or 3, the unit gains no additional movement points and must end its movement immediately. If the result is 4, 5, or 6, the unit gains 4 additional movement points.

[7.3] DOUBLE FORCE MARCH

[7.31] The procedure for Double Force March is identical to that for Force March, except that a unit can move twice its normal Movement Allowance before the owning player makes a Force March die roll. He adds the number rolled to the Initiative Rating of the leader being moved. The result is the number of additional movement points the unit receives, to a maximum of 5 additional movement points (Exception: see 7.35). If the result is greater than 5, only 5 points are gained. The additional movement points must be spent immediately.

[7.32] A Double Force March order can be issued only by a French leader, and then only to French units; neither Coalition forces nor French allies can use it.

[7.33] Leaders and units that are unsupplied at the beginning of the Command Phase cannot be given a Double Force March order

[7.34] All units that receive a Double Force March order are automatically out of supply the moment their movement ceases.

[7.35] French leaders, cavalry units, and horse artillery can move only 1 additional movement point, after doubling their normal movement (see 7.31). However, the owning player still makes the normal Force March die roll.

[7.36] A Double Force March order cannot be given to a single cavalry unit, or to a stack comprised of cavalry and horse artillery only. A cavalry unit can use Double Force March if its stack or force also contains some other type of unit (infantry, for example). Cavalry that is eligible to use Double Force March can use it increased movement allowance in either the Skirmish Phase or the Movement Phase.

[7.37] Supply trains and bridge trains cannot use Double Force March.

[7.38] When a unit that has made a Double Force March checks for Attrition at the end of its movement (see 16.0), it uses its Force March die roll for this purpose, rather than the usual Attrition die roll.

[7.4] CONCENTRATE

This order enables units of different corps to stack together at the end of their Movement Phase and to attack together as a single combined group. This order is used to bring together different elements of an army together in anticipation of a major battle.

[7.41] When a player moves units that have the same Concentrate order (Concentrate A, for example), he uses the following procedure:

1. The player declares a specific hex in which he will attempt the concentration. This hex must be one that all units involved, as well as the leader who issued the Concentrate order, could theoretically reach, using the maximum possible movement allowance of their orders and ignoring the possible effects of Enemy action.
2. The player attempts to move each unit to the concentration hex. All units issued the same Concentrate order must be moved to the hex unless prevented by Enemy action or unless they run out of Movement Points en route.
3. The player moves the leader who issued the Concentrate order to the concentration hex (if he is not already there).

[7.42] Once a player begins moving units with a Concentrate order, he must move all units with the same Concentrate order before moving any other units.

[7.43] If a player who issued a Concentrate order fails to bring all units given that same order to the concentration hex by the end of

his Combat Phase (not Movement Phase), he is penalized 5 Victory Points. The Victory Points are subtracted from the French total if the French player is being penalized; they are added to the French total if the Coalition player is being penalized.

[7.44] A Concentrate order is the only movement order that can be issued to a leader or unit in combination with another movement order.

[7.5] *BUILD DEPOT*

[7.51] This order enables a stack containing an infantry unit (or infantry strength point) and a supply train to build a depot at the end of the Supply Phase.

[7.52] A Build Depot order is cancelled if the units involved move or participate in any kind of attack in the current turn.

[7.6] *DESTROY DEPOT*

[7.61] This order enables a Friendly combat unit (or strength point) to destroy a Friendly depot at the end of the Friendly Movement Phase to prevent its capture.

[7.62] A Destroy Depot order is cancelled if the unit involved moves in either the Skirmish or Movement Phases or participates in Skirmish Combat (see 11.0). A unit that carries out this order cannot attack in the Friendly Combat Phase.

[7.7] *TRANSFER*

[7.71] An army leader (or supreme commander) can issue a Transfer order to any unit or units in his army. A corps commander can issue a Transfer order only to the units in his corps. A Transfer order can be used for any one of the following:

- To transfer command of any number of units in an army to another army of the same nationality or a different Friendly nationality. This transfer can only be made by the supreme commander
- To transfer command of units from one corps commander to another. This transfer can be made by the supreme commander or by an army leader
- To transfer strength points of the same nationality and troop type directly from one unit to another (this means that infantry strength points cannot be transferred to a cavalry unit, and vice versa). This transfer can be made by the supreme commander, an army leader, or a corps leader. A corps leader can make this transfer only among the units of his own corps; an army leader or supreme commander can make this transfer between units of different corps, if desired.

[7.72] All transfers are noted on the Army Organization Chart by movement of the appropriate leaders, units, or strength point markers on the Army Organization Chart at the time the transfer is made. Transfers of whole units are carried out immediately (during the Command Phase). The transfer of strength points from one unit to another is carried out when both units next occupy the same hex (if the units are in the same stack in the Command Phase, the transfer is immediate; if the two are not stacked at the end of the Movement Phase of the current turn, the transfer of strength points is cancelled).

[7.73] If a unit or leader is transferred between armies or between corps that are not stacked together, remove the transferred unit or leader from the Army Organization Chart and place it on the map; write its new command status on a sheet of scratch paper. When the unit unites with its new command, place it back on the AOC.

[7.74] Once a transfer is completed, a transferred unit or corps leader cannot receive any further orders from the original corps or army leader in that Command Phase.

[7.75] A division cannot be reinforced to more strength points than the number printed in its starting box in the Army Organization Chart. This limit remains in effect even if a transfer would place it in a position on the AOC that has a higher strength point rating printed in the box.

[7.76] A corps or army leader cannot command a larger concentration of units and strength point markers larger than the number of available boxes on the AOC.

[7.8] *WINTER QUARTERS*

This order may be issued only by an army leader or supreme commander. It allows units to remain in supply and avoid Attrition during winter months. See 16.0 for more details.

[8.0] MOVEMENT

GENERAL RULE

Cavalry units and horse artillery units can move during the Friendly Skirmish Phase. All units except those which moved in the Skirmish Phase can move in the Friendly Movement Phase. Each type of unit has a Movement Allowance that determines how far it can move in a phase. A unit can use any or all of its movement allowance. Units move by spending Movement Points from the movement allowance for each hex entered. Units can move singly or in stacks. Terrain, weather, and stacking have special effects on movement. The command rules are all-important, as most units must be attached to leaders to move. The movement of Friendly units may be slowed or stopped by the Zones of Control of Enemy units (see 10.0).

Important Note: In these rules, the term "unit" means a combination of a leader and strength points. Strength points not attached to leaders are detachments (see 8.15) and cannot move. The composition of a unit can be shown as a stack on the map or can be shown on the Army Organization Charts.

[8.1] MOVEMENT ALLOWANCES

[8.11] **Leaders:** Leaders have a movement allowance of 7 movement points. If units or strength points are attached, leaders must move at the same rate as the units or strength points if they wish to avoid leaving units or strength points behind. As long as a leader limits his movement to that of his stack or force, the force can be left on the Army Organization Chart and the leader counter can be used to represent the entire force. Strength points cannot move unless attached to a leader.

[8.12] **Infantry Units, Field Artillery:** These units have a movement allowance of 5 movement points.

[8.13] **Cavalry, Horse Artillery:** These units have a movement allowance of 7 movement points. Note that some cavalry brigades are limited to one strength point and can be represented by the leader counter alone.

[8.14] **Supply Trains, Bridge Trains:** These special units have a movement allowance of 4 movement points. They can move normally even if not attached to a leader.

[8.15] **Detachments:** Detachments are infantry, cavalry, field artillery, or horse artillery strength points that are not attached to leaders. They have a movement allowance of 0 movement points. Detachments are normally used as garrisons.

[8.16] **Movement Limitation:** Units stacked together in the same hex (or organized into a single force on the Army Organization Chart must either move at the rate of the slowest unit in the stack or else leave units or strength points behind. If units or strength points are left behind, remove them from the Army Organization Chart, if located there, and place them on the map in the hex where their movement ends.

[8.2] MOVEMENT RESTRICTIONS

[8.21] Movement points are spent as a unit moves through the hex grid. The movement point cost to enter a hex (or cross certain hexsides) is determined by the terrain in the hex or hexside. A unit cannot enter a hex unless it can pay the full movement point cost to do so.

[8.22] Movement points cannot be accumulated from turn to turn, nor can they be transferred from one unit to another (or from one leader to another.

[8.23] Friendly units cannot enter a hex containing Enemy units or strength points. (Exception: Friendly units can enter an Enemy-occupied hex during the Siege and Assault Phase (see 15.0) in order to declare a siege).

[8.24] A stack of units which begins movement in one hex and ends movement in another hex still stacked together is moved as

a single stack and checks for Attrition (see 16.0) as a single stack.

[8.25] Once a player begins moving a unit or stack, he must finish its movement before moving another unit or stack.

[8.26] A player must move all units with movement orders that he intends to move before attempting to use self-initiative (see 6.6) to move units that were not placed in command during the Command Phase.

[8.3] TERRAIN EFFECTS ON MOVEMENT

[8.31] Terrain effects on movement are summarized on the Terrain Effects on Movement Chart printed on the map. Movement can be affected both by the terrain within a hex, such as rough terrain, and by terrain along hexsides, such as rivers. When a unit enters a hex it must pay the movement point cost for that hex and the movement point cost (if any) of the hexside it crossed.

[8.32] The following is the movement point cost of various terrain types:

- Clear Terrain: It costs 1 movement point to enter a clear terrain hex
- Partial Rough: It costs 2 movement points to enter a partial rough hex from a clear hex. It costs 1 movement point to enter a partial rough hex from another partial rough hex or from a rough hex.
- Full Rough: It costs 1 movement point to enter a full rough hex from a partial rough hex
- Full Rough Hexside: It costs 3 additional movement points to cross a full rough hexside, in addition to the cost of entering the hex itself
- Forest Hexes: It costs 1 movement point to enter a partial forest hex or a full forest hex
- Full Forest Hexside: It costs 2 movement points to cross a full forest hexside, in addition to the cost of entering the hex itself
- Partial Swamp: It costs 1 movement point to enter a partial swamp hex
- Full Swamp: It costs 2 movement point to enter a full swamp hex
- Full Swamp Hexside: It costs 2 movement points to cross a full swamp hexside, in addition to the cost of the hex itself
- Mountain: Mountain hexes are impassable
- Mountain Hexsides: Mountain Hexsides are impassable
- Lake Hexsides: Lake Hexsides are impassable

[8.4] MOVEMENT ORDERS

[8.41] The order given to a unit, stack, or force during the Command Phase determines its movement allowance during the Skirmish Phase and the Command Phase. Movement is voluntary, except in the case of a Concentrate order.

[8.42] Movement orders are March, Force March, Double Force March (this usable by the French only) and Concentrate. They are fully explained in 7.0.

[8.43] A leader or unit cannot receive two movement orders in a single turn unless one of the two is a Concentrate order.

[8.5] EFFECTS OF ZONES OF CONTROL ON MOVEMENT

An Enemy Zone of Control (ZOC) can impede or stop the movement of a Friendly unit, depending upon the type of ZOC in question; see 10.0 for a full explanation.

[9.0] STACKING

GENERAL RULE

In general, any number of Friendly leaders, units, and strength points can occupy the same hex at the same time (exceptions apply to supply trains; see 9.3). However, there are restrictions on voluntarily stacking units from different corps together, and there are adverse effects on movement and combat when units from two or more corps occupy the same hex at the same time.

[9.1] STACKING EFFECTS ON MOVEMENT

[9.11] Friendly units cannot voluntarily enter or pass through a hex containing other Friendly units of a different corps unless all the units involved have been given the same Concentrate order (see 7.4).

[9.12] Friendly units can freely enter or pass through a hex containing other Friendly units of a different corps or stack with them as a result of involuntary movement, such as a retreat.

[9.13] Friendly units under the command of one corps leader must pay 2 Movement Points to leave a hex containing units commanded by another corps leader. Units from different corps beginning the Skirmish Phase stacked together must all pay 2 movement points to leave the hex. However, if the last unit to leave the hex would leave it vacant (i.e. it is alone in the hex), the last unit does not pay the penalty. These unstacking penalties are in addition to the normal terrain costs for leaving the hex.

[9.14] To be eligible to move in the Skirmish Phase, a stack must contain only leaders, cavalry and horse artillery.

[9.2] STACKING EFFECTS ON COMBAT

[9.21] To attack in either the Skirmish Phase or the Combat Phase, a stack composed of units from different corps must have created the stack through a Concentrate order. The army leader who issued the Concentrate order must also be present in the hex.

[9.22] Friendly units from different corps stacked in the same hex may defend in combat normally as a combined stack. However no leaders can be committed to battle and no leader bonus can be used, with the following exceptions:

- The stack resulted from a Concentrate order, *or*
- An army leader or supreme commander with authority over all involved units is present in the hex

[9.23] To be eligible to fight in the Skirmish Phase, a stack must contain only leaders, cavalry and horse artillery.

[9.3] SUPPLY TRAIN STACKING

No more than two supply trains can stack in a hex, unless the supply trains are inside a fortress under siege.

[9.4] STACKING IN FORTRESSES

[9.41] A major fortress (including fortress cities and fortress depot cities) can hold up to 35 strength points.

[9.42] A minor fortress can hold up to 10 strength points.

[9.43] When not under siege, a maximum of two supply units can stack in a fortress of any type.

[9.5] ARMY RESERVES

Units designated in the scenarios as Army Reserves are exempt from the stacking and movement restrictions in 9.11 and 9.12. Friendly units can freely stack with or pass through a hex containing an Army Reserve.

[10.0] ZONES OF CONTROL

GENERAL RULE

Certain stacks (those containing cavalry) exert a Zone of Control into one or more of the six hexes adjacent to the stack. A Zone of Control impedes Enemy movement, disrupts supply lines, and in some cases can force the Enemy to attack the stack exerting the ZOC. There are two types of ZOC in the game: Cavalry ZOC and Limited ZOC.

[10.1] CAVALRY ZONE OF CONTROL

[10.11] A cavalry unit on its own exerts a ZOC into all six surrounding adjacent hexes at all times (see 10.21). A stack or force that consists only of cavalry, or of cavalry accompanied by leaders and horse artillery strength points also exerts a ZOC into all six surrounding adjacent hexes, except where blocked by terrain.

[10.12] All cavalry units are capable of exerting ZOC under the appropriate circumstances (see 10.11 and 10.21) regardless of the type of cavalry unit (light, heavy, dragoon, Guard, Cossack) or the size of the unit (division or brigade).

[10.13] A Friendly unit must pay 1 Movement Point or enter or leave a hex in the ZOC of Enemy cavalry, in addition to the

other Movement Point cost of entering or leaving the hex.

[10.14] Cavalry ZOC has no effect on combat.

[10.15] A stack or force that possesses a cavalry ZOC is eligible to move in the Skirmish Phase and participate in Skirmish Combat; the criteria are the same for both.

[10.2] CREATING A LIMITED ZOC

[10.21] A stack or force can create a limited Zone of Control if it contains at least 1 infantry strength point, at least 1 cavalry strength point, and at least one leader. Unlike cavalry ZOC, limited ZOC affects only 1 of the adjacent surrounding hexes, and it is not constant. A limited ZOC is intended to impede or stop approaching Enemy units; limited ZOC can be created only in an adjacent hex occupied by Enemy units.

[10.22] To create a limited ZOC, a player chooses an adjacent hex entered by Enemy units and rolls one die. The player rolls 1 die; if the result is equal to or less than the leader's Initiative Rating, the ZOC is created. If the die roll is higher than the Initiative Rating, the attempt fails.

[10.23] If a stack that is attempting to create a limited ZOC contains more than one leader, the Initiative Rating used is that of the highest-ranking leader; if all leaders in the stack have the same rank and belong to the same corps, the owning player chooses which leader's Initiative Rating will be used. If there are leaders from different corps in the same stack, and the stack was not formed by a Concentrate order (see 7.4), a limited ZOC cannot be created.

[10.24] A player can attempt to create a limited ZOC in any of these phases: Friendly Combat Phase, Enemy Movement Phase, Enemy Combat Phase. However, a given stack can attempt to create a limited ZOC only once per turn.

[10.3] EFFECTS OF LIMITED ZOC

[10.31] If a limited ZOC is created during the Enemy Movement Phase or Enemy Combat Phase, the movement of the Enemy unit or stack is halted in the ZOC hex. The Enemy unit or stack must then attack the Friendly stack exerting the ZOC in the current or upcoming Combat Phase (see 12.0). In this form of combat, neither side can call for battle reinforcements. The ZOC has the same effect on all Enemy units or stacks that attempt to enter the ZOC hex. If an Enemy unit attempts to enter the ZOC hex but cannot because of the stacking rules (see 9.11 and 9.21), it ends its movement in the last hex it occupied before trying to enter the ZOC hex. The ZOC remains in effect until the end of the current or upcoming Combat Phase, whichever applies, or until the unit or stack exerting the ZOC leaves the hex, whichever occurs first.

[10.32] A limited ZOC can be created during the Friendly Combat Phase, to prevent Enemy battle reinforcements from intervening in a Friendly attack (see 12.0). In this case, if a Friendly ZOC is created, the Friendly Combat Phase is interrupted while the Enemy units in the ZOC hex attack the Friendly units. Once the ZOC-hex combat is concluded, the Enemy units, if victorious, may continue their battle reinforcement movement. This is the only circumstance in which Enemy units can attack Friendly units during the Friendly Combat Phase.

[10.4] ZOC EFFECTS ON SUPPLY

[10.41] Units tracing supply to a Supply Depot (see 14.0) cannot trace their supply line through an Enemy cavalry ZOC unless the Enemy ZOC hex is occupied by at least one Friendly strength point.

[10.42] A Supply Depot tracing a Line of Communication to a Depot City cannot trace the line through an Enemy cavalry ZOC hex unless the ZOC hex is occupied by at least one Friendly strength point.

[10.5] TERRAIN EFFECTS ON ZOC

No unit exerts a ZOC into an adjacent hex across a major river hexside, across an unbridged minor river hexside, across a rough terrain hexside, across a swamp hexside, or across any impassable hexside.

[10.6] RESTRICTIONS ON ZOC

[10.61] A stack must contain a cavalry unit to br eligible for a ZOC of either type.

[10.62] Unlike cavalry ZOC, limited ZOC is not in effect in the Supply Phase, and so cannot block supply lines or Lines of Communication.

[10.63] A Friendly unit can activate a limited ZOC to block Enemy battle reinforcements in the Combat Phase only if the Friendly unit has not already participated in combat and if the Enemy player has not declared an attack against that Friendly unit in the current Combat Phase.

[10.7] RUSSIAN COSSACK ZOC

Cossack cavalry were particularly effective at harassing retreating formations, picking off stragglers and foragers, and generally making life miserable and dangerous.

A Cossack unit alone in a hex, or Cossack units stacked solely with other Cossacks, have an extended Zone of Control. This ZOC functions exactly like a cavalry ZOC, but includes all hexes within a two-hex radius of the Cossack unit or stack. (It does not extend into any hex or across any hexside prohibited to cavalry ZOC.) It has increased attrition effects; any units that enter a enemy Cossack ZOC during the Friendly Movement Phase or Skirmish Phase must add 1 to the Attrition die roll. This special ZOC and attrition effects extend throughout Russia (Old Russian Poland, Russian Poland, and Russia), but does not extend to provinces, to the territory of any partners or any conquests.

[11.0] SKIRMISH COMBAT

GENERAL RULE

Skirmish combat is a form of combat in which only cavalry units (of any type), horse artillery, cavalry leaders, and other leaders whose command consists entirely of cavalry and horse artillery can participate; this limitation applies equally to the attacker and the defender. Units eligible to move and fight in the Skirmish Phase can freely combine movement and combat. A skirmish attack costs 1 Movement Point for the attack, in addition to the normal terrain costs. A unit or stack that moves in the Skirmish Phase must make at least one Skirmish Attack in that phase. Infantry and field artillery cannot participate in the Skirmish Phase; such units can neither attack nor be attacked, nor can any stack containing infantry or field artillery be attacked in this phase.

PROCEDURE

The Phasing player chooses an eligible unit or stack and moves it adjacent to an eligible Enemy unit or stack. The Phasing player then announces his intention to skirmish with the Enemy stack. The defending player tells the attacker whether or not the defending stack is eligible for skirmish combat. If the defending stack is not eligible, no attack takes place and the attacker does not spend the Movement Point required to initiate the skirmish attack. The Phasing player's units can then continue moving.

If a skirmish is possible, both players total their cavalry strength points. The combat strength of the attacker's units is divided by the combat strength of the defender's units and the result is rounded in favor of the defender to one of the odds on the Skirmish Table.

The attacker then rolls one die, consults the Skirmish Table and applies the result immediately. This process continues until the Phasing player has resolved all desired Skirmish attacks.

[11.1] SKIRMISH ELIGIBILITY AND RESTRICTIONS

[11.11] If a skirmish attack is erroneously announced against an Enemy stack that contains infantry or field artillery units or strength points, it is cancelled, and the Skirmish Phase is resumed.

[11.12] A given Enemy unit or stack can be attacked only once in a Friendly Skirmish Phase.

[11.13] No more than 4 strength points of cavalry may attack or defend in any given skirmish attack. However, any excess strength points in the hex will suffer any combat result obtained.

[11.14] Friendly leaders, cavalry units, and horse artillery strengths can engage in repeated skirmish attacks in a single Skirmish Phase, as long as the following conditions are observed:

- The movement allowances of the Friendly leaders and units are not exceeded
- A different Enemy unit or stack is the target of each Friendly attack
- The attacking Friendly units are not Demoralized

[11.15] Skirmish attacks cannot be made across all-sea hexsides, all-lake hexsides, unbridged major river hexsides, mountain hexsides, or full swamp hexsides. Other terrain has no effect on skirmish combat.

[11.2] SKIRMISH COMBAT DIE ROLL MODIFIERS

+1 For each horse artillery strength point in the attacking Friendly stack
−1 For each horse artillery strength point in the defending Enemy stack
+ The Combat Bonus of the highest-ranking attacking leader
− The Combat Bonus of the highest-ranking defending leader
−2 If any of the attacking units are unsupplied
+2 If any of the defending units are unsupplied

[11.3] SKIRMISH COMBAT RESULTS

AE: **Attacker Eliminated.** All attacking strength points and leaders are eliminated.

A1R: **Attacker Loses 1 and Retreats.** The attacking force loses 1 strength point; all remaining attackers must retreat 2 hexes as per 11.4, Retreats.

AR: **Attacker Retreats.** All attackers must retreat 2 hexes as per 11.4, Retreats.

DR: **Defender Retreats.** All defenders must retreat 2 hexes as per 11.4, Retreats.

D1R: **Defender Loses 1 and Retreats.** The defending force loses 1 strength point; all remaining defenders must retreat 2 hexes as per 11.4, Retreats.

DE: **Defender Eliminated.** All defending strength points and leaders are eliminated.

*: **Asterisk.** An asterisk beside any result indicates that the units affected by the result are also Demoralized. Such units remain Demoralized until the Rally Phase (see 13.0).

[11.4] RETREATS

[11.41] A unit required to retreat in the Skirmish Phase must always end its retreat two hexes away from its original position; if this cannot be done, the retreating unit is eliminated instead.

[11.42] Whenever possible, a defending unit required to retreat must retreat toward a friendly fortress, depot, or depot city within its retreat range. If necessary, the unit must retreat through such a hex so as to reach its full retreat distance. The unit must still try to end its retreat in a friendly fortress, depot, or depot city.

[11.43] Whenever possible, an attacking unit required to retreat must retreat back along the same path of hexes through which it advanced to the skirmish.

[11.44] When a stack retreats after skirmish combat, the units must remained stacked; the units cannot split up or retreat in different directions.

[11.45] Units retreating from skirmish combat have no effect on friendly units they may pass through during the retreat.

[12.0] BATTLES

NOTE: There are several types of combat in the game—Skirmish Combat (11.0), Battles (12.0), Assault, and Sieges (15.0). Battles are actions fought by any type of unit during the Combat Phase. Special types of battle include Withdrawal Battle and River Crossing Battle.

GENERAL RULE

Battles may occur whenever opposing units occupy adjacent hexes at the start of a Combat Phase. The Phasing player (the Attacker) chooses whether or not to attack in each case of adjacent opposing units. All attacks must be announced before any are resolved. Each attack is then resolved, using the described Procedure. After the resolution of one attack, the attacker chooses another, and so on, until all announced attacks have been resolved.

PROCEDURE

1. The attacker announces which enemy-held hexes he will attack, then chooses an attack to resolve.
2. The defender announces whether any eligible defending cavalry in the defending hex will withdraw from combat, in accordance with 12.2. The defender announces whether the defending force as a whole will stand and defend or attempt to withdraw. If the defender attempts a withdrawal, the battle is fought as a Withdrawal Battle.
3. The players secretly and simultaneously deploy their forces for battle. This may be done by removing the appropriate leaders and units from the map or the Army Organization Chart and creating one or more stacks of units in any convenient location (see 12.3).
4. The players reveal their deployed units. Each player totals the number of infantry, cavalry, and artillery strength points deployed in his front line. Battle odds are then calculated by dividing the attacker's total by the defender's total and rounding off to one of the combat odds found in the Odds section of the list of Combat Modifiers on the Combat Results Table. When calculating odds, round all fractions in favor of the defender.
5. Each player totals all applicable dice roll modifiers (see 12.4). Subtract the defender's total from the attacker's total to obtain a final dice roll modifier. The final modifier may be either a positive or negative number.
6. The attacker rolls two dice, adds the results, then adds the final dice roll modifier from Step 5. The CRT result that corresponds to this is applied immediately. Losses are taken and marked at once.
7. If the opposing units are still adjacent, and if the attacker obtained a combat result that yielded at least 1 Advance Point, another round of combat can be fought by playing Step 8 and then repeating Steps 2 through 6. Step 8 is always played between combat rounds. This process continues until: one force has withdrawn from the battle, been routed or eliminated, the attacker has no Advance Points available for additional attacks, or the attacker chooses not to attack again.
8. Between each combat round, each player may attempt to have other units or stacks within 3 hexes of an attacking or defending unit "march to the sound of the guns" and join the battle. The attacker resolves all his attempts, followed by the defender. The owning player must make a successful Initiative roll to move the reinforcement. If the Initiative roll is successful, the unit or stack receives 3 movement points, 2 of which may be spent immediately in moving toward any hex adjacent to any enemy unit or stack involved in the battle. The remaining movement point can be spent in the following combat round (if any).
9. At the conclusion of any combat round in which the defender suffers a Rout result, the attacker may announce Pursuit (see 12.65) with any units that were held in Reserve (if no units were in Reserve, Pursuit cannot be attempted). Pursuit inflicts additional losses on the enemy.

[12.1] ATTACK RESTRICTIONS

A unit or stack belonging to the attacking player may attack any adjacent enemy unit or stack, subject to these restrictions.

[12.11] No attack can be made across an unbridged major river hexside, into a mountain hex, across a mountain hexside, across an all-lake hexside, or across an all-sea hexside.

[12.12] When a friendly unit attacks, all adjacent enemy units or stacks must be attacked, either by the original friendly stack or by additional friendly units. This restric-

tion must be observed when the attacker declares his original attacks.

[12.13] Each enemy-occupied hex must be attacked separately. A friendly stack may attack two or more enemy-occupied hexes by allocating friendly units among them, but a single friendly unit can never divide its strength points to attack more than one enemy-occupied hex. (This means that if one Friendly unit is adjacent to several enemy-occupied hexes, the friendly unit can declare an attack against *one* of them, but only if other friendly units attack the remaining enemy-occupied hexes).

[12.14] No attack can ever be made at odds worse than 1 to 2. If an attack at odds worse than 1 to 2 is accidentally announced, it is cancelled. This may cause an entire series of attacks to be cancelled (see 12.12). However, if an attack is mandatory because the attacking units occupy a limited ZOC (see 10.0) and the odds are 1 to 2 or worse, the attacking stack is automatically eliminated.

[12.15] If the odds of an attack are 4 to 1 or greater, the defending stack is automatically eliminated and the attacker gains 4 Advance Points.

[12.16] Units belonging to different friendly corps cannot stack together to attack a single enemy-occupied hex unless either of the two conditions below apply:

- All attacking units received a Concentrate order (see 7.4).
- The attack was initiated by units of a single corps and all units from other corps joined the battle as reinforcements (see #8, Procedure).

[12.17] Friendly units in different hexes may combine to attack a single enemy-occupied hex, provided that all friendly units are adjacent to the enemy. If the friendly units are not adjacent to each other, the attacker is entitled to a flank attack modifier (see 12.47).

[12.2] CAVALRY WITHDRAWALS

[12.21] Defending cavalry units and cavalry leaders may withdraw from a hex under attack unless the attack has a superiority in cavalry strength points of at least 3 to 1, including reserves (various types of cavalry are treated the same for this purpose). A withdrawing cavalry unit is retreated one hex in a direction chosen by the defender.

[12.22] A cavalry unit cannot withdraw if its retreat would force it to enter a hex or cross a hexside that it could not otherwise enter. (Example: a unit could not withdraw if it would be forced to retreat across an all-lake hexside, an all-sea hexside or a mountain hex.) A unit cannot withdraw if it would be forced to enter a hex in which a limited Enemy ZOC exists at the moment of retreat. A withdrawing unit cannot enter an enemy-occupied hex.

[12.3] DEPLOYMENT

NOTE: The rules in this section presume that the attacker's units are located in a single hex, usually as the result of a Concentrate order. If friendly units from two or more hexes attack the same enemy-occupied hex, the rules in this section apply to the friendly units in each hex.

[12.31] In Step 3 of the first round of a battle, each player simultaneously and secret determines a deployment for his units involved (if he has more than one unit). Units can be deployed either in the "front line" or "in reserve." At least two-thirds of the total infantry strength points involved in the battle must be placed in the front line (this strength can be split among multiple front lines); no more than one-third can be in reserve at the start. An unlimited number of cavalry strength points and artillery strength points can be placed in reserve. It is possible to deploy multiple front lines to guard against flank attacks (see 12.32 and 12.37). If a battle lasts longer than one round, units not already in the front line can be redeployed in Step 3 of subsequent rounds (see Procedure).

[12.32] Units deployed in the front line cannot be removed from that front line until all enemy units facing it have been withdrawn, routed or eliminated (Exception: see 12.8). When this occurs, the friendly units can be shifted to a different front line, or placed in reserve during the deployment part of the round (Step 3). Units may also be moved from the reserve to an existing front line or a new front line in Step 3.

[12.33] Units placed in reserve do not count for determining odds. They do not count for determining dice roll modifiers, either for attack or defense.

[12.34] Reserves may be used to conduct Pursuit (see 12.65) of a routed enemy.

[12.35] Demoralized cavalry units must be placed with the reserve when first deployed. Such cavalry units take no part in the battle and cannot be used to attack or pursue. However, they do count when determining losses for a Routed combat result, and they may be taken as losses if all other strength points in the reserve are eliminated.

[12.36] When deploying units, players may find it convenient to mark the battle hex with a coin or other marker and arrange units in a front line stack and a reserve stack off the map (additional front line stacks may be created to deal with flanking attacks). When the battle is over, return the units to the map or the Army Organization Charts, whichever is appropriate.

[12.37] When facing a flank attack, the defender can move units from the reserve to create a second front line. He does so in Step 3 of the round (see Procedure). Units already deployed on the front line cannot be redeployed to face the flank attack until the attacking units facing them are withdrawn, routed or eliminated (see 12.32). The defender can also create a second front line when he first deploys his units in anticipation of a flank attack, but to be used for this purpose, the second front line must remain out of the battle until the flank attack occurs.

[12.4] COMBAT DICE ROLL MODIFIERS

In Step 4 of a combat round, players calculate the odds ratio of the battle. The dice roll modifier (see Procedure Step 5) has as great a bearing on the outcome as the odds. Each player adds up the modifiers he receives, and the defender's total is subtracted from the attacker's total for a final modifier.

[12.41] **Leaders:** A player receives the Combat Bonus of the highest-ranking leader and at least one subordinate (of the higher leader's command) as follows:

Highest Rank	Subordinate
Supreme Commander	Corps Leader and Div.* Leader
Army Leader	Corps Leader and Div.* Leader
Corps Leader	Division Leader

Div.*: Division or Brigade Leader

The player can also add the Combat Bonus of every cavalry leader for every 2 strength points of cavalry involved. If there is more than one "highest-ranking" leader in the battle (such as two corps leaders) the player does not receive a leader modifier. All leaders whose Combat Bonus are used as dice roll modifiers are at risk, and may be killed by certain combat results.

[12.42] **Morale:** Each player receives the Morale Rating of his nationality as a positive dice roll modifier. Morale ratings are specified for each nationality in the scenarios. An allied force of mixed nationalities uses the value of the majority (measured in strength points). If the force is equally divided, use the highest rating.

[12.43] **Terrain:** The defender receives the listed modifier (if any) from the Terrain Effects Chart for the terrain in the hex he occupies. All terrain modifiers are cumulative.

[12.44] **Combined Arms:** A player receives a +2 if his front line has both infantry and cavalry units and at least one strength point of field artillery or horse artillery. If attacking units from different hexes are involved in the same battle, the attacker receives this bonus only if the attacking stack in each hex qualifies for it.

[12.45] **Unit Types:** A player receives a +1 modifier for each strength point of field or horse artillery in his front line. A player receives a +1 modifier for each strength point of heavy cavalry in his front line. A player receives a +1 modifier for every 2

strength points of dragoons in his front line. (These modifiers apply to Guards units as well as regular units).

[12.46] **Defender Stands:** On all rounds after the first round, the defender receives a +1 modifier if he chooses to stand and defend, rather than Withdraw.

[12.47] **Flank Attack:** The attacker receives a +4 modifier if the defending hex is attacked from two or more hexes not adjacent to each other *and* if the defender does not have the units available to make a new front line to oppose the "flanking" attackers. The attacker can use battle reinforcements to set up a flank attack.

[12.48] **Unsupplied:** A player receives a -2 modifier if any of his units (front line or reserves) are unsupplied.

[12.49] **Winter Quarters:** A player receives a -2 modifier if any of his units (front line or reserves) were forced from winter quarters by enemy action in the current turn.

[12.5] COMBAT RESULTS

To resolve combat, the attacker rolls two dice and adds the final dice roll modifier. He finds the modified roll and the corresponding result on the Combat Results Table. The result is applied immediately; each result is explained below.

[12.51] **Routed:** All front line units of the affected side are routed. The units in reserve must make a Morale Check: if they succeed, they are unaffected; if they fail, the reserves are also routed. A routed force loses 50% of its total strength and must immediately retreat 5 hexes toward a friendly fortress, depot, or depot city. For further rules on Morale Checks and rout, see 13.0. The routed stack may loss additional strength points due to Pursuit.

[12.52] **Withdraw:** All units in the defending force, including reserves and reinforcements must retreat one hex toward a friendly fortress, depot, or depot city. After this retreat, each stack makes a Morale Check. If the check succeeds, there is no further effect. If the check fails, the stack is routed and must retreat. However, the stack does not suffer the 50% strength point loss.

[12.53] **Number Result:** When the result contains a single number, the attacker consults the Minimum Loss Chart, finds the front line strength of his attacking force, and then the minimum loss for a force of that size (strength points in reserve are not counted). The number result from the Combat Results Table is multiplied by the Minimum Loss number for the force to determine the final losses. Note that when this result appears in the defender's column on the CRT, the Minimum Loss number is still based on the size of the *attacker's* force.

[12.54] **Escalating Exchange:** The attacker consults the Minimum Loss Chart and finds the minimum loss for his force (see 12.53). He announces the loss, and the defender must either bid a higher number of strength points, or "pass." If the defender bids, the attacker must bid yet a higher number, or pass. The player who passes is the loser of the battle and the last number bid is the strength point loss to *both* sides. The side that passed, thus losing the battle must retreat 1 hex toward a friendly fortress, depot, or depot city. The attacker can occupy the defender's vacated hex. Neither player can bid more strength points than he has in the battle, but a player is allowed to bid them all, thus eliminating his force. If he does this, all leaders of that force are eliminated.

[12.55] **L1 (Leader Loss):** The side receiving this result loses all committed division or brigade leaders. The leaders may be replaced by available leaders of equal rank from the counter-mix. The replacement leaders must be the ones with the highest I.D. numbers.

[12.56] **L2 (Leader Loss):** The side receiving this result loses all committed division or brigade leaders, plus one committed corps leader or army leader. If there are both corps and army leaders present, the owning player rolls a die: on a roll of 1-5 a corps leader is lost; on a roll of 6, the army leader is lost (the owning player chooses the leader affected). A killed army leader may be replaced by a corps leader of the player's choice; however, a player cannot promote a XXX corps leader to army command unless there are no XXXX corps leaders in the force. A killed corps leader can be replaced by any division leader of the player's choice (the player should write down the I.D. number of the division leader to record the promotion.) The division and brigade leaders may be replaced by available leaders of equal rank from the counter-mix. The replacement leaders must be the ones with the highest I.D. numbers.

[12.57] **AP# (Advance Points):** The number of Advance Points shown is immediately received by all units involved in the attack, including reserves. Advance Points are special Movement Points. Advance Points may be used for normal movement (and a unit using Advance Points is subject to all normal movement rules), but they may also be used to make additional attacks. In either case, they must be used immediately or forfeited (Exception: see 12.77). Attacks may either be against the original defending force, or against other enemy stacks that become adjacent as the attacking stack uses Advance Points to move. When used for movement, 1 Advance Point equals 1 Movement Point. When used for attacking, 1 attack expends 1 Advance Point. A unit or stack may use Advance Points to join a concentration if the advancing unit was issued a Concentrate order during the Command Phase; the unit may leave its original concentration (if it was part of one) and join a different concentration. Advance Points are subject to the following limitations:

- No unit or stack can ever use more than 4 Advance Points per Combat Phase (for all purposes), even if it accumulates a greater number due to multiple attacks. Any number in excess of 4 are lost.
- No unit or stack can ever participate in more than 2 battles per Combat Phase, regardless of the number of Advance Points gained.
- Advance Points cannot be accumulated from turn to turn, nor can they be transferred between units.

[12.6] BATTLE LOSSES

[12.61] When a combat result calls for the loss of a number of strength points, losses must be taken from front line units first. If the entire front line is eliminated, remaining losses must be taken from the reserve. If the entire reserve is eliminated, losses can then be taken from any Demoralized cavalry placed with the reserve.

[12.62] The first 3 strength points lost must be taken from infantry units, if possible. The fourth strength point lost must be taken from cavalry, if possible, and the fifth from field artillery or horse artillery, if possible. This ratio of losses is followed as precisely as possible until all losses called for by the combat result are taken. If a force lacks strength points of a specific type to satisfy a loss required by the ratio, the loss may be taken from any type of strength point.

[12.63] Combat losses are recorded immediately by changing or replacing strength point markers on the Army Organization Chart or with the unit itself (if it is on the map).

[12.64] A leader whose command is reduced to zero strength points is eliminated along with the command.

[12.65] **Pursuit:** If enemy units are routed, either as a combat result or through a failed Morale Check after combat, friendly reserves (leaders, infantry, cavalry) can be used for Pursuit. The attacker announces the pursuit and announces the number of infantry and cavalry strength points used. The attacker captures 1 enemy strength point for each friendly infantry strength point in the pursuit. The attacker captures 2 strength points for each cavalry strength point in the pursuit. The ratio in 12.62 is used to determine pursuit losses. Captured strength points are worth twice the normal number of Victory Points. Enemy supply units and bridge trains, if present, are automatically captured by a pursuing force. Enemy leaders are never captured by pursuit.

[12.7] BATTLE REINFORCEMENTS

[12.71] Both players may attempt to bring in battle reinforcements between combat rounds. A unit is eligible to be a reinforcement if it is within 3 hexes of any unit, friendly or enemy, involved in the battle. The owning player must make a successful

Initiative roll to move the reinforcement. If the Initiative roll is successful, the unit or stack receives 3 movement points, 2 of which may be spent immediately in moving toward any hex adjacent to any enemy unit or stack involved in the battle. If battle reinforcements do not reach a hex adjacent to an enemy unit involved in the battle after spending 2 movement points, the remaining movement point can be spent in the following combat round, if the battle still continues.

[12.72] A unit or stack cannot be used as a battle reinforcement if it is adjacent to any enemy units at the time the Initiative Roll would be made, nor can it be used as a reinforcement if it has already participated in a battle in the current Combat Phase or if it is scheduled to participate in an upcoming battle in the current Combat Phase.

[12.73] Battle reinforcements are moved in the direction of any hex adjacent to any Enemy unit involved in the battle, as desired. Normal movement rules apply, with these exceptions:

- Force March and Double Force March cannot be used.
- No Attrition check is made.
- Battle reinforcements cannot enter a hex against which other friendly units have declared an attack, but have not yet resolved the attack.

[12.74] The attacker's battle reinforcements, if they end their move in a hex containing attacking friendly units, or in a hex adjacent to both attacking and defending units, can combine their strength points with other attacking units in all upcoming combat rounds. A Concentrate order is not necessary for reinforcements to combine with other attacking units, even if the units involved are from different corps. (This is an exception to the normal stacking rules). If the leader of the reinforcements outranks the previous attacking leader, the reinforcement leader assumes command of the entire force and his Combat Bonus is used to determine dice roll modifiers.

[12.75] If attacking battle reinforcements end their move in a hex adjacent to the defender but not adjacent to any other attacking units, the attacker qualifies for the "flank attack" dice roll modifier (see 12.47). The defender can cancel the modifier by deploying a second "front line" to meet the attack of the flanking force. If a second front line is formed to meet attacking reinforcements, the attacker makes two separate attacks. However, the two battles are considered simultaneous, taking place in the same round of combat.

[12.76] If the attacker's battle reinforcements set up a flank attack, the defender can deploy a second front line to counter it (see 12.37).

[12.77] If the defender's battle reinforcements enter a hex adjacent to the attacker, and the attacker has not announced an attack against that hex, the attacker must deploy a second front line to engage the reinforcement. He uses the procedure in 12.37 for this. This results in two separate and simultaneous battles. If the attacker is unable to deploy a front line against the reinforcement, the defender may choose to launch a counter-attack at the end of the current round (if the opposing units are still adjacent at the end of the round). A new combat round is fought, with the roles of the players reversed. If the opposing units are still adjacent at the end of the first round of the counter-attack and the original attacker has Advance Points available from the previous round, he may launch his own counter-attack (this is an exception to the rule requiring that Advance Points be used immediately). If at the end of the first round of counter-attack, both players have accumulated Advance Points, the battle continues with players alternating as attacker each round as long as both have Advance Points available.

[12.8] WITHDRAWAL BATTLES

The defender may choose to attempt to Withdraw his forces from a battle during Step 2 of the first round or a subsequent round. This results in a Withdrawal Battle. In a withdrawal battle, the normal rules of battle are followed, except as follows:

[12.81] The defending player can deploy no more than one-third of his infantry strength points in his front line. If he has more than one front line, the total of all lines cannot exceed one-third. All remaining infantry must be placed in reserve. If the withdrawal attempt occurs after the first round of a battle, the defender must redeploy infantry to the reserve to meet this restriction (this is an exception to 12.32 which prohibits redeployment of front-line units before the conclusion of a battle). The defender is not required to deploy any infantry in his front line or lines. However, the defender may deploy an unlimited number of cavalry, field artillery, and horse artillery strength points in the front line.

[12.82] If the front line of a withdrawing defender's force consists entirely of leaders, cavalry and horse artillery, the attacker can attack only with leaders, cavalry, and horse artillery. The remainder of the attacker's units must be redeployed to the reserve or to other front lines. This is an exception to 12.32.

[12.83] If the defender's combat result in a withdrawal battle is anything other than Routed, any casualties are extracted, then the entire defending force retreats one hex toward a friendly fortress, depot, or depot city, just as if the result had been Withdraw. The defending player must make the usual Morale Check for his units, as if the result had been Withdraw. The attacker receives 2 Advance Points, or the Advance Points listed in the combat results, whichever is greater.

[12.84] If a withdrawing force has deployed more than one front line, the force cannot retreat until all attacks are resolved.

[12.85] If a Withdrawing unit or stack receives a Routed combat result, the entire stack is automatically routed. The stack suffers 50% losses and must retreat 5 hexes. However, if the defender has deployed more than one front line, all attacks against separate lines are resolved (and casualties extracted) before the stack routs. The 50% loss is based on strength points remaining after all other casualties are extracted. In a battle with multiple front lines, a Routed result is applied only once; further Routed results are ignored.

[12.9] RIVER CROSSING BATTLES

Battles between units on opposite sides of a minor river or on opposite ends of a bridge are River Crossing Battles. The defender in a River Crossing Battle has different options from those in a normal battle. The attacker also operates under special restrictions. However, except as specified in this section, all normal rules apply to river crossing battles.

[12.91] The following are the defender's battle options:

1. **Withdraw:** The defender can have his cavalry withdraw (see 12.2). He may choose to fight a Withdrawal Battle (see 12.8). If the defender fights a Withdrawal Battle, the river has no special effect on the battle.
2. **Defend the River Crossing:** The defender chooses to defend the bridge or river crossing point in the defender's hex. River crossing points other than bridges are not shown on the map; players may imagine them to be fords or ferries (remember, however, that major rivers can be crossed only at bridges). This option limits the forces available to each side. The following forces are the maximum that the defender can deploy in his front line in the first round of battle:
   - 1 infantry division
   - 1 cavalry division (or 3 cavalry brigades)
   - 1 field artillery strength point
   - 1 horse artillery strength point

   The attacker is subject to the same limits in his front line. The defender can either fight for two rounds (see 12.92, #3) or can Withdraw his units as in a Withdrawal battle. If the defender does not receive a Routed result, his entire stack retreats one hex and makes the usual Morale Check.
3. **Defend The Hex:** The defender deploys his front line and reserves. The attacker groups all units he wishes to deploy in his front line by corps or corps-equivalents (see 12.92, #1) and announces the total number of corps or corps-equivalents in his front line. The defender decides how many corps he will allow each player to use in the first round of combat. He must allow at least one-third the total number of the attacker's corps equivalents to

participate in the first round; the defender is also limited to this number. (This procedure represents the defender allowing part of the attacker's army to cross unhindered before the battle begins). In each following round, the attacker may deploy up to 2 corps or corps-equivalents as reinforcements. The attacker's total deployment cannot exceed the number he announced for his front line at the beginning of the battle.

[12.92] **River Crossing Battle Restrictions**

1. For purposes of this section, all units under the same corps leader are considered to be a single corps. A corps-equivalent is a combination of units not in excess of:
   - 3 infantry divisions
   - 1 cavalry division
   - 1 field artillery strength point
   - 1 horse artillery strength point

   All units in the Army Reserve are considered part of the same corps, regardless of the numbers and types of units.
2. All attacking units not deployed in the front line must be placed in the reserve.
3. Units attacking across a minor river or any type of bridge cannot fight more than two rounds of River Crossing Battle in a single Combat Phase. Units defending a river crossing point or hex in a river crossing battle cannot be attacked for more than two rounds in a single Combat Phase by enemy units attacking across a bridge. If some defending units remain in the hex after the first round, the defender may choose any of the three River Crossing Battle options for the second round of combat.

[12.93] **Routs and Withdrawals**

1. When the attacker receives a Withdraw combat result in a river crossing battle, the number result shown with the Withdraw result is increased by 1 before the Minimum Loss is calculated. When the attacker receives a Routed result, the front line suffers the normal 50% loss; the remaining strength points in the front line are considered captured, even if the defender had no forces available to mount Pursuit. Leaders whose commands are eliminated are eliminated themselves.
2. Routed and Withdraw combat results have the normal effects against defending forces using the Defend the Hex option. Attacking units in reserve can pursue if defending units are routed.
3. If all defending units in the hex are routed when using the Defend the Hex option, the entire attacking force can advance across the river, even if the attacker has no Advance Points available (if he does, the advance across the bridge does not cost an Advance Point). The attacker's reserve can conduct pursuit normally.
4. Withdraw results have the normal effect on defending units using the Defend the Crossing option if all the defending units were in the front line. If the defender had a reserve, the front line units receiving the Withdraw result do not leave the hex and do not make a Morale Check. If a second round of combat is fought, the defender must use the Defend the Hex option.

[13.0] MORALE AND ROUT

GENERAL RULE

The units of each nationality are assigned a Morale Rating for each scenario. The Morale Rating, together with a leader's Morale Bonus if applicable, is used to Rally routed units and in other situations that require a Morale Check.

PROCEDURE

When checking morale, follow these steps.

1. The owning player determines the Morale Rating for the unit or stack. Usually, all units in a stack will have the same Morale Rating. If a stack contains units with different Morale Ratings, use the rating of the units that comprise a majority of the stack's infantry and cavalry strength points. If the different groups are equal in strength points, use the highest rating.
2. The owning player determines the Leader Bonus, if any. If the leader currently in command of all the units in the stack is present, his Morale Bonus may be used.
3. The owning player adds the Morale Rating of the stack to the Leader Bonus (if any) and rolls one die. If the result is less than or equal to that sum, the Morale Check is successful.

[13.1] REQUIRED MORALE CHECKS

[13.11] A unit or stack may be required to make a Morale Check as part of a combat result.

[13.12] A unit or stack is required to make a Morale Check when a retreating routed unit enters their hex, unless the hex contains a leader of a higher rank than the highest ranking leader with the routed unit. If a Morale Check is unsuccessful (when a check is required), the units in the hex become routed.

[13.13] A unit or stack is required to make a Morale Check when they enter a hex containing a routed unit, unless the unrouted units are stacked with a leader of a higher rank than the highest ranking leader with the routed unit. If a Morale Check is unsuccessful (when a check is required), the moving units become routed.

[13.14] Unsupplied units under siege must make a Morale Check in the Siege and Assault Phase. If the check is unsuccessful, the besieged units surrender and are eliminated.

[13.15] A unit or stack in a Rout 2 condition must make Morale Check in the Rally Phase. If the Morale Check is successful, the marker is removed; if unsuccessful the Rout 2 condition remains in effect.

[13.2] EFFECTS OF ROUT

[13.21] If a force routs as a result of combat, it loses 50% of its strength, round fractions up.

[13.22] A routed unit or stack immediately retreats 5 hexes from the hex in which it was originally located. If for any reason the unit or stack cannot retreat a full 5 hexes, it is eliminated.

[13.23] If possible, routed units must retreat toward any friendly fortress, depot, or depot city in the 5-hex range. If no such location exists in the 5-hex range or cannot be reached, the routed units must retreat toward the nearest friendly fortress, depot, or depot city outside the 5-hex range (This requirement only specifies the direction of the retreat; it does not require the retreating units to end its movement there, although it could if the path of retreat would normally end in the location hex).

[13.24] A routed unit cannot retreat through enemy units, nor across unbridged major river hexsides, nor into or across any kind of impassable terrain.

[13.25] A routed unit can retreat through a hex containing friendly units, and may be forced to do so if friendly units occupy a fortress, depot, or depot city toward which the routed unit must retreat. The unrouted units do not make a Morale Check if they are stacked with a leader of a higher rank than any routed leader passing through the hex. If the highest-ranking leader in the unrouted stack has a rank equal to or less than that of the routed leader, the unrouted stack must make a Morale Check. If the check succeeds, the units are unaffected; if it fails, the units become routed and must retreat 5 hexes themselves; however, these units do not suffer the 50% strength point loss.

[13.26] At the end of its movement, a routed unit is marked with a Rout 1 marker. Units with a Rout 1 marker cannot be issued orders and cannot move in the upcoming Friendly Movement Phase. At the end of the next Friendly Movement Phase, all Rout 1 markers are flipped to read Rout 2. A unit with a Rout 2 marker may attempt to use self-initiative command only. It may attempt to rally in the Rally Phase.

[13.27] A unit under either kind of Rout marker is automatically routed again (Rout 1 result) if attacked by any enemy force, regardless of odds. Attacks at odds worse than 1 to 2 are permitted against routed units. This is an exception to the normal rules requiring at least 1 to 2 odds for an attack.

[13.28] Unrouted friendly units that enter a hex containing routed friendly units must make a Morale Check, just as if the routed units had entered their hex. The unrouted units do not make a Morale Check if they are stacked with a leader of a higher rank than any routed leader in the hex. If the highest-ranking leader in the unrouted stack has a rank equal to or less than that of the routed leader, the unrouted stack must make a Morale Check. If the moving units are routed as a result of the Morale Check, they do not suffer the 50% strength point loss.

[14.0] SUPPLY

GENERAL RULE

During the Supply Phase, units are checked to determine whether they are supplied or unsupplied. Unsupplied units suffer penalties in combat, and are more likely to suffer Attrition (see 16.0) during movement. Unsupplied units are flipped to their Unsupplied side to indicate their status during play. An unsupplied unit remains unsupplied until the next Supply Phase. Units can be supplied by Supply Trains, Depots, Depot Cities, or Foraging. A player cannot voluntarily leave his units unsupplied during the Supply Phase (however, this rule does not prevent a unit from moving in such a way that it cannot be supplied in the Supply Phase).

[14.1] SUPPLY TRAINS

[14.11] Units that are stacked with or adjacent to a supply train of the same nationality in the Supply Phase may be placed in supply by that supply train. Units cannot be placed in supply by a friendly supply train of a different nationality. For purposes of this rule, all nationalities allied to France are considered French, except Prussian and Austrian units in 1812 scenarios. All units under the command of a British army leader are considered British under this rule.

[14.12] One supply train can provide supply to any number of units, provided that they are stacked with or adjacent to the supply train. A supply train that provides supply to any unit or units is considered "used up" and is removed from the map at the end of the Supply Phase.

[14.13] Supply trains have a Movement Allowance of four movement points; they force march under special rules. They never suffer Attrition while moving.

[14.14] Supply trains are always in command and do not require orders to move (they should, however, be marked with a March or Force March marker to indicate how far they can move in the Movement Phase). The only non-movement order that applies to supply trains is Build Depot.

[14.15] Supply trains have no combat strength points. A hex containing only a friendly supply train can be freely entered by any enemy unit or stack with at least 1 strength point. When the enemy enters the hex, the supply train is captured and is flipped to its Captured side. A captured supply train functions in all ways like a supply train of the nationality that captured it and can be used to supply the captor's units. When the captured supply train is used up, return the counter to the original owning player.

[14.16] A stacking limit of two supply trains per hex applies unless the supply trains are inside a fortress under Siege (see 15.0). A player cannot voluntarily place more than two supply trains inside a fortress.

[14.17] Supply trains are never Routed. They do not retreat if units they are stacked with suffer a Routed result in combat. If a supply train is part of a stack that suffers a Withdraw result, the supply train retreats one hex along with the rest of the stack; it remains in that hex and does not retreat if the remainder of the stack routs because of an unsuccessful Morale Check. The same procedure applies if a supply train is part of a stack that fights a successful Withdrawal Battle. A supply train that is part of a stack that loses an Escalating Exchange is allowed to retreat. A supply train that is left alone in a hex as a result of combat is captured if the enemy advances into the hex.

[14.18] The owning player cannot deliberately destroy his supply trains. Supply trains are removed from the map only when they are used to supply units.

[14.19] A player cannot build more supply trains than are available in his counter mix.

[14.2] DEPOTS

[14.21] Depots represent large immobile concentrations of supplies. A unit is in supply if it can trace a path of no more than three movement points from its hex (exclusive) to a hex containing an active supply depot of the same nationality (inclusive). This path cannot pass through a hex in an enemy cavalry ZOC unless the ZOC hex is occupied by at least 1 friendly strength point (limited ZOCs are not in effect during the Supply Phase). Depots cannot provide supply for friendly units of a different nationality. For purposes of this rule, all nationalities allied to France are considered French, except Prussian and Austrian units in 1812 scenarios. All units under the command of a British army leader are considered British under this rule.

[14.22] Depots can provide supply only if they are Active. An active depot is one that can trace a Line of Communication to a Depot City in its home country (or to a friendly port, in the case of British depots). The requirements differ according to the nationality of the depot:

1. **French, British, Russian:** A depot belonging to one of these nationalities is always active, unless:
   - It is inside a fortress under siege
   - It cannot trace a Line of Communication (LOC). A LOC is a path of hexes of any length leading from the depot to a Depot City in the home country (A British depot traces the LOC to a friendly port instead). The LOC cannot include hexes occupied by enemy strength points, nor can it include hexes in enemy Zones of Control (unless the ZOC hex is occupied by a friendly strength point). The path cannot cross any impassable hex or impassable hexside and cannot be traced through all-rough or all-swamp terrain.
2. **Prussian, Austrian:** These depots are active only if:
   - The depot is inside a friendly fortress not under siege and it can trace a Line of Communication (see #1).
   - The depot can trace a path no longer than eight hexes to a friendly Depot City in the home country
   - The depot can trace a path no longer than eight hexes to an active depot of the same nationality that is itself active. These depots are regarded as links in a chain that eventually ends at a friendly Depot City in the home country or at a depot in a friendly fortress not under siege. The 8-hex path cannot include hexes occupied by enemy strength points, nor can it include hexes in enemy Zones of Control (unless the ZOC hex is occupied by a friendly strength point). The path cannot cross an impassable hex or an impassable hexside.

[14.23] One active depot can provide supply to any number of units of the depot's nationality, provided that the units can trace a path no longer than 3 movement points to the depot (see 14.21). An active depot is never used up by providing supply; it is not removed from the map as are supply trains. A player may never have more than one depot in a hex, nor can depots of different nationalities co-exist in the same hex.

[14.24] At the beginning of the friendly Movement Phase, each friendly active depot can create one supply train, up to the limits of the counter mix. A newly-created supply train is stacked on top of the depot. The supply train can move in the Movement Phase of its creation.

[14.25] Inactive depots can neither provide supply nor create supply trains. Such depots are flipped to their Inactive side.

[14.26] Depots have an intrinsic defense strength of 1 strength point. This can be used only when the depot is the only defending unit in the hex. Depots cannot move; thus, they cannot retreat, Withdraw, or Rout. If all the defending units stacked with a depot are Withdrawn, Routed, or eliminated, or if the the depot receives any combat loss when defending alone, the depot is captured if the enemy enters the hex (using Advance Points). The depot is removed and replaced

by two captured supply trains. If the victor is unable to enter the depot's hex, the depot is destroyed.

[14.27] When a fortress comes under siege, any depot in that fortress is immediately replaced by 3-8 supply trains of the same nationality. The owning player rolls one die and adds 2 to the result to determine the exact number. (Players can use a single supply train counter with a strength marker underneath). These trains will be used to supply the garrison during the siege, and they are used and expended in the normal fashion (Exception: such trains cannot supply any friendly unit outside the fortress). When the supply trains are gone, the garrison suffers Attrition each turn and must make successful Morale Checks to avoid surrender.

[14.28] **Building Depots:** A depot marker can be built at the end of the Supply Phase if all of the following conditions are met:

- At least 1 infantry strength point and 1 supply train (both of the same nationality) are stacked together in the city, fortress city, town, or minor fortress where the depot is to be built. The presence of a Foraged marker in the hex has no effect, but if a Depleted marker is in the hex, 2 supply trains are needed to build the depot
- The infantry strength point and the supply train have neither moved nor engaged in any type of combat during the current turn
- The hex does not contain a Depleted marker
- The hex does not already contain a Depot City or depot marker of the same nationality (since one depot can supply any number of units, such double capacity is superfluous)
- The infantry strength point received a Build Depot order in the Command Phase of the current turn
- There is a depot marker available in the counter mix.

To build the depot, remove the infantry strength point and the supply unit (both are eliminated; the enemy receives no Victory Points for them) and replace them with the depot marker. A Foraged marker is placed in the hex (if one is already there, it is replaced by a Depleted marker).

[14.29] **Destroying Depots:** Unlike supply trains, depots may be destroyed by the owning player to prevent their capture by the enemy; such destruction occurs at the end of the Movement Phase. To destroy a depot, its hex must be occupied by at least 1 infantry strength point (other than the depot's intrinsic strength point) that meets the following conditions:

- The strength point did not move in the Skirmish Phase or Movement Phase
- The strength point did not attack in the Skirmish Phase and will not attack in the Combat Phase
- The strength point received a Destroy Depot order in the Command Phase of the current turn

If all these conditions are met, the depot is removed from play at the end of the Movement Phase. The owning player may replace the depot with one supply train of the same nationality.

[14.3] DEPOT CITIES

[14.31] Certain cities are shown on the map as Depot Cities. A depot city functions in all respects as an active depot of the same nationality. A depot city may serve as the supply terminus of a chain of depots of the same nationality if the depot city is located in the home country of the depots involved. A unit can draw supply directly from a depot city of the same nationality. In this case, it is not necessary that the depot city be located in the home country; it is enough that the depot city begins the scenario under the control of the player whose units are drawing supply directly from it. The scenarios list the provinces controlled by each country.

[14.32] The supply capacity of a depot city belongs exclusively to the original owning player; it can never be used by an enemy. Nor can the supply capacity be used by an ally of the original owner, unless the scenarios specify otherwise. Under certain conditions, a player can build a depot marker of his own nationality in a depot city controlled by a friendly foreign country (see 14.33).

[14.33] If a depot city is occupied by an enemy (or if enemy units were the last to pass through it), its supply capacity is temporarily suppressed. A player can build a depot marker of his own nationality in an enemy depot city under his control. If a captured depot city is occupied by a unit belonging to the original owning player or his current allies (or if such a unit was the last to pass through the city), the depot city is liberated and its supply capacity is immediately restored to the original owning player.

[14.34] A country can build a depot marker in a foreign depot city under the following conditions:

- A player can build a depot marker of his own nationality in an enemy depot city under his control if he meets all the conditions for building a depot marker (see 14.28) and if he has a depot marker available in his counter mix.
- A player can build a depot marker of his own nationality in a friendly depot city if he meets all the conditions for building a depot marker (see 14.28), if he has a depot marker available in his counter mix, and if the original owning player agrees to the construction of the depot.

[14.35] When a fortress depot city comes under siege, the depot capacity of the hex is temporarily suppressed; 3-8 supply trains of the same nationality are immediately placed in the hex. The owning player rolls one die and adds 2 to the result to determine the exact number. (Players can use a single supply train counter with a strength marker underneath). These trains will be used to supply the garrison during the siege, and they are used and expended in the normal fashion (Exception: such trains cannot supply any friendly unit outside the fortress depot city). When the supply trains are gone, the garrison suffers Attrition each turn and must make successful Morale Checks to avoid surrender.

[14.36] A depot city is never depleted by foraging, nor can its supply capacity be permanently destroyed (exception: see the Special Rules for scenario 19.4).

[14.4] FORAGING

[14.41] French and Russian units have the ability to supply themselves by plundering the inhabitants of areas through which their armies march, an activity politely called Foraging or "living off the land." When a hex is foraged, it eventually loses its ability to support an army.

[14.42] Only French units, French-allied units, and Russian units can use Foraging; for purposes of foraging, French-allied units are considered French, but Russian-allied units are not considered Russian. However, in 1812 scenarios, Austrian and Prussian units allied to France cannot use foraging. Austrian, Prussian, and British units can never use foraging, nor can any units allied with a major country (Austria, Prussia, Russia, or Britain) that is part of the Coalition.

[14.43] French units, French-allied units (see 14.42) and Russian units can forage if they meet the following specifications:

- The foraging units are within three hexes of a friendly town or friendly city. A town or city is considered friendly if it was friendly to the foraging units at the start of the scenario and if is friendly to the foraging units at the moment foraging occurs. No "forage path" need be traced; the town or city represents the forage potential of the three-hex area surrounding it.
- The town or city does not contain a Depleted marker.
- No more than two corps are attempting to forage within three hexes of the same town.
- No more than three corps are attempting to forage within three hexes of the same city.
- For purposes of this rule, all units belonging to a corps count as one corps, regardless of the size of the corps. The Army Reserve counts as a single corps, regardless of the size of the reserve.

[14.44] All towns begin the game with the ability to provide forage for two corps in a single turn. All cities begin the game with the ability to provide forage for three corps in a single turn. Depot cities have the ability to provide forage for any number of corps in

a single turn. A Foraged marker is placed on a town or city hex that provides forage for one or more corps in a Clear Weather turn (if the hex already has a Foraged marker, replace it with a Depleted marker). If foraging occurs in a Mud Weather turn or a Winter Weather turn, place a Depleted marker in the hex. A Depleted town or city cannot provide forage. Depot cities are never marked with Foraged or Depleted markers.

[14.45] French units, French-allied units, and Russian units that cannot be supplied by supply trains, depots, or depot cities, must attempt to forage for supply. A unit that could be supplied by other means may choose to forage to avoid using up supply trains (assuming that the unit was eligible to forage).

[14.46] If a stack forages a hex, and the stack contains more corps than the hex can supply, all corps in the stack are flipped to their Unsupplied sides, while the hex is marked Depleted.

[15.0] FORTRESSES AND SIEGES

GENERAL RULE

A fortress multiplies the combat strength of the strength points that belong to its garrison. There are two kinds of fortresses in the game: major fortresses and minor fortresses; the two differ in the maximum size of the garrison. Some major fortresses are also depot cities or major cities. Fortresses can be captured by Assault or Siege.

[15.1] ENTERING AND EXITING A FORTRESS

[15.11] A unit may enter a fortress in the hex it occupies during any Skirmish Phase, Movement Phase, or Combat Phase (Friendly or Enemy) at no cost in Movement Points.

[15.12] A unit may leave a fortress hex during a Friendly Skirmish Phase, Friendly Movement Phase, or in either player's Combat Phase. A unit cannot both enter and leave the same fortress in the same Combat Phase.

[15.13] A Friendly unit in a fortress hex during an Enemy Skirmish Phase, Movement Phase, or Combat Phase must be declared inside or outside the fortress by the owning player.

[15.14] A unit can enter a fortress hex during a retreat and then end its retreat by entering the fortress. However, the unit can do so only if the fortress hex would normally be the final hex of the retreat path.

[15.15] It is possible to have two groups of Friendly units in a fortress hex: one group inside the fortress and one outside.

[15.2] STACKING IN A FORTRESS

[15.21] A maximum of 35 strength points can stack inside a major fortress.

[15.22] A maximum of 10 strength points can stack inside a minor fortress.

[15.23] Units in a fortress hex but not within a fortress use the normal stacking rules (see 9.0).

[15.3] FORTRESSES AND BATTLES

[15.31] Units in a fortress hex but not within the fortress receive no special benefits during battle from the presence of the fortress. Friendly units within a fortress are considered separate from Friendly units outside a fortress, even though all units are in the same hex.

[15.32] Enemy units may choose to ignore Friendly units within a fortress and choose to attack Friendly units outside the fortress but within the hex. In this case, any units (but not detachments) inside the fortress can be used as battle reinforcements (see 12.7), using the Initiative Rating of the highest-ranking leader within the fortress.

[15.33] A unit outside of a fortress may Withdraw into the fortress at the end of any combat round in which a Withdraw result is either required or optional.

[15.34] A garrisoned fortress cannot be captured through the normal battle procedure; a garrisoned fortress can be captured only through Assault (see 15.4) or Siege (see 15.5).

[15.4] ASSAULTS

Friendly units can assault Enemy-held fortresses in the Siege and Assault Phase of the turn. Such combat is conducted as a normal battle with several important differences.

[15.41] The total strength points of units defending within the fortress is tripled.

[15.42] An Enemy-held fortress cannot be assaulted if there are any unrouted Enemy strength points in the hex but outside the fortress.

[15.43] In an assault, neither attacker nor defender receives combat modifiers for terrain, cavalry, combined arms, flank attack, or cavalry leaders (see 12.4).

[15.44] The defender inside a fortress must use the Defend the Hex battle option. Withdrawal battles are not allowed.

[15.45] The defender does not deploy (see 12.3) for an Assault. The defender's units must be attacked as a single combined defense strength. However, the attacker can deploy units in reserve as usual.

[15.46] Defending units can receive battle reinforcements normally; however, all such reinforcements must be brought within the fortress. They cannot enter the fortress by moving through any hex adjacent to, or occupied by, attacking units. Defending reinforcements may begin their movement from hexes adjacent to attacking units, but the reinforcements must move away from them immediately. The fortress cannot accept any reinforcement that would cause the fortress to exceed its stacking limit.

[15.47] Any combat result calling for the Rout or Withdrawal of the defending garrison yields the automatic capture of all surviving defending strength points. The attacker can automatically advance into the captured hex, even if the result yielded no Advance Points.

[15.5] SIEGES

[15.51] A player may declare a Siege of an Enemy-held fortress hex during the Siege and Assault Phase under the following conditions:

- Friendly units are adjacent to an Enemy-held fortress hex
- All Enemy units in the fortress hex are within the fortress
- The combined printed strength points of the attacking units are equal to or greater than the combined printed strength points of the defender (for this purpose, the presence of the fortress does not enhance the defender's strength)
- The units used to besiege the fortress are currently in supply

The attacking player declares that the conditions above have been met, then moves his besieging units directly into the Enemy-held fortress hex, stacking the besieging units directly atop the defenders. This type of movement takes place only in the Siege and Assault Phase and at no cost in Movement Points. The defender cannot try to create a Limited ZOC to prevent this movement.

[15.52] When a fortress comes under siege, any depot in that fortress is immediately replaced by 3-8 supply trains of the same nationality. The owning player rolls one die and adds 2 to the result to determine the exact number. (Players can use a single supply train counter with a strength marker underneath). These trains will be used to supply the garrison during the siege, and they are used and expended in the normal fashion (Exception: such trains cannot supply any Friendly unit outside the fortress). When the supply trains are gone, the garrison suffers Attrition each turn and must make successful Morale Checks to avoid surrender.

[15.53] Any fortress that is not a fortified depot city or does not have a depot marker in the hex is automatically out of supply when placed under siege.

[15.54] If unsupplied defending units fail a Morale Check when called upon to make a check, the fortress surrenders and all defending units and leaders are automatically captured. If the defender succeeds when called upon to make a Morale Check, there is no effect.

[15.55] Unsupplied units within a fortress under siege must check for Attrition (see

16.0) in the Friendly Movement Phase, as though they had completed a normal march.

[15.56] A siege is broken immediately if, for any reason, the besieging units leave the fortress hex. A siege is broken any time any of the conditions for declaring siege are not met in the current Siege and Assault Phase. If a siege is broken in either of these ways, the defender can, if he wishes, trade all his supply trains in the besieged hex for one depot marker (assuming that a depot marker is available in his counter-mix).

[15.57] Friendly units conducting a siege may be attacked normally by Enemy units from adjacent hexes (see 12.0). Units inside a fortress under siege can leave the fortress to serve as battle reinforcements for a force attacking the besiegers. The besieged units can themselves leave the fortress to attack the besiegers; in either case, the besieged units cannot leave the fortress hex. Enemy units attacking the besiegers both from the fortress hex and from a hex not adjacent to the fortress qualify for the flank attack modifier if the besiegers cannot deploy a front line against each Enemy force (see 12.3).

[15.58] Units inside a fortress under siege cannot be given orders (see 7.0) by any leader not inside the fortress.

[16.0] ATTRITION AND WINTER QUARTERS

GENERAL RULE

When Napoleonic armies marched, large numbers of men were lost to fatigue, illness, hunger, and desertion. These non-combat losses are called Attrition losses. The effects of attrition were most severe in the winter months, November through April. To reduce attrition during these month, armies usually went into Winter Quarters. Winter Quarters keep units supplied and free of attrition losses, but impose movement and combat penalties.

[16.1] WHICH UNITS CHECK FOR ATTRITION

[16.11] All units that move in either the Friendly Movement Phase or the Friendly Skirmish Phase must check for attrition at the end of their moves.

[16.12] Unsupplied units must check attrition at the end of the Friendly Movement Phase, even if the units did not move.

[16.13] Units in Winter Quarters do not check for attrition as long as they remain in Winter Quarters.

[16.14] Supplied unit that did not move in either the Friendly Movement Phase or the Friendly Skirmish Phase do not check for attrition at the end of their moves.

[16.15] Supply trains and bridge trains do not check for attrition.

[16.2] MAKING ATTRITION CHECKS

[16.21] Attrition is checked per stack, rather than for individual units (but if a unit is alone in a hex, it checks for attrition by itself.

[16.22] The owning player checks attrition for his units or stacks by rolling one die at the completion of movement, adding any Attrition Die Roll Modifiers that apply, and cross-indexing the strength point value of the stack to the proper Attrition Table. The result is the attrition loss in strength points. The owning player adjusts strength point markers or removes units (as appropriate) to reflect the losses. Finally, award Victory Points by adjusting the markers on the French Victory Points Track. Losses from attrition provide the same Victory Point awards as losses from combat; French losses are subtracted from the Victory Point total, while Coalition losses are added to the Victory Point total.

[16.23] When making attrition checks, the Attrition Table used depends upon the movement order given to the unit or stack. Units and stacks with March orders use the Normal March Attrition Table, as do unsupplied units that did not move (treat them for this purpose as having carried out a March order). Units and stacks that received Force March or Double Force March orders use the Force March Attrition Table. The attrition check is made using the movement rate of the order issued, even if the unit or stack did not actually move or if it used only part of its Movement Allowance.

[16.24] When making attrition checks, the owning player does not use an attrition die roll for a unit or stack with a Force March or Double Force March order; instead, use the die roll that provided the stack with its additional Movement Points.

[16.25] Leaders, bridge trains, and supply trains are never counted when calculating the number of strength points in a force.

[16.3] ATTRITION DIE ROLL MODIFIERS

Weather, supply status, and nationality affect the attrition die roll. All modifiers in this section are cumulative:

- **Mud:** +1 to the attrition die roll in all Mud turns
- **Snow:** +2 to the attrition die roll in all Snow turns
- **Unsupplied:** +2 to the attrition die roll if any of the units in the stack is Unsupplied
- **Double Force March:** +2 to the attrition die roll if any of the units received a Double Force March order in the Command Phase
- **French Nationality:** −1 to the die roll if a majority of the units in the stack are French units (actual French, not French allies)

The die roll modifiers apply only when checking for attrition. They do not apply when calculating the extra movement points received when using Force March or Double Force March.

[16.4] ATTRITION LOSSES

[16.41] When a stack suffers attrition losses, the losses must be spread as evenly as possible among all the units in a stack (Example: a loss of 3 strength points from a stack of 4 infantry divisions would require that 3 divisions lose 1 strength point each, while the fourth remains untouched).

[16.42] In dividing attrition losses among specific types of units, players must follow the unit type ratios of 12.62: 3 infantry/1 cavalry/1 artillery or horse artillery.

[16.43] Supply trains and bridge trains never suffer from attrition and cannot be eliminated to satisfy an attrition loss.

[16.5] ENTERING WINTER QUARTERS

A unit or stack can enter Winter Quarters at no cost in Movement Points at the beginning of the Friendly Movement Phase if it meets the following conditions:

- The current game turn is in the months of November to April, inclusive.
- The unit or stack received a Winter Quarters order during the immediately preceding Command Phase.
- The unit or stack is within three hexes of an Undepleted city or town, or within three Movement Points of an active depot from which it could be supplied.
- All units in the hex are part of the same corps, or a mixture of a single corps with some Army Reserve Units.
- The unit or stack can trace a path no longer than 8 hexes to an active, Friendly depot. This path cannot cross, enter, or pass through Enemy-occupied hexes, hexes in Enemy cavalry ZOCs (regardless of the presence of Friendly units in the Enemy ZOCs), unbridged major river hexsides, impassable hexsides, impassable hexes, swamp hexsides, or full rough terrain hexsides.
- The unit or stack is not adjacent to any Enemy unit.
- The unit or stack is not under siege

[16.6] LEAVING WINTER QUARTERS

[16.61] A unit or stack currently in Winter Quarters is forced to leave Winter Quarters immediately when it can no longer meet all the conditions of 16.6. A unit or stack may be forced out of Winter Quarters because an Enemy unit moves into an adjacent hex, because Enemy action makes fulfillment of the conditions of 16.6 no longer possible, or because the Enemy makes an attack or an assault on the unit or stack in Winter Quarters. A unit or stack forced out of Winter

Quarters by Enemy action suffers a −2 combat dice roll modifier in both Combat Phases of the current turn.

[16.62] A unit or stack currently in Winter Quarters is forced to leave Winter Quarters immediately if it is issued any type of movement order in the Friendly Command Phase. A unit or stack leaving Winter Quarters due to orders does not receive the −2 combat dice roll penalty during the turn it leaves Winter Quarters.

[16.63] A unit or stack currently in Winter Quarters is forced to leave Winter Quarters immediately if it is eligible for use as a battle reinforcement (see 12.7), and the owning player chooses to use it as one. A successful Initiative die roll is needed for the reinforcement to move, and it suffers a −2 dice roll penalty in both Combat Phases of the turn it moves.

[16.64] If a unit leaves Winter Quarters, it cannot return to Winter Quarters in the current winter season.

[16.7] EFFECTS OF WINTER QUARTERS

[16.71] The only order that can be issued to a unit in Winter Quarters during the Command Phase is a Transfer order. Other non-movement orders (see 7.0) are simply ignored, while a movement order forces the unit to leave Winter Quarters. (Since a unit in Winter Quarters cannot move, any transfer order would have to be carefully set up to avoid placing the newly-transferred unit out of command.)

[16.72] A unit in Winter Quarters cannot move in any phase except to act as a battle reinforcement (but to do so would force it to leave Winter Quarters). As long as a unit remains in Winter Quarters it does not have to make any Attrition rolls in the Movement Phase.

[16.73] A unit in Winter Quarters cannot initiate combat in the Skirmish Phase or the Battle Phase. A unit in Winter Quarters can defend itself if forced out of Winter Quarters by Enemy action, but it does so at a −2 penalty. A unit in Winter Quarters, if used as a battle reinforcement, fights at a −2 dice roll penalty.

[16.74] A unit in Winter Quarters is automatically in supply in the Supply Phase.

[16.75] A unit in Winter Quarters cannot participate either in an assault nor act as a besieger in the Siege and Assault Phase. A Friendly unit must leave Winter Quarters to defend itself against an Enemy assault; the defending unit fights at a −2 penalty. Siege is conducted normally against besieged units in Winter Quarters.

[16.76] The Rally Phase is conducted as usual for units in Winter Quarters.

[17.0] BRIDGE TRAINS

GENERAL RULE

A bridge train is a special mobile non-combat unit used to span river hexsides. A bridge train can span both major and minor river hexsides.

[17.1] MOVEMENT CAPABILITIES

[17.11] Bridge trains are always in command and do not require orders to move (they should, however, be marked with a March or Force March marker to indicate how far they can move in the Movement Phase).

[17.12] A bridge train has a movement allowance of 4 movement points. It can move normally even if not attached to a leader.

[17.13] A bridge train does not require an order to Force March; it uses a special procedure. At the end of normal movement, the owning player makes a die roll. If the result is 1, 2, or 3, the unit gains no additional movement points and must end its movement immediately. If the result is 4, 5, or 6, the unit gains 4 additional movement points.

[17.14] A bridge train never suffers Attrition and cannot be sacrificed to satisfy Attrition losses.

[17.2] BRIDGE TRAINS AND COMBAT

[17.21] A bridge train has an intrinsic defense of 1 strength point, but this is used only if the bridge train is the only defending unit in a hex.

[17.22] Bridge trains are never Routed. They do not retreat if units they are stacked with suffer a Routed result in combat.

[17.23] If a bridge train is part of a stack that suffers a Withdraw result, the bridge train retreats one hex along with the rest of the stack; it remains in that hex and does not retreat if the remainder of the stack routs because of an unsuccessful Morale Check. The same procedure applies if a bridge train is part of a stack that fights a successful Withdrawal Battle.

[17.24] A bridge train that is part of a stack that loses an Escalating Exchange is allowed to retreat.

[17.25] A bridge train that is left alone in a hex as a result of combat is captured if the Enemy advances into the hex; the bridge train is flipped to its Captured side. A captured bridge train functions in all ways like a bridge train of the nationality that captured it.

[17.26] When a bridge train is emplaced across a river hexside, the bridge train can be attacked from either hex adjacent to the bridge hexside.

[17.27] A player may destroy his own bridge train in an identical fashion to destroying his own depots (see 14.29).

[17.3] BRIDGING RIVERS

[17.31] A bridge train unit can build a bridge across any river hexside by moving adjacent to that hexside and then spending an additional 1 Movement Point to emplace the bridge. The bridge train is placed across the hexside to indicate the location of the bridge. The bridge may be used by Friendly units beginning on the turn after it is built and in all later turns unless the bridge is moved, captured, or destroyed.

[17.32] If a bridge train moves, leaving either of the hexes adjacent to the spanned hexside, the bridge is considered immediately dismantled.

[18.0] VICTORY

Victory conditions vary with each scenario. Usually, the French player must earn a specified number of Victory Points, as well as satisfying any special conditions called for in the scenario, to win (the special conditions may earn or cost the French player additional Victory Points). If the French player does not achieve his victory conditions, the Coalition player automatically wins the scenario.

[18.1] THE VICTORY POINT TRACK

During play, the French player uses the Victory Point track to record his current Victory Point total. The markers on the track are adjusted as needed to reflect the current total. To indicate a negative total, flip the markers to the negative side.

[18.2] VICTORY POINT SCHEDULE

Victory Points (VPs) are awarded to the French player as follows:

1 VP	For each Coalition infantry or cavalry strength point eliminated for any reason, including attrition losses
2 VPs	For each Coalition infantry or cavalry strength point captured or for each artillery piece captured
5 VPs	Each time Coalition forces fail to achieve an ordered Concentration
VPs	Equal to the Initiative Rating for each Coalition leader killed in battle
−1 VP	For each French infantry or cavalry strength point eliminated for any reason, including attrition losses
−2 VPs	For each French infantry or cavalry strength point captured or for each artillery piece captured
−5 VPs	Each time French forces fail to achieve an ordered Concentration
−VPs	Equal to the Initiative Rating for each French leader killed in battle

THE SCENARIOS

[19.0] SCENARIOS

Each of the cases in this section describes how to play one scenario of the game. Each tells which maps to use, defines friendly territory for each side, explains set-up, lists Morale Ratings for all forces, lists any special command instructions, gives the length of the scenario, lists reinforcements and replacements (if needed) for all sides, lists any other special rules, and explains the victory conditions.

Each scenario in this section is designed for two players, and uses the rules in sections 1.0 through 18.0. The Grand Campaign scenarios are listed after the additional rules needed to play the Grand Campaign game.

It is recommended that new players play each of the two introductory scenarios, then the entire 1805 campaign scenario before trying the other scenarios.

[19.1] 1805 SCENARIOS

[19.11] Introductory Scenario 1: Massena vs. Archduke Charles

PLAYERS: The players are the French player and the Austrian player.

MAPS: Only Map B is used for this scenario.

TERRITORY: France, Switzerland, the Kingdom of Italy, the Grand Duchy of Hesse, Frankfort, Baden, and Wurtemburg are friendly to France at the start of the scenario. All other territory is friendly to Austria at the start of the scenario.

SET-UP: The French player sets up the Army of Italy under Massena as shown on the French 1805 Army Organization Chart. There are no French depots on the map at the start of the scenario.

The Austrian player sets up the Army of Italy under Archduke Charles as shown on the Austrian 1805 Army Organization Chart. In addition, place one Austrian depot per hex in hexes B3520, B3522, and B4219.

COMMAND: Massena is the Supreme Commander for all French forces in the scenario. Archduke Charles is the Supreme Commander for all Austrian forces in the scenario. Massena and Archduke Charles can spend 8 Command Points each in the Command Phase.

ARMY RESERVES: There are no French Army Reserves in this scenario. All Austrian cavalry and artillery units are considered Army Reserves, regardless of the corps to which they are assigned.

MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all Austrian units is 2.

Introduction to the Battle Rules: AUSTERLITZ 1805

The following scenario is a short, one-phase battle through which the players can become familiar with the combat rules. This scenario should be set up and played several times while studying the battle rules (12.0). Particular attention should be paid to the rules concerning battle reinforcements (12.7) and flanking attacks (12.75).

PLAYERS: The players are the French player and the Coalition player, who controls the Austrian and Russian forces.
MAPS: Only Map B is used for this scenario.
SET-UP, FRENCH: The French forces set up as follows:
Napoleon, personally commanding the Mamelukes, Donmartin with 3 artillery, Bessieres with the 1st Guard infantry division (3 SPs) and the Guard heavy cavalry division (3 SPs), and the 11th infantry division (5 SPs);
Soult with the 7th, 8th and 9th infantry divisions (7 SPs each), the 3rd light cavalry brigade, and 6th artillery;
Lannes with the 12th infantry division (5 SPs), 4th light cavalry brigade, and 7th artillery;
Murat with the 1st and 2nd heavy cavalry divisions (2 SPs each), and the 1st, 3rd, and 4th dragoon divisions (2 SPs each).
All French forces set up in hex B5203.
SET-UP, COALITION: The Coalition forces set up as follows:
Kutusov with all his own and Buxhowden's armies as shown on the 1805 Russian Army Organization Chart, less 3 light cavalry brigades. All infantry divisions are reduced by 1 SP.
All Vienna Reserve units as shown on the 1805 Austrian Army Organization Chart, plus the 1st and 2nd Austrian heavy cavalry brigades.
All Coalition forces set up in hex B5303.
MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all Austrian units is 2. The Morale Rating of all Russian units is 3.
SCENARIO LENGTH: The scenario lasts one complete Russian Combat Phase. Combat continues round by round to the conclusion of the battle.
SPECIAL RULES: The Russian player can place in reserve *only* the Russian Guard corps under Constantine; all other Allied forces must be placed in the front line.
VICTORY CONDITIONS: The French player wins if the Allied force is routed. The Coalition player wins if the French force is routed. Any other result is a draw.
OPTIONAL RULE: The Coalition player can place up to one-third of his force in reserve.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-5; if the roll is 6, the Austrian player has the initiative.

SCENARIO LENGTH: The scenario lasts five complete game turns, beginning with the IV September 1805 turn and ending after the IV October turn.

SPECIAL RULES:

1. Archduke Charles cannot issue any orders, nor may any Austrian unit move or attack, until one of the events listed below has occurred. Once any of the listed events has occurred, Archduke Charles and the Austrian army functions normally for the remainder of the game.
   - Archduke Charles makes a successful unmodified Initiative roll at the start of any Command Phase. Charles may function normally in the same Command Phase in which the successful roll was made.
   - A French unit makes any type of attack, including Skirmish Combat, against any Austrian unit.
   - A French unit enters any hex east of the Adige River or north of Trent.
2. Massena's Army of Italy is considered one large corps for purposes of foraging, stacking, etc. No Concentrate order is needed to have units of Massena's army stack and attack together. If Massena is not present to command a French stack, the highest-ranking leader of the stack is the infantry division leader with the lowest seniority number.

VICTORY: Victory Points are not awarded in this scenario. The Austrian player wins if he meets either of the following two conditions at the end of the IV October turn. The French player wins if the Austrian player fails to achieve his victory conditions:

- At least one Austrian strength point occupies Mantua, and no French strength points occupy either Venice or Trieste.
- At least 45 Austrian strength points are either north of Trent or east of Trieste.

[19.12] Introductory Scenario 2: The Ulm Campaign

At the start of the 1805 campaign, Napoleon's Grande Armee swept across the Rhine and Danube into the rear of Mack's Austrian army, forcing the surrender of 30,000 troops at Ulm.

PLAYERS: The players are the French player and the Austrian player.

MAPS: Only Map B is used for this scenario.

TERRITORY: France, Switzerland, the Kingdom of Italy, the Grand Duchy of Hesse, Frankfort, Baden, and Wurtemburg are friendly to France at the start of the scenario. All other territory is friendly to Austria at the start of the scenario, with the following exceptions: Wurzburg (neutral; it can be entered by either side), Ansbach (controlled by Prussia; see special rules), and any hex occupied by Bavarian strength points at the start of the scenario.

SET-UP: The French player sets up La Grande Armee under Napoleon as shown on

the French 1805 Army Organization Chart. There are no French depots on the map at the start of the scenario.

The Austrian player sets up the Army of the Danube and the Army of the Tyrol as shown on the Austrian 1805 Army Organization Chart. In addition, place one Austrian depot per hex in hexes B3008, B3112, B3309, B3609, B3412, B3812, B4011, B4108, B4110, B4610, and B5210.

COMMAND: Napoleon is the Supreme Commander for all French forces in the scenario. Archduke Ferdinand is the Supreme Commander for all Austrian forces in the scenario. Napoleon can spend 8 Command Points in each Command Phase. See the special rules for Archduke Ferdinand's Command Point restrictions.

ARMY RESERVES: The French Imperial Guard, Artillery Reserve, and Mameluke cavalry unit are French Army Reserves. All units starting under the personal command of General Mack on the Austrian Army Organization Chart are Austrian Army Reserves.

MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all Austrian units is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-5; if the roll is 6, the Austrian player has the initiative.

SCENARIO LENGTH: The scenario lasts five complete game turns, beginning with the IV September 1805 turn and ending after the IV October turn.

REINFORCEMENTS AND REPLACEMENTS: As per the Army Organization Charts; there are no replacements in this scenario. The Archduke John, army leader for the Austrian Army of the Tyrol, enters at the start of the Austrian Movement Phase on the III October turn at Innsbruck. If Innsbruck is French-occupied, Archduke John may be stacked with any unit of the Army of the Tyrol.

SPECIAL RULES:

1. Command of the Austrian Army of the Danube was split between Archduke Ferdinand and the more experienced General Mack. Mack was officially an advisor but had some veto power over Ferdinand. The result of this divided command was dissension, delay, and confusion. To simulate this, Ferdinand and Mack, when within 8 hexes of each other, can spend only 3 Command Points, combined, per Command Phase. When separated by more than 8 hexes, Ferdinand and Mack can each spend 4 Command Points per Command Phase. Ferdinand and Mack must be stacked together for the first three game turns.
2. The Command Phase on the IV September turn is special. All French units are automatically in command and the French player may issue any orders he chooses (with the exception of Concentrate orders). The Austrian player cannot issue orders on the IV September turn; no Austrian unit can move or attack on IV September.
3. There can never be more than six French supply trains in play at the same time. However, the French player can use any number of captured supply trains.
4. The province of Ansbach is controlled by Prussia. On the first turn that any French unit enters Ansbach, the French player must move a at least one unit adjacent to the fortress of Ansbach. During the Combat Phase, the French player rolls one die to determine Ansbach's fate. On a roll of 1-4, Ansbach surrenders and the province becomes friendly to the French; no Victory Points are earned for the surrender of Ansbach. On a roll of 5-6, Ansbach resists. In this case, the French player must move any available force adjacent to the fortress of Ansbach as soon as possible. This force must be large enough to either besiege or assault the fortress. If Ansbach is besieged, the French player must make every effort to maintain the siege until the fortress is taken. This rule is ignored if the French player does not move any unit into or through the province of Ansbach.

VICTORY: The French player wins if the French Victory Point total is at least 25 at the end of the game. If the total is less than 25, the Austrian player wins.

[19.13] **The 1805 Campaign**

This scenario covers the entire 1805 campaign, which culminated in the great French victory at Austerlitz. Players will find that this scenario is tensely balanced; any French victory will be hard-earned.

PLAYERS: The players are the French player and the Coalition player, controlling the Austrian and Russian forces.

MAPS: Only Map B is used for this scenario.

TERRITORY: France, Switzerland, the Kingdom of Italy, the Grand Duchy of Hesse, Frankfort, Baden, and Wurtemburg are friendly to France at the start of the scenario. All other territory is friendly to Austria at the start of the scenario, with the following exceptions: Wurzburg (neutral; it can be entered by either side), Ansbach (controlled by Prussia; see special rules), and any hex occupied by Bavarian strength points at the start of the scenario.

SET-UP: The French player sets up La Grande Armee under Napoleon and the Army of Italy under Massena as shown on the French 1805 Army Organization Chart. There are no French depots on the map at the start of the scenario.

The Coalition player sets up the Army of the Danube and the Army of the Tyrol as shown on the Austrian 1805 Army Organization Chart. In addition, place one Austrian depot per hex in hexes B3008, B3112, B3309, B3522, B3609, B3812, B4011, B4108, B4110, B4219, B4610, and B5210. Russian forces are set up as per the Russian 1805 Army Organization Chart. There are no Russian depots on the map at the start of the scenario.

COMMAND: Napoleon is the Supreme Commander for all French forces in the scenario. He can spend up to 8 Command Points in the Command Phase.

Archduke Charles is the Supreme Commander for all Austrian forces in the scenario. Archduke Charles can spend 8 Command Points per Command Phase.

Austrian army leaders Ferdinand, Mack, and John can each spend 4 Command Points per Command Phase; however, see the special rules section.

Kutusov is the Supreme Commander for all Coalition forces in the scenario, outranking Archduke Charles. Kutusov is also Supreme Commander of all Russian forces. Kutusov can spend 8 Command Points per Command Phase.

Russian army leaders Bennigsen and Buxhowden can each spend 5 Command Points per Command Phase.

ARMY RESERVES: The French Imperial Guard, Artillery Reserve, and Mameluke cavalry unit are French Army Reserves.

All units starting under the personal command of General Mack on the Austrian Army Organization Chart are Army Reserves for the Army of the Danube.

All cavalry and artillery units of the Austrian Army of Italy which begin under Archduke Charles' command are Army Reserves for the Army of Italy.

All units of the Austrian Reserve Army are Army Reserves for either Austrian Army.

MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all Austrian units is 2. The Morale Rating of all Russian units is 3. The Morale Rating of all Bavarian, Baden, and Wurtemburg units is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-5; if the roll is 6, the Coalition player has the initiative.

SCENARIO LENGTH: The scenario begins with the IV September 1805. It ends after the II December turn if the French invade Ansbach (see special rules), or after the IV December turn if the French do not invade Ansbach.

REINFORCEMENTS AND REPLACEMENTS:

The French player receives the following reinforcements:

IV September

- Napoleon, one Mameluke cavalry unit, one bridge train, enters at Strasbourg.
- Bernadotte's corps enters at Frankfurt.

III October

- Augereau's corps enters in any hex west of the Rhine between Strasbourg and Mainz.

II November

- 22nd infantry division, with attached cavalry, enters at hex B3827.

The Coalition player gets the following reinforcement:

III October

- Archduke John, army leader for the Austrian Army of Tyrol, enters at Innsbruck. If Innsbruck is French-occupied, Archduke John may be stacked with any unit of the Army of the Tyrol.
- All Russian units enter the game as reinforcements; see the special rules for details on their entry.

There are no replacements in this scenario.

SPECIAL RULES

1. All special rules from scenarios 19.11 and 19.12 apply to this scenario, except for special rule 1 in 19.11.
2. Archduke Charles cannot issue any orders, nor may any unit of the Austrian Army of Italy move or attack, until one of the events listed below has occurred. Once any of the listed events has occurred, Archduke Charles and the Austrian Army of Italy functions normally for the remainder of the game.
   - Archduke Charles makes a successful unmodified Initiative roll at the start of any Command Phase. Charles may function normally in the same Command Phase in which the successful roll was made.
   - A French unit makes any kind of attack, including Skirmish Combat, against any unit of the Austrian Army of Italy.
   - A French unit enters any hex east of the Adige River and south of Trent.
   - A unit of La Grande Armee under Napoleon enters a hex east of Passau, exclusive.
3. The scenario ends after the II December turn if the French invade Ansbach (see special rules), or after the IV December turn if the French do not invade Ansbach.
4. After set-up, but before the start of the first game turn, the Coalition player places the two Kutuzov Entry markers face-down and mixes them up. The French player then chooses one without looking at it, giving it to the Coalition player. The remaining marker is set aside; neither player looks at it. The marker chosen by the French player determines the turn on which Kutuzov's army will enter the game: either III September or IV September. If the III September marker is chosen, the army is considered to have been on the march from Olmutz for a full turn before the game begins.

   During each friendly Movement Phase, the Coalition player secretly records the movement, current location, and attrition losses of all Kutuzov's forces. If the III September marker is chosen, the Coalition player works out two turns of movement and attrition for Kutuzov's army during the first turn.

   This process is repeated before the start of the III October turn, using the Buxhowden Entry markers, to determine when Buxhowden's army arrives.

   Bennigsen's army always enters on the II December turn.

   All Russian units are kept off the map and their locations and movements are kept secret until a French unit occupies a hex adjacent to a Russian's location and the adjacent hexes are not separated by an unbridged major river, rough, or impassable hexside. When this condition is met, all Russian units are placed in their proper locations on the map, and the French player records Victory points for Russian attrition losses.

   Russian forces enter the game at Olmutz unless the hex is French-occupied; if so, Russian units enter from any hex east of the Morava River and north of the Danube River.
5. French Imperial Guard units never suffer attrition losses; not even from Force Marching and Double Force Marching. If a French Imperial Guard infantry unit is placed in the Front line, the French morale for that round of combat is raised from 3 to 4. The first 3 points of combat losses for that round must come from the Imperial Guard unit.

   The Russian Imperial Guard raises Russian morale from 3 to 4 when placed in the front line, and the first 3 points of combat losses for that round must come from the Russian Imperial Guard unit. Russian Imperial Guard units suffer attrition normally.
6. The Austrian Army of the Reserve is an army reserve for any Austrian force. They cannot be moved until a French unit enters a hex east of Passau. The Army of the Reserve may be commanded by any Austrian army leader, or by Kutuzov.
7. Each Russian army is counted as a single corps for purposes of stacking, forage, and attrition.
8. Deroy's Bavarian corps cannot move or attack on the first turn of the scenario. On subsequent turns, it can move or attack normally.
9. The Baden and Wurtemburg divisions can be absorbed into a French corps passing through their hexes on the first turn, just as if a Transfer order had been issued. However, the corps must have boxes open on the AOC for the leader and strength marker. On subsequent turns, these divisions can be transferred using the normal procedure.

VICTORY: The French player wins the game if he fulfills all the following conditions:

*He has at least 50 Victory Points at the end of the game.
*Vienna is occupied by a French unit, or a French unit was the last to occupy it.
*At least 12 Russian strength points were lost in battle rather than by attrition *or* losses from all causes (including attrition) have reduced the Russians to fewer than 60 strength points.

A Russian Losses marker is used to record Russian Losses on the Victory Point track. For purposes of determining losses, any Russian unit that cannot trace to Olmutz a path free of French units or French cavalry ZOC's at the end of the game is considered eliminated in battle.

If the French player cannot fulfill his victory conditions, the Coalition player wins.

In addition to the Victory Points awarded under the standard rules, the following also applies:

+5	Victory Points each for French occupation of Venice, Prague, or Trieste
+15	Victory Points for French occupation of Vienna
−5	Victory Points for Austrian occupation of Mantua
−10	Victory Points each for Austrian occupation of Genoa or Milan
−1	Victory Points each for the loss of any other city or town in the Kingdom of Italy.

Victory points for the capture or loss of cities and towns is recorded only at the end of the game. Cities and towns are considered occupied by the country that controlled it at the start of the game, unless an enemy unit currently occupies the hex, or if the enemy was the last to move a unit into or through the hex. Cities and towns under siege are not considered occupied by the besieging player.

[19.2] 1806-1807 SCENARIOS

[19.21] The Jena-Auerstadt Campaign, 1806

This scenario presents the brief Jena-Auerstadt campaign, which annihilated Prussian military power and prestige. Players are warned that the scenario is inherently unbalanced in favor of the French, as was the historical situation.

PLAYERS: The players are the French player, who controls French and French-

allied units, and the Prussian player, who controls both Prussian and Saxon forces.

MAPS: Maps A and B are used for this scenario. However, all territories not mentioned below are out of play; units cannot enter those territories.

TERRITORY: France, Belgium, Holland, Aremberg, Friesland, Switzerland, the Kingdom of Italy, Venetia, Istria, the Electorate of Hesse, the Grand Duchy of Hesse, Berg, Nassau, Frankfort, Baden, Ansbach, Bavaria, North Tyrol, South Tyrol, Wurzburg, and Wurttemberg are friendly to France at the start of the scenario.

The following are friendly to Prussia: Mazovia, South Prussia, West Prussia, East Prussia, Pomerania, Brandenburg, Silesia, Hanover North, Hanover South, Mecklenberg, Saxony, and the Thuringian States.

SET-UP: The French player sets up as shown on the Army Organization Charts. French depots are set up one per hex in hexes A2632 (Frankfurt), B3008, B3302, and B3806.

The Prussian player sets up as shown on the Army Organization Charts. Prussian depots are set up, one per hex, in A2918, A3524, A4421, A4925, A5129, A5330, A5227, A5529, A5631, and A5932.

COMMAND: Napoleon is the Supreme Commander for all French forces and French allies in the scenario. Napoleon can spend 8 Command Points in the Command Phase. Both Davout and Murat can serve as Army Leaders with 5 Command Points, but an army for either would have to be created through Transfer orders.

Hohenzollern is the Supreme Commander for all Prussian forces in the scenario, with 5 Command Points per Command Phase. Brunswick is a separate army leader with 5 Command Points per Command Phase.

ARMY RESERVES: All troops attached directly to Napoleon, Murat's cavalry corps, and the Imperial Guard are Army Reserve units for the French. There are no Prussian Army Reserves in this scenario.

MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all French-allied units, Prussian and Saxon units is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-5; if the roll is 6, the Prussian player has the initiative.

SCENARIO LENGTH: The scenario lasts five complete game turns, beginning with the I October 1806 turn and ending after the I November turn.

REINFORCEMENTS AND REPLACEMENTS: There are no reinforcements or replacements in this scenario.

SPECIAL RULES:

1. Saxony and the Thuringian States become friendly to the French the moment no Prussian units are within their borders. When Saxony becomes friendly to France, all Saxon units are immediately removed from play.
2. Army Hohenzollern and Army Brunswick are deployed secretly by the Prussian player. They may be deployed as desired in Saxony or the Thuringian States in hexes west of the River Saale. During each Friendly Movement Phase, the Prussian player secretly records the movement, current location, and attrition losses of all Prussian forces.
3. All Prussian units are kept off the map and their locations and movements are kept secret until a French unit occupies a hex adjacent to a Prussian's location and the adjacent hexes are not separated by an unbridged major river, rough, or impassable hexside. When this condition is met, all Prussian units are placed in their proper locations on the map, and the French player records Victory Points for Prussian attrition losses.
4. The Prussian player receives no Command Phase, Skirmish Phase, or Movement Phase on the first turn.

VICTORY: The French player wins if the following conditions are met at the end of any game turn. The Prussian player wins if the French player fails to achieve his victory conditions:

- The French victory point total is 75 or greater.
- A supplied French unit occupies Berlin
- There are fewer than 10 unrouted Prussian strength points west of the Elbe River. Strength points in leaderless detachments do not count towards the 10 strength point limit.

[19.22] The Eylau-Friedland Campaign, 1806-1807

The scenario covers the French campaign in 1806-1807 against the remnants of Prussian forces and the much greater forces of Prussia's ally, Russia.

PLAYERS: The players are the French player, who controls French, French-allied German, and Polish units, and the Coalition player, who controls both Prussian and Russian forces.

MAPS: Maps A and D are used for this scenario.

TERRITORY: All territory west of the Oder River is friendly to the French player, with the exception of Silesia and Bohemia. All other territory is friendly to the Coalition player, with the exception of the following neutral territories: West Galicia, Galicia, the Kingdom of Hungary (all controlled by Austria), and Swedish Pomerania. Neither side can enter neutral territory.

SET-UP: The French player sets up as shown on the 1806-1807 Army Organization Chart. One French depot is set up hex A4021.

The Coalition player sets Prussian and Russian forces up as shown on the 1806-1807 Army Organization Charts. Prussian depots are set up, one per hex, in A4925, A5129, A5132, A5227, A5330, A5630, A5631, A5716, A6019. Russian depots are set up, one per hex, in D1108, D1015, D0922.

COMMAND: Napoleon is the Supreme Commander for all French forces and French allies in the scenario. Napoleon can spend 8 Command Points in the Command Phase.

Kamenskoi is the Supreme Commander for all Coalition forces in the scenario, until the beginning of the II January, 1807 turn, when he is replaced as Supreme Commander by Bennigsen. Either, as Supreme Commander, can use 8 Command Points per Command Phase. All Russian army leaders can use 8 Command Points per Command Phase. Lestocq is the Supreme Commander of all Prussian forces, but is subordinate to the Coalition Supreme Commander. Lestocq can spend 5 Command Points in the Command Phase.

All corps leaders, regardless of nationality, can spend 3 Command Points in the Command Phase.

ARMY RESERVES: The Mamelukes, the 11th infantry division, Murat's cavalry corps, the artillery reserve under Dommartin, and the Imperial Guard are Army Reserve units for the French. Constantine's corps is a Russian Army Reserve.

MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all Russian units is 3. The Morale Rating of all French-allied units and Prussian units is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-4; if the roll is 5-6, the Coalition player has the initiative.

SCENARIO LENGTH: The scenario lasts 30 complete game turns, beginning with the II November 1806 turn and ending after the III June 1807 turn.

REINFORCEMENTS AND REPLACEMENTS: During the Supply Phase, the French and Russians may each replace 2 infantry strength points and 1 cavalry strength point lost from any supplied unit, up to the unit's maximum starting strength. The Prussians may replace 1 infantry strength point lost from any supplied unit, up to the unit's maximum strength starting strength. French strength points not replaced are lost. Prussian and Russian replacement points not used can be accumulated to be used in later turns, but not more than 5 points can be replaced per turn.

Reinforcements enter as per the Army Organization Charts.

SPECIAL RULES

1. If at any time, all opposing units are in Winter Quarters, the normal course of play is interrupted. Both players secretly write down the turn they intend to leave Winter Quarters. These papers are revealed simultaneously. Both players receive all reinforcements and replacements scheduled to arrive between the time they entered Winter Quarters and the earlier of the two departure dates. These reinforcements and replacements may be placed directly on the map and/or distributed among existing forces anywhere in friendly territory. Play then resumes with the start of the earlier turn written down by the players. This process may be repeated as many times as all opposing forces are in Winter Quarters. (Remember the −2 combat die roll suffered by all units forced by enemy action to leave winter quarters).
2. French and French-allied units cannot enter Russian Poland.

VICTORY: The French player wins the game if at the end of any turn, all the following conditions are met:

- The French Victory Point total is positive
- There are no more than three unrouted Russian divisions outside Russian territory (Russian Poland, Old Russian Poland, Russia)

If the French player does not achieve his victory conditions, the Coalition player wins.

[19.3] 1809 SCENARIOS

[19.31] The Ratisbon Campaign

This scenario presents the opening phases of the 1809 campaign between the French and Austrians. The French must overcome their initial disorganization and repulse strong Austrian forces.

PLAYERS: The players are the French player, who controls French and French-allied units, and the Austrian player, who controls both Austrian and Tyrolese partisan forces.

MAPS: Only Map B is used for this scenario.

TERRITORY: France, Switzerland, the Kingdom of Italy, Venetia, the Grand Duchy of Hesse, Frankfort, Baden, Bavaria, North Tyrol, South Tyrol, Dalmatia, Wurzburg, and Wurttemberg are friendly to France at the start of the scenario.

All other territory is friendly to Austria.

SET-UP: The French player sets up the Army of Germany as shown on the Army Organization Charts. French depots are set up one per hex in hexes B2707, B3404, B3309, B3609, and B3008.

The Austrian player sets up the Army of Germany as shown on the Army Organization Chart, including the Tyrol partisans. Austrian depots are set up, one per hex, in B4102, B4506, and B4110.

COMMAND: Napoleon is the Supreme Commander for all French forces and French allies in the scenario. Napoleon can spend 8 Command Points in the Command Phase after he enters play. Until Napoleon's entry, Berthier is the army leader of the French Army of Germany; see the special rules.

Archduke Charles is the Supreme Commander for all Austrian forces in the scenario, with 8 Command Points per Command Phase. Bellegarde and Kollowrath may function as army leaders commanding up to two corps each and using 5 Command Points per Command Phase; however, see the special rules.

ARMY RESERVES: The Imperial Guard are Army Reserve units for the French. There are no Austrian Army Reserves in this scenario.

MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all French-allied units and Austrian units is 2. The Morale Rating of all Tyrol partisans is 1.

INITIATIVE: The French player has Initiative on the III March through II April turns if the Initiative die roll is 1-2. The French player wins Initiative on the III and IV April turns if the Initiative die roll is 1-4. On all other rolls, the Austrian player has the initiative.

SCENARIO LENGTH: The scenario lasts six complete game turns, beginning with the III March 1809 turn and ending after the IV April 1809 turn.

REINFORCEMENTS AND REPLACEMENTS: As per the Army Organization Charts.

SPECIAL RULES:

1. Until Napoleon's arrival on the III April turn, Berthier is in command of the French Army of Germany. Berthier's command was historically a disaster, as his tendency to obey Napoleon's long-range orders, even if inappropriate to the situation, was compounded by communication difficulties. This rule simulates this situation.

   At the beginning of each Command Phase of the first four turns, the French player must place in a cup four of each type of movement order marker (March, Force March, Double Force March, and Concentrate). He then draws five at random and places one, face down, on each French corps commander within Berthier's eight-hex command radius. Any excess markers are returned to the cup.

   These corps commanders are activated with whatever orders they receive in this random manner. If only one corps receives a Concentrate order, all units of that corps must concentrate in one hex; if they do not; the French suffer a −5 Victory Point penalty. Corps that receive a Concentrate order are also assumed to have a March order as well. If two or more leaders receive Concentrate orders, they must achieve a concentration normally; if not the normal Victory point penalty applies.

   Any units not placed in command by this procedure can attempt to use self-initiative to place themselves in command.

   The French player cannot voluntarily move Berthier or any corps leader in such a way as to remove a corps leader from Berthier's command radius.

   This rule does not apply after the II April turn.
2. Austrian corps leaders Bellegarde and Kollowrath may function in a manner similar to army leaders. Each may command his own corps and one additional corps. Each may use up to 5 Command Points in each Command Phase, but before spending any Command Points, the leader must make a successful Initiative roll, or else be placed in command by an order from Archduke Charles.
3. The Tyrol partisans are placed on the map as directed by the Army Organization Chart. These units have 2 Movement Points, have a ZOC identical to that of a cavalry unit, are always in command, and always in supply. They can operate only in North Tyrol and South Tyrol and cannot attack in combination with Austrian regular units. When stacked with Austrian regulars, partisans are ignored for all purposes; when not stacked with regulars, partisans attack and defend normally.
4. French units cannot enter unfriendly territory until an Austrian unit enters a province friendly to France or attacks across the border to a province friendly to France. This rule does not apply to Tyrol partisans. The rule goes out of effect on the turn Napoleon arrives.

VICTORY: The Austrian player wins the game immediately at the moment that a supplied Austrian unit is on the west bank of the Rhine River. If he fails to achieve this, the Austrian player wins if the French player fails to achieve his victory conditions.

The French player wins if the following conditions are met at the end of the last game turn:

- The French victory point total is greater than zero.
- There are no supplied Austrian units in Bavaria or west of the Bohemian border north of the Danube.

[19.32] The 1809 Campaign

This scenario begins similarly to scenario 19.31, but continues to the end of the campaign.

PLAYERS: The players are the French player, who controls French and French-allied units, and the Austrian player, who controls both Austrian and Tyrolese partisan forces.

MAPS: Only Map B is used for this scenario.

TERRITORY: France, Switzerland, the Kingdom of Italy, Venetia, the Grand Duchy of Hesse, Frankfort, Baden, Bavaria, North Tyrol, South Tyrol, Dalmatia, Wurzburg, and Wurttemberg are friendly to France at the start of the scenario.

All other territory is friendly to Austria.

SET-UP: The French player sets up the French Army of Germany and the Army of Italy as shown on the Army Organization Charts. French depots are set up one per hex in hexes B2707, B3404, B3309, B3609, B3008, B3522, and B4249.

The Austrian player sets up the Austrian Army of Germany and the Army of Inner Austria as shown on the Army Organization Chart, including the Tyrol partisans. Austrian depots are set up, one per hex, in B4102, B4506, B4110, B4719, B4914, B5116.

COMMAND: Napoleon is the Supreme Commander for all French forces and French allies in the scenario. Napoleon can spend 8 Command Points in the Command Phase after he enters play. Until Napoleon's entry, Berthier is the army leader of the French Army of Germany; see the special rules. Eugene is the army leader of the French Army of Italy. He may use 5 Command Points per Command Phase.

Archduke Charles is the Supreme Commander for all Austrian forces, with 8 Command Points per Command Phase. Bellegarde and Kollowrath may function as army leaders commanding up to two corps each and using 5 Command Points per Command Phase; however, see the special rules. Archduke John is the army leader of the Army of Inner Austria. He may use 5 Command Points per Command Phase.

ARMY RESERVES: The Imperial Guard are Army Reserve units for the French. There are no Austrian Army Reserves in this scenario.

MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all French-allied units and Austrian units is 2. The Morale Rating of all Tyrol partisans is 1.

INITIATIVE: The French player has Initiative on the III March through II April turns if the Initiative die roll is 1-2. On all other turns, the French player wins Initiative if the Initiative die roll is 1-4. On all other rolls, the Austrian player has the initiative.

SCENARIO LENGTH: The scenario lasts 16 complete game turns, beginning with the III March 1809 turn and ending after the II July 1809 turn.

REINFORCEMENTS AND REPLACEMENTS: As per the Army Organization Charts; see also the special rules.

SPECIAL RULES:

1. All special rules from 19.31 are in effect in this scenario.
2. The Austrians had large numbers of Landwehr (various militia-type troops), raised to augment the regular forces. For this scenario, the Austrians are assumed to have a pool of 35 militia strength points that can be used as replacements for losses in regular army units. Beginning on the I May game turn, any supplied Austrian unit can receive strength points from this replacement pool. Replacements are received at the start of the Austrian Movement Phase.

   When distributing replacement points, the Austrian player cannot increase a unit's strength beyond the unit's maximum starting strength.

   The French player receives 1 Victory Point for every 2 strength points the Austrian player uses from this pool (round fractions in favor of the French player). The Austrian player should keep track of strength points used and Victory Points awarded.
3. The French Army of Italy has no corps structure. For purposes of foraging, any three units count as one corps.
4. Marmont's corps becomes part of the Army of Italy automatically upon entry.

VICTORY: The Austrian player wins the game immediately at the moment that a supplied Austrian unit is on the west bank of the Rhine River. If he fails to achieve this, the Austrian player wins if the French player fails to achieve his victory conditions.

The French player wins if the following conditions are met at the end of the last game turn:

- The French victory point total is 30 or higher.
- The French occupy or were the last to move through Vienna.

[19.4] 1812 RUSSIAN CAMPAIGN

The invasion of Russia was Napoleon's greatest gamble, and it ultimately caused the downfall of the French Empire. In the game, the French have a chance of victory, but a French player who is afraid to risk all risks losing his only chance.

PLAYERS: The players are the French player, who controls French, French-allied, Prussian, and Austrian units (at some point, the French player may lose control of Prussian and/or Austrian units), and the Russian player, who controls Russian units (and who may gain control of Prussian and/or Austrian units during play).

Maps C and D are used for this scenario.

TERRITORY: All territory not controlled by the Russian player is friendly to France at the beginning of the scenario. Russia controls Russia, Russian Poland, and Old Russian Poland. If Austria and/or Prussia defect from their French alliance, the defector's territory will become hostile to France and friendly to Russia.

SET-UP: French units are set up as shown on their Army Organization Charts. French depots are set up one per hex in hexes D0110, D0221, D0502, and D0817.

Russian units are set up as shown on their Army Organization Charts. Russian depots are set up, one per hex, in C1131, D0922, D1508, D2323, D2416, D2012, D1705, D2205, D2608, and D2031.

Prussian and Austrian units are set up as shown on the French Army Organization Charts. Austrian depots are set up one per hex in hexes D0625 and D1432. There are no Prussian depots on the map at the start.

COMMAND: Napoleon is the Supreme Commander for all French, French-allied, Prussian, and Austrian forces in the scenario; he is also army leader of the Central Army. Use the 4-4-2 Napoleon counter in this scenario. Napoleon can spend 8 Command Points in the Command Phase. For game purposes, MacDonald's corps is subordinate to Napoleon (historically, this was an independent command on the left flank of the Central Army). Eugene is both corps leader for the Fourth Corps and army leader for the Army of Italy; he may use 5 Command Points per Command Phase. Jerome Bonaparte is army leader for the Second Support Army; see the special rules on Jerome.

Schwartzenberg is the Supreme Commander for all Austrian forces in the scenario and leader of the Austrian corps, with 5 Command Points per Command Phase.

Barclay de Tolly is the Supreme Commander for all Russian forces in the scenario and also army leader of the First Army of the West, with 8 Command Points per Command Phase. Bagration is the army leader of the Second Army of the West, with 5 Command Points per Command Phase. Tormassov is the army leader of the Third Army, with 5 Command Points per Command Phase.

During play, Kutuzov may become the Supreme Commander for all Russian forces in the scenario and leader of the combined First and Second Armies of the West. He may use 8 Command Points per Command Phase.

ARMY RESERVES: Any corps that consists entirely of cavalry and horse artillery is an army reserve for its parent army. Units of the Imperial Guard (infantry, cavalry, and artillery) are Army Reserve units for any French army. The Russian Guard infantry, Grenadier infantry, and Guard heavy cavalry are army reserves for any Russian army.

MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all French-allied units, Prussian and Austrian units is 2. The Morale Rating of Russian units (except Cossacks) is 3. The Morale Rating of Cossack units is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-3; if the roll is 4-6, the Russian player has the initiative.

SCENARIO LENGTH: The scenario begins with the IV June 1812 turn. If the French player opts for a one-year campaign, it ends after the IV December 1812 turn. If the French player opts for a two-year campaign, it ends after the IV September 1813 turn, unless one of the player wins a victory prior to that turn.

REINFORCEMENTS AND REPLACEMENTS: As shown on the Army Organization Charts.

SPECIAL RULES:

1. *Russian Peace Level:* Prior to the start of play, the Russian player places all of the Russian Peace Level markers in a cup, mixes them thoroughly, and blindly draws one, marking sure that the French player does not see it. This marker is placed face-down and the other is set aside. The Peace Level marker drawn is used in conjunction with the Russain Surrender rule, a special victory condition.
2. *Russian Surrender:* Prior to the start of play, the Russian player places all of the Moscow Burns markers in a cup, along with several strength markers: ten 1's, ten 3's, ten 5's, ten 7's, and seven 9's, in a cup and mixes them thoroughly. During play, he will have to draw markers blindly from the cup when certain events occur. The events, and the number of markers to be drawn for each one are:

Event	Number of Markers
French unit first enters Russian city or town	1
French unit first enters Moscow	3
Each battle in which a Russian force suffers a Routed or Withdraw result	1
Each complete turn ended before the Russians "offering battle" to the French†	1

† For this rule, any unit hostile to the Russian and controlled by the French player is considered French. The Russian player has offered battle when neither of these conditions has been met:

- At least six Russian corps, stacked together, have attacked an equal or larger number of French corps, stacked together, in a single battle.
- At least six Russian corps, stacked together, have been within five hexes of an equal or larger number of French corps at the start of a French Movement Phase.

Except as noted below, the Russian player keeps all markers drawn, as well as a running total of the sum (read the odd numbers). If this sum reaches the number on the Russian Peace Level marker drawn under special rule 1, the game ends in a French victory.

The Russian player can discard one marker, chosen randomly, for each Russian town or city recaptured from the French.

This rule is no longer in effect the moment that any of the following occurs:

- A supplied Russian unit has ended a game turn in Warsaw
- Austria or Prussia has defected from its French alliance
- Play reaches the beginning of the I January 1813 turn

3. *Burning Moscow:* If the Russian player draws a Moscow Burns marker, he keeps it hidden until the moment a French unit enters Moscow. He then reveals it. At that moment, Moscow ceases to exist as a city and as a supply city. For foraging purposes, it is considered permanently Depleted.
4. *Two-Year Campaign:* In a one-year campaign (ending after IV December 1812), the French player must either force a Russian surrender under special rules 1 and 2 or accept, at best, a draw. If the French player chooses a two-year campaign, he substitutes the victory conditions below for special rules 1 and 2. If a two-year campaign is chosen, the Russian player automatically wins if the French player has not fulfilled his victory conditions by the end of the IV September 1813 game turn.

   In a two-year campaign, the French player can recreate the Kingdom of Poland, thus shortening his supply lines and also gaining additional units for a campaign in 1813.

   The French player must decide the length of the campaign by the start of the I October 1812 game turn.

5. *The Kingdom of Poland:* The French player can declare the re-establishment of the Kingdom of Poland if all the following conditions are met:

- The French player has chosen to fight a two-year campaign
- There are no Russian units in Mazovia or Russian Poland at the time of Poland's recreation
- Prussia and Austria are allied to France at the time of Poland's re-creation

The Kingdom of Poland consists of Mazovia and Russian Poland. Immediately upon its creation, the territory of the Kingdom of Poland becomes friendly to France, and in the Supply Phase of the turn of creation, Vilna becomes a Polish depot city friendly to France. It retains this status until occupied by the Russians. Once created, the Kingdom of Poland continues to exist unless conquered. It is conquered when Warsaw is occupied by an enemy of France. However, if the Kingdom of Poland is conquered, all of its forces already in existence continue to fight for France.

At the beginning of the French Movement Phase in the 13th game turn after the creation of the Kingdom of Poland, the French receive the following additional forces: Polish infantry divisions 5, 6, and 7 (10 strength points each); one Polish dragoon division (4 strength points); one Polish field artillery unit (1 strength point). These units enter at Warsaw, Vilna, any French depot in Poland, or any combination of these at the French player's choice.

If the Kingdom of Poland is created, Austria and Prussia immediately become neutral.

6. *Prussia and Austria:* Prussia and Austria were unwilling allies of Napoleon in the campaign against Russia. The willingness of these countries to maintain the alliance depends upon the French Victory Point total, the number of French or French-allied corps (non-Austrian and non-Prussian) maintained outside Russia, and the attitude of the other reluctant partner. The French player checks the status of Prussia and Austria at the end of each turn by rolling two dice, applying any appropriate modifiers, and consulting the chart. The French player makes a separate roll for each power; Prussia first, Austria second.

Status	Modified Dice Roll
Prussia Loyal	13 or less
Prussia Neutral	14 to 16
Prussia Hostile	17 or more
Austria Loyal	15 or less
Austria Neutral	16 to 18
Austria Hostile	19 or more

Modifiers: The dice roll is modified as follows:

French Victory Points	Dice Roll Modifier
20 or more	−5
15 to 19	−4
10 to 14	−3
6 to 9	−2
1 to 5	−1
0	0
−1 to −10	+1
−11 to −20	+2
−21 to −30	+3
−31 to −40	+4
−41 or less	+5

- For every supplied French or French-allied corps (non-Prussian and non-Austrian) on the map outside of Russia: −1 per corps
- Other nation already Neutral: +2
- Other nation already Hostile: +3
- Kingdom of Poland created: automatic Neutrality for both

If Prussia or Austria become neutral, control of the neutral forces immediately reverts to the Russian player, who must move them as quickly as possible by normal March orders towards their home countries. The Russian player cannot attack these forces, use them to make attacks, nor use them as detachments to occupy foreign territory. Once these forces reach their home territories in a condition of Neutrality, they will not leave again unless the owning country becomes hostile to France.

If Prussia or Austria becomes hostile to France, the hostile forces are controlled by the Russian player, and may be used normally to attack French and French-allied forces; French troops can attack them as well. Once a state of hostilities begins, the territory belonging to the newly-hostile power becomes friendly to the Russian player. A state of hostilities with France is irreversible once it begins.

7. *Adjustment of Forage Markers:* At the beginning of the I May 1813 game turn, if the game still continues, all Foraged markers are removed. All Depleted markers are flipped to their Foraged side. However, if Moscow has been burned, it remains Depleted.
8. *Jerome Bonaparte:* Jerome is the army leader for the Second French Support Army. This rule reflects his usually unsatisfactory conduct in that command:

   At the start of each Command Phase, the French player must make an Initiative roll for Jerome. A successful roll means that Jerome can function normally, using up to 5 Command Points. A failed roll means that Jerome cannot use any Command Points, and that no unit of Jerome's command can use self-initiative to place itself in command.

   If Jerome fails the Initiative roll for three consecutive Command Phases, the French player may remove him as army leader (in this case, Jerome goes out of play). Jerome's replacement will be another French corps leader (one of XXXX rank, if available). The new leader may either retain command of his own corps, in addition to that of the Second Support Army, or turn command of the corps to the senior division leader, the one with the lowest seniority number.
9. *MacDonald's Corps:* MacDonald's corps, though it contains Prussian units, is considered French for purposes of foraging and supply as long as Prussia is allied with France.
10. *Kutuzov:* The Russian player can choose to make Kutuzov the Russian Supreme Commander, by removing Barclay de Tolly from command (he goes out of play), demoting Bagration to corps leader, and combining the First and Second Armies of the West, naming Kutuzov as leader of the combined armies. This can be done in any Command Phase starting with the I September 1812 turn.
11. *Barclay and Bagration:* Bagration detested Barclay's strategy of methodical retreat and disliked Barclay personally. To reflect the effects this sometimes had on command decisions, units of the First and Second Armies of the West cannot be Concentrated together as long as Barclay leads the First Army.

VICTORY: If the French player chose a one-year campaign, he wins if he can force a Russian surrender (see special rules 1 and 2). In the one-year scenario, the Russian player wins if there are no supplied French or French-allied units in Russia at the end of the IV December 1812 turn. Any other result is a draw.

If the French chose a two-year campaign, the French win if at any time before the end of the IV September if the following conditions are met:

- The French occupy Moscow and one of the following two: St. Petersburg, Kiev.
- The French Victory Point total is higher than zero.
- No hostile forces are inside French-allied territory.

The Russian player wins in a two-year scenario if the French player fails to achieve his victory conditions.

[19.5] THE 1813 DRESDEN-EYLAU CAMPAIGN

This scenario presents the massive 1813 campaign. In the first half of 1813, the Russian and Prussian forces drove the remnants of Napoleon's armies from the Russian frontier to beyond the Elbe. Napoleon, hastily raising new forces, struck back against the exhausted Allies, driving them nearly to their original positions. Both sides needed an armistice to regroup and recruit. Austria entered the war on the Allied side. Then began the massive campaign which was the end of the Empire. The French loss in 1813 led inevitably to the campaign of 1814.

PLAYERS: The players are the French player, who controls French and French-allied units, and the Coalition player, who controls Prussian, Austrian, Russian, Swedish, and other Coalition units.

MAPS: Maps A and B are used for this scenario. However, no unit can move south of any hex on Map B with an I.D. number ending in xx14.

TERRITORY: All territory east of the Elbe River outside of Bohemia is friendly to France. Saxony is allied to, and friendly to, France. Bavaria is friendly to France. Silesia from the 5200 hexrow west is friendly to France. Hexes occupied by French units are friendly to France. All other territory is friendly to the Coalition (including Bohemia and Swedish Pomerania).

SET-UP: French units are set up as shown on their Army Organization Charts. French depots are set up one per hex in hexes A2619, A2918, A3824, A3926, A4217, A4228, A4421, A4925, B3002, and B3609.

Coalition units are set up as shown on their Army Organization Charts. Austrian depots are set up, one per hex, in A4332, B4509 and B4610. Prussian depots are set up, one per hex, in A5129 and A5227. A Russian depot is set up in A5618.

COMMAND: Napoleon is the Supreme Commander for all French, and French-allied forces. Use the 4-4-2 Napoleon counter in this scenario. Napoleon can spend 8 Command Points in the Command Phase. Ney can function as a separate army leader with 5 Command Points per Command Phase, if the French player decides to create a second army. Davout is an independent who functions like a normal corps leader (a successful Initiative roll is needed each turn to place him in command.

Wrede is an army leader for the Bavarian force which starts on Map B. He has 3 Command Points per Command Phase.

There is no Supreme Commander for the Coalition. Each army is led by the leader named on the Army Organization Charts. Command Points are as follows: Schwartzenberg 8; Blucher 8; Bernadotte 5; Bennigsen 5. The Coalition's independent formations function like normal corps.

Barclay, Wittgenstein, Langeron, and Winzingerode are attached to their respective army leaders as commanders of the Russian forces attached to those armies. They have no Command Points unless Austria becomes neutral. If this happens, Barclay takes command of the remaining forces of the Army of Bohemia and has 8 Command Points.

Before spending any Command Points to give an order to a Russian unit, Schwartzenberg, Blucher, and Bernadotte must first spend one Command Point "conferring" with their Russian assistants. This conference requires only one Command Point per Command Phase.

ARMY RESERVES: All Guard and Grenadier units, and any corps consisting solely of cavalry and horse artillery, are Army Reserve units for their respective armies.

MORALE RATINGS: The Morale Rating of all French units and Russian units (except Cossacks) is 3. The Morale Rating of all other units (including Cossacks) is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-3; if the roll is 4-6, the Coalition player has the initiative.

SCENARIO LENGTH: The scenario lasts a full 10 turns. It begins with the III August 1813 turn and ends after the IV October 1813 turn.

REINFORCEMENTS AND REPLACEMENTS: As shown on the Army Organization Charts.

SPECIAL RULES:

1. If the French Victory Point total reaches 50, Austria becomes neutral, as does all Austrian territory. All Austrian forces are removed from play. Units cannot enter or trace supply through Austria.
2. If the French Victory Point total reaches −30, Bavaria becomes neutral, as does all Bavarian territory. All Bavarian forces are removed from play. Units cannot enter or trace supply through Bavaria.
3. Bavarian units cannot enter Austrian territory until the French Victory Point total reaches 30. Austrian units cannot enter Bavarian territory until the French Victory Point total reaches 30. (Historically, neither Bavaria nor Austria were enthusiastic about waging war against one another at this time.
4. Hiller's corps cannot leave Vienna unless the province of Austria is entered by enemy units.
5. Britain backed a very mixed multinational force called Corps Walmoden. This corps can trace supply up to 8 hexes to any friendly port, within the normal supply restrictions. Prussia controls Corps Walmoden. It functions as an independent corps; it operates by self-initiative or by direct order of the supreme commander.

VICTORY: The French player wins if the French Victory Point total is 75 or higher at the end of the game. The French player gets 10 Victory Points if he occupies Berlin at the end of the game.

The Coalition player wins if the French Victory Point total is a negative number at the end of the game. Occupation of Leipzig and/or Magdeburg by the Coalition player at the end of the game costs the French player 5 Victory Points for each.

Any other result is a draw. However, if the French do not win, the Coalition player has succeeded in the historical sense. The burden of attack was on Napoleon.

[19.6] THE 1814 CAMPAIGN IN FRANCE

This scenario presents the decisive 1814 campaign, which resulted in the fall of Paris to the Coalition and Napoleon's first abdication. Like the 1806 scenario, this scenario is unbalanced; this time the historical situation favors the Coalition.

PLAYERS: The players are the French player, who controls the French forces, and the Coalition player, who controls Prussian, Austrian, Russian, and other Coalition units.

MAPS: Maps A and B are used for this scenario.

TERRITORY: Belgium, France, the Kingdom of Italy, and Switzerland are friendly to France. All other territory is friendly to the Coalition player.

SET-UP: French units are set up as shown on their Army Organization Charts. French depots are set up one per hex in hexes A1331, A1530, B1121, B1405, B1411, B1705, and B1719.

Coalition units are set up as shown on their Army Organization Charts. Austrian depots are set up, one per hex, in B2212, B3008, B3609, B3806, and B4509. Prussian depots are set up, one per hex, in A1929, A2030, A2224, A2632, A2923, A2927, A3524, and A3727. There are no Russian depots initially in play.

COMMAND: Napoleon is the Supreme Commander for all French forces. Use the 4-4-2 Napoleon counter in this scenario. Napoleon can spend 8 Command Points in the Command Phase. Augereau is the army leader of the Army of Lyons, with 5 Command Points per Command Phase.

There is no overall Supreme Commander for the Coalition. Schwartzenberg is Supreme Commander of all Austrian forces and leader of the Army of Bohemia; he can spend 5 Command Points in the Command Phase. Blucher is Supreme Commander of all Prussian forces and leader of the Army of Silesia; he can spend 5 Command Points in the Command Phase. Barclay is army leader of the Russian corps; he can spend 5 Command Points in the Command Phase. Bernadotte is the leader of the Army of the North; he can spend 5 Command Points in the Command Phase.

Note that the Russians are often grouped into "super corps"; e.g. Winzingerode's corps. These are each treated as one corps for command purposes.

ARMY RESERVES: All cavalry corps are Army Reserve units for their respective armies. All unattached divisions are Army Reserves for the French.

MORALE RATINGS: The Morale Rating of all French units is 3. The Morale Rating of all other units is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-3; if the roll is 4-6, the Coalition player has the initiative.

SCENARIO LENGTH: The scenario lasts 13 turns. It begins with the I January 1814 turn and ends after the I April 1814 turn. The game may end earlier due to a Coalition victory.

REINFORCEMENTS AND REPLACEMENTS: Reinforcements enter as shown on the Army Organization Charts.

In addition, the French receive 4 infantry replacement points and 1 cavalry replacement point in the first weekly turn of each month. These may be added to supplied French units at the end of the Supply Phase. Replacement points cannot be used to increase a unit's strength beyond its original maximum strength.

The Coalition powers receive replacement points each turn as follows:

- Russians: 5 infantry, 1 cavalry
- Prussians: 3 infantry, 1 cavalry
- Austrians: None

SPECIAL RULES:

At the end of each turn in which the French Victory Point is −25 or less, every French corps leader that is *not* within 4 hexes of Napoleon but within 2 hexes of a *Coalition* corps or army leader, the French corps leader must make a special die roll. If the roll is higher than the French corps leader's Initiative Rating, the French corps leader is removed from play, and all units under his command and within his Command Radius are removed from play. (The corps leader is considered to have mutinied and surrendered his corps to the Coalition).

VICTORY: The Coalition player wins immediately if the following conditions are met at the end of any game turn:

- The French Victory Point total is −25 or less
- Paris is occupied by one or more supplied Coalition strength points

The French player wins if the Coalition player fails to achieve his victory conditions.

[19.7] THE WATERLOO CAMPAIGN

This special, short scenario presents the famous campaign which culminated in the Battle of Waterloo and the final destruction of Napoleon's empire.

PLAYERS: The players are the French player, who controls the French forces, and the Coalition player, who controls Prussian and Anglo-Allied forces.

MAPS: Map B is used for this scenario. Hexes east of hexrow 1800 are not in play.

TERRITORY: All territory except France is friendly to the Coalition.

SET-UP: French units are set up as shown on the Army Organization Charts. No French depots are in play; see the special rules.

Coalition units are set up as shown on their Army Organization Charts. No Coalition depots are in play; see the special rules.

COMMAND: Napoleon is the Supreme Commander for all French forces. Use the 4-4-2 Napoleon counter in this scenario. Napoleon can spend 8 Command Points in the Command Phase.

There is no overall Supreme Commander for the Coalition. Wellington is Supreme Commander of the Anglo-Allied army; he can spend 8 Command Points in the Command Phase. Blucher is Supreme Commander of all Prussian forces; he can spend 5 Command Points in the Command Phase.

ARMY RESERVES: All French cavalry corps, the Imperial Guard, and all troops commanded directly by Napoleon are Army Reserves for the French army. Uxbridge's cavalry corps is an Army Reserve for the Anglo-Allied army. The Prussian army has no Army Reserve.

MORALE RATINGS: The Morale Rating of all French and British units is 3. The Morale Rating of all other units is 2.

INITIATIVE: The French player automatically has Initiative.

SCENARIO LENGTH: The scenario lasts 1 turn, the II June 1815 turn.

REINFORCEMENTS AND REPLACEMENTS: There are no reinforcements or replacements in this scenario.

SPECIAL RULES:

1. All units are automatically in supply at all times in this scenario.
2. This scenario is played in "impulses" instead of game turns. An impulse is identical to a game turn with the following exceptions:
- There is no Skirmish Phase.
- There is no Supply Phase.
- The normal movement allowances for an impulse are:
  Infantry and Field Artillery: 1
  Cavalry and Horse Artillery: 2
- Double Force Marches cannot be used
- The maximum number of Advance Points that can be received as a result of combat is 1.
- A Routed unit's retreat is limited to its impulse movement allowance.

3. The game turn consists of 5 impulses.

VICTORY: The French player wins if the majority of the strength points in both the Prussian and Anglo-Allied armies are Routed at the end of the turn, and a majority of the French strength points are not routed. The Coalition player wins if the majority of the strength points in the French army are Routed at the end of the turn, and a majority of the Anglo-Allied and Prussian strength points are not routed. Any other outcome is a draw.

THE GRAND CAMPAIGN GAME RULES

[20.0] INTRODUCTION TO THE GRAND CAMPAIGN GAME

The Grand Campaign games present the full scope of political, diplomatic, and military conflict in the years 1805-1815. Accordingly, a Grand Campaign game is both longer and more complex than the scenarios players have encountered so far. It is strongly recommended that players not attempt a Grand Campaign scenario before playing at least the 1805 campaign scenario, the Eylau-Friedland campaign scenario, and the 1812 or 1813 scenarios.

The Grand Campaign game is presented in three scenarios. The first covers the rise of Napoleon and the French Empire in the years 1805-1807. The second portrays the overextension of the Empire in 1812 and its subsequent collapse in 1813-1814. Finally, the entire period 1805-1815 is presented as a single scenario for those with stout hearts, large tables, and a place free from children and small animals.

Each Grand Campaign scenario is playable by two to four players. One player is always the French. In a two-player game, the other player controls all the Coalition forces. In a three-player game, one controls both the both the Prussian and Russian forces, while the third player handles the Austrian forces. In a four-player game, the fourth player is the Prussian player.

Victory conditions in Grand Campaign scenarios vary from scenario to scenario.

[21.0] WAR AND PEACE

GENERAL RULE

A state of War exists when any one of the four major powers (France, Austria, Prussia, and Russia) has declared war on another of the major powers, or upon a minor power or province.

Powers at war conduct war turns, which are very similar to the normal game turn, already covered in the rules. If all powers are at peace, the game is played in monthly Peace Turns until at least one major power is at war. Peace affects the movement, supply, and attrition of military units. The ability of Austria, Prussia, and Russia to decide between war and peace is affected by the Political Index (see 22.0).

[21.1] WAR TURNS AND THE MONTHLY INTERPHASE

Game turns for countries at war are identical to the weekly turns used in the shorter scenarios; see the Sequence of Play. Powers friendly to France move and attack when the French do. Powers hostile to France move and attack together. Neutrals always move last.

There is a Monthly Interphase between the IV turn of each month and the I turn of the following month.

There is also a Quarterly Interphase between the IV March turn and the I April turn, between the IV June turn and the I July turn, and between the IV September turn and the I October turn. There is no Quarterly Interphase between December and January. If both a monthly and a quarterly interphase are scheduled between two turns, the monthly interphase is performed first.

[21.11] The Sequence of Play for Monthly and Quarterly Interphases is as follows:

I. Monthly Interphase

1. **Diplomacy Phase:** The players simultaneously conduct negotiations as per 27.0, Diplomacy.
2. **Replacement Phase:** The players simultaneously place replacement units on the map, as per 25.0 Replacements.
3. **Depot Phase:** A major power that is not at war can construct depots, as per 26.0 Building New Units.
4. **Optional Movement Phase:** Countries at peace can move units that did not move in any of the four preceding weekly turns as per 21.12. Movement of forces at peace is conducted in the following order: Prussia, Russia, Austria, France.
5. **Declaration of War Phase:** All powers at peace simultaneously reveal all declarations of war.

II. Quarterly Interphase

The players receive Resource Points and Replacement Points. They construct and place on the map and on their Army Organization Charts new units, as per 26.0 Building New Units.

[21.12] The player controlling a major or minor power or province at peace while one or more other powers are at war can choose to have his units move during the Movement Phase of each weekly game turn; if he does so, he moves in the Second Player Movement Phase after all powers at war have moved in that phase. Neutral units moved in this phase are moved in the following order: Prussia, Austria, Russia, France; minor power units move at the same time as the major power that controls them. Alternatively, a neutral power may choose not to move any of its units until the Monthly Interphase. During

the Monthly Interphase, the neutral power's units may move up to four times their normal movement rate (based on a March order). The units of a neutral power cannot be moved into hexes that are not friendly to that power.

[21.2] PEACE TURNS

The Campaign Game is played in Peace Turns when all powers are at peace. A Peace Turn is identical to a Monthly Interphase and follows an identical Sequence of Play. As long as all powers are at peace, the game continues with one Peace Turn following another. Quarterly Interphase occur at the end of March, the end of June, and the end of September.

[21.3] EFFECTS OF PEACE

[21.31] The player controlling the forces of a major or minor power at peace may choose to move those forces during the weekly turn, if any powers are at war, or during the Monthly Interphase (see 21.12).

[21.32] The forces of a power at peace are always in supply in friendly territory, without the need for depots, supply units, or foraging; they never suffer attrition.

[21.33] Units belonging to a power at peace cannot enter a hex not friendly to them, unless they are evacuating unfriendly territory at the conclusion of a war following a peace agreement.

[21.4] DECLARATIONS OF WAR

During the War Declaration Phase of each Monthly Interphase or Peace Turn, each major power simultaneously reveals any declarations of war. (Players should jot down their intensions on paper, then reveal them at the proper time.)

[21.41] A major power can declare war upon another major power, or upon a neutral minor power or province, or upon a minor power or province not allied to itself. When a major power declares war, all minor powers allied to that minor power and all provinces controlled by that major power automatically join in the declaration of war.

[21.42] Prussia, Austria, or Russia cannot declare war upon either of the other two while at war with France. None of these can declare war upon France while at war with either of the other two.

[21.43] A major power cannot move its forces into the territory of provinces or provinces controlled by another major power or into the territory of a neutral minor power, without first declaring war upon the major or minor power whose territory is being violated, or by receiving permission to enter from the major power whose territory is being entered.

[21.44] A major power may be unable to declare war because of an earlier peace settlement, or because of its status on the Political Index (see 22.5).

[21.45] Minor powers and provinces, regardless of their neutrality or alliance status, cannot declare war; they go to war only when their controlling major power declares war, or when they suddenly find themselves controlled by a major power already at war, or when they are attacked.

[21.46] For the effects of a declaration of war upon minor countries and provinces, see 23.0.

[21.5] FRENCH VICTORY POINTS

[21.51] In all Grand Campaign scenarios, the French Victory Point total begins at 0.

[21.52] The French Victory Point total is reset at 0 every time France makes peace with a major power.

[21.53] The French Victory Point total is reset at 0 every time France declares war on a major power.

[21.54] The French Victory Point total is reset at 0 every time a major power declares war on France. It is possible for the total to be reset in the middle of a war if France is at war with several major powers.

[21.6] MAKING PEACE

Players can make peace on mutually acceptable terms (especially if the Political Index Marker is in a "Free" box on the War Political Index). However, a Coalition player may be forced to accept a peace dictated by the French because of the "Offer Peace" and "Surrender" results on the Political Index. A power forced to make peace is called a "coerced" power.

[21.61] **Offer Peace:** When Russia, Prussia, or Austria are forced by the Political Index to offer peace to France, and the French player accepts, the following effects occur immediately:

1. The coerced power's Political Index marker is moved into the peace row on the index.
2. The player controlling the coerced power must remove all units under his control from all minor powers and provinces either controlled or contested by France, as defined in 23.0, Minor Powers.
3. The French player may impose two conditions from the Peace Conditions list, but cannot choose the Garrison condition.
4. The coerced player must choose a third condition from the Peace Conditions list to be imposed upon himself.
5. Neither France nor the coerced power can declare war on one another for two years (24 months). This would not prevent either of them from waging war against other major powers.

The French player and the coerced player may have a short time (5 minutes is recommended as a maximum) to decide between themselves which peace conditions will be imposed.

[21.62] **Surrender:** When a major power is forced to surrender by the Political Index the result is the same as the Offer Peace result but with the following exceptions:

1. The French player must accept a surrender.
2. The French player may impose three conditions from the Peace Conditions list, including the Garrison condition.
3. The French player may impose an alliance on the surrendered power.

[21.63] **Other Peace Terms:** As already noted, France and the other major powers can at any time decide to make peace between themselves (unless the Political Index specifies otherwise). All that is required is mutually agreeable terms. The Political Index never applies to wars the non-French powers (Austria, Prussia, Russia) fight among themselves, although they can use the Peace Conditions list if they choose.

[21.7] THE PEACE CONDITIONS LIST

1. **Free Passage:** At any time France is at war, French units can freely pass through the coerced major power's home country and controlled minor power and provinces. French units may construct depots in these areas, placing Foraged or Depleted markers as usual, but French units cannot forage for supply in these areas. French units may stack with units of the coerced power without penalty (except for unstacking penalties while moving) as long as the coerced power is not itself at war. All territory controlled by the coerced power is considered friendly to France. This condition remains in effect until the coerced power is again at war with France.
2. **Cession:** The coerced power cedes to France one or two of the minor powers or provinces the coerced power controls; however, see below. The French player chooses whether one or two will be ceded, and which powers or provinces they will be. These minor powers or provinces immediately come under French control and become friendly to France. A minor power ceded becomes immediately pro-French. The French player cannot choose for cession any province listed on the Minor Powers and Provinces Chart as home country provinces of the coerced power.
3. **Reparations:** The coerced power must pay to France up to a maximum of one-half of the coerced power's Quarterly Interphase Resource Point income for a maximum of two years (24 turns). The French player chooses the amount that must be paid and the time period of payment. Payments must be made during every Quarterly Interphase, before any other economic activity by the coerced power.

4. **Forced Disbandment:** The French player may demand the disbandment of one or two corps belonging to the coerced power. The units and leaders of the disbanded corps are immediately removed from play. The disbanded units and leaders cannot be built until the coerced power is again at war with France, or until France gives permission for rebuilding them.
5. **Building Limitation:** The coerced power is prohibited from building any new units during the next one or two Quarterly Interphases (French player's choice). During this time period, the coerced power cannot loan or give any Resource Points to any other power without the approval of the French player. If this condition is combined with the Garrison condition, the coerced power cannot build units in any home country province unless that province either has no French strength points there, or unless the coerced power already has enough strength points there to outnumber the French strength points in the province.
6. **Continental System:** The coerced power cannot collect Resource Points from ports in its home country or from minor powers or provinces under its control. In addition, the coerced power cannot receive any subsidies from Britain. This condition remains in effect until the coerced power is again at war with France.
7. **Garrison:** All territories controlled by the coerced power, including minor powers and provinces, are considered friendly to France in both peace and war. A coerced power subject to this condition is not necessarily allied with France; the coerced power can be neutral in a war between France and another major power. French units can move through such territories, as in Free Passage. French units can forage in such territories at any time, and can garrison any fortresses in such territories. A coerced power subjected to this condition cannot declare war on France, regardless of the position of its marker on the Political Index, unless at least one home country province contains no French units or strength points, or unless the coerced power has more strength points in all home country provinces than France has. If this condition is combined with the Building Limitation, the latter is expanded in effect (see above).

[22.0] THE POLITICAL INDEX

GENERAL RULE

The Political Index controls the ability of Russia, Austria, and Prussia to declare war on France and French-controlled or French-allied minor powers. The Political Index also determines when and to what degree these major powers may be forced to make peace with France.

PROCEDURE

The Political Index is printed on the map. One marker each for Russia, Austria, and Prussia is placed in the box on the Political Index specified in the Grand Campaign scenario instructions. During the course of play, various events or conditions cause the markers to move to the left or right on the Political Index. The box occupied by a major power's marker on the Political Index indicates its current political status and its ability to declare war.

[22.1] POLITICAL INDEX ROWS

The Political Index contains two horizontal rows of boxes. A major power's marker is always in the top "Peace" row when the major power is at peace with France. A major power's marker is always in the bottom "War" row when the major power is at war with France. The marker is moved directly up or down when the power either goes to war or makes peace with France.

[22.2] POLITICAL INDEX BOXES

Each box on the Political Index contains a word or phrase summarizing the current political status of the major power whose marker occupies the box. The effects of that status take place immediately, as soon as the marker is moved into the box. The full meaning of each box is as follows:

[22.21] **Free:** The major power is free to declare war, upon France or French-controlled minor power or province.

[22.22] **Neutral:** The major power is unable to declare war upon France, upon any major power that has a written treaty of alliance or forced alliance with France, or upon any minor power or province allied with, or controlled by, France.

[22.23] **Forced Alliance:** The major power is allied with France (regardless of the wishes of the other players). The coerced major power cannot declare war on France; it *must* declare war on all powers on which France declares war, and against all powers which declare war on France. Further, the coerced power must furnish units for the use of the French player as the French player sees fit. These units must have a combined strength point total of 50 strength points (or as close to 50 as the coerced power is able to get), unless the French player is willing to accept less. The coerced power determines which types of units are provided. The French player can freely include such units in French corps, under French command.

[22.24] **Offer Armistice:** The major power must immediately offer the French an armistice. If the French player accepts, France and the other major power immediately cease hostilities. Neither can make any type of attack on the other, and all sieges are ended with the fortresses still in the hands of the besieged; the besiegers must retreat to the hex they occupied immediately before entering the fortress hex. Neither player's forces can enter a hex friendly to the other party of the armistice. The French player can demand that the power offering the armistice remove all its units from any one contested minor power or province (a minor power or province in which they both have units); in this case, the other party must comply as immediately as possible. If France accepts the armistice, the armistice must be observed by both players for at least four game turns. After four turns, the armistice can be extended by mutual agreement (indefinitely, if desired) or hostilities can be resumed by either power. An armistice does not put either power involved at peace with the other; it merely restricts movement and attacks.

[22.25] **Offer Peace:** The major power must offer to make peace with the French player. If the French player accepts this offer, the French player can dictate peace terms (see 21.61). The major power must offer to make peace every time its marker is moved into an "Offer Peace" box.

[22.26] **Surrender:** The major power must immediately surrender to the French (see 21.62).

[22.3] MOVEMENT OF INDEX MARKERS IN WAR

While a major power is a war with France, its marker on the Political Index is moved as follows. The marker is moved immediately when the situation applies.

[22.31] **Occupying Towns and Cities**

- When French or French-allied forces first occupy the power's capital: 1 box to the right.
- When supplied, friendly Coalition forces occupy any town or city in France: 1 box to the left.

[22.32] **French Victory Point Levels**

- +30: 1 box to the right
- +40: 1 box to the right
- +50: 1 box to the right
- +75: 2 boxes to the right
- −30: 1 box to the left
- −40: 1 box to the left
- −50: 1 box to the left
- −75: 2 boxes to the left

[22.33] **Armistice and Peace**

- When another major power at war with France offers peace or surrenders: 2 boxes to the right.
- When the French player offers any power at war with France an armistice: 1 box to the left.

[22.34] **Emergency Draft** (see 25.5)

- When another major power declares an emergency draft: 1 box to the right.

- When the French player declares an emergency draft: 1 box to the left.

[22.4] MOVEMENT OF MARKERS IN PEACE

While a major power is at peace with France, its marker on the Political Index is moved as follows. The marker is moved immediately when the situation applies.

[22.41] **Quarterly Interphases:**
- March/April: 1 box to the left.
- September/October: 1 box to the left, unless the major power is being garrisoned by France.

[22.42] **War and Peace:**
- When another major power declares war on France: 1 box to the left. This applies each time a major power declares war on France.
- When France, at war, has −75 Victory Points: 2 boxes to the left.
- When France declares war on a major power, that power only: all the way to the left. This not apply if the other major power first declares war on France or on any minor power or province controlled by France.
- When the French player offers any major power at war with France an armistice: 1 box to the left.
- When any major power at war with France is forced to offer an armistice: 1 box to the right.
- When another major power at war with France is forced to offer peace: 1 box to the right (Limit: once per major power per war).
- When all major powers at war with France are forced to surrender: 1 box to the right (Limit: once per major power per war).

[22.43] **Emergency Draft** (see 25.5)

[23.0] MINOR COUNTRIES AND PROVINCES

The maps depict the borders of a number of provinces. All provinces belong to one of three categories:

1. **Major Power Home Country Province:** This is a province that is an integral part of a major power. It cannot be ceded or stripped away from the major power that owns it (Exception: see 2. below). These provinces are listed on the Minor Power and Provinces Chart.
2. **Minor Power:** This is a province that is capable of building its own military units. The Minor Powers and Provinces Chart lists which provinces are minor powers. New minor powers may be created during play. In addition, Belgium and Holland, which are home country provinces of France, may become minor powers.
3. **Province:** All provinces that do not fall into one of the previous two categories are referred to in the rules simply as provinces.

[23.1] POLITICAL STATUS AND CONTROL OF MINOR POWERS AND PROVINCES

Minor powers are independent countries. They may be independent and allied to a major power, independent and neutral, or annexed by a major power or minor power. The status of each minor power at the start of each scenario is given in the scenario rules.

[23.11] Minor powers allied to a major power are controlled for all purposes by the major power player. The player moves and attacks with its forces, builds new units for the minor country using its Resource and Replacement Points, and treats the minor power's territory as friendly to the major power he controls. The minor power's units can be incorporated into the major power's corps and armies. As long as the minor power's units are fully built and at full strength, any leftover Resource and Replacement Points can be donated from the minor power to the controlling major power. The minor power's political status in regard to France is the same as that of the major power ally.

[23.12] The Minor Powers and Provinces Chart shows which player controls the actions of a minor power when the minor power is neutral or unallied to any major power, listed in descending order. For example, the French player manages Switzerland, but if France becomes hostile to Switzerland, control of Switzerland passes to the Austrian player. The controlling player undertakes all actions for the minor powers, within restrictions. The minor power can build new units, using its Resource and Replacement Points. Units of a neutral minor power can move only within its own borders (or towards it, if in foreign territory). Neutral minor power units cannot be incorporated within the corps and armies of major powers. Neutral minor powers cannot declare war.

[23.13] The territory of a neutral minor power is not considered friendly to any major power, nor does the minor power provide Resource and Replacement Point income to any major power.

[23.14] Provinces that are annexed to a major or minor power are considered a part of that power's territory. Annexed provinces contribute their Resource and Replacement Points to the owning power.

[23.2] CHANGING THE STATUS OF MINOR POWERS AND PROVINCES

The status of minor powers and provinces may change as the result of declarations of war, as a result of conquest, or as a result of Cession as part of a peace settlement.

[23.21] When a major power declares war on a minor power or province allied to a different major power, the allied major power must immediately decide whether or not to intervene; it does so by declaring war on the aggressor major power (assuming that the two major powers are not at war with each other). If the allied major power is unable or unwilling to intervene, the minor power or province becomes allied to any major power that intervenes, in the descending order of preference on the Minor Powers and Provinces Chart. If no major power intervenes, or if no major power is at war with the aggressor, the invaded minor power or province becomes neutral with regard to all major powers except the aggressor. The defense of the invaded power or province is conducted by the allied major power player (if the allied power intervenes), or by the player whose major power is given preference on the Minor Powers and Provinces Chart.

[23.22] When a major power declares war on an unallied minor power or province, any and all other major powers may intervene. The minor power or province allies with the intervening major power given the highest preference on the Minor Powers and Provinces Chart. If no major power intervenes, the defense of the invaded country is conducted by the player controlling the major power given preference on the Minor Powers and Provinces Chart (assuming that the invaded country has its own units).

[23.23] A minor power is conquered when all of its cities and towns are occupied by units or strength points belonging to the aggressor and no units belonging to an enemy of the aggressor (other than those of the invaded minor power) are in the invaded country's territory.

[23.24] A minor power or province that contains units of two or more warring major powers is "contested" for purposes of armistice.

[23.25] A minor power or province may be jointly conquered by two or more major powers. In this case, the major powers must decide immediately to whom the conquered power or province will be allied or annexed; if the major powers cannot decide in a reasonable time (five minutes is recommended), possession goes to the major power with the larger number of units in the conquered power or province.

[23.26] A province may be annexed by a conquering major power. The province may be annexed to the major power itself, or to any minor power allied to the major power. However, the power receiving the province must already have at least one home country province or controlled province that is adjacent to the province to be annexed. A province may be ceded by its controlling major province and annexed by the other major power, or a minor power allied to the receiving major power, if the adjacency requirement is met.

[23.3] WAVERING ALLIANCES

[23.31] The status of a French-allied minor power which does not contain French units

(French nationality, not allies) may be changed when any adjacent, bordering French-allied minor power is conquered by a major power at war with France. When a French-allied minor power is conquered, the French player must roll one die for each bordering French-allied minor power in which there are no French units. On a roll of 1 to 3, the minor power becomes neutral; on a roll of 4 to 6, the minor power remains French-allied. If the minor power becomes neutral, control passes to the major power that has priority on the Minor Powers and Provinces Chart (omitting France and the threatening major power).

[23.32] When a French-allied minor power becomes neutral; the new controlling player must move any of the neutral power's units which are outside its borders toward that province by the shortest practical path. This may mean that divisions of the neutral minor country currently assigned to French corps leave that corps.

[23.4] CREATING NEW MINOR POWERS AND PROVINCES

Major powers may create new minor powers and provinces. The new minor powers the French player can create are the Kingdom of Westphalia, the Confederation of the Rhine, the Grand Duchy of Warsaw, and the Kingdom of Poland. The Coalition powers can create Holland, Belgium, and the British-German Alliance. When created, a new minor power is automatically allied to the side which created it.

[23.41] **Westphalia:** The French player can create the Kingdom of Westphalia at the beginning of any turn in which South Hanover has been conquered by France and the Electorate of Hesse is allied to France. The Kingdom of Westphalia receives all income from both provinces and may produce Westphalian or Hessian units. Westphalia may be conquered by other major powers using the normal rules for conquest of a minor power. South Hanover cannot be annexed by France.

[23.42] **Confederation of the Rhine:** The French player can create the Confederation of the Rhine at the beginning of any turn in which all the following are either allied or conquered by France: Bavaria, Baden, Wurtemburg, Frankfort, Wurzburg, the Grand Duchy of Hesse, Nassau, and Berg. All of these become members of the Confederation. (Ansbach may become a separate member of the Confederation if not already annexed by Bavaria.) Creating the Confederation of the Rhine has the following effects:

1. Resource Points and Replacement Points from all members of the Confederation which cannot produce their own units can be used directly by the French and treated as French Resource and Replacement Points.
2. A declaration of war against any member of the Confederation is considered a declaration of war against all other members of the Confederation.
3. Members of the Confederation remain allied to France even if France does not intervene when a major power declares war against a member of the Confederation.
4. When the Confederation is created, move Prussia's marker on the Political Index 2 boxes to the left.
5. The French player can never annex any province that is or can be a member of the Confederation of the Rhine.

The Confederation of the Rhine exists until all members are conquered or become neutral. When a member is conquered or becomes neutral, it ceases to be a member of the Confederation. Member states can become neutral through the process in 23.3; each member of the Confederation is a separate power for purposes of 23.3.

[23.43] **Grand Duchy of Warsaw:** The French player can create the Grand Duchy of Warsaw at the beginning of any turn in which both South Prussia and Mazovia have been conquered by France or ceded by Prussia. The Grand Duchy receives Resource Points and Replacement Points from these provinces. Polish units can be built and used by the Grand Duchy. No further provinces can be added to, or annexed by, the Grand Duchy.

[23.44] **Kingdom of Poland:** The French player can create the Kingdom of Poland at the beginning of any turn in which both South Prussia and Mazovia have been conquered by France or ceded by Prussia. The Kingdom of Poland can be created from the Grand Duchy of Warsaw. The Kingdom of Poland can annex the following provinces: West Galicia, Galicia, Russian Poland, and Old Russian Poland. Poland receives Resource Points and Replacement Points from these provinces. Polish units can be built and used by the kingdom. If the Kingdom of Poland is created, the Political Markers of Austria, Russia, and Prussia are each moved immediately 2 boxes to the left on the Political Index (the size of Poland has no bearing on this political effect).

[23.45] **Belgium and Holland:** The Coalition can create Holland and/or Belgium at the beginning of any turn in which those provinces are conquered. They are controlled like other minor countries, and are also considered British allies. They may build their respective Belgian and Dutch units.

[23.46] **British-German Alliance:** The Coalition can create the British-German Alliance at the beginning of any turn in which at least two of the following are conquered by, or allied to, the Coalition: South Hanover, North Hanover, the Electorate of Hesee, the Grand Duchy of Hesse, Nassau, and Berg. The alliance is controlled like other minor countries, and is also considered a British ally. The alliance can create British-Allied units.

[23.47] If France re-conquers Belgium and/or Holland, the French can re-annex Holland and/or Belgium. If France re-conquers the provinces of the British-German Alliance, it can recreate the Confederation of the Rhine, if the conditions for creating the Confederation can be met.

[24.0] LEADERS AND ARMIES

GENERAL RULE

In Grand Campaign games, players have much greater control over the organization of their armies than in the shorter scenarios. After following the scenario instructions for initial set-up, players will create Grand Campaign Army Organization Charts for either forces. It is recommended that players make several photocopies of the blank AOC's before beginning a Grand Campaign scenario.

PROCEDURE

For each army a major power has, the player should write down the name of the army leader on the Army Organization Chart. In addition, he should write down the names of corps leaders, and the I.D. numbers of division and brigade leaders, as well ads the I.D. numbers of artillery units. Otherwise, the Grand Campaign Army Organization Charts function like the AOC's in the shorter scenarios.

[24.1] LEADERS

[24.11] Named leaders become available through either the initial set-up or through the unit building process (see 26.0). Leaders must be "built" in exact numerical order, from lowest to highest seniority numbers. Once available, a named leader must be used unless killed in combat or retired. A player can retire one named leader at the start of every Spring Quarterly Interphase. A named leader of any particular seniority number cannot receive a command unless all leaders with lower seniority numbers have either retired or been given commands; command thus depends largely on seniority. Regardless of seniority, all army leaders given commands should be given commands of roughly equivalent size; the same principle applies to corps commanders. (Common sense should be taken into account, as should the fact that battle and attrition losses will cause inequalities in play.)

[24.12] Leaders are permanently removed from play when retired or killed (by L1 or L2 combat results). If a killed leader is an army or corps commander, he is removed from play. If a killed leader is a division or brigade leader, he is replaced by the highest-numbered available leader of the same type.

[24.13] When a leader's entire command is eliminated, the leader is not killed; he is simply removed from play and becomes available again as soon as his power makes peace (This is a change from play in shorter scenarios.) If an eliminated leader returns after a peace settlement, he can be restored to his old command or be given a new one, at the owning player's choice.

[24.14] Supreme commanders have 8 command points; army leaders have 5 command points.

[24.2] ARMIES

[24.21] Armies must be led by army leaders—those of at least XXXX rank. Army rank leaders may also function as corps leaders. The maximum number of separate armies a major power may create is:

France	5
Russia	5
Austria	3
Prussia	2

One army leader must be designated as Supreme Commander of all forces for each major power; if possible, the Supreme Commander must be a leader of XXXXX rank. Napoleon is always the Supreme Commander of all French and French-allied forces.

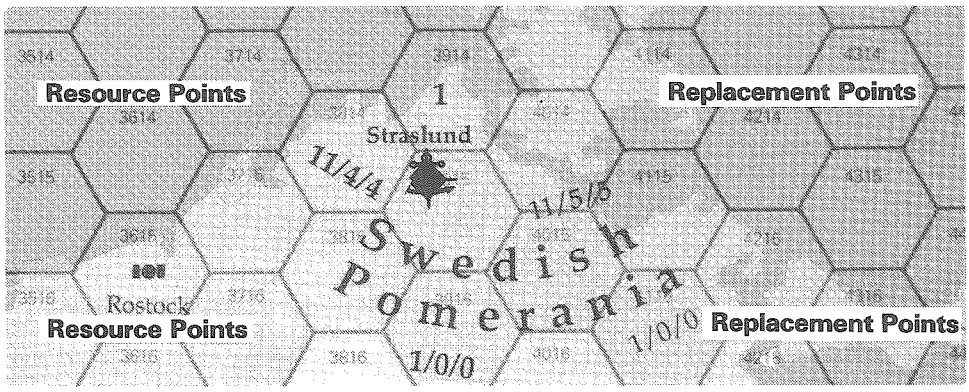
[24.22] The Coalition players may choose to elect an overall Supreme Commander for their combined forces. However, the overall Supreme Commander must also be the Supreme Commander of one of the Coalition's nationalities; thus, the overall Supreme Commander will have double responsibilities. Furthermore, the player owning the overall Supreme Commander can issue orders to any leader in the Coalition.

[24.23] Players may combine units from different major powers into a single army, but each foreign nationality must have its own corps leader assigned to the army leader. The corps leaders assume command of their own forces if the Coalition ceases to exist.

[24.3] ARMY REORGANIZATION

[24.31] The armies and corps or a major power at war can be reorganized only through Transfer orders (see 7.0), as in the smaller scenarios.

[24.32] The armies and corps or a major power at peace can be reorganized as desired. During peace, strength points can be freely transferred between units of the same type. Brigades, divisions, and corps can be transferred from army to army, new armies created, etc., all as desired, during any Peace Turn or Monthly Interphase Movement Phase. Players keep track of their organizations by writing on their Army Organization Charts the seniority numbers and names (if applicable) of army, corps, and division leaders.



The numbers below the province name on the left side represent Resource Points and those below the province name on the right side represent Replacement Points. The first number in each group is the number of points available in the spring Interphase, the middle number is the number of points available in the Summer Interphase, and the last number is the number of points available in the Fall Interphase. Individual ports will add Resource Points (but not Replacement Points) to the province totals.

A few provinces have Resource and Replacement Point values above the province name. These include:

Swedish Pomerania has an increased value if are conquered by a player.

South Prussia, Mazovia, Galicia, West Galicia, Old Russian Poland, and Russian Poland have increased value if they are part of the Grand Duchy or Kingdom of Poland (see 23.43 and 23.44).

[25.0] REPLACEMENTS

GENERAL RULE

During the Replacement Phase of each Monthly Interphase, each major power and minor power or province uses accumulated Replacement Points to replace losses to existing units and bring them up to full strength. Replacement Points may also used with Resource Points to create new units. Each use of Replacement Points costs one Resource Point for each Replacement Point used. In spending Replacement Points and Resource Points, deficit spending is not allowed.

[25.1] ACCUMULATING REPLACEMENT POINTS

[25.11] A major power can use and/or accumulate Replacement Points only from its original provinces, annexed provinces, and independent allied provinces. A major power cannot use or accumulate Replacement Points from a minor power, even if it controls that minor power.

[25.12] Replacement Points not used to create replacement units and not used to provide strength points to units in the home country are accumulated from month to month. However, at the end of each September-October Quarterly Interphase, each player's total of Replacement Points is reduced to zero; any Replacement Points not spent are lost.

[25.13] A player must keep a separate tally of Replacement Points for each minor power he controls. Minor power Replacement Points can be used only for that power's units.

[25.14] A minor power cannot produce or accumulate Replacement Points if it is conquered by a hostile power.

[25.15] A Garrisoned major power cannot produce, use, or accumulate Replacement Points from a province unless the province is not garrisoned by the garrisoning power, or unless the major power currently has within the province enough strength points to outnumber the garrisoning strength points.

[25.2] USING REPLACEMENT POINTS IN PEACETIME

[25.21] When a major power is at peace, Replacement Points and Resource Points may be immediately converted to strength points (infantry or cavalry) and added to the strength of existing units in the home country. Each strength point costs one Replacement Point.

[25.22] A maximum of 1 cavalry strength point can per created per Monthly Interphase.

[25.3] USING REPLACEMENT POINTS IN WARTIME

[25.31] When a major power is at war, Replacement Points may be immediately converted to strength points (infantry or cavalry) and added to the strength of supplied units in the home country. Each strength point costs one Replacement Point.

[25.32] A maximum of 1 cavalry strength point can per created per Monthly Interphase.

[25.4] REPLACEMENT UNITS

[25.41] Replacement Points may be grouped

into Replacement Units which are used to supply strength points to units outside their home country. To create a replacement unit, a player places a unit of the appropriate type (infantry or cavalry) on any depot or depot city in the home country. No more than one Replacement Unit can be placed in the same depot or depot city. Beneath the unit, the player places a strength marker, indicating the number of replacement strength points represented by the unit.

[25.42] No single replacement unit can contain more than 5 strength points of infantry or 3 strength points of cavalry. Replacement units never represent artillery. No more than 3 replacement strength points of cavalry can be created per quarter.

[25.43] Replacement units are always in command. In peacetime, a replacement unit can move in the weekly or monthly friendly Movement Phases like a normal unit of the same type. However, it Force Marches like a supply train. In peacetime, a replacement unit is always in supply and does not suffer attrition.

[25.44] In wartime, a replacement unit can use March orders like a normal unit of the same type. A replacement unit can Force March in the same way as a supply unit does. A replacement unit in wartime suffers attrition as a normal unit would. Replacement units are supplied in the same way as normal units of the same nationality. Replacement units count as a separate corps for purposes of foraging.

[25.45] Replacement units cannot attack enemy units. A defending replacement unit must place its full strength in the front line when attacked. If stacked with normal combat units, replacement units take no part in combat; they are placed in Reserve and suffer any adverse combat result that affects the Reserve.

[25.46] At the end of the friendly Supply Phase, supplied units of a major power at war can absorb strength points from replacement units in the same hex or in an adjacent hex. Units belonging to a power at peace absorb strength points from replacement units in the same hex or in an adjacent hex during the Replacement Phase of Peace Turns or Monthly Interphases. No Transfer order is needed.

[25.5] THE EMERGENCY DRAFT

During any Monthly or Quarterly Interphase, a player can declare an Emergency Draft for a major power and any minor powers allied to it.

[25.51] An emergency draft yields all Replacement Points which the affected major power or minor power would normally receive during the remainder of the current year, based on provinces currently controlled. These Replacement Points are collected immediately.

[25.52] All Replacement Points received by means of an emergency draft must be used in the current Quarterly Interphase (if in progress). If the emergency draft is called during a Monthly Interphase, the Replacement Points cannot be accumulated beyond the next Quarterly Interphase; they must be used in that Quarterly Interphase. At the end of the Quarterly Interphase in question, the player's Replacement Point total is reduced to zero and no more Replacement Points can be received in the current year.

[25.53] A major power cannot declare an emergency draft for a minor power under its control unless the major power also declares an emergency draft for itself at the same time.

[25.54] If France declares an emergency draft, the markers of all other major powers are moved one box to the left on the Political Index.

[25.55] If a major power other than France declares an emergency draft, the markers of all other major powers (except France) are moved one box to the right on the Political Index.

[26.0] BUILDING NEW UNITS

GENERAL RULE

During Quarterly Interphases major powers receive Resource Points and Replacement Points from their home country provinces and controlled provinces. Resource Points are spent, together with Replacement Points to build new units. The cost of new units in Resource Points and Replacement Points is given on the Unit Construction Chart. Most units take time to build; players spend the cost of building the unit during one Quarterly Interphase and actually receive the unit in a later Quarterly Interphase. Peace conditions imposed at the end of a war, or occupation by enemy units, may restrict a major power's ability to build new units. Minor powers build new units in a manner identical to major powers. In spending Resource Points, deficit spending is not allowed.

[26.1] RESOURCE POINT INCOME

[26.11] At the start of each Quarterly Interphase, each major power adds up its income in Resource Points, and does the same for each minor power it controls, keeping a separate total for each minor power controlled. There are five sources of Resource Point income: home country and controlled provinces, ports, British subsidies, reparations, and loans and gifts.

[26.12] Resource Point incomes for provinces are listed on the map under the area name. A major power receives Resource Points for each home country province and annexed or allied province. A Garrisoned major power receives its normal income, regardless of the presence of enemy units. A minor country receives the income for each province that is part of the minor power; however, if every depot city, city, and town in a minor power is occupied by enemy forces (or were last occupied by enemy forces) the minor power receives no Resource Points.

[26.13] Each major power and minor country receives the additional income for each port it controls, unless the owning power has been forced to adopt, or has chosen to adopt, the Continental System as part of a peace settlement. Powers adopting the Continental System receive no income from ports. If a major power adopts the Continental System, any minor powers controlled by it also adopt the Continental System. At the beginning of each Quarterly Interphase, France may release itself or any other major power or minor power from the Continental System. France may choose to release itself and its allies from the Continental System, leaving it in effect in other countries. This decision is entirely at the French player's discretion.

[26.14] Austria, Prussia, and Russia, if not allied with France, may receive subsidies from Britain, unless prohibited by the Continental System. A major power that is able to receive a subsidy and chooses to do so, receives a number of Resource Points equal to the roll of two dice.

[26.15] A major power may receive Resource Point income in the form of reparations imposed as part of a peace settlement. Reparations are immediately deducted from the paying power's income and added to the receiving power's income. The receiving power can choose to cancel the reparation debt, in which case the payment is not made. Reparation payments must either be paid or cancelled; they cannot be delayed.

[26.16] A major power may loan or give any part of its Resource Point income to any other major power under terms agreeable to the players involved. A major power may give any portion of its income to a minor power it controls. A major power allied with France on the Political Index cannot make loans or gives without the approval of the French player.

[26.17] Resource point income can be accumulated from Quarterly Interphase to Quarterly Interphase. Accumulated Resource Points are kept until spent (unlike Replacement Points).

[26.2] UNIT CONSTRUCTION

[26.21] After all income has been added up, a player can construct new units for the major power or for minor powers he controls. This is done by paying the cost shown on the Unit Construction Chart and writing down the type and strength of the unit(s) built and the Quarterly Interphase they are due to appear (alternatively, the unit can be placed on the

Year Track in the Quarterly Interphase box of arrival). Most units do not appear for one or two Quarterly Interphases after the construction cost is paid. Finally, players subtract Resource Points and Replacement Points to reflect the costs.

Unit Construction Chart

Unit Type	Unit Strength	Resource Points	Replacement Points	Time
Infantry Division	5	3	6	1
Infantry Division	10	6	12	1
Guards or Grenadiers	10	8	12	2
Lt. Cav. Brigade	1	2	2	2
Lt. Cav. Division	3	6	6	2
Lt. Cav. Division	4	8	8	2
Cossack Brigade	1	2	1	1
Dragoon Brigade	1	3	2	2
Dragoon Division	3	9	6	2
Dragoon Division	4	12	8	2
Heavy Cav. Brigade	1	4	6	2
Heavy Cav. Division	3	12	6	2
Heavy Cav. Division	4	16	8	2
Field Artillery	1	5	1	3
Horse Artillery	1	8	2	3
Corps Leader	0	3	1	0
Army Leader	0	5	1	0
Depot	NA	3	1	0

NOTES

Unit Types: One strength-point cavalry units are brigades; all other cavalry units are divisions. Only the Russian player can build Cossack cavalry. The Prussian infantry brigades are built the same way as infantry divisions. When a division is built, a division leader is included at no additional cost. Depots may be constructed not only during the Quarterly Interphase, but during any Monthly Interphase or Peace Turn when the major power is at peace.

Resource Points: The cost in Resource Points to build the unit.

Replacement Points: The cost in Replacement Points to build the unit.

Time: The number of Quarterly Interphases before the unit arrives. (For example: a unit with a 1 interphase delay paid for in the September/October interphase would arrive in the March/April interphase.) A time of zero means that the unit or leader arrives in the same interphase it is paid for.

[26.3] UNIT PLACEMENT

After paying for all new unit construction, players place on the map or on their Army Organization Charts all units scheduled to arrive in the current Quarterly Interphase.

[26.31] New units always arrive in a depot city or depot in their home country. Minor power units may arrive in any city in the minor power. Units may be grouped into corps immediately upon arrival, provided all units of the corps are in the same hex. New units can be stacked as desired, within normal stacking limits (in regard to Concentrations) at the earliest possible opportunity.

[26.32] New depots are placed in any town or city hex in friendly territory as desired.

[26.4] CONSTRUCTION LIMITATIONS

[26.41] A major power garrisoned by another major power can construct new units only with the permission of the garrisonning major power, with two exceptions. A garrisoned major power can construct units in a province in which the garrisoning player has no strength points present, or if the original owner has more strength points in the province than the garrisoning player.

[26.42] A major power or a minor power can never build more units of a given type than are available units of that type in the counter mix.

[26.43] No infantry division can ever exceed 10 strength points. No cavalry division can exceed 4 strength points.

[27.0] DIPLOMACY

GENERAL RULE

Diplomatic agreements are reached in two ways: as a result of an imposed peace settlement, or as an agreement made by the free choice of two or more players. Free-choice agreements may concern anything the players desire, as long as the rules of the game are not violated.

[27.1] CONDUCTING NEGOTIATIONS

Negotiations may be conducted in the Diplomacy Phase of Monthly Interphases or Peace Turns, or at any other time the players see fit. However, Diplomacy Phases should be limited to 5 minutes, and other negotiations should not be allowed to slow play.

[27.2] WRITTEN AND UNWRITTEN AGREEMENTS

[27.21] Agreements can be written or unwritten. However, agreements reached by imposed peace settlements must always be written agreements. Players must always honor written agreements unless unable to do so because of the game rules. Players can keep or violate unwritten agreements as they see fit.

[27.22] Written agreements should be written out on scrap paper, and should be as concise as possible. It is recommended that game terminology be used whenever possible.

[27.23] In addition to diplomatic agreements, the players should keep lists of provinces they control, minor countries controlled, and similar matters that may be forgotten in the course of a long game.

[28.0] THE SPANISH ULCER

GENERAL RULE

Under certain conditions, the French player is required to invade Spain by removing units from the map. Once Spain is invaded, the French player is required to maintain a minimum level of force off the map, removing additional units if necessary to maintain the minimum. The number of units that must be removed from the map varies with the success the French player has in getting other European powers to observe the Continental System.

[28.1] INVADING SPAIN

[28.11] The French player must invade Spain when the following conditions have existed for at least nine consecutive game months:

- Austria and Prussia have been forced to offer an Armistice, Offer Peace, or Surrender to France.
- Russia is at peace with France, or there are no Russian strength points outside of Russia or Turkey (see 29.0).

[28.12] To invade Spain, the French player must move at least 100 strength points, including at least 15 strength points of cavalry and 10 strength points of artillery off the map. The units must be moved off the southwesternmost hexrow of France; leaving the map consumes a unit's entire Movement Allowance, whether weekly or monthly.

[28.13] Invading Spain does not change France's political status with regard to the other major powers. The game may proceed by Peace Turns while the Spanish invasion and subsequent war in Spain are conducted.

[28.2] SUPPORTING THE SPANISH WAR

[28.21] The French player is required to keep the Spanish invasion force at full strength as

long as there are no enemy units in France itself.

[28.22] At the start of each Quarterly Interphase, the army in Spain suffers losses automatically. The losses are as follows:

- March/April Interphase: 25 strength points
- June/July Interphase: 15 strength Points
- September/October Interphase: 10 strength points

Losses suffered in Spain are reduced by 1 strength point for every 3 Resource Points of port income not collected in the current Quarterly Interphase not collected by powers other than France.

[28.23] If, after losses are deducted, the French player has fewer than 75 infantry strength points, 15 cavalry strength points, and 10 artillery strength points off-map, the marker of every major power on the Political Index is moved one box to the left. This occurs regardless of whether that power is currently at war or at peace with France.

[28.3] ENDING THE SPANISH WAR

[28.31] France's war in Spain can end in one of two ways:

1. The war ends automatically when an enemy unit first enters France. The moment this happens, the French player is no longer required to maintain units off-map. One-half of the French strength points off-map are eliminated (following the normal ratios for allocating combat losses). The remaining strength points may be moved back to the map. The first hex entered expends a unit's entire Movement Allowance, whether weekly or monthly.
2. If, during any Quarterly Interphase, no major power or minor country (except France) collects any port income, the French player rolls one die: if the result is 1, the war in Spain is over immediately. The French suffer no losses in Spain in the current Quarterly Interphase. All French units off-map can return to France as in 1, above. If the Spanish war ends in this fashion, the marker of each power on the Political Index is moved one box to the right (regardless of whether the power is at war or peace with France).

[29.0] SWEDEN AND THE OTTOMAN EMPIRE

[29.1] SWEDEN

[29.11] Sweden may enter a general European war in later years as a member of the Coalition. The primary named Swedish leader is Bernadotte, formerly a French leader. Bernadotte leaves French service at the end of the year 1809, becoming the Swedish Supreme Commander after that. If Bernadotte is killed either before or after his scheduled retirement, Sweden uses Stedingk as Supreme Commander.

[29.12] Sweden declares war on France immediately when all the following conditions are met:

1. Austria, Russia, and Prussia are all already at war with France.
2. Swedish Pomerania is a neutral province or controlled by France.
3. The current game turn is an 1810 or later game turn.

[29.13] When Sweden enters the war, it becomes a minor power controlled by the Prussian player.

[29.14] When Sweden declares war on France, the Swedish units shown on the 1813 Coalition Army Organization Chart (Army of the North) are set up in any hex in Swedish Pomerania. If Swedish Pomerania is French-controlled, Swedish forces are set up in any port controlled by Prussia. If Prussia controls no ports the arrival of Swedish units is delayed until either Swedish Pomerania or a port becomes available.

[29.2] THE OTTOMAN EMPIRE

[29.21] Russia must constantly guard her frontier with the Ottoman Empire (Turkey) by maintaining units off-map. France may attempt to start a war between Russia and the Ottoman Empire; if a Russo-Turkish war begins, Russia must increase its off-map forces.

[29.22] Russia's minimum off-map force against the Ottomans is 20 infantry strength points, 5 artillery strength points, and 5 cavalry strength points off-map. During the Command Phase of any war turn, or the Diplomatic Phase of any Peace Turn in which this minimum is not met, Russia's marker on the Political Index is moved one box to the right.

[29.23] During the Diplomatic Phase of any Monthly Interphase or Peace Turn, France may attempt to have the Ottoman Empire declare war on Russia. To do so, the French player must immediately spend from 3 to 7 Resource Points; he chooses the exact number. The French Player then rolls two dice; if the roll is less than the number of Resource Points the French player spent, the Ottoman Empire declares war on Russia. This is not a major power declaration of war; the game may proceed by Peace Turns if the proper conditions are met.

[29.24] Whenever the Ottoman Empire is at war with Russia, the minimum size of Russia's off-map force must be increased to 75 infantry strength points, 10 artillery strength points, and 15 cavalry strength points. During the Command Phase of any war turn, or the Diplomatic Phase of any Peace Turn in which this minimum is not met, Russia's marker on the Political Index is moved one box to the right.

[29.25] Once a war between Russia and the Ottoman Empire begins, it can be ended by Russia in one of the following two ways:

1. The war with the Ottoman Empire ends when Russia makes peace, on any terms, with France (if Russia was at war with France when the Ottoman war started).
2. During any Diplomatic Phase at least three full months after the beginning of the war with the Ottoman Empire, the Russian player can spend Resource Points in an attempt to end the war; the French player can spend Resource Points to try and counter-act this. The Russian player announces that he will spend Resource Points to try to end the war; he writes down secretly the number of Resource Points he will spend, from 3 to 7 Resource Points. The French player, if he chooses to spend Resource Points, also secretly writes down a number from 3 to 7. Both numbers are revealed simultaneously, and the French bid is subtracted from the Russian bid. The Russian player then rolls two dice and adds the difference between bids to the result. if the modified roll is less than the higher of the two original bids, the war with the Ottoman Empire ends.

[29.26] When a war between Russia and the Ottoman Empire ends, the two cannot go to war again for a period of two full years.

[30.0] BRITISH LANDINGS

[30.1] HOW LANDINGS ARE ATTEMPTED

[30.11] During the Diplomatic Phase, any Coalition major power may attempt to have British units land at any French-controlled or Coalition-controlled port on the map. To do this, the Coalition major power spends 3 Resource Points and rolls one die; if the die roll is "1", the British landing is attempted in a port of the Coalition player's choice.

[30.12] Each Coalition major power may make one attempt per Diplomatic Phase to land British units, except that the Coalition is limited to one successful landing attempt per turn. The Coalition powers may roll for British landings in any order desired, but all rolls after the first success are lost that turn. A Coalition major power must spend 3 Resource Points to attempt a British landing; the Resource Points must be spent regardless of whether or not the landing attempt is a success.

[30.13] Any British units that land are under the control of the player who successfully summoned them.

[30.2] LANDING RESTRICTIONS

[30.21] If a British landing is attempted at a French-occupied port, the British force must force the French to Withdraw before landing;

if the British cannot force a Withdrawal, the landing does not occur.

[30.22] British landings are automatically successful if conducted at Coalition-controlled ports, or at ports controlled, but not occupied by, the French or their allies.

[30.3] SIZE OF THE LANDING FORCE

The British landing force consists of 2 infantry divisions of 10 strength points each, one light cavalry division of 4 strength points, and one field artillery strength point. The division leaders are chosen randomly from division leaders not yet in play. The whole force is commanded by corps leader Hill (however, see 30.5 below).

[30.4] SUPPLYING THE LANDING FORCE

The British landing force is in supply if it can trace a Line of Communication a maximum of 8 hexes long, to any friendly port (British-controlled or Coalition-controlled).

[30.5] SIR JOHN MOORE (optional rule)

[30.51] Of British generals of the Empire period, Moore was probably second only to Wellington in ability. Historically, Moore did not serve in the scenarios depicted in the game (his service was mostly confined to the Mediterranean, Spain, Portugal, and Britain in this period), but he can be used with this rule without unbalancing the game.

[30.52] In the Campaign Game, Moore becomes available at the start of play in 1805. If players wish to restrict Moore's impact on the game, he may be removed from play after the January, 1809 turn (when he was killed in Spain). For British landings, the Coalition player controlling British forces rolls one die; if the roll is 1-3, the overall leader of the British force is Hill (see 30.3); if the roll is 4-6, Moore is used instead.

[30.53] The Moore counter has no seniority number printed on it. If Moore's seniority becomes important during play (which is unlikely), he is senior to all British generals except Wellington.

[31.0] FORAGE MARKERS

At the beginning of the I May turn in each game year, or during the may Peace Turn, if no war between major powers is in progress, all Foraged markers are removed from the map. Depleted markers are flipped to their foraged side.

[32.0] GRAND CAMPAIGN GAME SCENARIOS

GENERAL NOTE: All Grand Campaign scenarios are played on all four maps.

[32.1] 1805-1807

This Grand Campaign scenario traces the rise of the French Empire to its peak with the peace negotiations between Napoleon and Tsar Alexander I of Russia at Tilsit in July, 1807.

SET UP: The major powers set up their forces in the following order, and as described:

The French player sets up all forces shown on the 1805 French Army Organization Chart. These forces may be rearranged into different corps, and their locations changed to any hexes in France, Holland, Belgium, or the Kingdom of Italy. The Wurtemburg, Baden, and Bavarian forces must be set up in their respective home minor powers. In addition, the French player may set up an additional 5 infantry divisions with a maximum of 8 strength points each, plus an additional 7 strength points of cavalry and 3 artillery strength points. These forces may be taken in any form desired.

The Austrian player receives all units and leaders shown on the 1805 Austrian Army Organization Chart. These may be organized and placed in hexes controlled by Austria as desired. Austria's marker is in the leftmost "Free" box on the War track of the Political Index.

The Prussian player receives infantry brigades 1 through 12 (6 strength points each), heavy cavalry divisions 1 and 2 (4 strength points each), dragoon division 1 (4 strength points), light cavalry divisions 1 through 3 (3 strength points each), artillery units 1 through 8, and 1 bridge train. He also receives the leaders Hohenzollern, Brunswick, Ruchel, Blucher, and Lestocq. These may be organized and set up as desired in Prussian-controlled territory. In addition the Prussian player receives 80 infantry strength which may be placed in up to 10 detachments as garrisons in Prussian fortresses. Prussia's marker is in the second "Neutral" box on the Peace track of the Political Index.

The Russian player receives infantry divisions 1 through 15 (8 strength points each), heavy cavalry brigade 1, dragoon brigade 1 through 6, light cavalry brigades 1 through 8, the Guard heavy cavalry brigade (2 strength points), 4 Cossack cavalry brigades, artillery units 1 through 12, and 1 bridge train. He also receives the leaders Kutusov, Buxhowden, Bennigsen, Constantine, Kamenskoi, Barclay de Tolly, and Bagration. These may be organized and set up as desired in Russian-controlled territory. Russia's marker is in the leftmost "Free" box on the War track of the Political Index.

No other forces are set up at the start of the game.

TERRITORY: France consists of France, Holland, and Belgium.

Minor powers allied to France are Bavaria, Wurtemburg, Baden, Switzerland, and the Kingdom of Italy.

Austria consists of Galicia, West Galicia, the Kingdom of Hungary, Bohemia, Moravia, Austria, Salzburg, Styria, Carinthia, Carniola, the Illyrian Provinces, Istria, Venetia, North Tyrol, and South Tyrol.

Prussia consists of South Prussia, East Prussia, West Prussia, Mazovia, Pomerania, Brandenburg, and Silesia.

Oldenburg is a province allied to Prussia.

Russia consists of Russia, Russian Poland, and Old Russian Poland.

All other minor powers and provinces are independent and neutral.

COMMAND: Napoleon is the Supreme Commander for all French and French-allied forces; the 5-5-2 Napoleon counter is used. Archduke Charles is the Supreme Commander for all Austrian forces. Kutuzov is the Supreme Commander for all Russian forces. Hohenzollen is the Supreme Commander for all Prussian forces.

All Supreme Commanders can use up to 8 Command Points per Command Phase. Subordinate army leaders can use up to 5 Command Points per Command Phase.

ARMY RESERVES: Each player can use one of his 11-box organization blocks on the AOC to create an Army Reserve.

MORALE RATINGS: The Morale Rating of all French and Russian units is 3. The Morale Rating of all other other units is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-5 in 1805-1806; the French win Initiative in 1807 if the Initiative die roll is 1-4; the Coalition players win Initiative if the French do not.

SCENARIO LENGTH: The scenario begins with the I August 1805 weekly turn and ends after the IV July 1807 weekly turn, unless a player wins an automatic victory.

VICTORY

1. **Automatic Victory:** The game ends immediately if Napoleon is killed, or at the end of the fourth consecutive weekly turn or first full Peace Turn that Paris is occupied by at least one strength point hostile to France. In either of these cases, the Coalition player wins.
2. **Automatic Victory:** The game ends immediately if Prussia, Austria, and Russia are all either allied to France, in armistice with France, or in forced peace with France. In this case the French player wins.
3. Barring an automatic ending, the French player wins if all the following conditions are in effect at the end of the game:

- The Kingdom of Westphalia, the Confederation of the Rhine, and either the Grand Duchy of Warsaw or the Kingdom of Poland exist.

- France is not at war with more than one major power.
- No hostile forces are inside France or in provinces annexed to France.

4. The Coalition players win if the French player does not win. If there is more than one Coalition player, the winner is the major power whose Resource Point income from annexed or allied minor powers and provinces (including ports) most exceeds his major power's starting income as calculated below:

- Russia: From Russian Poland and Old Russian Poland, total 16.
- Prussia: From Mazovia, South Prussia, and Silesia, total 14.
- Austria: From Galicia, West Galicia, Carniola, the Illyrian Provinces, Istria, Venetia, North Tyrol, South Tyrol, and Dalmatia, total 21.

[32.2] 1812-1815

This campaign game presents the overextension of Napoleon's empire. The French, having conquered or subdued all of Europe except Britain and Russia, stand poised to invade the Tsar's domain.

SET UP: France and the French allies as set up as per the 1812 scenario. In addition, the French place eight infantry divisions (seven with 10 strength points, one with 5 strength points), ten units of field artillery or horse artillery, two light cavalry divisions (3 strength points), two dragoon divisions (3 strength points), and one heavy cavalry division (3 strength points; off-map in Spain). France has accumulated 40 Resource Points and 80 Replacement Points.

Russian forces are set up as per the 1812 scenario. The Russian marker on the Political Index is in the far left "Free" box on the War track of the Political Index.
Russia has accumulated 48 Resource Points and 120 Replacement Points.

Austrian forces are set up as per the 1812 French Army Organization Chart. In addition, the Austrian player sets up inside Austrian home country provinces 80 strength points, of which no more than 10 strength points can be cavalry and 6 can be artillery; the remainder are infantry strength points. Austria has accumulated 20 Resource Points and 0 Replacement Points. Austria's Political Index marker is set up in the leftmost Forced Alliance box on the Peace track of the Political Index.

Prussian forces are set up as per the 1812 French Army Organization Chart. In addition, Prussia sets up 30 strength points, of which no more than 8 strength points can be cavalry and 4 can be artillery; the remainder are infantry strength points. This deployment is subject to the restrictions of Garrison rules. Prussia is Garrisoned under a peace settlement with France. Prussia's Political Index marker is set up in the leftmost Forced Alliance box on the Peace track of the Political Index.

TERRITORY: France (including annexations) consists of France, Holland, Belgium, Aremberg, Friesland, Oldenburg, and Hanover North. Bavaria, controlled by France, has annexed Ansbach and North Tyrol. France allies include; the Confederation of the Rhine, the Kingdom of Westphalia (South Hanover and the Electorate of Hesse), the Grand Duchy of Warsaw (South Prussia and Mazovia). All other minor powers and provinces not listed as controlled by another major power are controlled by France.

Austria consists of the Kingdom of Hungary, Bohemia, Moravia, Austria, Styria, Carinthia, and Carniola. Austria controls Galicia and West Galicia.

Prussia consists of East Prussia, West Prussia, Pomerania, Brandenburg, and Silesia.

Russia consists of Russia, Russian Poland, and Old Russian Poland.

COMMAND: Napoleon is the Supreme Commander for all French and French-allied forces in the scenario; use the 4-4-2 Napoleon counter.

Schwartzenberg is the Supreme Commander for all Austrian forces in the scenario.

Barclay de Tolly is the Supreme Commander for all Russian forces in the scenario.

All Supreme Commanders can use 8 Command Points per Command Phase. Subordinate army leaders can use 5 Command Points per Command Phase.

ARMY RESERVES: All Guard and Grenadier units are Army Reserves for their respective armies, as is any corps consisting only of cavalry and horse artillery.

MORALE RATINGS: The Morale Rating of all French and Russian units is 3. The Morale Rating of all other other units is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-3; the Coalition players win Initiative if the die roll is 4-6.

SCENARIO LENGTH: The scenario begins with the I June 1812 weekly turn and ends after the IV June 1815 weekly turn, unless the game ends in an automatic victory.

VICTORY

1. **Automatic Victory:** The game ends immediately if Napoleon is killed. or at the end of the fourth consecutive weekly turn of first full Peace Turn that Paris is occupied by at least one strength point hostile to France. In either of these cases, the Coalition player wins.
2. **Automatic Victory:** The game ends immediately if Prussia, Austria, and Russia are all either allied to France, in armistice with France, or in forced peace with France. In this case the French player wins.
3. Barring an automatic ending, the French player wins if Paris is not occupied by a hostile unit at the end of the game.

[32.3] THE GRAND CAMPAIGN: 1805-1815

This is it—the epic scenario of the entire Napoleonic Wars.

SET UP: The initial set-up is identical to that of scenario 32.1.

TERRITORY: Territorial definitions at the start of the game are identical to those in scenario 32.1.

COMMAND: Napoleon is the Supreme Commander of the French forces. Use the 5-5-2 Napoleon counter until the beginning of 1812; at the beginning of 1812, the 4-4-2 Napoleon counter is substituted for the remainder of the game. All Supreme Commanders can use up to 8 Command Points per Command Phase. Subordinate army leaders can use up to 5 Command Points per Command Phase.

ARMY RESERVES: Each player can use one of his 11-box organization blocks on the AOC to create an Army Reserve.

MORALE RATINGS: The Morale Rating of all French and Russian units is 3. The Morale Rating of all other other units is 2.

INITIATIVE: The French player has Initiative for the game turn if the Initiative die roll is 1-5 in 1805-1806; the French win Initiative in 1807 if the Initiative die roll is 1-4; thereafter the French win Initiative if the die roll is 1-3. The Coalition players win Initiative if the French do not.

SCENARIO LENGTH: The scenario begins with the I August 1805 weekly turn and ends after the IV June 1815 weekly turn; however, it may end earlier as per the victory conditions.

VICTORY

1. **Automatic Victory:** The game ends immediately if Napoleon is killed. or at the end of the fourth consecutive weekly turn of first full Peace Turn that Paris is occupied by at least one strength point hostile to France. In either of these cases, the Coalition wins.
2. **Automatic Victory:** The game ends immediately if Prussia, Austria, and Russia are all either allied to France, in armistice with France, or in forced peace with France. In this case the French player wins.
3. Barring an automatic ending, the French player wins if Paris is not occupied by a hostile unit at the end of the game.

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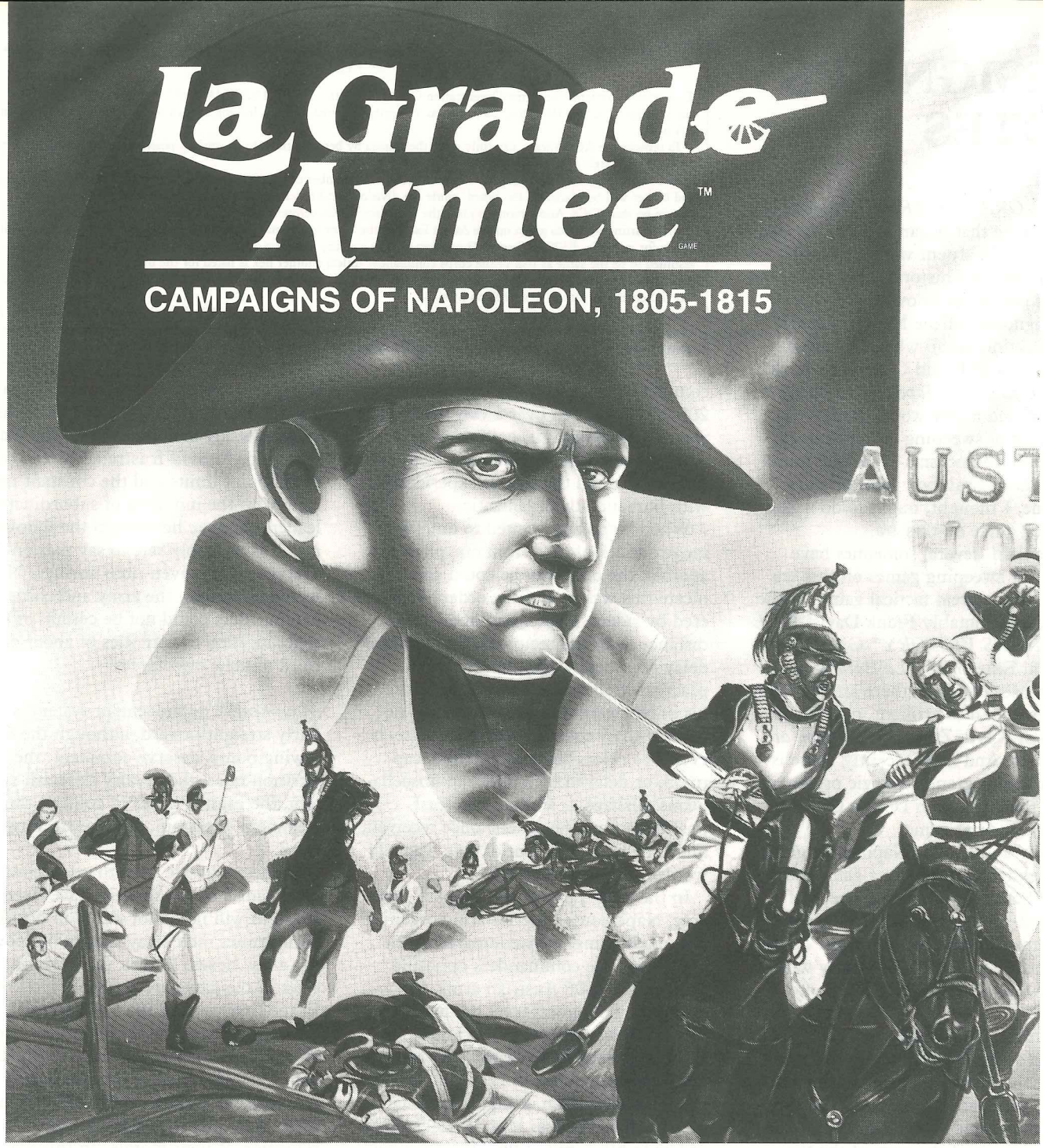

ARMY ORGANIZATION SHEETS 1805-1815

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DESIGNER'S NOTES

HOW TO USE THE AOC BOOKLET

This booklet contains the Army Organization Charts for all the *LA GRANDE ARMEE*™ scenarios. It has been specially designed so that the center 28 pages can be easily removed for play, leaving a small folder containing the designer's notes.

To remove the AOC sheets, carefully open the staples by bending them to an upright position. After removing all the AOC sheets, carefully close the staples.

The Army Organizations Charts are used to reduce the number of counters on the board. Generally only corps leaders and higher will be placed on the board, while the division and brigade leaders (and any relevant strength markers) remain on the AOCs. Allow room to place the necessary AOCs before setting up the game.

Unit starting locations given on the AOCs list first the letter of the map, then the four-digit hex location of the unit or corps: for example, B5203 is hex 5203 on Map B. The starting hex for a division or brigade attached to a corps is assumed to be the same as that of the corps commander unless another hex is listed for the unit. Units entering as reinforcements have an entry location and a turn specified: for example "IV Sept., B4223" means the unit enters the fourth September turn at hex 4223 on Map B.

In the Grand Campaign Game, the players will have to construct their own AOCs from the blank AOC provided. In designing a corps organization, players are encouraged to leave enough blank boxes for one or two divisions and their strength points at the end of each corps, so that the corps can be reinforced if necessary.

The *LA GRANDE ARMEE*™ Game is a labor of love that began in 1974. At that time, I was an ardent wargamer and amateur military historian, but there was a major gap in my knowledge: I was totally ignorant of the Napoleonic era. My education began when I chanced upon a copy of David Chandler's book, *The Campaigns of Napoleon.* Chandler's prose opened a new world to me — a vast world of sweeping grand strategy, filled with microcosms of tactical minutiae, bathed in rainbow hues of glory. Someone, I thought, ought to do a great, sweeping game on this era.

Since then, several someones have done great sweeping games on this era. There are the great tactical games of the period, most notably Frank Davis' *WELLINGTON'S VICTORY*™ Game and Marshall Enterprise's *La Bataille de la Moscowa* series. Then there are the interesting, sometimes brilliant, operational studies of Kevin Zucker's *Napoleon at Bay* series. And most recently, there is the marvelous grand strategic presentation of the Australian Design Group's *Empires In Arms* game.

So why another big Napoleonic game? Because there still wasn't a game that offered both the panoramic sweep of continent-spanning grand strategy and the drama of grand tactics on the Napoleonic battlefield. That is exactly what the *LA GRANDE ARMEE*™ Game offers.

This design is actually two games. The first is a series of basic games that present the major campaigns from 1805 to 1815 as separate scenarios. The second is the Grand Campaign Game, the entire 10 years of the wars of the the Empire in weekly to monthly turns. This monster can be played, but it takes dedication, and a long, long time. Players who aren't expert at the basic game shouldn't even attempt the Grand Campaign Game yet.

THE BASIC GAME

Four game systems are integral to the basic game: the command system, the movement/attrition system, the battle system, and the supply system. All four are intricately interrelated.

Command: The command system reflects the limited ability of a Napoleonic army commander to effectively control 200,000 or so men over a vast theatre of war. Two problems in particular were paramount: the lack of communications technology, and the lack of experience with bureaucratic organization.

When Napoleon wanted to quickly move a block of men from one place to another, the only way he could communicate this was by written orders delivered by riders. Depending upon his distance from the recipient, this meant a delay of at best several hours and in practice often two to three days before his orders were received. This does not include the frequent occurrence of such events as riders being lost, killed, captured, or delayed by a hundred miscellaneous mishaps — and the very real possibility that the orders, once received, might be hopelessly out of date, vaguely worded, or misunderstood.

In the early years of the Empire, however, Napoleon's superior army organization made things easy compared to the task facing the commanders opposing him. In the 1805 Austrian army, for example, the highest level permanent formation was the regiment. Divisions and corps were *ad hoc* gatherings of regiments whose composition could and did change at the whim of higher command. Thus, when Mack at Ulm in 1805 issued orders to his Army of the Danube, separate orders had to be written for each regiment, and as Napoleon descended on his rear, Mack was forced to reorganize his order of battle at least three times. The French couldn't walk any faster than the Austrians, but because Napoleon could move 40,000 men with one letter, the French could march, while the Austrians sat waiting for orders to be written, dispatched, and received.

Thus, the command points assigned to each army commander by scenario reflect not only the ability of the commander and his staff to decide quickly upon a course of action, but the ability of the army's organizational structure to communicate and implement those decisions speedily and accurately. The player who finds himself frustrated by the command point limits and the constant need to rely on the initiative of subordinate leaders can take heart from the following: it is probably safe to say that on the average at any given time during a Napoleonic campaign, the army and corps commanders could not be certain of the exact location or activities of about one-third of their own forces!

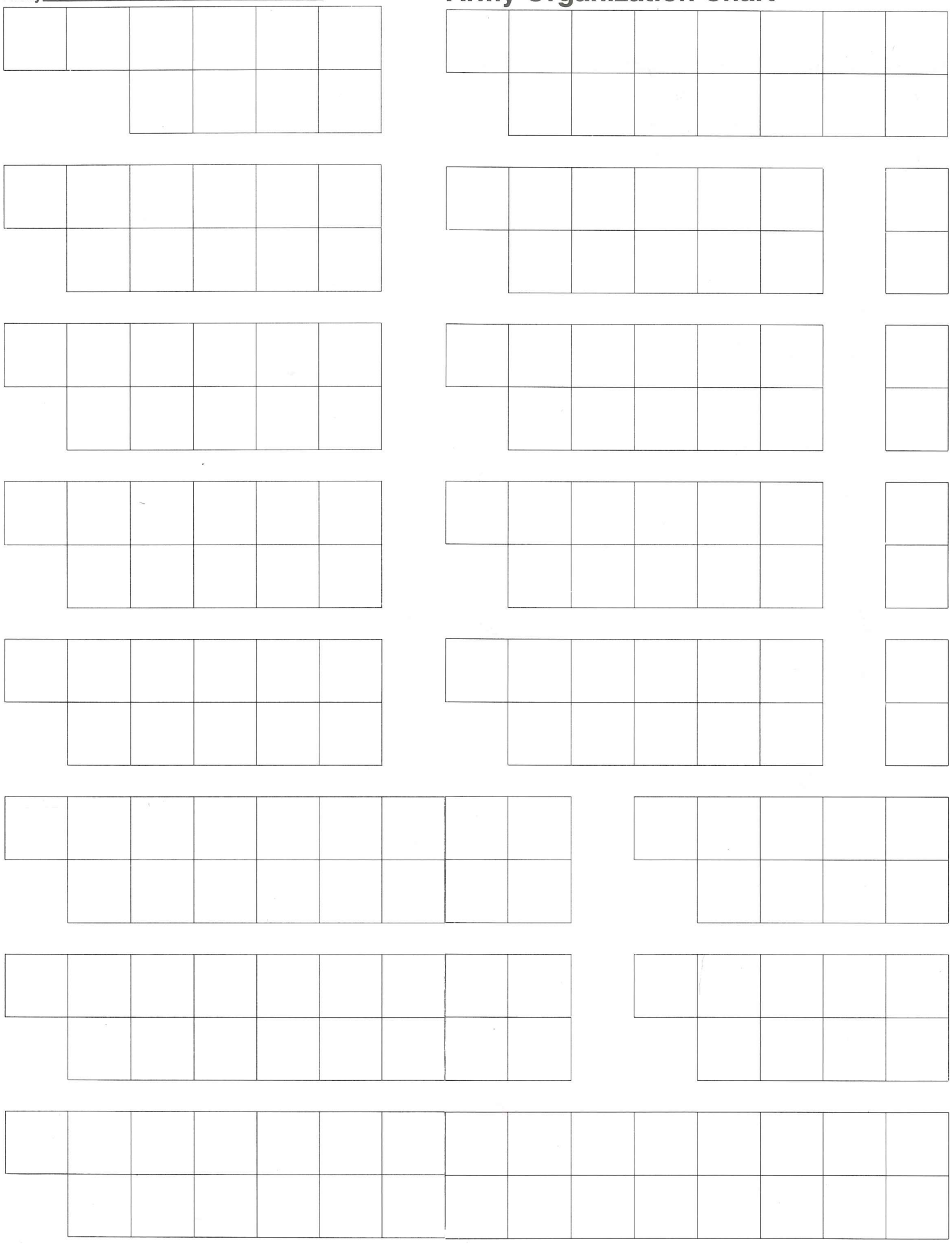
Movement: The movement system is fairly straightforward, although the following points deserve comment: the attrition rates, the cavalry skirmish system, the limited zones of control, the treatment of terrain, and the stacking rules.

Gamers who are used to operational level games in which units have fixed strength will no doubt watch in horror as their armies melt away simply by moving a few hexes. In fact, the attrition rates in the game are probably too low. In the first week of the 1812 Russian campaign, for example, the number of effectives in the French force dropped by about 100,000 men as the main army moved from Kovno to Vilna. Nor were these high attrition rates necessarily a reflection of poor morale. In this era, armies moved by foot through all types of weather, often without adequate nutrition, usually with inadequate gear (especially boots), and without the benefit of even the most basic medical services or knowledge of routine hygiene. Add to this the natural reluctance of the men to hustle 10 or 20 miles a day to get to a hot, humid cornfield and have the privilege of standing in a tight rank to be shot at by cannons, and the wonder is that the armies didn't melt away altogether!

The skirmish system reflects the importance of cavalry in impeding enemy movement. An army lacking suffic-

Army_____

Army Organization Chart



1814: French Army Organization Chart - 1

La Grande Armee Leader: Napoleon

XXXXX Napoleon 4-4-2		XXX 42 Drouot 4-1-0	GUARD	XXX 41 Pajol 3-0-0	
B0405			4		

XXX 40 Maison 3-0-1	3 XX 2-1	4 XX 2-1	5 XX 2-1	GD LT XX 2-1	1
A0730	10	A0932 10	A0830 8	A1229 2	2

XXX 16 Victor 3-1-1	6 XX 2-1	9 XX 2-1	10 XX 2-1	3	
B2308	3	3	3		

XXX 35 Morand 3-2-1	11 XX 4-2	12 XX 2-1	13 XX 2-1	14 XX 2-1	
B2401	5	4	4	6	

XXX 29 Sebstani 3-0-0	15 XX 2-1				
A1726	5				

XXX 4 Marmont 3-2-1	16 XX 2-1	17 XX 2-1	18 XX 2-1	4	
B1705	5	3	2		

XXX 21 Oudinot 2-2-1	19 XX 2-1	5			
B0606	4				

XXX 26 MacDonld 4-2-2	20 XX 2-1	21 XX 2-1	6		
A1725	5	4			

XXX 36 Gerard 3-0-0	23 XX 2-1	7			
B0405	3				

1815: Prussian Army Organization Chart

Prussian Army **Leader: Bluecher**

XXXXX 3 Bluecher 4-1-2		1	3		
A1331		2			

XXX 10 Zieten II 3-0-1	1 X 3-2	2 X 3-1	3 X 2-0	4 X 2-0	1 XX 2-1	4
A1230	8	7	7	5	2	

XXX 11 Thieleman 3-0-1	5 X 4-2	6 X 2-1	7 X 2-0	8 X 2-0	2 XX 2-1	5
A1331	7	6	6	6	5	

XXX 12 Pirch I 3-0-1	9 X 2-0	10 X 2-0	11 X 2-0	12 X 2-0	1 XX 2-1	6
A1330	5	5	5	5	3	

XXX 9 Buelow 3-1-1	13 X 1-0	14 X 1-0	15 X 1-0	16 X 1-0	3 XX 2-0	7
A1430	7	6	6	6	3	

1814: Allied Army Organization Chart - 1

Army of Bohemia Leader: Schwarzenberg

AUSTRIAN

XXXXX 4 Schwarzen 2-1-1	RUSSIAN 1	1 XX 2-1	2 XX 2-0	1 X 2-1	3 X 2-1
B2312		2	4	2 X 2-1	1

XXX 21 Clleredo 3-1-1	3 XX 2-0	4 XX 2-0	5 XX 3-1	4 X 2-1			
B2312	5	5	5				

XXX 24 Lchtnstn II 2-0-0	6 XX 1-0	7 XX 1-0	5 X 2-1	2	
B2312	6	6		3	

XXX 22 Hesse-Homburg 2-0-0	8 XX 2-0	9 XX 3-1	1 X 2-1 :	3 X 2-1 :	4	
B2312	6	6	2 X 2-1 :	4 X 2-1 :	5	

XXX 19 Gyulai 3-1-0	10 XX 2-0	11 XX 2-0	5 X 2-1 :	6 X 2-1	6	
B2311	5	5	1 X 2-1 ·		7	

XXX 25 Wurttemb 2-0-0	12 XX 1-0	1 XX 2-1	8		
B2312	10	4			

Bavarian Corps

XXX 26 DeWrede 2-0-0	13 XX 2-0	BAVARIAN 1 XX 1-0	BAVARIAN 2 XX 1-0	BAVARIAN 3 XX 1-0	2 XX 2-1	BAVARIAN 1 X 2-0	BAVARIAN 3 X 2-0	BAVARIAN 1
B2312	4	8	8	4	4	BAVARIAN 2 X 2-0	BAVARIAN 4 X 2-0	BAVARIAN 2

Russian Corps

RUSSIAN

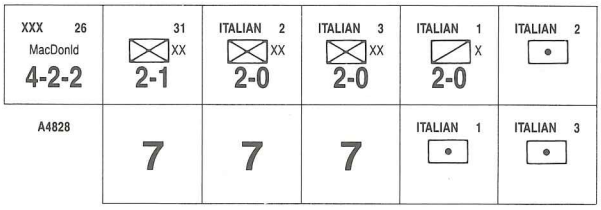
XXXX 11 Witgnstein 4-2-1	XXX 32 Gortshakv 3-0-0	3 XX 3-1	4 XX 3-1		XXX 33 Eugen 4-2-2	5 XX 3-0	6 XX 3-0		XXX 34 Pahlen 3-0-0	1 XX 2-1	COSSACK 1 X 2-0	
B2512		3	3		B2512	5	5		B2512	2		

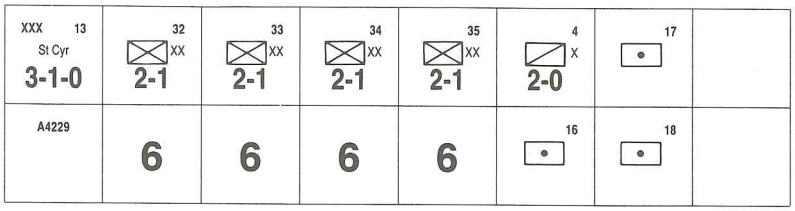
Russian Reserve Army Leader: Barclay

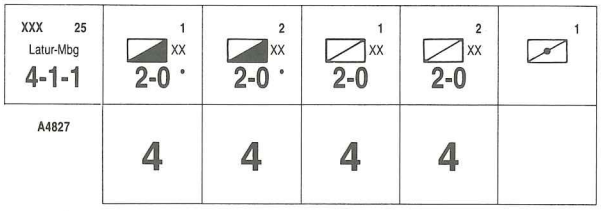
XXXX 6 Barclay 4-3-0	XXX 24 Lambert 2-0-0	1st Gren XX 3-1	2nd Gren XX 3-1	1 XX 3-2	2		XXX 35 Yermolov 3-2-2	1st Gd XX 3-1	2nd Gd XX 3-1	BADEN 1 XX 1-0	BADEN 1 X 2-0		XXX 44 Replcmnt 3-0-0	4
B2707		3	3	3			B2707	6	6	7	3		B2707	5

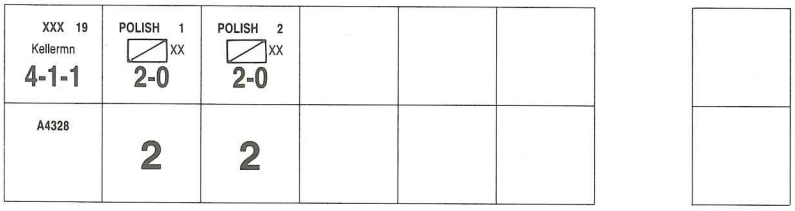
XXX 9 Galltzin 4-1-0	1 XX 2-1 :	2 XX 2-0 :	GUARD XX 3-1 :	2 X 2-1		
B2707	3	3	3	6		

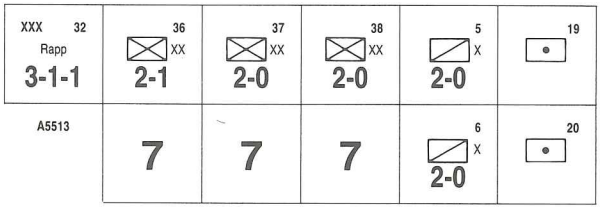
1813: French Army Organization Chart - 2

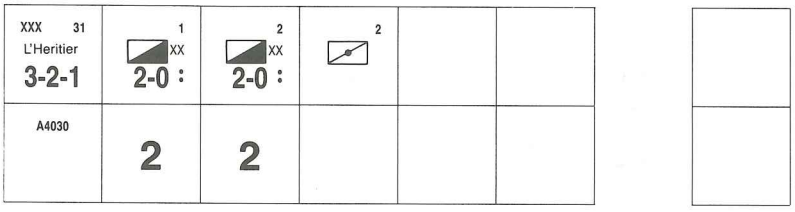


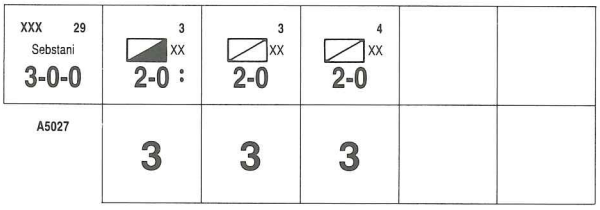


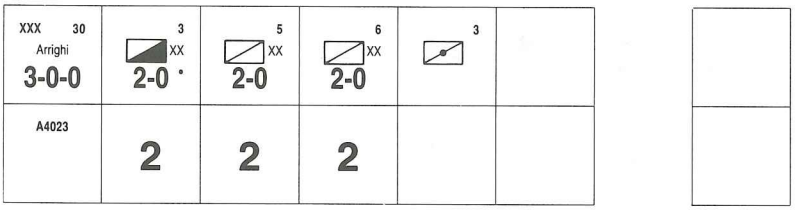












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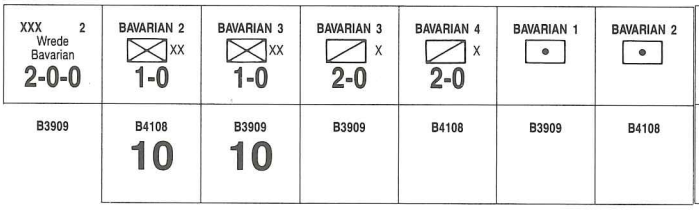
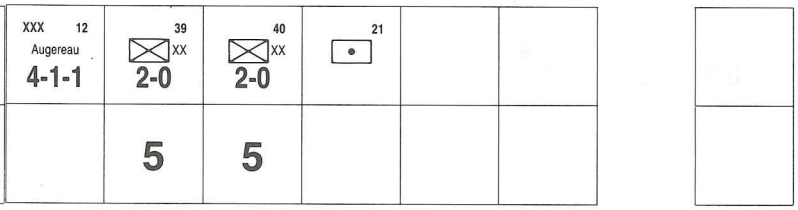
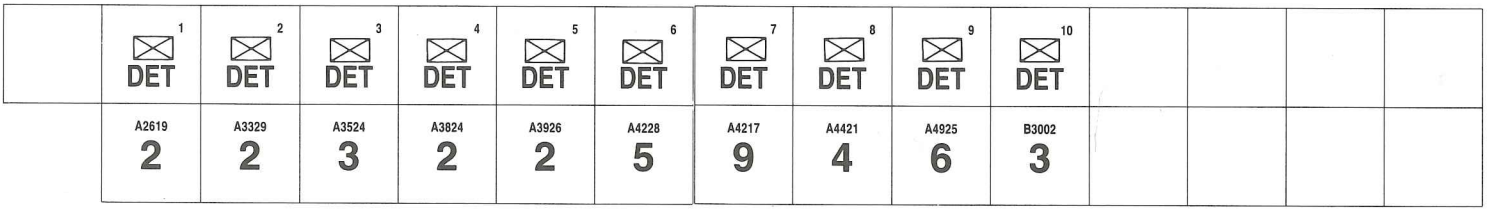






1812: French Army Organization Chart - 1

La Grande Armee **Leader: Napoleon**

XXXXX Napoleon 4-4-2	XXX 10 Murat 3-1-1	XXX 33 Lrbossier 4-0-0	MAMELUKE X 2-0		
D1008		1	2		

XXX 17 Lefebvre 3-1-1	1st Gd XX 4-3	XXX 11 Mortier 3-1-1	2nd Gd XX 4-3	3rd Gd XX 3-2	GD. HV. XX 2-1 :	GD. LT. XX 2-1	GUARD
A5122	10		15	16	3	3	4

XXX 21 Oudinot 2-2-1	4 XX 2-1	5 XX 2-1	SWISS 1 XX 1-0	2 XX 2-0	6	8						
D0911	12	12	10	3	7							

XXXX 6 Ney 3-3-2	6 XX 2-1	9 XX 2-1	10 XX 2-1	3 XX 2-0	9	11						
D1011	12	12	11	3	10							

XXX 22 Nansouty 3-1-1	POLISH 1 XX 2-0	1 XX 2-0 :	1 XX 2-0 ·	1								
D1008	4	4	4									

XXX 23 Montbrun 3-0-0	WURT 1 XX 2-0	2 XX 2-1 :	2 XX 2-0 ·	2								
D1109	3	3	4									

XXXX 7 Davout 5-4-2	22 XX 3-2	1 XX 3-2	2 XX 3-2	3 XX 2-1	MECKLNBRG1 XX 1-0	1 XX 2-0	1	3	5					
D0910	15	15	15	10	10	3	2	4						

1813: Allied Army Organization Chart - 2

Army of Silesia Leader: Bluecher

PRUSSIAN

XXXX 3 Bluecher 4-1-2	XXX 27 Langeron Russian 2-0-0	1	RUSSIAN 8	RUSSIAN 10	
A5227			RUSSIAN 9	RUSSIAN 11	

XXX 6 Yorck 3-1-1	5 X 4-2	6 X 2-1	8 X 2-0	9 X 2-0	3 X 2-1	5 X 2-0	
A5227	10	8	8	8	4 X 2-1	5	

RUSSIAN

XXX 28 Olsufiev 3-0-0	7 XX 2-0	8 XX 3-1			
A5129	4	3			

XXX 21 Markov 3-0-0	9 XX 3-1	10 XX 3-1				
A5229	4	4				

XXX 29 St Priest 3-1-0	11 XX 3-1	12 XX 3-1	1 XX 2-0 •	12	
A5228	4	5	3		

XXX 30 Schrbatv 3-0-0	13 XX 3-1	14 XX 2-0				
A5130	4	5				

XXX 22 Sacken 4-1-1	15 XX 2-0	16 XX 2-0	13		
A5329	4	4	14		

XXX 16 Korff 3-0-0	3 XX 2-1	4 XX 2-1	COSSACK 4 X 2-0	COSSACK 6 X 2-0	COSSACK 8 X 2-0	
A5227	2	2	COSSACK 5 X 2-0	COSSACK 7 X 2-0	COSSACK 9 X 2-0	

XXX 31 Wasilt 3-0-0	5 XX 2-0	2 X 2-1 •	COSSACK 11 X 2-0	COSSACK 13 X 2-10	
A5129	3	COSSACK 10 X 2-0	COSSACK 12 X 2-0	COSSACK 14 X 2-0	

1812: Russian Army Organization Chart - 1

First Army of the West Leader: Barclay

XXXX 6
Barclay
4-3-0
1
D1508

XXX 11
Witgnstein
4-2-1
1 XX 3-2
2 XX 4-3
1 X 2-1 •
COSSACK 1 2-0
1
1 X 2-1
8
10
2

XXX 12
Tutchkov
3-1-1
5 XX 3-0
6 XX 2-1
COSSACK 2 X 2-0
5
6
D1508
10
10

XXX 3
Cnstntine
4-2-1
1st GD XX 3-1
1st GREN XX 3-1
GUARD XX 3-1 :
8
1
D1707
10
16
1

XXX 10
Platov
5-0-0
COSSACK 3 X 2-0
COSSACK 5 X 2-0
COSSACK 4 X 2-0
COSSACK 6 X 2-0

XXX 15
Uvarov
4-1-0
D1306
2 X 2-1 •
5 X 2-0

XXX 8
Bagavout
3-1-1
3 XX 3-1
4 XX 3-1
2 X 2-1
3
4
D1406
10
10

XXX 13
Shuvalov
3-0-0
7 XX 2-0
3 X 2-1
7
D1410
10

XXX 14
Docturov
3-1-1
8 XX 3-1
9 XX 3-1
4 X 2-1
9
D1413
10
10

XXX 16
Korff
3-0-0
3 X 2-0 •
2
4 X 2-0 •
D1609

Second Army of the West Leader: Bagration

XXX 7
Bagrtion
4-2-2
2
D0922

XXX 17
Rajewski
3-0-0
10 XX 3-1
11 XX 3-1
9 X 2-0
D1019
D1018 10
D1019 10
D1020

XXX 19
Borosdin
3-0-0
12 XX 3-1
13 XX 3-1
1 XX 2-1 :
10 X 2-0
D0922
10
15
3
10

XXX 18
Sievers
3-0-0
5 X 2-0 •
6 X 2-0 •
D1117

1813: Allied Army Organization Chart - 3

Army of the North Leader: Bernadotte

SWEDE

XXXX 1 Bernadtte Swede 2-1-1	XXX 25 Wnzngrod Russian 3-0-0	RUSSIAN 1			
A4021					

XXX 2 Stedingk Swede 2-0-0	SWEDE 1 XX 2-1	SWEDE 2 XX 2-0	SWEDE 3 XX 2-0	SWEDE 4 XX 2-0	SWEDE 5 XX 2-0	SWEDE 1 XX 2-0 *	SWEDE 1
A4021	4	3	3	4	3	3	SWEDE 2

PRUSSIAN

XXX 9 Buelow 3-1-1	10 X 2-0	11 X 2-0	12 X 2-0	13 X 1-0	1 XX 2-1	6	
A4121	7	8	10	10	3	7	

	XXX 8 Tauntzien 3-0-0	14 X 1-0	15 X 1-0	16 X 1-0	17 X 1-0	8	
	A4122	6	6	8	1		

RUSSIAN

XXX 26 Woronzov 3-0-0	17 XX 2-0	18 XX 2-0	6 XX 2-0	7 XX 2-0	15	17	
A4020	4	4	4	4	16		

Army of Poland Leader: Bennigsen

XXXX 4 Bennigsen 4-2-1	2		XXX 36 Tolstoi 3-0-0	19 XX 2-0	20 XX 2-0
A5618	18		A5618	7	7

XXX 14 Docturov 3-1-1	21 XX 2-0	22 XX 2-0	23 XX 2-0	8 XX 2-0	19	
A5718	9	9	7	4	20	

Independent Formations

MIXED

XXX 1 Brit Allies 3-0-0	RUSSIAN 24 XX 2-0	BRITISH 1 XX 2-1	BRITISH 1 XX 2-0	COSSACK 15 X 2-0	RUSSIAN 21
A3616	5	9	3	COSSACK 16 X 2-0	

RUSSIAN 1 DET
A3915 3

PRUSSIAN 1 DET
A5024 3

Besieging Stettin

PRUSSIAN 2 DET	PRUSSIAN 7 X 2-0
A4217 10	A4217

Besieging Kustrin

PRUSSIAN 3 DET
A4421 7

AUSTRIAN

XXX 9 Hiller 2-0-1	13 XX 2-0	14 XX 2-0	15 XX 2-1	1 XX 2-1	6	8
B5208	10	10	10	2	7	

XXX 23 Reusz 2-0-0	16 XX 2-1	17 XX 3-0	18 XX 1-0	2 XX 2-1	9	
B4509	8	8	8	4	10	

Besieging Danzig

RUSSIAN

XXX 44 Replacmnt 3-0-0	25 XX 2-0	26 XX 2-0	27 XX 2-0	PRUSSIAN 18 X 1-0	3 X 2-1	COSSACK 17 X 2-0	22	
A5513	8	8	8	5	PRUSSIAN 6 X 2-0		23	

1806: Prussian Army Organization Chart

Army of Brunswick Leader: Brunswick

XXXX 2 Brunswick 2-0-0		1 X 3-2	2 X 3-1	3 X 2-0	4 X 2-0	5 X 4-2	6 X 2-1	7 X 2-0	1 XX 2-1	1	3			
SEE SPECIAL RULE 2		8	8	8	8	8	7	7	2	2	4			

XXXXX 3 Bluecher 4-1-2	1 XX 2-0 :	2 XX 2-0 :	1 XX 2-1 :	1 X 2-0 :	
SEE SPECIAL RULE 2	3	3	2		

Army Hohenzollern Leader: Hohenzollern

XXXX 1 Hohnzllrn 2-0-0	XXX 4 Ruchel 4-1-0	8 X 2-0	9 X 2-0	10 X 2-0	11 X 2-0	12 X 2-0	13 X 1-0	2 X 2-1	4 X 2-1	6 X 2-0	5	7
SEE SPECIAL RULE 2		8	8	8	8	8	8	3 X 2-1	5 X 2-0	7 X 2-0	6	

	14 X 1-0	1 DET		15 X 1-0	16 X 1-0
	A5513 10	A5513 6		A6019 10	A6019 10

XXX 13 Reserve 2-0-0	SAXON 1 XX 1-0	SAXON 2 XX 1-0	SAXON 1 X 2-0	SAXON 1	
A4228	5	5	SAXON 2 X 2-0		

2 DET A4421 7	3 DET A4925 10	4 DET A5129 10	5 DET A5132 7	6 DET A5227 10	7 DET A5330 7	8 DET A5530 7	9 DET A5631 7	10 DET A5716 10

First Army Leader: Kamenskoi, Bennigsen 1806 - 1807: Russian Army Organization Chart

XXXX 5 Kamnskoi 3-0-0	XXXX 4 Bennigsen 4-2-1	1			
D0119					

	8 XX 3-1	4 X 2-0 •	COSSACK 1 X 2-0	1 •	
D0117	10	9 X 2-0 •		2 •	

	9 XX 3-1	2 X 2-0 :	2 X 2-1	3 •	
D0119	10	2 X 2-0 •	COSSACK 2 X 2-0	4 •	

	10 XX 3-1	3 X 2-0 •	3 X 2-1	5 •	
D0118	10	8 X 2-0 •	COSSACK 3 X 2-0	6 •	

	7 XX 2-0	1 X 2-1 :	1 X 2-1	7 •	9 •
D0321	10	1 X 2-1 •	COSSACK 4 X 2-0	8 •	

Second Army Leader: Buxhowden

XXXX 2 Bxhowdn 4-1-0		11 XX 3-1	10 X 2-0 •	10 •	
		8	4 X 2-1	11 •	

	12 XX 3-1	5 X 2-0 •	12 •		
	7	5 X 2-0	13 •		

Entire Army enters I DEC. at D1015

	13 XX 3-1	11 X 2-0 •	14 •		
	7	6 X 2-0	15 •		

	14 XX 2-0	7 X 2-0			
	7	16 •			

These leaders are available to form corps consisting of two or more divisions

XXXX 6 Barclay 4-3-0	XXXX 7 Bagrtion 4-2-2	XXX 15 Uvarov 4-1-0
XXX 8 Bagavout 3-1-1	XXX 9 Galltzin 4-1-0	

Reinforcements

XXX 3 Cnstntine 4-2-1	1st Gd XX 3-1	GUARD XX 3-1 :	GUARD XX 3-0 •	21 •
D1108 IV APRIL 1807	12	2	2	

	15 XX 2-0	6 X 2-0 •	17 •		16 XX 2-0	7 X 2-0 •	19 •		XXX 10 Platov 5-0-0	COSSACK 5 X 2-0	COSSACK 7 X 2-0			
D1108 I JAN 1807	8	8 X 2-0	18 •	D1015 I JAN 1807	8	9 X 2-0	20 •		D1016 I JAN 1807	COSSACK 6 X 2-0	COSSACK 8 X 2-0			

1805: Austrian Army Organization Chart

Army of the Danube Leader: Ferdinand, Mack

XXXX 1 Mack 3-2-1	XXXX 2 Frdinand 2-0-0	1	1 X 2-1 :	1	1 DET
B3003			2 X 2-1 :		10

XXX 3 Riesch 3-1-0	4 XX 2-0	5 XX 3-1	6 XX 1-0	7 XX 1-0	B3108 5 XX 2-1 ·	B3207 7 XX 2-1 ·	B3209 5 X 2-1
B3209	B3109 7	B3208 6	B3209 6	B3308 6	6 X 2-1 ·	8 X 2-1 ·	6
					B3209	B3209	B3209

XXXXX 4 Schwarzen 2-1-1	8 XX 2-0	9 XX 3-1	1 X 2-1	3 X 2-1	
B3210	8	2	2 X 2-1	2	

XXX 5 Klenmeyer 3-1-1	1 XX 2-1	2 XX 2-0	3 XX 2-0	1 X 2-1 ·	3 X 2-1 ·	4	
B3609 ALL EXCEPT 1st INFANTRY DIVISION	B3407 3	3	3	2 X 2-1 ·	4 X 2-1 ·		

XXX 7 Wernecke 2-0-0	10 XX 2-0	11 XX 2-0	12 XX 1-0	3	
B3310	B3311 3	B3310 2	B3310 6	B3311	

XXX 6 Jelliac 2-1-1	13 XX 2-0	14 XX 2-0	3 X 2-1 :	4 X 2-1 :	4 X 2-1	5	
B3111	B3010 3	B3111 4	B2911	B2911	B3111	B3111	

Army of Italy Leader: Charles

XXXXX 8 Charles 3-3-2	2	5 X 2-1 :	7 X 2-1 :	12	14
B3621	14 X 2-1 ·	6 X 2-1 :	8 X 2-1 :	13	15

XXX 9 Hiller 2-0-1	18 XX 1-0	19 XX 1-0	29 XX 1-0	11 X 2-1 ·	8	1 DET
B3520	7	7	7	7 X 2-1		B4501 6

XXX 10 Merveldt 2-0-0	20 XX 1-0	21 XX 1-0	22 XX 1-0	12 X 2-1 ·	9
B3922	7	7	7	8 X 2-1	

XXX 11 Bellegarde 3-0-0	23 XX 1-0	24 XX 1-0	25 XX 1-0	13 X 2-1 ·	10	7
B3522	7	7	7	9 X 2-1		B4501

Army of the Tyrol Leader: John

XXX 13 John 3-1-0		16 XX 2-1	9 X 2-1 ·		16 XX 2-1	6 X		17 XX 3-0
John enters B3514 III OCT		4	10 X 2-1 ·		5	17		3

B3412 B3612 B3812

XXX 12 Hohnzllrn 2-0-0	26 XX 1-0	27 XX 1-0	28 XX 1-0	10 X 2-1
B3621	7	7	7	11

Austrian Reserves (Vienna B5208)

XXX 14 Kolowrat 3-1-0	30 XX 1-0	31 XX 1-0	16		XXX 15 Lchtnstn 3-1-0	9 X 2-1 :	15 X 2-1 ·	11 X 2-1
	7	6				10 X 2-1 :	16 X 2-1 ·	12 X 2-1

1809: French Army Organization Chart

La Grande Armee Leader: Napoleon

XXXXX 1 Napoleon 5-5-2	MAMELUKE X 2-0	1	1 X 2-0	18 XX 2-1	XXX 26 MacDonald 4-2-2
III APRIL Any Friendly hex in Bavaria				8	

XXX 14 Massena 5-4-1	6 XX 2-1	9 XX 2-1	10 XX 2-1	12 XX 2-1	3 XX 2-0	3	
B3309	10	11	7	5	3		

XXX 8 Lannes 3-3-2	3 XX 2-1	4 XX 2-1	3 XX 2-0 :	1 XX 2-0	1
B3309	B3508 7	B3309 9	B3309 3	B3508 2	B3309

			B4108	B3812	B3909	
XXX 17 Lefebvre 3-1-1	BAVARIAN 1 XX 1-0	BAVARIAN 2 XX 1-0	BAVARIAN 3 XX 1-0	BAVARIAN 1 X 2-0	BAVARIAN 3 X 2-0	BAVARIAN 1
B3309	B4108 7	B3909 7	B3812 8	BAVARIAN 2 X 2-0 B3909		BAVARIAN 2 B3909

XXX 9 Bernadtte 2-1-1	SAXON 1 X 1-0	SAXON 2 X 1-0	SAXON 1 X 2-0	SAXON 1	
B3501 III MAY	6	5	SAXON 2 X 2-0		

XXX 18 Vandamme 3-3-1	WURT 1 XX 1-0	WURT 1 X 2-0	WURT 1			16 XX 2-1
B2707 II APRIL	9	WURT 2 X 2-0				B2401 7 IV APRIL

XXX 3 Bessieres 4-3-2	1st Gd XX 4-3	2nd Gd XX 4-3	LT. GD. XX 2-1	GUARD
B2308 III APRIL	3	5	1	

XXX 19 Kellerman 4-1-1	13 XX 2-1	14 XX 2-1	15 XX 2-1			17 XX 2-1
B2701 III MAY	7	2	2			B2401 3 I JUN

						1 XX 2-0 :
						B3001 5 IV APRIL

XXX 7 Davout 5-4-2	1 XX 3-2	2 XX 3-2	22 XX 3-2	5 XX 2-1	7 XX 3-1	2 XX 2-0 :	2 XX 2-0	4
B3404	B3401 11	B3404 11	B3204 10	B3705 3	B3604 11	B3705 3	B3401 5	B3404

Army of Italy: Leader: Eugene

XXXX 20 Eugene 3-0-0	21 XX 2-1	23 XX 2-1	4 XX 2-1	24 X 2-1			
B4219	B4219 8	B4219 8	B4219 3	B2822 9			

25 XX 2-1	ITALIAN 1 XX 2-0	ITALIAN 2 XX 2-0	26 XX 2-1	1 XX 2-0 •	2 XX 2-0 •	27 XX 2-1	ROYAL ITAL. XX 2-1	5 XX 2-1	6	7	8	9		
B3324 10	B3922 7	B3522 7	B3422 8	B3621 2	B3922 2	B3621 7	B3922 3	B3822 3	B4219	B3922	B3324	B2822		

Army of Dalmatia Leader: Marmont

XXX 4 Marmont 3-2-1	19 XX 2-1	20 XX 2-1	4
B5126 IV MAY	6	5	5

1805: French Army Organization Chart

La Grande Armee Leader: Napoleon

XXXXX 1 Napoleon 5-5-2	MAMELUKE 2-0	1			
B2401, B2308, or B2504 IV SEPT					

XXX 2 Dommartin 4-0-1	1	3		XXX 3 Bessieres 4-3-2	1st Gd 4-3	GD. HY. 2-1 :	
B2308	2			B2308	5	3	

XXX 4 Marmont 3-2-1	3 2-1	4 2-1	5 2-1	1 2-0	
B2401	6	6	6	4	

XXX 7 Davout 5-4-2	1 3-2	2 3-2	6 2-1	2 2-0		WRT 1 1-0
B2504	9	8	8	5		B2727 3

XXXX 5 Soult 4-3-1	7 3-1	8 3-1	9 2-1	10 2-1	3 2-0
B2505	10	10	10	9	6

XXX 8 Lannes 3-2-2	11 4-2	12 2-1	4 2-0			BADEN 1 1-0
B2207	9	8	7			B2506 3

XXXX 6 Ney 3-3-2	13 2-1	14 2-1	15 2-1	5 2-0	
B2405	7	7	8	8	

XXX 1 DeRoy Bavarian 2-0-0	BAVARIAN 1 1-0	BAVARIAN 2 1-0	BAVARIAN 1 2-0	BAVARIAN 1		
B3401	9	8	BAVARIAN 2 2-0			

Available as Corps Leader as desired.

XXX 10 Murat 3-1-1	1 2-0 :	2 2-1 :	1 2-0 •	2 2-0 •	3 2-0 •	4 2-0 •	5 2-0 •	1		XXX 11 Mortier 3-1-1				
B2308	3	3	3	3	3	3	B2504 3	B2308						

Reinforcements

XXX 9 Bernadtte 2-1-1	16 2-1	17 2-1	6 2-0			XXX 12 Augereau 4-1-1	18 2-1	19 2-1
B2701 IV SEPT	8	8	9			B2401, B2504 or B2308 III OCT	7	7

	22 3-2	1 2-0 •	7 2-1	
B3827 II NOV	7	2 2-0 •		

Army of Italy Leader: Massena Set up in Kingdom of Italy west of the Adige River.

XXXX 14 Massena 5-4-1	20 2-1	21 2-1	ITALIAN 1 2-0	ITALIAN 2 2-0	ITALIAN 3 2-0	ITALIAN 1 2-0 :	ITALIAN 1 2-0 •	ITALIAN 3 2-0 •	ITALIAN 1 2-0	10	ITALIAN 2		1 DET	2 DET
	8	8	8	8	7	ITALIAN 2 2-0 :	ITALIAN 2 2-0 •	8 2-1	ITALIAN 2 2-0	ITALIAN 1			B2727 5	B2822 5

1806: French Army Organization Chart

La Grande Armee Leader: Napoleon

XXXXX 1 Napoleon 5-5-2	MAMELUKE X 2-0	1	11 XX 4-2		
B2401			8		

XXX 2 Donmartin 4-0-1	1	3		XXX 3 Bessieres 4-3-2	1st Gd XX 4-3	GD.HY. XX 2-1 :	GD.LT. XX 2-1
B2401	2			B2401	10	3	3

XXX 9 Bernadtte 2-1-1	3 XX 2-1	4 XX 2-1	5 XX 2-1	1 X 2-0	
B3302	6	6	6	4	

XXXX 6 Ney 3-3-2	6 XX 2-1	9 XX 2-1	2 X 2-0		
B3002	9	9	5		

XXXX 5 Soutt 4-3-1	7 XX 3-1	10 XX 2-1	12 XX 2-1	3 X 2-0	
B2706	6	6	6	6	

XXX 12 Augereau 4-1-1	13 XX 2-1	14 XX 2-1	4 X 2-0		
B2401	8	8	7		

XXXX 7 Davout 5-4-2	1 XX 3-2	2 XX 3-2	22 XX 3-2	5 X 2-0	8
B3806	8	8	7	7 X 2-1	

XXX 8 Lannes 3-2-2	8 XX 3-1	15 XX 2-1	6 X 2-0		
B3404	8	8	9		

XXXX 10 Murat 3-1-1	1 XX 2-0 •	2 XX 2-0 •	3 XX 2-0 •	4 XX 2-0 •	5 XX 2-0 •	1 XX 2-0 :	2 XX 2-1 :	8 X 2-1	1
B3302	3	3	2	3	2	3	3	9 X 2-1	2

La Grande Armee Leader: Napoleon

1806 - 1807: French Army Organization Chart

XXXXX 1 Napoleon 5-5-2	MAMELUKE X 2-0	1	11 XX 4-2		
A4021			8		

XXX 2 Donmartin 4-0-1	1	3		XXX 3 Bessieres 4-3-2	1st Gd XX 4-3	GD. HV. XX 2-1 :	GD. LT. XX 2-1
A4021	2			A4021	10	2	2

XXX 9 Bernadtte 2-1-2	3 XX 2-1	4 XX 2-1	5 XX 2-1	1 X 2-0	
A3429	6	6	6	4	

XXXX 6 Ney 3-3-2	6 XX 2-1	9 XX 2-1	2 X 2-0		
A3524	9	9	5		

XXXX 5 Soult 4-3-1	7 XX 3-1	10 XX 2-1	12 XX 2-1	3 X 2-0	
A3428	6	6	6	6	

XXX 12 Augereau 4-1-1	13 XX 2-1	14 XX 2-1	4 X 2-0		
A4021	8	8	7		

XXXX 7 Davout 5-4-2	1 XX 3-2	2 XX 3-2	22 XX 3-2	5 X 2-0	8
A4421	8	7	7	7 X 2-1	

XXX 8 Lannes 3-2-2	8 XX 3-1	15 XX 2-1	6 X 2-0		
A5932			9		

XXXX 10 Murat 3-1-1	1 XX 2-0 :	2 XX 2-1 :	1 XX 2-0 •	2 XX 2-0 •	3 XX 2-0 •	4 XX 2-0 •	5 XX 2-0 •	8 X 2-1	1
A3428	2	1	3	2	1	2	1	9 X 2-1	2

Reinforcements

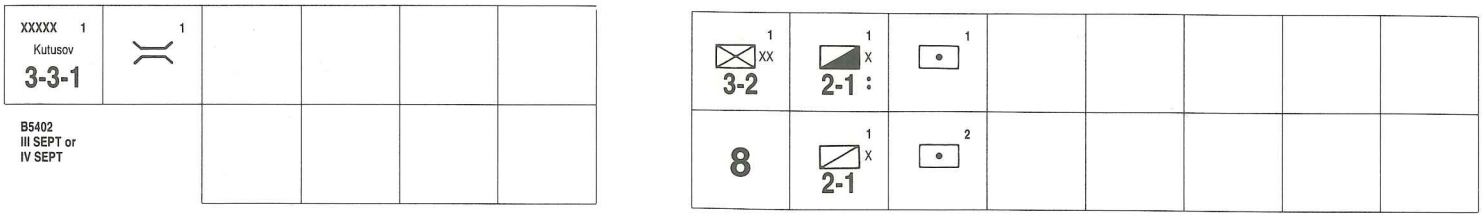
XXX 11 Mortier 3-1-1	16 XX 2-1	17 XX 2-1	10 X 2-1	10		XXX 2 Zaynchek Polish 3-0-0	POLISH 1 XX 3-0	POLISH 2 XX 2-0	POLISH 1 X 2-1
A2923 III DEC	8	8	11 X 2-1			A0221 IV FEB	5	5	POLISH 1

XXXX 15 Jerome 2-0-0	18 XX 2-1	WST 1 XX 1-0	BAVARIAN 1 XX 1-0	BAVARIAN 2 XX 1-0	BAVARIAN 1 X 2-0	
A4925	8	4	6	6	BAVARIAN 1 2-0	

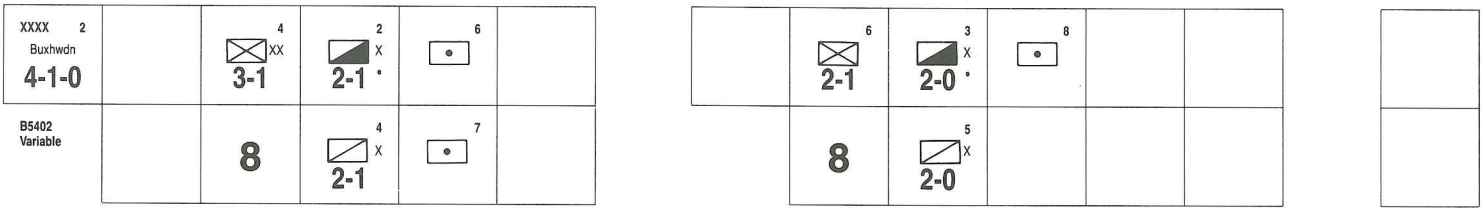
XXX 16 Victor 3-1-1	POLISH 3 XX 2-0	BADEN 1 XX 1-0	19 XX 2-1	12 X 2-1	
A4021 II JAN	7	6	4	11	

1805: Russian Army Organization Chart

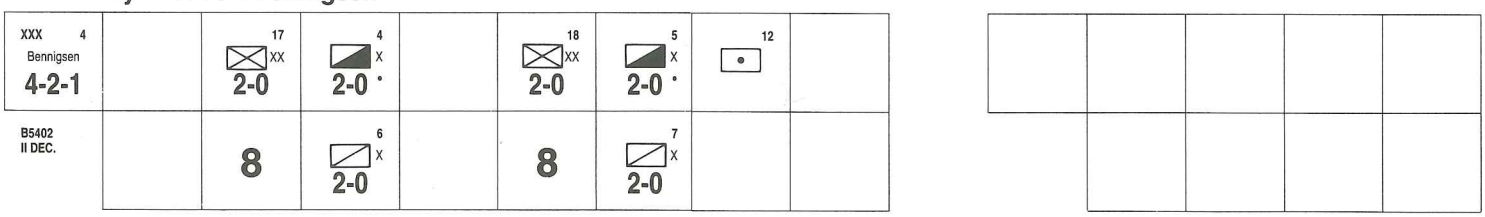
First Army Leader: Kutusov



Second Army Leader: Buxhowden

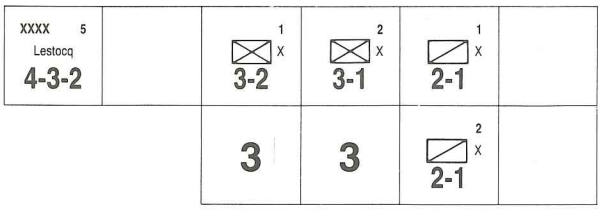


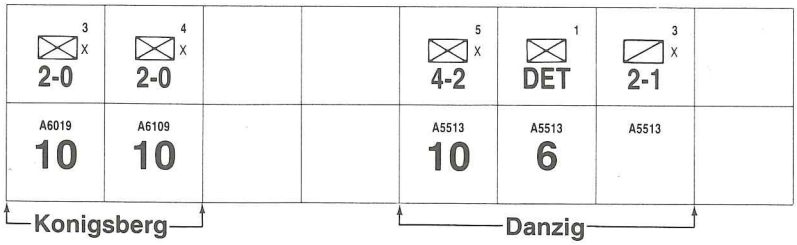
Third Army Leader: Bennigsen

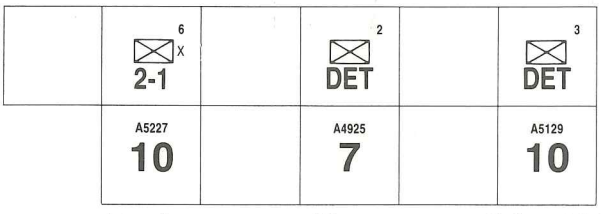


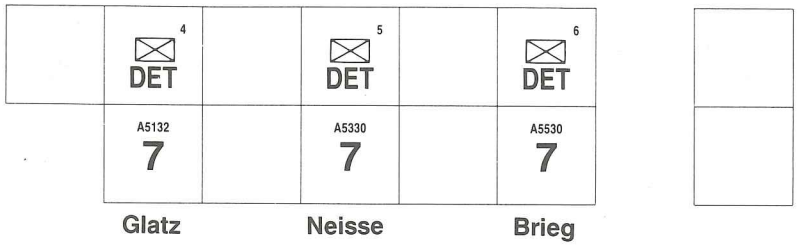
1806-1807: Prussian Army Organization Chart

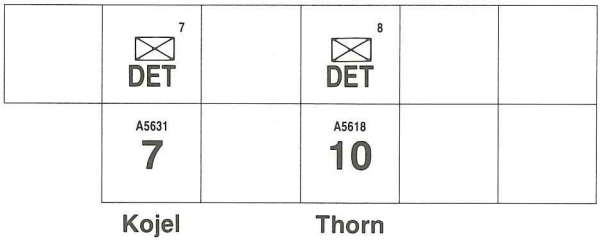
Prussian Army (Remnants) Leader: Lestocq

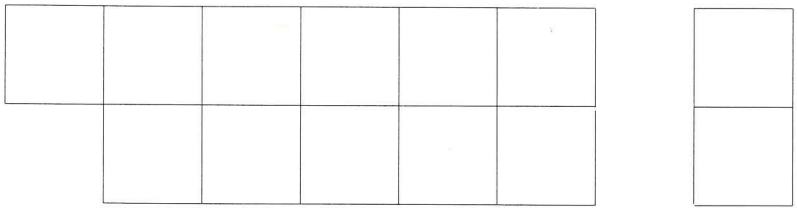


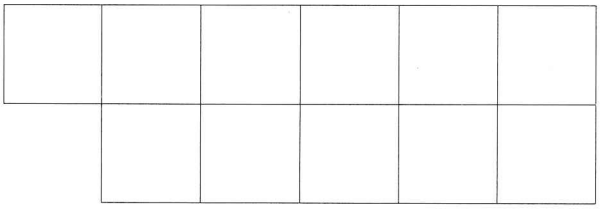


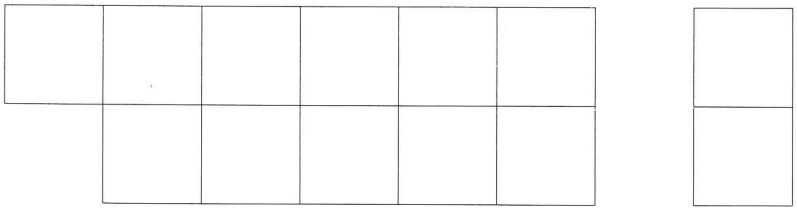


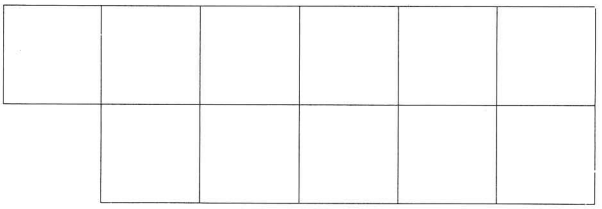


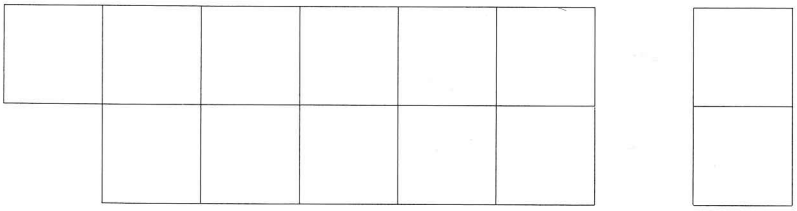


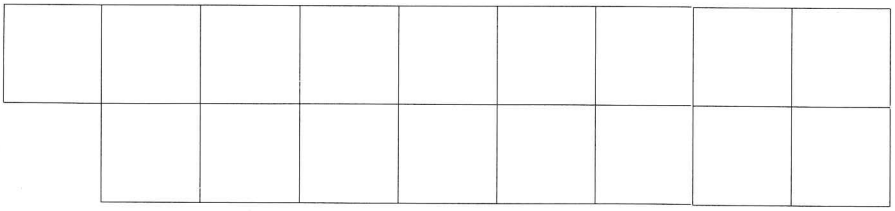


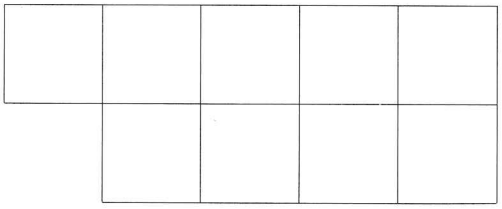


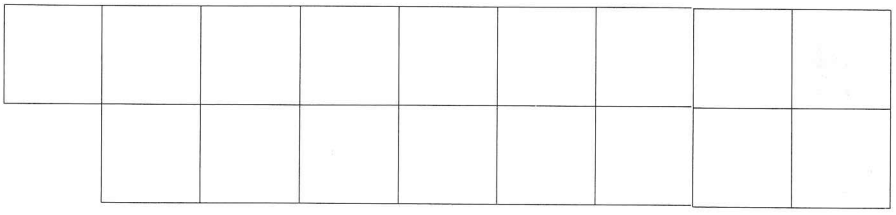


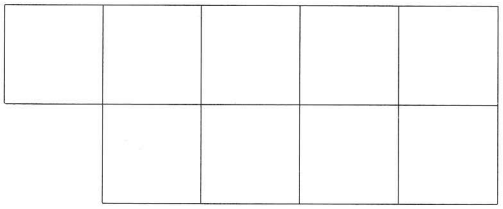






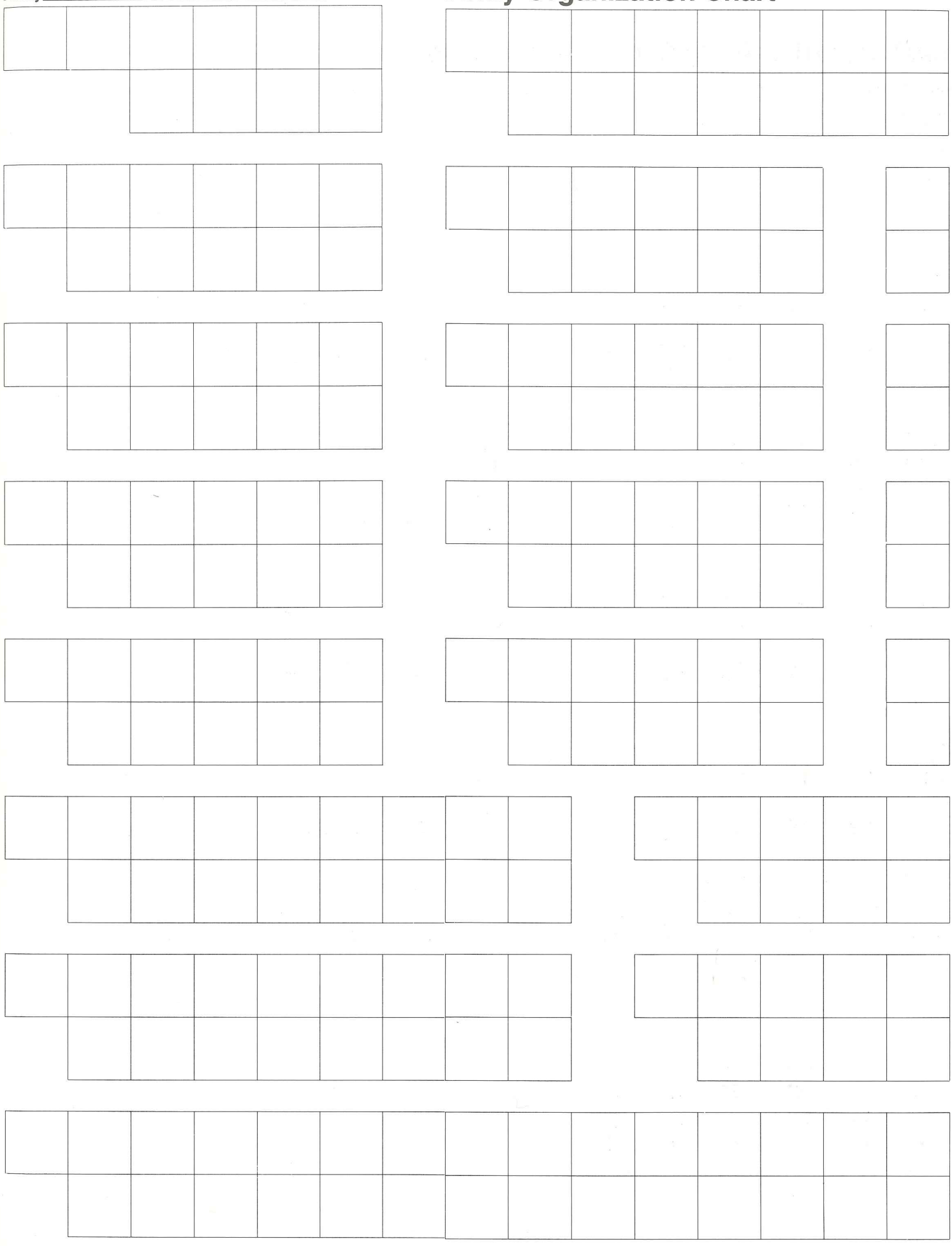






Army_____

Army Organization Chart



1809: Austrian Army Organization Chart

Army of Germany Leader: Charles

XXXXX 8 Charles 3-3-2	1				
A4501					

XXX 11 Bellegarde 3-0-0	1 XX 2-1	2 XX 2-0	3 XX 2-0	1 X 2-1	1
B3901	10	9	6	2 X 2-1	2

XXX 14 Kolowrat 3-0-1	4 XX 2-0	5 XX 3-1	6 XX 1-0	3 X 2-1	3
B4001	11	9	6	4 X 2-1	4

TYROL 1 P
B3514 10

XXX 12 Hohnzlln 2-0-0	7 XX 1-0	16 XX 2-1	8 XX 1-0	5 X 2-1	5	7
B4501	12	12	4	6 X 2-1	6	

XXX 16 Rosenbrg 2-0-0	10 XX 2-0	11 XX 2-0	12 XX 1-0	7 X 2-1	8
B4403	12	11	4	8 X 2-1	9

TYROL 2 P
B3517 5

XXX 17 Louis 2-0-0	13 XX 2-0	14 XX 2-0	24 XX 1-0	9 X 2-1	10
B4506	4	12	12	10 X 2-1	11

XXX 15 Lchtnstn 3-1-1	32 XX 3-1	1 X 2-1 :	3 X 2-1 :	1	
B4906	14	2 X 2-1 :	1 X 2-1 •		

TYROL 3 P
B3520 5

XXX 9 Hiller 2-0-1	9 XX 3-1	25 XX 1-0	26 XX 1-0	11 X 2-1	12	14
B4508	12	10	7	12 X 2-1	13	

XXX 5 Klenmayr 3-1-1	18 XX 1-0	4 X 2-1 :	2 X 2-1 •	2		
B4908	4	5 X 2-1 :	3 X 2-1 •			

Army of Inner Austria Leader: John

XXXX 13 John 3-1-0		XXX 18 Chastler 2-1-0	19 XX 1-0	20 XX 1-0	13 X 2-0	15		XXX 19 Gyulai 3-1-0	21 XX 1-0	22 XX 1-0	23 XX 1-0	4 X 2-1 •	17	
B4519		B4215	13	4	14 X 2-0	16		B4519	12	3	7	15 X 2-0	18	

1 DET	2 DET	3 DET	4 DET	5 DET	6 DET		
B4416 5	B4420 4	B4615 3	B4719 7	B4914 4	B5116 4		

1812: Russian Army Organization Chart - 2

Reserve Army Leader: Tormassov

XXXX 20 Tormasov 4-1-1	PRUSSIAN 1				
D2031					

XXX 21 Markov 3-0-0	14 XX 2-0	15 XX 2-0	6 X 2-0		
D2230	8	8	11		

XXX 22 Sacken 4-1-1	16 XX 2-0	17 XX 2-0	7 X 2-0		
D2228	8	8	12		

XXX 23 Kamenski 3-0-0	18 XX 2-0	19 XX 2-0	8 X 2-0		
D2031	8	10	13		

XXX 24 Lambert 2-0-0	7 X 2-0 •	9 X 2-0 •	COSSACK 8 X 2-0	COSSACK 10 X 2-0	
D2327	8 X 2-0 •	COSSACK 7 X 2-0	COSSACK 9 X 2-0		

	1 DET	2 DET	3 DET	4 DET	5 DET	6 DET	7 DET	8 DET				
	C1032 5	C1131 5	D1705 5	D2205 5	D2309 5	D2416 5	D2323 5	D3127 10				

Reinforcements (One counter of choice per game turn on any friendly depot or supply city.)

XXXXX 1 Kutusov 3-1-1	20 XX 2-0	21 XX 2-0	22 XX 2-0	23 XX 2-0	24 XX 2-0	25 XX 2-0	26 XX 2-0	27 XX 2-0	28 XX 2-0	29 XX 2-0	30 XX 2-0	31 XX 2-0	32 XX 2-0	33 XX 2-0
	8	8	8	8	8	8	8	8	8	8	8	8	8	8

	34 XX 2-0	35 XX 2-0	36 XX 2-0	37 XX 2-0	2 XX 2-0 :	1 XX 2-0 •	2 XX 2-0 •	4 XX 2-0	10 X 2-0 •	12 X 2-0 •				
	8	8	8	8	3	3	3	4	11 X 2-0 •	11 X 2-0				

1813: Allied Army Organization Chart - 1

Army of Bohemia Leader: Schwartzenberg

AUSTRIAN

XXXXX 4 Schwarzen 2-1-1	XXXX 6 Barclay Russian 4-3-0	8 XX 2-0	2 XX 2-0	1 X 2-1	3 X 2-1	5 X 2-1	1	7	1	XXX 19 Gyulai 3-1-0	1 XX 2-1	3 XX 2-0	7 X 2-1	1
A4322	XXXX 11 Witgnstein Russian 4-2-1	2	2	2 X 2-1	4 X 2-1	6 2-1	6	8		A4232	12	12	8 X 2-1	

XXX 20 Klenau 3-0-0	4 XX 2-0	5 XX 3-1	6 XX 1-0	1 X 2-1 :	4									
A3932	7	10	4	9 X 2-1	5									

These two leaders can form corps as desired using the normal transfer procedure.

XXX 21 Clleredo 3-1-1														
A4332														

XXX 22 Hesse-Homburg 2-0-0	7 XX 1-0	9 XX 3-1	10 XX 2-0	11 XX 2-0	12 XX 1-0	2 X 2-1 :	4 X 2-1 :	11 X 2-1	2		XX 10 Merveldt 2-0-0			
A4333	9	14	6	10	3	3 X 2-1 :	10 X 2-1	12 X 2-1	3		A4332			

RUSSIAN

XXX 32 Gortshakv 3-0-0	3 XX 3-1	4 XX 3-1	1			XXX 33 Eugen 4-2-2	5 XX 3-0	6 XX 2-1	2					
A4631	5	6				A4531	5	7						

XXX 9 Galitzin 4-1-0	1 XX 2-1 :	2 XX 2-0 :	3 XX 2-0 :	1 XX 2-1	COSSACK 1 X 2-0		XXX 34 Pahlen 3-0-0	2 XX 2-1	1 X 2-1	COSSACK 2 X 2-0	1			
A4631	3	2	2	2	PRUSSIAN 1 X 2-0 :		A4531	3	2 X 2-1	COSSACK 3 X 2-0	2			

XXX 3 Cnstntine 4-2-1	XXX 35 Yermolov 3-2-2	1st GD. XX 3-1	2nd GD. XX 3-1	3	5		XXX 17 Rajewski 3-0-0	1st. GREN. XX 3-1	2nd GREN. XX 3-1	7				
A4832		8	6	4	6		A4832	7	7					

PRUSSIAN

XXX 7 v. Kliest 3-0-1	1 X 3-2	2 X 3-1	3 X 2-0	4 X 2-0	7 X 2-0	1 XX 2-0 :	2 XX 2-0 :	1 X 2-1	1	3	1			
A4732	8	8	7	8	2	1	1	2 X 2-1	2	4				

1812: French Army Organization Chart - 2

Army of Italy Leader: Eugene

XXXX 20 Eugene 3-0-0		12 XX 2-1	13 XX 2-1	ROYAL ITAL. XX 2-1	ITALIAN 1 XX 2-0	ITALIAN 1 X 2-0	ITALIAN 1	12						
D0812		10	10	10	10	ITALIAN 2 X 2-0	ITALIAN 2	13						

XXX 13 St. Cyr 3-1-0	BAVARIAN 1 XX 1-0	BAVARIAN 2 XX 1-0	BAVARIAN 1 X 2-0	BAVARIAN 1	
D0714	12	11	BAVARIAN 2 X 2-0	BAVARIAN 2	

XXX 24 Grouchy 2-0-0	SAXON 1 XX 2-0	3 XX 2-0 :	3 XX 2-0 ·	3	
D1110	3	4	3		

Second Support Army Leader: Jerome

XXXX 18 Jerome 2-0-0	XXX 18 Vandamme 3-1-1	HESSE 1 XX 1-0	WST. 1 XX 1-0	WST. 1 XX 2-0	WST. 1	
D0617		8	8	2		

XXX 1 Pontolski Polish 4-2-2	1 XX 2-0	2 XX 2-0	3 XX 2-0	2 XX 2-0	1	
D0716	12	10	10	4	2	

XXX 28 Reynier 3-0-1	SAXON 1 XX 1-0	SAXON 2 XX 1-0	SAXON 2 XX 2-0	SAXON 1	
D0620	8	7	2	SAXON 2	

XXX 25 Latur-Mbg 4-1-1	3 XX 2-0	POLISH 1 XX 2-0 ·	POLISH 1		
D0815	4	4			

Left Flank Army

PRUSSIAN

XXX 26 MacDonld 4-2-2	WST. 2 XX 1-0	1 X 3-2	2 X 3-2	1 XX 2-1	1	3						
D0508	10	10	10	3	2							

Right Flank Army

AUSTRIAN

XXXX 4 Schwarzen Austrian 2-1-1	1 XX 2-1	2 XX 2-0	3 XX 2-0	4 XX 2-0	1 XX 2-1	2 XX 2-1	1	
D0622	8	7	6	5	4	3	2	

Reinforcements

XXX 16 Victor 3-1-1	14 XX 2-1	BADEN 1 XX 1-0	POLISH 4 XX 2-0	4 XX 2-1	14	16	XXX 12 Augereau 4-1-1	15 XX 2-1	16 XX 2-1	17 XX 2-1	18 XX 2-1	NAPLES 1 XX 1-0	1 X 2-0	18
III SEPT. D0100 HEXROW	10	10	10	2	15		II NOV D0100 hexrow	10	10	10	10	10	17	19

1813: French Army Organization Chart - 1

La Grande Armee Leader: Napoleon

XXXXX Napoleon 4-4-2	MAMELUKE 2-0 X	1	XXX 3 Bessiers 4-3-2	GD. HY. 2-1 : XX	
A4527			A4327	6	

XXX Soult 4-3-1	1st Gd. 4-3 XX	2nd Gd. 4-3 XX	3rd Gd. 3-2 XX	4th Gd. 3-2 XX	5th Gd. 3-1 XX	6th Gd. 3-1 XX	GUARD
A4327	8	7	8	7	8	7	7

XXX 18 Vandamme 3-3-1	3 2-1 XX	4 2-1 XX	5 2-1 XX	1 2-0 X	1
A4428	10	8	8		2

XXX 16 Victor 3-3-1	6 2-1 XX	9 2-1 XX	10 2-1 XX	WST. 1 2-0 XX	3
A4526	9	8	7	1	4

XXX 27 Bertrand 3-1-0	12 2-1 XX	ITALIAN 1 2-0 XX	WURT 1 1-0 XX	WURT 1 2-0 X	5
A4224	7	7	7		6

XXX 34 Lauristn 3-1-0	13 2-1 XX	14 2-1 XX	15 2-1 XX	16 2-1 XX	2 2-0 X	7
A4928	6	6	6	6		8

XXX 4 Marmont 3-2-1	17 2-0 XX	18 2-0 XX	19 2-0 XX	WURT 2 2-0 X	9
A4826	8	8	8		10

XXX 28 Reynier 3-0-1	20 2-1 XX	SAXON 1 1-0 XX	SAXON 2 1-0 XX	SAXON 1 2-0 X	SAXON 1
A4125	5	6	6	SAXON 2 2-0 X	SAXON 2

XXX 21 Oudinot 4-2-1	21 2-1 XX	23 2-1 XX	BAVARIAN 1 1-0 XX	BAVARIAN 1 2-0 X	11	13
A4123	5	5	5	BAVARIAN 2 2-0 X	12	

XXX Pontolski Polish 4-2-2	POLISH 1 3-0 XX	POLISH 2 2-0 XX	POLISH 1 2-1 X	POLISH 1
A4628	3	3		POLISH 2

XXXX 6 Ney 3-3-2	24 2-1 XX	25 2-1 XX	26 2-1 XX	27 2-1 XX	BADEN 1 1-0 XX	BADEN 1 2-0 X	5	
A5026	8	7	7	7	7	BADEN 1	6	

XXX 7 Davout 5-4-2	28 2-1 XX	29 2-1 XX	30 2-1 XX	DANISH 1 1-0 XX	3 2-0 X	POLISH 2 2-0 X	14	15
A3218	A2918 8	A2918 8	A3218 8	A3218 6	A3218	A3218	A2918	A3218

1814: Allied Army Organization Chart - 2

Army of Silesia Leader: Bluecher

PRUSSIAN

XXXX 3 Blucher 4-1-2	PRUSSIAN 1	XXX 16 Korff Russian 3-0-0	3 X 2-1	COSSACK 2 X 2-0	
A2632					

XXX 6 Yorck 3-1-1	1 X 3-2	2 X 3-1	3 X 2-0	4 X 2-0	1 XX 2-1	1	
A2632	5	4	4	4	2		

XXX 7 v. Kleist 3-0-1	5 X 4-2	6 X 2-1	7 X 2-0	8 X 2-0	1 XX 2-0 •	1 X 2-1	3					
A3030	3	3	3	3	3	2	4					

RUSSIAN

XXX 22 Sacken 4-1-1	XXX 37 Lieven II 2-0-0	7 XX 2-0	8 XX 3-1	XXX 30 Schrbatv 3-0-0	9 XX 3-1	10 XX 3-1
A2732		4	4	A2732	4	4

XXX 28 Olsufiev 3-0-0	11 XX 3-1	12 XX 3-1	XXX 31 Wasilt 3-0-0	1 XX 2-0 •	2 XX 2-1	COSSACK 3 X 2-0	7
A2732	4	4	A2732	1	1		8

XXX 27 Langeron 2-0-0	XXX 29 St. Priest 3-1-0	13 XX 3-1	14 XX 2-0		XXX 38 Kapsvitch 2-0-0	15 XX 2-0	16 XX 2-0
A2629		6	5		A2629	4	3

XXX 19 Borosdin 3-0-0	1 X 2-1 •	COSSACK 4 X 2-0	7
A2629	2 X 2-1 •		8

Army of the North Leader: Bernadotte

BRITISH

XXX 1 Bernadtte Swede 2-1-1		XXX 1 Br. Allies 2-0-0	1 XX 2-1	2 XX 3-1	
A2026			4	5	

PRUSSIAN

XXX 9 Buelow 3-1-1	9 X 2-0	10 X 2-0	11 X 2-0	12 X 2-0	3 XX 2-0	5	7
A1928	7	7	7	7	3	6	

SWEDE

XXX 2 Stedingk Swede 2-0-0	SWEDE 1 XX 2-0	SWEDE 2 XX 2-0	SWEDE 3 XX 1-0	SWEDE 4 XX 1-0	SWEDE 1 XX 2-0 •	SWEDE 1		
A2224	7	7	7	6	3	SWEDE 2		

RUSSIAN

XXX 25 Wnzngrod 3-0-0	XXX 26 Woronzov 3-0-0	17 XX 2-0	18 XX 2-0	19 XX 2-0	20 XX 2-0	XXX 39 Druck 3-0-0
A2028		5	5	5	5	A2028

2 XX 2-1	3 X 2-0 •	5 X 2-0 •	7 X 2-0 •	9 X 2-0 •	11 X 2-0 •	11	13
4	4 X 2-0 •	6 X 2-0 •	8 X 2-0 •	10 X 2-0 •		12	14

1815: Anglo-Allied Army Organization Chart

Angelo-Allied Army Leader: Wellington

XXXXX 1 Wellngtn 5-3-2					
A1229					

XXX 4 Prince of Orange 3-0-0	1 XX 2-1	2 XX 3-1	DUTCH 1 XX 1-0	BELGIAN 1 XX 1-0	BR. ALLIES 2 XX 1-0	DUTCH 1 •
A1229	4	2	7	7	4	

XXX 2 Hill 2-0-0	3 XX 3-1	DUTCH 2 XX 1-0	BELGIAN 2 XX 1-0	BR. ALLIES 1 XX 1-0	1 •
A1130	4	7	7	7	

XXX 3 Uxbridge 4-1-1	1 XX 2-0 :	1 XX 2-0 ·	BR. ALLIES 1 XX 2-0	BR. ALLIES 2 XX 2-0	DUTCH 1 XX 2-0
A1229	1	2	2	2	2

XXX 1 Br. Allies 2-0-0	BR. ALLIES 3 XX 1-0				
A1229	6				

Army Reserve-Under Wellington (A1229)

	4 XX 2-1	BELGIAN 1 XX 2-0				
	4	2				

1814: French Army Organization Chart - 2

La Grande Armee Leader: Napoleon

XXX 39 Milhaud 4-1-1		1 XX 2-0 :	2 XX 2-1 :	1 XX 2-0	
B2308		2	1	1	

XXX 11 Mortier 3-1-1	1st Gd XX 4-3	2nd Gd XX 4-3				
B1903	6	4				

XXX 37 Doumerc 3-0-0	2 XX 2-0	1 X 2-0			
B1705	2	1			

XXXX 6 Ney 3-3-2	3rd Gd XX 3-2	4th Gd XX 3-2			
B1705	A1129 3	A1127 7			

XXX 30 Arrighi 3-0-0	3 X 2-0				
B1705					

Garrisons

1 DET	2 DET	3 DET	4 DET	5 DET	6 DET
B0709 2	B1405 2	B1703 3	B1705 4	B1719 5	B2308 5

XXX 38 Exelmans 4-1-0	3 XX 2-0 :	2 X 2-0			
A1725	1				

XXX 19 Kellermn 4-1-1	1 XX 2-0 ·	4 XX 2-0 :			
B1605	3	2			

Reinforcements from the SPANISH BOX

28 XX 2-1	2 XX 2-0 ·	3 XX 2-0 ·	29 XX 2-1	30 XX 2-1	4 XX 2-0 ·	31 XX 2-1	
8	3	2	5	6	2	5	
	II JAN		III JAN			I MAR	

Armeé de Lyon

XXX 12 Augereau 4-1-1	24 XX 2-1	25 XX 2-1	26 XX 2-1	27 XX 2-1	8 •			
B1121	5	3	5	8				

1815: French Army Organization Chart

La Grande Armee **Leader: Napoleon**

XXXXX Napoleon 4-4-2	XXXX 6 Ney 3-3-2	XXX 24 Grouchy 2-0-0	1		
A1232					

XXX 42 Drouot 4-1-0	1st Gd XX 4-3	3rd Guard XX 3-2 :	5th Gd XX 3-1	GD. HY. XX 2-1	GD. LT. XX 2-1	GUARD	
A1232	4	5	4	2	2	2	

XXX 43 D'Erlon 3-0-0	3 XX 2-1	4 XX 2-1	5 XX 2-1	6 XX 2-1	1 XX 2-0	1
A1133	5	4	4	4	2	

XXX 44 Reille 2-0-1	9 XX 2-1	10 XX 2-1	12 XX 2-1	13 XX 2-1	2 XX 2-0	2	
A1132	5	5	5	6	2		

XXX 18 Vandamme 3-3-1	14 XX 2-1	15 XX 2-1	16 XX 2-1	3 XX 2-0	3
A1231	5	6	6	1	

XXX 36 Gerard 3-0-0	17 XX 2-1	18 XX 2-1	19 XX 2-1	4 XX 2-1	4		
A1332	4	5	5	2			

XXX 45 Lobau 3-1-1	20 XX 2-1	21 XX 2-1	23 XX 2-1	5	
A1232	4	3	2		

XXX 41 Pajol 3-0-0	5 XX 2-1	2 XX 2-0 '			
A1133	2	1			

XXX 38 Exelmans 4-1-0	6 XX 2-1	3 XX 2-0 '			
A1232	2	1			

XXX 46 Valmy 3-0-0	1 XX 2-0 '	1 XX 2-0 :			
A1232	1	1			

XXX 39 Milhaud 4-1-1	2 XX 2-1 :	3 XX 2-0 :					
A1232	2	1					

ient cavalry to screen its movement from enemy horse found those movements reduced to a crawl. A handful of cossacks, by threatening a charge, could force a French division to halt and deploy. The cossacks would then gallop away, only to reappear a mile or two farther down the road. The division's movement could be reduced to half or less of its normal rate. In play, skirmish forces are needed to clear a path for larger corps, lest the corps be forced to spend movement points simply by entering and leaving enemy cavalry zones of control.

The limited ZOC rule reflects the ability of a force, under an alert commander, to react quickly to the sudden presence of an enemy force. In particular, it represents the reacting force's ability to deploy to slow the moving force's progress. This can be crucial where local geography forces a narrow front, and in preventing reinforcements from reaching a major engagement in time to be effective. The campaigns of the period are full of examples, such as Lestocq's masterful blocking of Ney's advance to Eylau, or Miloradovich's rearguard actions while protecting the Russian retreat into Moravia in the 1805 campaign.

Movement, of course, depends upon terrain. The terrain analysis presented in this game has two functions:

1. To keep the movement system itself as simple as possible; and
2. To guide, but not force, the development of the campaigns along historical lines.

First, while more terrain detail would have been possible, at a scale of 15 miles to the hex much of that detail would have been superfluous, adding needless complexity to an already complex game. For example, Bavaria south of the Danube River contains lots of woods, but it also contains lots of roads. At 15 miles to the hex, including those light woods would have meant including another terrain feature, with another special combat function, and another special movement rate, in an area both sides passed swiftly in the two major campaigns fought there. An early version of the map had three categories of forest, plus many more swamps, small lakes, and minor rivers. They simply impeded play.

Second, the terrain is intended to subtly guide the flow of play along historical lines, without forcing the players. This is particularly true in the case of towns and cities in Russia, which provide supply to French and Russian troops. If your favorite little village isn't mentioned on the map, it's probably because that area wasn't the site of major fighting, and therefore requires a special effort to support an army in the area during play.

Finally, there is the stacking rule; one of the most crucial rules of the game. In essence, the rule prohibits units of different corps from stacking together, except as the result of a concentrate order, or as a result of movement as battle reinforcements during the combat phase.

Achieving the concentration of a Napoleonic army at the desired place and time was a difficult organizational and logistical feat. At all times during a campaign, march routes had to be planned with great care, especially as the corps approached one another (hence the extra command point cost for a Concentrate order). Corps-sized formations almost always used separate roads to prevent the otherwise inevitable intermingling of baggage trains and supply wagons. Separate bivouac areas were of great importance, particularly for the French and Russians, whose formations needed a large surrounding area to comb for forage. Discipline in matters of logistics was strained under the best of conditions: in 1805, some corps commanders of what was undoubtedly Napoleon's finest army actually encouraged their troops to raid other friendly corps' forage areas and supply trains! The concentration of corps was to be avoided, if for no other reason than to prevent logistical nightmares and breakdowns in discipline. (Note that in the game, a concentrated army cannot forage.)

The rear-area confusion that usually afflicted a concentrated army is also the reason for the heavy movement penalty for unstacking. Historically, after a concentration (which almost always meant a major battle), the various corps needed time to sort out their personnel and equipment, and to determine their next line of march. While speedy forward movement following a concentration is rarely seen in the history of Napoleonic warfare, slow or delayed advances are seen frequently: the lethargic French advances the day or two after Eckmuhl, Smolensk or Borodino, or the slow advance of the Allies after Leipzig.

The victory point penalty for failure to achieve an ordered concentration is to prevent the abuse of the order; either by continually issuing the order to give a moving force an ahistorical flexibility, or by cancelling the order if it is rendered undesirable by the opponent's gaining of the initiative.

Battle

The combat system reflects the observation that anything could, and often did, happen on a Napoleonic battlefield. Battles between numerically matched forces could end in the decisive destruction of one side (as at Austerlitz and Waterloo) or in an indecisive bloodbath, with no one certain of who "won" (as at Eylau, Wagram, and Borodino). Battles that were terribly unbalanced in terms of numbers might still end with the smaller force decisively victorious (as at Auerstadt). Thus, the numbers engaged were at best a small factor in determining the outcome of a battle.

For this reason, the combat system is notably not an "odds comparison" system. The Combat Results Table has only one column. The relative strengths of the forces involved affect the outcome as modifiers to the attacker's dice roll, but not nearly as much as such other factors as leadership, cavalry, artillery, and the sudden release of a reserve or the arrival of fresh troops once the enemy's reserves are committed. This system of dice roll modifiers allows each factor to play its proper role, and models some interesting battlefield relationships: a cavalry superiority can be overwhelming against any but the best-led force, or a force with an advantage in guns, and so on.

The battle reinforcement system is a special tactical design feature. Once the combat rounds begin, the scale of the game changes — instead of modelling strategic marches over a period of a week, the action represents hours or at most days. Each combat round is one-half to one day's fighting, and each movement point spent by a battle reinforcement is one-half to one day's march at forced march rates. Ultimately, the game system rewards the player who can achieve a maximum concentration at the decisive point, and still retain a force under a reliable subordinate to strike the enemy flank in the critical round of the battle.

A special combat result is the *escalating exchange.* This reflects those battles that became a test of wills between the opposing commanders; a test decided only by

the willingness to send more and more men to pointless deaths, and whose only victory was the occupation of the body-strewn field when the slaughter was concluded. The classic examples are Eylau and Borodino.

Supply

The supply system abstracts a very difficult subject. Players should not expect it to teach them much about the actual mechanics of provisioning a Napoleonic army. On the other hand, it dramatically portrays the effects of logistics on a campaign.

The Austrians and Prussians are tied to their supply depots; indeed, to chains of supply depots. For this reason, their advances into enemy territory, especially territory already foraged by the French, will be the slow, tedious affairs they were historically. The great sweep of the anti-French forces from Russia to France required a full year, and in most cases involved territories that historically belonged to the Allies or of kingdoms and provinces that switched sides following the collapse of Napoleon's position in Germany after the battle of Leipzig in 1813. Only in 1805, and again in 1809, did the Austrians show any speed in the invasion of truly hostile territory, and on both occasions extensive logistical preparations preceded the actual operations.

The French and Russians have the ability to forage — in fact, they usually must forage, a supply depot being a rare luxury for their forces. This gives them the ability to advance into unforaged territory with great speed and ease, but it also forces them to forage or pay a great price in attrition. It also means that forward is often the *only* way the French and Russians can go, because the areas behind them are foraged-out wastelands. The need for forage becomes a primary consideration in the planning of an entire campaign. The compelling need to take new territories, or else bring about a quick peace, occurred in the Austerlitz campaign; one reason for the ill-advised Allied Coalition attack at Austerlitz was the fact that the Russians were running out of supplies and the Austrians couldn't or wouldn't feed them themselves.

Victory Conditions

For the most part, the scenarios start with approximations of the historical orders of battle and set-ups, and the victory conditions encourage the players to meet or better the record of the historical winner of the campaign. In a few scenarios, such as the 1806 campaign, the victory point system is the primary means used to balance the scenario. In most cases, however, victory points will be superfluous; the players will know who won or lost without needing an abstract system to tell them so.

THE GRAND CAMPAIGN GAME

The Grand Campaign game introduces several new rules systems. The Political Index is the heart of this game, allowing the French player a chance to avoid being overwhelmed all at once by a Europe united against him. Similarly, the Grand Campaign victory conditions reflect the fact the while the major powers eventually united to beat the French, they still had their own individual goals that caused some friction while the anti-French campaign progressed.

Other than that, two other major decisions made in the Campaign Games require some explanation. The first is the abstraction of Great Britain, and the second is the abstract treatment of the Spanish War and the Continental System.

At this point we encounter the economics of game production. While it would have been nice to have Great Britain as a player nation, with little fleets scooting around, naval battle rules, blockades, and several other extras, a basic design choice was required. Above all, I wanted the game to be a major treatment of land warfare in the Napoleonic era. That dictated a map scale of 15 miles to the hex, and even at that, it was barely possible to fit the distance from Paris to Moscow onto four maps. Adding a naval system would have strained the map scale to the breaking point, as well as adding even more rules to the heavily loaded system.

Given the decision to ignore the naval situation — in which only a miracle could have given France the advantage — the decision to abstract out Great Britain followed naturally. Britain was the political will and the pocketbook behind the fall of Napoleon, but she played a major role in only two land campaigns: the Spanish campaign and the 1815 campaign. Spain couldn't be included on the map for the reasons already noted, and it would be a dull task to play a Great Britain whose major role consisted of handing out funds and whipping up emotions against the French player. Thus, Great Britain was left out, though the game system reflects her crucial role in the wars of the Empire.

Spain, too, had to be abstracted — Spain would never fit on the map space available. The tie between the Spain subsystem and the Continental System rule is a piece of design legerdemain. The historical fact is that the Continental System was a great failure; when it was successfully imposed, it tended to hurt France much more than Great Britain. Nevertheless, it was an essential part of Napoleon's policy. Tying the imposition of the Continental System to the resource cost of the Spanish war encourages the French player to establish the Continental System.

There are a few other abstractions in the Campaign Game — notably the treatment of North and South Hanover on the map. Actually, this area was riddled with provinces, many so small that they would occupy less than a single hex. The entire area shown as North Hanover was eventually absorbed directly into the French Empire; treating it as one area seemed to make the most sense. Here, again, production economics were a factor: there were barely enough counters in the mix to allow the "British Minor Allies" counters; even with the provinces detailed on the map, it would have been impossible to provide separate counters for the King's German Legion (KGL), Brunswickers, Hanovarians, and other miscellaneous German provincial forces that served the British cause.

Summary

It is the designer's hope that the *LA GRANDE ARMEE*™ Game will join the other classics as a major treatment of historical Napoleonic land warfare. All who contributed to this project await the verdict of the gamers, and hope that they have served them well.

SPECIAL CREDITS

Special thanks to Dr. Brad Farlow, without whose devoted hours of research, playtesting, rules lawyering, bickering, and unending encouragement this game would not have been possible. And special thanks to Jamie Acres, who put up with an obsessed husband and the man on horseback for more than ten years.

LA GRANDE ARMEÉ™ Counter Section Nr. 1 (200 pieces): Front

Quantity of sections of this identical type: 1 Total quantity of sections (all types) in game: 6

XXXXX 1 Napoleon 5-5-2	XXX 2 Dommartin 4-0-1	XXX 3 Bessieres 4-3-2	XXX 4 Marmont 3-2-1	XXXX 5 Soult 4-3-1	XXXX 6 Ney 3-3-2	XXXX 7 Davout 5-4-2	XXX 8 Lannes 3-3-2	XXX 9 Bernadtte 2-1-1	XXXX 10 Murat 3-1-1
XXX 11 Mortier 3-1-1	XXX 12 Augereau 4-1-1	XXX 13 St. Cyr 3-1-0	XXXX 14 Massena 5-4-1	XXXX 15 Jerome 2-0-0	XXX 16 Victor 3-1-1	XXX 17 Lefebvre 3-1-1	XXX 18 Vandamme 3-3-1	XXX 19 Kellermn 4-1-1	XXXX 20 Eugene 3-0-0
XXX 21 Oudinot 2-2-1	XXX 22 Nansouty 3-1-1	XXX 23 Montbrun 3-0-0	XXX 24 Grouchy 2-0-0	XXX 25 Latur-Mbg 4-1-1	XXX 26 MacDonld 4-2-2	XXX 27 Bertrand 3-1-0	XXX 28 Reynier 3-0-1	XXX 29 Sebstani 3-0-0	XXX 30 Arrighi 3-0-0
XXX 31 L'Heritiér 3-2-1	XXX 32 Rapp 3-1-1	XXX 33 Lrboisser 4-0-0	XXX 34 Lauristn 3-1-0	XXX 35 Morand 3-2-1	XXX 36 Gerard 3-0-0	XXX 37 Doumerc 3-0-0	XXX 38 Exelmans 4-1-0	XXX 39 Milhaud 4-1-1	XXX 40 Maison 3-0-1

FRENCH

XXX 41 Pajol 3-0-0	XXX 42 Drouot 4-1-0	XXX 43 D'Erlon 3-0-0	XXX 44 Reille 2-0-1	XXX 45 Lobau 3-1-1	XXX 46 Valmy 3-0-0	1 XX 3-2	2 XX 3-2	3 XX 2-1	4 XX 2-1
5 XX 2-1	6 XX 2-1	7 XX 3-1	8 XX 3-1	9 XX 2-1	10 XX 2-1	11 XX 4-2	12 XX 2-1	13 XX 2-1	14 XX 2-1
15 XX 2-1	16 XX 2-1	17 XX 2-1	18 XX 2-1	19 XX 2-1	20 XX 2-1	21 XX 2-1	22 XX 3-2	23 XX 2-1	24 XX 2-1
25 XX 2-1	26 XX 2-1	27 XX 2-1	28 XX 2-1	29 XX 2-1	30 XX 2-1	31 XX 2-1	32 XX 2-1	33 XX 2-1	34 XX 2-1
35 XX 2-1	36 XX 2-1	37 XX 2-0	38 XX 2-0	39 XX 2-0	40 XX 2-0	41 XX 2-0	42 XX 2-0	43 XX 2-0	44 XX 2-0
45 XX 2-0	MAMELUKE X 2-0	1st Gd. XX 4-3	2nd Gd. XX 4-3	3rd Gd. XX 3-2	4th Gd. XX 3-2	5th Gd. XX 3-1	6th Gd. XX 3-1	GD. HV. XX 2-1 :	GD. LT. XX 2-1

GUARD	1 X 2-0	2 X 2-0	3 X 2-0	4 X 2-0	5 X 2-0	6 X 2-0	7 X 2-1	8 X 2-1	9 X 2-1
10 X 2-1	11 X 2-1	12 X 2-1	1 XX 2-0	2 XX 2-0	3 XX 2-0	4 XX 2-1	5 XX 2-1	6 XX 2-1	1 X 2-0 ·
2 X 2-0 ·	1 XX 2-0 ·	2 XX 2-0 ·	3 XX 2-0 ·	4 XX 2-0 ·	5 XX 2-0 ·	6 XX 2-0 ·	7 XX 2-0 ·	1 XX 2-0 :	2 XX 2-1 :
3 XX 2-0 :	4 XX 2-0 :	5 XX 2-0 :	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	1
2	3	1	2	1 ACTIVE	2 ACTIVE	3 ACTIVE	4 ACTIVE	5 ACTIVE	6 ACTIVE
1	2	3	4	5	6	7	8	9	10
7 ACTIVE	8 ACTIVE	9 ACTIVE	10 ACTIVE	11 ACTIVE	12 ACTIVE	13 ACTIVE	14 ACTIVE	15 ACTIVE	1 R
2 R	3 R	4 R	5 R	6 R	1 R	2 R	VICTORY 0 POINTS	VICTORY 00 POINTS	VICTORY 000 POINTS

LA GRANDE ARMEÉ™ Counter Section Nr. 2 (200 pieces): Front

Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 6

1 DET	2 DET	3 DET	4 DET	5 DET	SWISS 1 XX 1-0	SWISS 2 XX 1-0	WURT 1 XX 1-0	WURT 1 X 2-0	WURT 2 X 2-0
6 DET	7 DET	8 DET	9 DET	10 DET	DANISH 1 XX 1-0	SWISS 1	WURT 1 XX 2-0	WURT 1	HESSE 1 XX 1-0
XXX 1 Pontowski Polish 4-2-2	XXX 2 Zaynchek Polish 3-0-0	POLISH 1 XX 3-0	POLISH 2 XX 2-0	POLISH 3 XX 2-0	POLISH 4 XX 2-0	POLISH 5 XX 1-0	POLISH 6 XX 1-0	POLISH 7 XX 1-0	POLISH 1 X 2-1
POLISH 2 X 2-0	POLISH 3 X 2-0	POLISH 1 XX 2-0	POLISH 2 XX 2-0	POLISH 3 XX 2-0	POLISH 1 XX 2-0 ·	POLISH 2 XX 2-0 ·	POLISH 1	POLISH 2	POLISH 3

MINOR POWERS

POLISH 1	ITALIAN 1 XX 2-0	ITALIAN 2 XX 2-0	ITALIAN 3 XX 2-0	ITALIAN 4 XX 2-0	ITALIAN 1 X 2-0	ITALIAN 2 X 2-0	ITALIAN 1 X 2-0 ·	BADEN 1 XX 1-0	BADEN 1 X 2-0
NAPLES 1 XX 1-0	ITALIAN 2 X 2-0 ·	ITALIAN 3 X 2-0 ·	ITALIAN 1 X 2-0 :	ITALIAN 2 X 2-0 :	ITALIAN 1	ITALIAN 2	ITALIAN 3	ROYAL ITAL. XX 2-1	BADEN 1
XXX 1 Deroy Bavarian 2-0-0	XXX 2 Wrede Bavarian 2-0-0	BAVARIAN 1 XX 1-0	BAVARIAN 2 XX 1-0	BAVARIAN 3 XX 1-0	BAVARIAN 1 X 2-0	SAXON 1 XX 1-0	SAXON 2 XX 1-0	SAXON 1 X 2-0	SAXON 2 X 2-0
BAVARIAN 2 X 2-0	BAVARIAN 3 X 2-0	BAVARIAN 4 X 2-0	BAVARIAN 1	BAVARIAN 2	SAXON 1 XX 2-0	SAXON 2 XX 2-0	SAXON 1	SAXON 2	MECKLNBRG1 XX 1-0
WST. 1 XX 1-0	WST. 2 XX 1-0	WST. 1	XXXX 1 Bernadtte Swede 2-1-1	SWEDE 1 X 2-0	SWEDE 2 X 2-0	SWEDE 3 X 1-0	SWEDE 4 X 1-0	XXXX 1 Hohnzlln 2-0-0	XXXX 2 Brunswick 2-0-0
WST. 1 XX 2-0	WST. 2 XX 2-0	WST. 2	XXX 2 Stedingk Swede 2-0-0	SWEDE 5 XX 1-0	SWEDE 1 XX 2-0 :	SWEDE 1	SWEDE 2	XXX 6 Tauntzien 3-0-0	XXX 9 Buelow 3-1-1

2 X 3-1	3 X 2-0	4 X 2-0	5 X 4-2	6 X 2-1	7 X 2-0	8 X 2-0	9 X 2-0	10 X 2-0	11 X 2-0
12 X 2-0	13 X 1-0	14 X 1-0	15 X 1-0	16 X 1-0	17 X 1-0	18 X 1-0	19 X 1-0	20 X 1-0	1 X 2-1
2 X 2-1	3 X 2-1	4 X 2-1	5 X 2-0	6 X 2-0	7 X 2-0	1 XX 2-1	2 XX 2-1	3 XX 2-0	4 XX 2-0
1 XX 2-1 ·	1 X 2-0 :	1 XX 2-0 :	2 XX 2-0 :	1	2	3	4	5	6
7	8	9	1	1	1 ACTIVE	2 ACTIVE	3 ACTIVE	4 ACTIVE	5 ACTIVE
6 ACTIVE	7 ACTIVE	8 ACTIVE	9 ACTIVE	10 ACTIVE	1	2	3	4	5
6	7	8	9	10	1 R	2 R	3 R	4 R	5 R
6 R	1 R	2 R	PRUSSIA POLITICAL INDEX	1 DET	2 DET	3 DET	4 DET	5 DET	6 DET
XXXXX 3 Bluecher 4-1-2	XXX 4 Ruchel 4-1-0	XXXX 5 Lestocq 4-3-2	XXX 6 Yorck 3-1-1	XXX 7 v. Kleist 3-0-1	7 DET	8 DET	XXXXX 1 Kutusov 3-3-1	XXXX 2 Bxhowdn 4-1-0	XXX 3 Cnstntine 4-2-1
XXX 10 Zeiten II 3-0-1	XXX 11 Thieleman 3-0-1	XXX 12 Pirch I 3-0-1	XXX 13 Reserve 2-0-0	1 X 3-2	9 DET	10 DET	XXXX 4 Bennigsen 4-2-1	XXXX 5 Kamnskoi 3-0-0	XXXX 6 Barclay 4-3-0

PRUSSIANS

RUSSIANS

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LA GRANDE ARMEÉ™ Counter Section Nr. 2 (200 pieces): Back

WST. 1 XX	WST. 2 XX	WST. 2	XXX 2 Stedingk Swede	SWEDE 5 XX	SWEDE 1 XX	SWEDE 1	SWEDE 2	XXX 8 Tauntzien	XXX 9 Buelow	XXX 10 Zeiten II	XXX 11 Thieleman	XXX 12 Pirch I	XXX 13 Reserve	1 X	9	10	XXXX 4 Bennigsen	XXXX 5 Kamnskol	XXXX 6 Barclay
2-0	2-0		2-0-0	1-0	2-0 :			3-0-0	3-1-1	3-0-1	3-0-1	3-0-1	2-0-0	3-2	DET	DET	4-2-1	3-0-0	4-3-0
WST. 1 XX	WST. 2 XX	WST. 1	XXXX 1 Bernadtte Swede	SWEDE 1 XX	SWEDE 2 XX	SWEDE 3 XX	SWEDE 4 XX	XXXX 1 Hohnzilm	XXXX 2 Brunswick	XXXXX 3 Bluecher	XXX 4 Ruchel	XXXX 5 Lestocq	XXX 6 Yorck	XXX 7 v. Kleist	7	8	XXXXX 1 Kutusov	XXXX 2 Bxhowdn	XXX 3 Cnstntine
1-0	1-0		2-1-1	2-0	2-0	1-0	1-0	2-0-0	2-0-0	4-1-2	4-1-0	4-3-2	3-1-1	3-0-1	DET	DET	3-3-1	4-1-0	4-2-1

RUSSIANS

BAVARIAN 2 X	BAVARIAN 3 X	BAVARIAN 4 X	BAVARIAN 1	BAVARIAN 2	SAXON 1 XX	SAXON 2 XX	SAXON 1	SAXON 2	MECKLNBRG I XX	6	1	2	PRUSSIA POLITICAL INDEX	1	2	3	4	5	6
2-0	2-0	2-0			2-0	2-0			1-0	R	R	R		DET	DET	DET	DET	DET	DET
XXX 1 Deroy Bavarian	XXX 2 Wrede Bavarian	BAVARIAN 1 XX	BAVARIAN 2 XX	BAVARIAN 3 XX	BAVARIAN 1 X	SAXON 1 XX	SAXON 2 XX	SAXON 1 X	SAXON 2 X	6	7	8	9	10	1	2	3	4	5
2-0-0	2-0-0	1-0	1-0	1-0	2-0	1-0	1-0	2-0	2-0	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	R	R	R	R	R

MINOR POWERS

NAPLES 1 XX	ITALIAN 2 X	ITALIAN 3 X	ITALIAN 1 X	ITALIAN 2 X	ITALIAN 1	ITALIAN 2	ITALIAN 3	ROYAL ITAL. XX	BADEN 1
1-0	2-0 ·	2-0 ·	2-0 :	2-0 :				2-1	
POLISH 1	ITALIAN 1 XX	ITALIAN 2 XX	ITALIAN 3 XX	ITALIAN 4 XX	ITALIAN 1 X	ITALIAN 2 X	ITALIAN 1 X	BADEN 1 XX	BADEN 1 X
	2-0	2-0	2-0	2-0	2-0	2-0	2-0 ·	1-0	2-0

6	7	8	9	10	1	2	3	4	5
INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED
7	8	9	1	1	1	2	3	4	5
				CAPTURED	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE

PRUSSIANS

POLISH 2 X	POLISH 3 X	POLISH 1 XX	POLISH 2 XX	POLISH 3 XX	POLISH 1 XX	POLISH 2 XX	POLISH 1	POLISH 2	POLISH 3
2-0	2-0	2-0	2-0	2-0	2-0 ·	2-0 ·			
XXX 1 Pontowski Polish	XXX 2 Zaynchek Polish	POLISH 1 XX	POLISH 2 XX	POLISH 3 XX	POLISH 4 XX	POLISH 5 XX	POLISH 6 XX	POLISH 7 XX	POLISH 1 X
4-2-2	3-0-0	3-0	2-0	2-0	2-0	1-0	1-0	1-0	2-1

1 XX	1 X	1 XX	2 XX	1	2	3	4	5	6
2-1 ·	2-0 :	2-0 :	2-0 :						
2 X	3 X	4 X	5 X	6 X	7 X	1 XX	2 XX	3 XX	4 XX
2-1	2-1	2-1	2-0	2-0	2-0	2-1	2-1	2-0	2-0

6	7	8	9	10	DANISH 1 XX	SWISS 1	WURT 1 XX	WURT 1	HESSE 1 XX
DET	DET	DET	DET	DET	1-0		2-0		1-0
1	2	3	4	5	SWISS 1 XX	SWISS 2 XX	WURT 1 XX	WURT 1 X	WURT 2 X
DET	DET	DET	DET	DET	1-0	1-0	1-0	2-0	2-0

12 X	13 X	14 X	15 X	16 X	17 X	18 X	19 X	20 X	1 X
2-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0	2-1
2 X	3 X	4 X	5 X	6 X	7 X	8 X	9 X	10 X	11 X
3-1	2-0	2-0	4-2	2-1	2-0	2-0	2-0	2-0	2-0

LA GRANDE ARMEÉ™ Counter Section Nr. 1 (200 pieces): Back

45 XX	MAMELUKE X	1st Gd. XX	2nd Gd. XX	3rd Gd. XX	4th Gd. XX	5th Gd. XX	6th Gd. XX	GD. HV XX	GD. LT. XX
2-0	2-0	4-3	4-3	3-2	3-2	3-1	3-1	2-1 :	2-1
35 XX	36 XX	37 XX	38 XX	39 XX	40 XX	41 XX	42 XX	43 XX	44 XX
2-1	2-1	2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0

2	3	4	5	6	1	2	VICTORY 0 POINTS	VICTORY 00 POINTS	VICTORY 000 POINTS
R	R	R	R	R	R	R			
7	8	9	10	11	12	13	14	15	1
INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	R

25 XX	26 XX	27 XX	28 XX	29 XX	30 XX	31 XX	32 XX	33 XX	34 XX
2-1	2-1	2-1	2-1	2-1	2-1	2-1	2-1	2-1	2-1
15 XX	16 XX	17 XX	18 XX	19 XX	20 XX	21 XX	22 XX	23 XX	24 XX
2-1	2-1	2-1	2-1	2-1	2-1	2-1	3-2	2-1	2-1

1	2	3	4	5	6	7	8	9	10
CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED
2	3	1	2	1	2	3	4	5	6
		CAPTURED	CAPTURED	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE

FRENCH

5 XX	6 XX	7 XX	8 XX	9 XX	10 XX	11 XX	12 XX	13 XX	14 XX
2-1	2-1	3-1	3-1	2-1	2-1	4-2	2-1	2-1	2-1
XXX 41 Pajol	XXX 42 Drouot	XXX 43 D'Erlon	XXX 44 Reille	XXX 45 Lobau	XXX 46 Valmy	1 XX	2 XX	3 XX	4 XX
3-0-0	4-1-0	3-0-0	2-0-1	3-1-1	3-0-0	3-2	3-2	2-1	2-1

18	19	20	21	22	23	24	25	26	1
8	9	10	11	12	13	14	15	16	17

XXX 31 L'Heritiér	XXX 32 Rapp	XXX 33 Lrboisser	XXX 34 Lauristn	XXX 35 Morand	XXX 36 Gerard	XXX 37 Doumerc	XXX 38 Exelmans	XXX 39 Milhaud	XXX 40 Maison
3-2-1	3-1-1	4-0-0	3-1-0	3-2-1	3-0-0	3-0-0	4-1-0	4-1-1	3-0-1
XXX 21 Oudinot	XXX 22 Nansouty	XXX 23 Montbrun	XXX 24 Grouchy	XXX 25 Latur-Mbg	XXX 26 MacDonld	XXX 27 Bertrand	XXX 28 Reynier	XXX 29 Sebstani	XXX 30 Arrighi
2-2-1	3-1-1	3-0-0	2-0-0	4-1-1	4-2-2	3-1-0	3-0-1	3-0-0	3-0-0

3 XX	4 XX	5 XX	1	2	3	4	5	6	7
2-0 :	2-0 :	2-0 :							
2 X	1 XX	2 XX	3 XX	4 XX	5 XX	6 XX	7 XX	1 XX	2 XX
2-0 ·	2-0 ·	2-0 ·	2-0 ·	2-0 ·	2-0 ·	2-0 ·	2-0 ·	2-0 :	2-1 :

XXX 11 Mortier	XXX 12 Augereau	XXX 13 St. Cyr	XXXX 14 Massena	XXXX 15 Jerome	XXX 16 Victor	XXX 17 Lefebvre	XXX 18 Vandamme	XXX 19 Kellermn	XXXX 20 Eugene
3-1-1	4-1-1	3-1-0	5-4-1	2-0-0	3-1-1	3-1-1	3-3-1	4-1-1	3-0-0
XXXXX 1 Napoleon	XXX 2 Dommartin	XXX 3 Bessiéres	XXX 4 Marmont	XXXX 5 Soult	XXXX 6 Ney	XXXX 7 Davout	XXX 8 Lannes	XXX 9 Bernadtte	XXXX 10 Murat
5-5-2	4-0-1	4-3-2	3-2-1	4-3-1	3-3-2	5-4-2	3-3-2	2-1-1	3-1-1

10 X	11 X	12 X	1 XX	2 XX	3 XX	4 XX	5 XX	6 XX	1 X
2-1	2-1	2-1	2-0	2-0	2-0	2-1	2-1	2-1	2-0 ·
GUARD	1 X	2 X	3 X	4 X	5 X	6 X	7 X	8 X	9 X
	2-0	2-0	2-0	2-0	2-0	2-0	2-1	2-1	2-1

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LA GRANDE ARMEE™ Counter Section Nr. 3 (200 pieces): Front

Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 6

XXXX 7 Bagrtion 4-2-2 | XXX 8 Bagavout 3-1-1 | XXX 9 Galitzin 4-1-0 | XXX 10 Platov 5-0-0 | XXXX 11 Witgnstein 4-2-1 | XXX 12 Tutchkov 3-1-1 | XXX 13 Shuvalov 3-0-0 | XXX 14 Docturov 3-1-1 | XXX 15 Uvarov 4-1-0 | XXX 16 Korff 3-0-0

XXX 17 Rajewski 3-0-0 | XXX 18 Sievers 3-0-0 | XXX 19 Borosdin 3-0-0 | XXXX 20 Tormassov 4-1-1 | XXX 21 Markov 3-0-0 | XXX 22 Sacken 4-1-1 | XXX 23 Kamenski 3-0-0 | XXX 24 Lambert 2-0-0 | XXX 25 Wnzngrod 3-0-0 | XXX 26 Woronzov 3-0-0

XXX 27 Langeron 2-0-0 | XXX 28 Olsufiev 3-0-0 | XXX 29 St. Priest 3-1-0 | XXXX 30 Schrbatv 3-0-0 | XXX 31 Wasilt 3-0-0 | XXX 32 Gortshakv 3-0-0 | XXX 33 Eugen 4-2-2 | XXX 34 Pahlen 3-0-0 | XXX 35 Yermolov 3-2-2 | XXX 36 Tolstoi 3-0-0

XXX 37 Lieven 2-0-0 | XXX 38 Kapsvitch 2-0-0 | XXX 39 Druck 3-0-0 | XXX 40 Tschern 4-0-0 | XXX 41 Strgnov 3-0-0 | XXX 42 Laptiew 3-0-0 | XXX 43 Loewis 2-0-0 | XXX 44 Replcmnt 3-0-0 | RUSSIA POLITICAL INDEX | RUSSIAN LOSSES (1805)

RUSSIANS

MOSCOW BURNS | MOSCOW BURNS | PEACE LEVEL 190 | PEACE LEVEL 200 | PEACE LEVEL 205 | PEACE LEVEL 210 | PEACE LEVEL 220 | 1 XX 3-2 | 2 XX 4-3 | 3 XX 3-1

MOSCOW BURNS | KUTUSOV ENTERS III SEPT. | KUTUSOV ENTERS IV SEPT. | BXHOWDN ENTERS III OCT. | BXHOWDN ENTERS IV OCT. | BXHOWDN ENTERS I NOV. | 4 XX 3-1 | 5 XX 3-0 | 6 XX 2-1 | 7 XX 2-0

8 XX 3-1 | 9 XX 3-1 | 10 XX 3-1 | 11 XX 3-1 | 12 XX 3-1 | 13 XX 3-1 | 14 XX 2-0 | 15 XX 2-0 | 16 XX 2-0 | 17 XX 2-0

18 XX 2-0 | 19 XX 2-0 | 20 XX 2-0 | 21 XX 2-0 | 22 XX 2-0 | 23 XX 2-0 | 24 XX 2-0 | 25 XX 2-0 | 26 XX 2-0 | 27 XX 2-0

28 XX 2-0 | 29 XX 2-0 | 30 XX 2-0 | 31 XX 2-0 | 32 XX 2-0 | 33 XX 2-0 | 34 XX 2-0 | 35 XX 2-0 | 36 XX 2-0 | 37 XX 2-0

38 XX 1-0 | 39 XX 1-0 | 40 XX 1-0 | 41 XX 1-0 | 42 XX 1-0 | 43 XX 1-0 | 44 XX 1-0 | 45 XX 1-0 | 46 XX 1-0 | 47 XX 1-0

1 X 2-1 | 2 X 2-1 | 3 X 2-1 | 4 X 2-1 | 5 X 2-0 | 6 X 2-0 | 7 X 2-0 | 8 X 2-0 | 9 X 2-0 | 10 X 2-0

11 X 2-0 | 1 XX 2-1 | 2 XX 2-1 | 3 XX 2-0 | 4 XX 2-0 | 5 XX 2-0 | 1 X 2-1 · | 2 X 2-1 · | 3 X 2-0 · | 4 X 2-0 ·

5 X 2-0 · | 6 X 2-0 · | 7 X 2-0 · | 8 X 2-0 · | 9 X 2-0 · | 10 X 2-0 · | 11 X 2-0 · | 12 X 2-0 · | 1 XX 2-0 · | 2 XX 2-0 ·

1 X 2-1 : | 2 X 2-0 : | 1 XX 2-1 : | 2 XX 2-0 : | 1 | 2 | 3 | 4 | 5 | 6

7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16

17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26

27 | 6 XX 2-0 | 7 XX 2-0 | 8 XX 2-0 | 1 | 2 | 3 | COSSACK 1 X 2-0 | COSSACK 2 X 2-0 | COSSACK 3 X 2-0

COSSACK 4 X 2-0 | COSSACK 5 X 2-0 | COSSACK 6 X 2-0 | COSSACK 7 X 2-0 | COSSACK 8 X 2-0 | COSSACK 9 X 2-0 | COSSACK 10 X 2-0 | COSSACK 11 X 2-0 | COSSACK 12 X 2-0 | COSSACK 13 X 2-0

COSSACK 14 X 2-0 | COSSACK 15 X 2-0 | COSSACK 16 X 2-0 | COSSACK 17 X 2-0 | 1st GD. XX 3-1 | 2nd GD. XX 3-1 | 1st GREN. XX 3-1 | 2nd GREN. XX 3-1 | GUARD XX 3-1 : | 1

2 | 1 ACTIVE | 2 ACTIVE | 3 ACTIVE | 4 ACTIVE | 5 ACTIVE | 6 ACTIVE | 7 ACTIVE | 8 ACTIVE | 9 ACTIVE

LA GRANDE ARMÉE™ Counter Section Nr. 4 (400 pieces): Front

Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 6

10 ACTIVE | 1 R | 2 R | 3 R | 4 R | 5 R | 6 R | 7 R | 8 R | 9 R

10 | 1 R | 2 R | 3 R | 4 R | 5 R | 6 R | 7 R | 8 R | 9 R

RUSSIANS

1 R | 1 R | 2 R | 1 DET | 2 DET | 3 DET | 4 DET | XXXX 2 Frdinand 2-0-0 | XXX 3 Riesch 3-1-0 | XXXXX 4 Schwarzen 2-1-1

5 DET | 6 DET | 7 DET | 8 DET | 3 XX 2-0 : | GUARD X 3-0 · | XXXX 1 Mack 3-2-1 | XXX 5 Klenmayr 3-1-1 | XXX 6 Jellacic 2-1-1 | XXX 7 Wernecke 2-0-0

10 X 2-1 · | 11 X 2-1 · | 12 X 2-1 · | 13 X 2-1 · | 14 X 2-0 · | 15 X 2-0 · | 1 XX 2-1 · | 2 XX 2-1 · | 1 X 2-1 · | 2 X 2-1 ·

3 X 2-1 · | 4 X 2-1 · | 5 X 2-1 · | 6 X 2-1 · | 7 X 2-1 · | 8 X 2-1 · | 9 X 2-1 · | 10 X 2-1 · | 11 X 2-1 · | 12 X 2-1 ·

13 X 2-1 · | 14 X 2-1 · | 15 X 2-1 · | 16 X 2-1 · | 1 X 2-1 : | 2 X 2-1 : | 3 X 2-1 : | 4 X 2-1 : | 5 X 2-1 : | 6 X 2-1 :

7 X 2-1 : | 8 X 2-1 : | 9 X 2-1 : | 10 X 2-1 : | 1 | 2 | 3 | 4 | 5 | 6

AUSTRIANS

XXXXX 8 Charles 3-3-2 | XXX 9 Hiller 2-0-1 | XXX 10 Mervedt 2-0-0 | XXX 11 Bellegarde 3-0-0 | XXX 12 Hohnzlln 2-0-0 | XXX 13 John 3-1-0 | XXXX 14 Kolowrat 3-1-0 | XXX 15 Lchtnstn 3-1-1 | XXX 16 Rosenbrg 2-0-0 | XXX 17 Louis 2-0-0

XXX 18 Chastler 2-1-0 | XXX 19 Gyulai 3-1-0 | XXX 20 Klenau 3-0-0 | XXX 21 Clleredo 3-1-1 | XXX 22 Hesse-Homburg 2-0-0 | XXX 23 Reusz 2-0-0 | XXX 24 Lchtnstn II 2-0-0 | XXX 25 Wuerttemb 2-0-0 | XXX 26 DeWrede 2-0-0 | 1 XX 2-1

AUSTRIANS

2 XX 2-0 | 3 XX 2-0 | 4 XX 2-0 | 5 XX 3-1 | 6 XX 1-0 | 7 XX 1-0 | 8 XX 2-0 | 9 XX 3-1 | 10 XX 2-0 | 11 XX 2-0

12 XX 1-0 | 13 XX 2-0 | 14 XX 2-0 | 15 XX 2-1 | 16 XX 2-1 | 17 XX 3-0 | 18 XX 1-0 | 19 XX 1-0 | 20 XX 1-0 | 21 XX 1-0

22 XX 1-0 | 23 XX 1-0 | 24 XX 1-0 | 25 XX 1-0 | 26 XX 1-0 | 27 XX 1-0 | 28 XX 1-0 | 29 XX 1-0 | 30 XX 1-0 | 31 XX 1-0

32 XX 1-0 | 1 X 2-1 | 2 X 2-1 | 3 X 2-1 | 4 X 2-1 | 5 X 2-1 | 6 X 2-1 | 7 X 2-1 | 8 X 2-1 | 9 X 2-1

2 | 3 ACTIVE | 4 ACTIVE | 5 ACTIVE | 6 ACTIVE | 7 ACTIVE | 8 ACTIVE | 9 ACTIVE | 10 ACTIVE | 11 ACTIVE

12 ACTIVE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

TYROL 1 P | TYROL 2 P | TYROL 3 P | 1 ACTIVE

10 | AUSTRIA POLITICAL INDEX | 1 R | 2 R | 3 R | 4 R | 5 R | 6 R | 1 R | 2 R

1 DET | 2 DET | 3 DET | 4 DET | 5 DET | 6 DET | 7 DET | 8 DET | 9 DET | 10 DET

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3009XXX1202

LA GRANDE ARMEE™ Counter Section Nr. 4 (400 pieces): Back

32	1	2	3	4	5	6	7	8	9
XX	X	X	X	X	X	X	X	X	X
1-0	2-1	2-1	2-1	2-1	2-1	2-1	2-1	2-1	2-1

1	2	3	4	5	6	7	8	9	10
DET	DET	DET	DET	DET	DET	DET	DET	DET	DET

22	23	24	25	26	27	28	29	30	31
XX	XX	XX	XX	XX	XX	XX	XX	XX	XX
1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0

10	AUSTRIA POLITICAL INDEX	1	2	3	4	5	6	1	2
CAPTURED		R	R	R	R	R	R	R	R

12	13	14	15	16	17	18	19	20	21
XX	XX	XX	XX	XX	XX	XX	XX	XX	XX
1-0	2-0	2-0	2-1	2-1	3-0	1-0	1-0	1-0	1-0

12	1	2	3	4	5	6	7	8	9
INACTIVE	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED

2	3	4	5	6	7	8	9	10	11
XX	XX	XX	XX	XX	XX	XX	XX	XX	XX
2-0	2-0	2-0	3-1	1-0	1-0	2-0	3-1	2-0	2-0

2	3	4	5	6	7	8	9	10	11
INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE

AUSTRIANS

XXX 18	XXX 19	XXX 20	XXX 21	XXX 22	XXX 23	XXX 24	XXX 25	XXX 26	1
Chastler	Gyulai	Klenau	Clleredo	Hesse-Homburg	Reusz	Lchtnstn II	Wuerttemb	DeWrede	XX
2-1-0	3-1-0	3-0-0	3-1-1	2-0-0	2-0-0	2-0-0	2-0-0	2-0-0	2-1

XXXXX 8	XXX 9	XXX 10	XXX 11	XXX 12	XXX 13	XXXX 14	XXX 15	XXX 16	XXX 17
Charles	Hiller	Merveldt	Bellegarde	Hohnzlln	John	Kolowrat	Lchtnstn	Rosenbrg	Louis
3-3-2	2-0-1	2-0-0	3-0-0	2-0-0	3-1-0	3-1-0	3-1-1	2-0-0	2-0-0

17	18	1	2	1	2	TYROL 1	TYROL 2	TYROL 3	1
				CAPTURED	CAPTURED	P	P	P	INACTIVE

7	8	9	10	11	12	13	14	15	16

AUSTRIANS

5	6	7	8	3	GUARD
DET	DET	DET	DET	2-0 :	3-0 '

XXXX 1	XXX 5	XXX 6	XXX 7
Mack	Klenmayr	Jellacic	Wernecke
3-2-1	3-1-1	2-1-1	2-0-0

7	8	9	10	1	2	3	4	5	6
X	X	X	X						
2-1 :	2-1 :	2-1 :	2-1 :						

10	1	2	1	2	3	4
R	R	R	DET	DET	DET	DET

XXXX 2	XXX 3	XXXXX 4
Frdinand	Riesch	Schwarzen
2-0-0	3-1-0	2-1-1

13	14	15	16	1	2	3	4	5	6
X	X	X	X	X	X	X	X	X	X
2-1 '	2-1 '	2-1 '	2-1 '	2-1 :	2-1 :	2-1 :	2-1 :	2-1 :	2-1 :

10	1	2	3	4	5	6	7	8	9
CAPTURED	R	R	R	R	R	R	R	R	R

3	4	5	6	7	8	9	10	11	12
X	X	X	X	X	X	X	X	X	X
2-1 '	2-1 '	2-1 '	2-1 '	2-1 '	2-1 '	2-1 '	2-1 '	2-1 '	2-1 '

10	1	2	3	4	5	6	7	8	9
INACTIVE	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED	CAPTURED

10	11	12	13	14	15	1	2	1	2
X	X	X	X	X	X	XX	XX	X	X
2-1	2-1	2-1	2-0	2-0	2-0	2-1	2-1	2-1 '	2-1 '

LA GRANDE ARMEE™ Counter Section Nr. 3 (200 pieces): Back

38	39	40	41	42	43	44	45	46	47
XX	XX	XX	XX	XX	XX	XX	XX	XX	XX
1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0

2	1	2	3	4	5	6	7	8	9
CAPTURED	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE	INACTIVE

28	29	30	31	32	33	34	35	36	37
XX	XX	XX	XX	XX	XX	XX	XX	XX	XX
2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0

COSSACK 14	COSSACK 15	COSSACK 16	COSSACK 17	1st GD.	2nd GD.	1st GREN.	2nd GREN.	GUARD	1
X	X	X	X	XX	XX	XX	XX	XX	CAPTURED
2-0	2-0	2-0	2-0	3-1	3-1	3-1	3-1	3-1 :	

18	19	20	21	22	23	24	25	26	27
XX	XX	XX	XX	XX	XX	XX	XX	XX	XX
2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0

COSSACK 4	COSSACK 5	COSSACK 6	COSSACK 7	COSSACK 8	COSSACK 9	COSSACK 10	COSSACK 11	COSSACK 12	COSSACK 13
X	X	X	X	X	X	X	X	X	X
2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0	2-0

8	9	10	11	12	13	14	15	16	17
XX	XX	XX	XX	XX	XX	XX	XX	XX	XX
3-1	3-1	3-1	3-1	3-1	3-1	2-0	2-0	2-0	2-0

27	6	7	8	1	2	3	COSSACK 1	COSSACK 2	COSSACK 3
	XX	XX	XX				X	X	X
	2-0	2-0	2-0				2-0	2-0	2-0

RUSSIANS

4	5	6	7
XX	XX	XX	XX
3-1	3-0	2-1	2-0

1	2	3
XX	XX	XX
3-2	4-3	3-1

RUSSIANS

17	18	19	20	21	22	23	24	25	26

7	8	9	10	11	12	13	14	15	16

XXX 37	XXX 38	XXX 39	XXX 40	XXX 41	XXX 42	XXX 43	XXX 44	RUSSIA POLITICAL INDEX	RUSSIAN LOSSES (1805)
Lieven	Kapsvitch	Druck	Tschern	Strgnov	Laptiew	Loewis	Replcmnt		
2-0-0	2-0-0	3-0-0	4-0-0	3-0-0	3-0-0	2-0-0	3-0-0		

1	2	1	2	1	2	3	4	5	6
X	X	XX	XX						
2-1 :	2-0 :	2-1 :	2-0 :						

XXX 27	XXX 28	XXX 29	XXXX 30	XXX 31	XXX 32	XXX 33	XXX 34	XXX 35	XXX 36
Langeron	Olsufiev	St. Priest	Schrbatv	Wasilt	Gortshakv	Eugen	Pahlen	Yermolov	Tolstoi
2-0-0	3-0-0	3-1-0	3-0-0	3-0-0	3-0-0	4-2-2	3-0-0	3-2-2	3-0-0

5	6	7	8	9	10	11	12	1	2
X	X	X	X	X	X	X	X	XX	XX
2-0 '	2-0 '	2-0 '	2-0 '	2-0 '	2-0 '	2-0 '	2-0 '	2-0 '	2-0 '

XXX 17	XXX 18	XXX 19	XXXX 20	XXX 21	XXX 22	XXX 23	XXX 24	XXX 25	XXX 26
Rajewski	Sievers	Borosdin	Tormassov	Markov	Sacken	Kamenski	Lambert	Wnzngrod	Woronzov
3-0-0	3-0-0	3-0-0	4-1-1	3-0-0	4-1-1	3-0-0	2-0-0	3-0-0	3-0-0

11	1	2	3	4	5	1	2	3	4
X	XX	XX	XX	XX	XX	X	X	X	X
2-0	2-1	2-1	2-0	2-0	2-0	2-1 '	2-1 '	2-0 '	2-0 '

XXXX 7	XXX 8	XXX 9	XXX 10	XXXX 11	XXX 12	XXX 13	XXX 14	XXX 15	XXX 16
Bagrtion	Bagavout	Galitzin	Platov	Witgnstein	Tutchkov	Shuvalov	Docturov	Uvarov	Korff
4-2-2	3-1-1	4-1-0	5-0-0	4-2-1	3-1-1	3-0-0	3-1-1	4-1-0	3-0-0

1	2	3	4	5	6	7	8	9	10
X	X	X	X	X	X	X	X	X	X
2-1	2-1	2-1	2-1	2-0	2-0	2-0	2-0	2-0	2-0

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LA GRANDE ARMEÉ™ Counter Section Nr. 5 (200 pieces): Front

Quantity of sections of this identical type: 1 Total quantity of sections (all types) in game: 6

XXXXX 1 Wellingtn 5-3-2	XXX 2 Hill 2-0-0	XXXX 3 Uxbridge 4-1-1	1 XX 2-1	2 XX 3-1	1 XX 2-0	1 •	3 •	DUTCH 1 XX 1-0	DUTCH 1 XX 2-0
3 XX 3-1	4 XX 2-1	1 XX 2-0	2 XX 2-0	1 XX 2-0	2 XX 2-0	2 •	XXX 4 Prince of Orange 3-0-0	DUTCH 2 XX 1-0	DUTCH 2 XX 2-0

MINOR POWERS

DUTCH 1 •	BELGIAN 1 XX 1-0	BELGIAN 2 XX 1-0	XXX 1 British Allies 2-0-0	XXX 2 British Allies 2-0-0	BR.ALLIES 1 XX 1-0	BR.ALLIES 2 XX 1-0	BR.ALLIES 3 XX 1-0	BR.ALLIES 1 XX 2-0	BR. ALLIES 2 XX 2-0
BELGIAN 1 •	BELGIAN 1 XX 2-0	BELGIAN 2 XX 2-0	BR. ALLIES 3 XX 2-0	BR. ALLIES 1 •	BR. ALLIES 2 •	BR. ALLIES 3 •	YEAR	MONTH	WEEK

BRITISH

FRENCH

XXXXX Napoleon 4-4-2	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged
XXXX Moore 4-2-2	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged
Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged
Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged	Foraged
March	March	March	March	March	March	March	March	March	March
March	March	March	March	March	March	March	March	March	March

March	March	March	March	March	March	March	March	March	March
Force March	Force March	Force March	Force March	Force March	Force March	Force March	Force March	Force March	Force March
Force March	Force March	Force March	Force March	Force March	Force March	Force March	Force March	Force March	Force March
Force March	Force March	Force March	Force March	Force March	Force March	Force March	Force March	Force March	Force March
Double Force March	Double Force March	Double Force March	Double Force March	Double Force March	Double Force March	Double Force March	Double Force March	Concentrate A	Concentrate A
Concentrate A	Concentrate A	Concentrate A	Concentrate A	Concentrate A	Concentrate A	Concentrate B	Concentrate B	Concentrate B	Concentrate B
Concentrate B	Concentrate B	Concentrate B	Concentrate B	Concentrate C	Concentrate C	Concentrate C	Concentrate C	Concentrate C	Winter Quarters
Concentrate C	Concentrate C	Build Depot	Build Depot	Build Depot	Build Depot	Destroy Depot	Destroy Depot	Destroy Depot	Winter Quarters
Rout 1	Rout 1	Rout 1	Rout 1	Rout 1	Rout 1	Rout 1	Rout 1	Rout 1	Winter Quarters
Demor-alized	Demor-alized	Demor-alized	Demor-alized	Demor-alized	Demor-alized	Demor-alized	Demor-alized	Demor-alized	Winter Quarters

LA GRANDE ARMEÉ™ Counter Section Nr. 6 (200 pieces): Front

Quantity of sections of this identical type: 1 Total quantity of sections (all types) in game: 6

1	1	1	1	3	3	3	3	3	3
1	1	1	1	3	3	3	3	3	3
1	1	1	1	3	3	3	3	3	3
1	1	1	1	3	3	3	3	3	3
1	1	1	1	3	3	3	3	3	3
1	1	1	1	3	3	3	3	3	3
1	1	1	1	3	3	3	3	3	3
1	1	1	1	3	3	3	3	3	3

5	5	5	5	5	7	7	7	7	9
5	5	5	5	5	7	7	7	7	9
5	5	5	5	5	7	7	7	7	9
5	5	5	5	5	7	7	7	7	9
5	5	5	5	5	7	7	7	7	9
5	5	5	5	5	7	7	7	7	9
5	5	5	5	5	7	7	7	7	9
5	5	5	5	5	7	7	7	7	9

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3009XXX1203

LA GRANDE ARMEÉ™ Counter Section Nr. 6 (200 pieces): Back

2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10
2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10
2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10
2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10
2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10
2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10
2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10
2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10
2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10
2	2	2	2	4	4	4	4	4	4	6	6	6	6	6	8	8	8	8	10

LA GRANDE ARMEE™ Counter Section Nr. 5 (200 pieces): Back

Fortress	Fortress	Fortress	Fortress	Fortress	Fortress	Fortress	Fortress	Fortress
Rout 2	Rout 2	Rout 2	Rout 2	Rout 2	Rout 2	Rout 2	Rout 2	Rout 2

Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted
Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted

BRITISH

XXXX Moore 4-2-2	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted
XXXXX Napoleon 4-4-2	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted	Depleted

FRENCH

BELGIAN 1	BELGIAN 1 XX 2-0	BELGIAN 2 XX 2-0	BR.ALLIES 3 XX 2-0	BR.ALLIES 1	BR.ALLIES 2	BR.ALLIES 3	YEAR	MONTH	WEEK

DUTCH 1	BELGIAN 1 XX 1-0	BELGIAN 2 XX 1-0	XXX British Allies 2-0-0	XXX British Allies 2-0-0	BR.ALLIES 1 XX 1-0	BR.ALLIES 2 XX 1-0	BR.ALLIES 3 XX 1-0	BR.ALLIES 1 XX 2-0	BR.ALLIES 2 XX 2-0

MINOR POWERS — BRITISH

3 XX 3-1	4 XX 2-1	1 XX 2-0	2 XX 2-0	1 XX 2-0	2 XX 2-0	2	XXX 4 Prince of Orange 3-0-0	DUTCH 2 XX 1-0	DUTCH 2 XX 2-0
XXXXX 1 Wellngtn 5-3-2	XXX 2 Hill 2-0-0	XXXX 3 Uxbridge 4-1-1	1 XX 2-1	2 XX 3-1	1 XX 2-0	1	3	DUTCH 1 XX 1-0	DUTCH 1 XX 2-0

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La Grande Armee Game

CAMPAIGNS OF NAPOLEON, 1805-1815

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MAP SECTION A
North German Plain

YEAR TRACK

1805	1806	1807	1808	1809	1810	1811	1812	1813	1814	1815

TURN TRACK

January I	February I	March I	Quarterly Interphase	April I	May I	June I	Quarterly Interphase	July I	August I	September I	Quarterly Interphase
II	II	II		II	II	II		II	II	II	
III	III	III		III	III	III		III	III	III	
IV	IV	IV		IV	IV	IV		IV	IV	IV	
Monthly Interphase	Monthly Interphase	Monthly Interphase		Monthly Interphase	Monthly Interphase	Monthly Interphase		Monthly Interphase	Monthly Interphase	Monthly Interphase	

October I	November I	December I
II	II	II
III	III	III
IV	IV	IV
Monthly Interphase	Monthly Interphase	Monthly Interphase

FORCED MARCH ATTRITION

Force Size	Modified Die Roll 0	1	2	3	4	5	6	7	8	9	10+
1-3*	-	-	-	-	1	1	1	1	1	2	2
1-5	-	1	1	1	1	1	1	1	2	2	2
6-10	-	1	1	2	2	2	2	3	3	4	4
11-20	-	2	3	3	4	4	5	6	7	8	8
21-30	-	5	5	6	6	8	9	11	12	12	12
31-40	-	6	8	8	10	12	14	16	16	16	16
41-50	-	10	10	13	15	18	20	20	20	20	20

* = All cavalry or cavalry and horse artillery.

Attrition Die Roll Modifiers

Mud	+1
Snow	+2
Unsupplied	+2
All French Force	-1

Double Forced March: French only, net modifier +2, plus any weather modifier.

A modified die roll of zero or less means no loss. A modified die roll greater than 10 is treated as a 10.

NORMAL MARCH ATTRITION

Force Size	Modified Die Roll 0	1	2	3	4	5	6	7	8	9	10+
1-5	-	-	-	-	-	-	1	1	1	1	1
6-10	-	-	-	-	-	1	1	2	2	2	2
11-20	-	-	-	-	1	2	3	3	4	4	5
21-30	-	-	-	2	3	5	5	6	6	8	9
31-40	-	-	2	4	6	6	8	8	10	12	14
41-50	-	3	5	8	8	10	10	13	15	18	20

ATTRITION LOSSES: Attrition losses are distributed exactly like combat losses.

LARGER FORCES: To calculate attrition for forces of more than 50 strength points, add the attrition for 50 strength points to the attrition for the balance of the force. For example, attrition for a force of 75 would be the attrition for a force of 50 plus the attrition for a force of 25.

SKIRMISH TABLE

Die	Odds 1:2	1:1	2:1	3:1	4:1
1	AE	A1R	AR	AR	DR*
2	AE	AR*	DR	DR*	D1R
3	A1R*	AR	DR*	D1R	D1R*
4	AR*	DR	D1R	D1R*	DE
5	AR	DR*	D1R*	DE	DE
6	DR	D1R	DE	DE	DE

KEY:
A = Attacker
D = Defender
R = Side must retreat 2 hexes

1 = Side loses 1 strength point
* = Side is demoralized
E = All side's strength points & leaders are eliminated.

Skirmish Die Roll Modifiers

Each friendly att'ing H. Art. SP	+1
Each enemy def'ing H. Art. SP	-1
Att. Leader combat bonus of *n*	+*n*
Def. Leader combat bonus of *n*	-*n*
Attacking unsupplied	-2
Defending unsupplied	+2

A modified die roll of less than 1 is treated as a 1, a modified roll of more than 6 is treated as a 6.

WEATHER TABLE

Jan	Feb	Mar	Apr	May	June	Die	July	Aug	Sept	Oct	Nov	Dec
M	M	M	C	C	C	1	C	C	C	C	C	M
S	M	M	C	C	C	2	C	C	C	C	C	M
S	S	M	M	C	C	3	C	C	C	C	M	S
S	S	M	M	C	C	4	C	C	C	M	M	S
S	S	S	M	C	C	5	C	C	C	M	S	S
S	S	S	M	M	C	6	C	C	M	M	S	S

C = Clear M = Mud S = Snow

POLITICAL INDEX

PEACE	Free	Free	Free	Free	Neutral	Neutral	Neutral	Neutral	Forced Alliance	Forced Alliance
WAR	Free	Free	Free	Offer Armistice	Offer Peace	Offer Peace	Offer Peace	Surrender	Surrender	Surrender

COMBAT RESULTS TABLE

Dice	Attacker's Result	Defender's Result
0-	ROUTED, L-2	-
1	3, WITHDRAW, L-2	1
2	2, WITHDRAW, L-1	1
3	3	2
4	3	2
5	Escalating Exchange	Escalating Exchange
6	Escalating Exchange	Escalating Exchange
7	Escalating Exchange	Escalating Exchange
8	Escalating Exchange	Escalating Exchange
9	Escalating Exchange	Escalating Exchange
10	2, 2 Advance Points	3
11	2, 2 Advance Points	3, WITHDRAW
12	1, 3 Advance Points	2, WITHDRAW, L-1
13	1, 4 Advance Points	3, WITHDRAW, L-2
14+	4 Advance Points	ROUTED, L-2

Modified rolls of less than 0 are treated as 0.
Modified rolls greater than 14 are treated as 14.

Odds Modifiers

1:2	-4
3:5	-3
3:4	-1
1:1	0
4:3	+1
5:3	+3
2:1	+4
3:1	+5

Summary of Modifiers

Odds
Leaders
Cavalry
Artillery
Combined Arms
Morale
Unsupplied
Defender Stands
Terrain
Forced from Winter Quarters

MINIMUM LOSS CHART

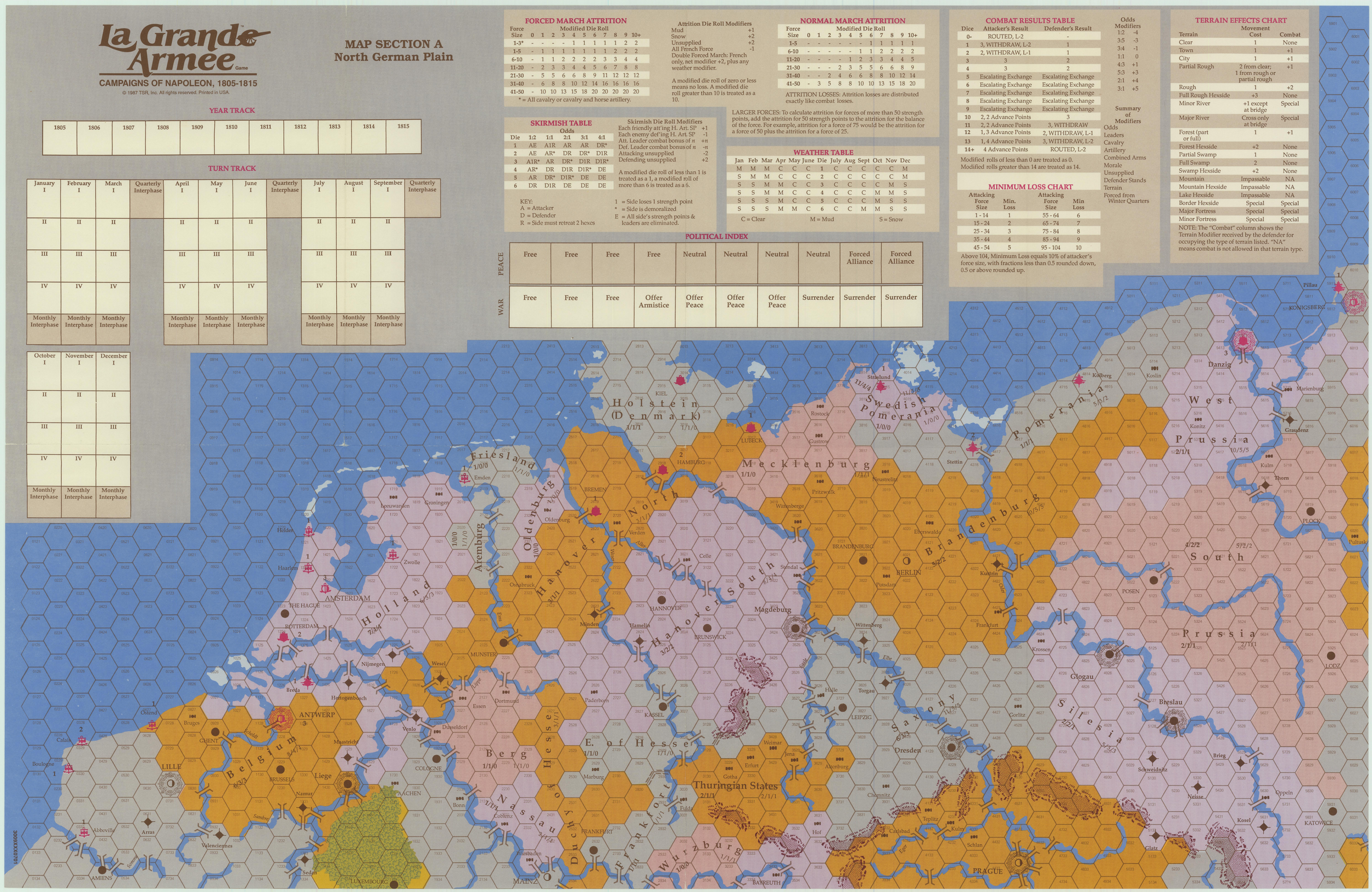
Attacking Force Size	Min. Loss	Attacking Force Size	Min Loss
1 - 14	1	55 - 64	6
15 - 24	2	65 - 74	7
25 - 34	3	75 - 84	8
35 - 44	4	85 - 94	9
45 - 54	5	95 - 104	10

Above 104, Minimum Loss equals 10% of attacker's force size, with fractions less than 0.5 rounded down, 0.5 or above rounded up.

TERRAIN EFFECTS CHART

Terrain	Movement Cost	Combat
Clear	1	None
Town	1	+1
City	1	+1
Partial Rough	2 from clear; 1 from rough or partial rough	+1
Rough	1	+2
Full Rough Hexside	+3	None
Minor River	+1 except at bridge	Special
Major River	Cross only at bridge	Special
Forest (part or full)	1	+1
Forest Hexside	+2	None
Partial Swamp	1	None
Full Swamp	2	None
Swamp Hexside	+2	None
Mountain	Impassable	NA
Mountain Hexside	Impassable	NA
Lake Hexside	Impassable	NA
Border Hexside	Special	Special
Major Fortress	Special	Special
Minor Fortress	Special	Special

NOTE: The "Combat" column shows the Terrain Modifier received by the defender for occupying the type of terrain listed. "NA" means combat is not allowed in that terrain type.



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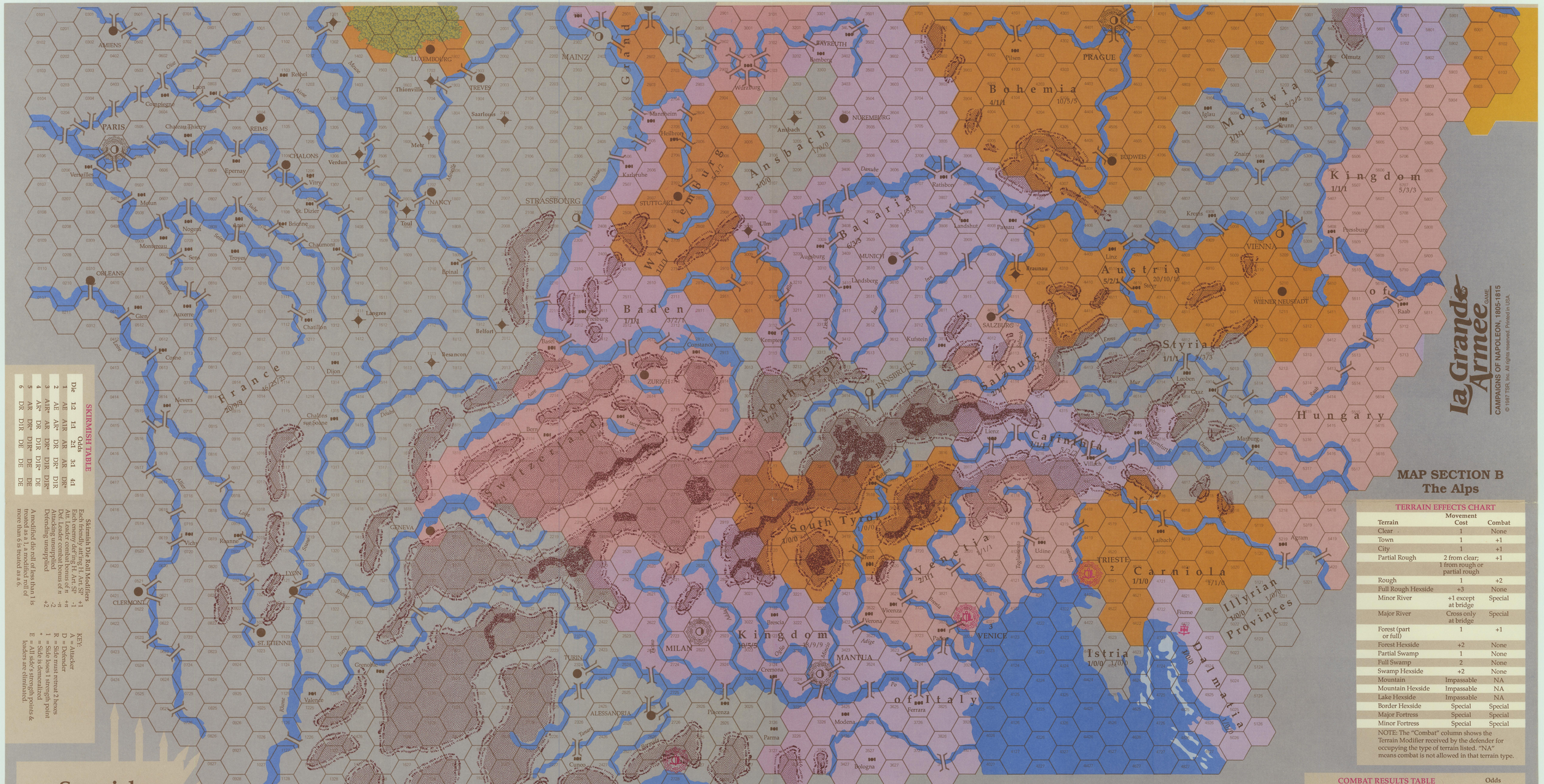
MAP SECTION B
The Alps



SKIRMISH TABLE

Die	Odds 1:1	2:1	3:1	4:1
1	AE	A/R	AR	DR*
2	AE	AR*	DR	DR*
3	A/R*	AR	DR*	DR*
4	AR*	DR	D/R*	D/R*
5	AR	D/R*	D/R*	DE
6	D/R	D/R	DE	DE

KEY:
A = Attacker
D = Defender
R = Side must retreat 2 hexes
1 = Side loses 1 strength point
* = Side loses 1 leader
E = All eligible routed units, strength points & leaders are eliminated

Skirmish Die Roll Modifiers

Each friendly attacking Lt. Art. SP +1
Each enemy defending Lt. Art. SP +1
Att. Leader combat bonus of n -n
Def. Leader combat bonus of n +n
Attacking unsupplied +2
Defending unsupplied -2

A modified die roll of less than 1 is treated as a 1, a modified roll of more than 6 is treated as a 6.

TERRAIN EFFECTS CHART

Terrain	Movement Cost	Combat
Clear	1	None
Town	1	+1
City	1	+1
Partial Rough	2 from clear; 1 from rough or partial rough	+1
Rough	1	+2
Full Rough Hexside	+3	None
Minor River	+1 except at bridge	Special
Major River	Cross only at bridge	Special
Forest (part or full)	1	+1
Forest Hexside	+2	None
Partial Swamp	1	None
Full Swamp	2	None
Swamp Hexside	+2	None
Mountain	Impassable	NA
Mountain Hexside	Impassable	NA
Lake Hexside	Impassable	NA
Border Hexside	Special	Special
Major Fortress	Special	Special
Minor Fortress	Special	Special

NOTE: The "Combat" column shows the Terrain Modifier received by the defender for occupying the type of terrain listed. "NA" means combat is not allowed in that terrain type.

NORMAL MARCH ATTRITION

Force Size	Modified Die Roll 0	1	2	3	4	5	6	7	8	9	10+
1-5	-	-	-	-	-	-	-	1	1	1	1
6-10	-	-	-	-	-	-	1	1	2	2	2
11-20	-	-	-	-	-	1	2	3	3	4	4
21-30	-	-	-	2	3	5	5	6	6	8	9
31-40	-	-	2	4	6	6	8	8	10	12	14
41-50	-	3	5	8	8	10	10	13	15	18	20

Attrition Die Roll Modifiers

Mud	+1
Snow	+2
Unsupplied	+2
All French Force	-1

Double Forced March: French only, net modifier +2, plus any weather modifier.

A modified die roll of zero or less means no loss. A modified die roll greater than 10 is treated as a 10.

FORCED MARCH ATTRITION

Force Size	Modified Die Roll 0	1	2	3	4	5	6	7	8	9	10+
1-3*	-	-	-	-	1	1	1	1	2	2	
1-5	-	1	1	1	1	1	1	2	2	2	
6-10	-	1	1	2	2	2	2	3	3	4	4
11-20	-	2	3	3	4	4	5	6	7	8	8
21-30	-	5	5	6	6	8	9	11	12	12	12
31-40	-	6	8	8	10	12	14	16	16	16	16
41-50	-	10	10	13	15	18	20	20	20	20	20

* = All cavalry or cavalry and horse artillery.

ATTRITION LOSSES: Attrition losses are distributed exactly like combat losses.

LARGER FORCES: To calculate attrition for forces of more than 50 strength points, add the attrition for 50 strength points to the attrition for the balance of the force. For example, attrition for a force of 75 would be the attrition for a force of 50 plus the attrition for a force of 25.

WEATHER TABLE

Jan	Feb	Mar	Apr	May	June	Die	July	Aug	Sept	Oct	Nov	Dec
M	M	M	C	C	C	1	C	C	C	C	C	M
S	M	M	C	C	C	2	C	C	C	C	C	M
S	S	M	M	C	C	3	C	C	C	C	M	S
S	S	M	M	C	C	4	C	C	C	M	M	S
S	S	S	M	C	C	5	C	C	C	M	S	S
S	S	S	M	M	C	6	C	C	M	M	S	S

C = Clear M = Mud S = Snow

MINIMUM LOSS CHART

Attacking Force Size	Min. Loss	Attacking Force Size	Min Loss
1 - 14	1	55 - 64	6
15 - 24	2	65 - 74	7
25 - 34	3	75 - 84	8
35 - 44	4	85 - 94	9
45 - 54	5	95 - 104	10

Above 104, Minimum Loss equals 10% of attacker's force size.

COMBAT RESULTS TABLE

Dice	Attacker's Result	Defender's Result
0-	ROUTED, L-2	-
1	3, WITHDRAW, L-2	1
2	2, WITHDRAW, L-1	1
3	3	2
4	3	2
5	Escalating Exchange	Escalating Exchange
6	Escalating Exchange	Escalating Exchange
7	Escalating Exchange	Escalating Exchange
8	Escalating Exchange	Escalating Exchange
9	Escalating Exchange	Escalating Exchange
10	2, 2 Advance Points	3
11	2, 2 Advance Points	3, WITHDRAW
12	1, 3 Advance Points	2, WITHDRAW, L-1
13	1, 4 Advance Points	3, WITHDRAW, L-2
14+	4 Advance Points	ROUTED, L-2

Modified rolls of less than 0 are treated as 0. Modifiedrolls greater than 14 are treated as 14.

Odds Modifiers

1:2	-4
3:5	-3
3:4	-1
1:1	0
4:3	+1
5:3	+3
2:1	+4
3:1	+5

Summary of Modifiers

Odds
Leaders
Cavalry
Artillery
Combined Arms
Morale
Unsupplied
Defender Stands
Terrain
Forced from Winter Quarters

Spanish Holding Box

la Grande Armee GAME
CAMPAIGNS OF NAPOLEON, 1805-1815
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POLITICAL INDEX

PEACE	Free	Free	Free	Free	Neutral	Neutral	Neutral	Neutral	Forced Alliance	Forced Alliance
WAR	Free	Free	Free	Offer Armistice	Offer Peace	Offer Peace	Offer Peace	Surrender	Surrender	Surrender

YEAR TRACK

1805	1806	1807	1808	1809	1810	1811	1812	1813	1814	1815

TURN TRACK

January	February	March	Quarterly Interphase	April	May	June	Quarterly Interphase	July	August	September	Quarterly Interphase	October	November	December
I	I	I		I	I	I		I	I	I		I	I	I
II	II	II		II	II	II		II	II	II		II	II	II
III	III	III		III	III	III		III	III	III		III	III	III
IV	IV	IV		IV	IV	IV		IV	IV	IV		IV	IV	IV
Monthly Interphase	Monthly Interphase	Monthly Interphase		Monthly Interphase	Monthly Interphase	Monthly Interphase		Monthly Interphase	Monthly Interphase	Monthly Interphase		Monthly Interphase	Monthly Interphase	Monthly Interphase

NORMAL MARCH ATTRITION

Force Size	Modified Die Roll 0	1	2	3	4	5	6	7	8	9	10+
1-5	-	-	-	-	-	-	1	1	1	1	1
6-10	-	-	-	-	-	-	1	1	2	2	2
11-20	-	-	-	-	-	1	2	3	3	4	4
21-30	-	-	-	-	2	3	5	5	6	6	8
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FORCED MARCH ATTRITION

Force Size	Modified Die Roll 0	1	2	3	4	5	6	7	8	9	10+
1-3*	-	-	-	-	1	1	1	1	2	2	
1-5	-	1	1	1	1	1	1	2	2	2	
6-10	-	1	1	2	2	2	3	3	4	4	
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2	2, WITHDRAW, L-1	1
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4	3	2
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6	Escalating Exchange	Escalating Exchange
7	Escalating Exchange	Escalating Exchange
8	Escalating Exchange	Escalating Exchange
9	Escalating Exchange	Escalating Exchange
10	2, 2 Advance Points	3
11	2, 2 Advance Points	3, WITHDRAW
12	1, 3 Advance Points	2, WITHDRAW, L-1
13	1, 4 Advance Points	3, WITHDRAW, L-2
14+	4 Advance Points	ROUTED, L-2

Modified rolls of less than 0 are treated as 0.
Modified rolls greater than 14 are treated as 14.

Odds Modifiers

1:2	-4
3:5	-3
3:4	-1
1:1	0
4:3	+1
5:3	+3
2:1	+4
3:1	+5

Summary of Modifiers

Odds
Leaders
Cavalry
Artillery
Combined Arms
Morale
Unsupplied
Defender Stands
Terrain
Forced from Winter Quarters

MINIMUM LOSS CHART

Attacking Force Size	Min. Loss	Attacking Force Size	Min Loss
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35 - 44	4	85 - 94	9
45 - 54	5	95 - 104	10

Above 104, Minimum Loss equals 10% of attacker's force size, with fractions less than 0.5 rounded down, 0.5 or above rounded up.

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LARGER FORCES: To calculate attrition for forces of more than 50 strength points, add the attrition for 50 strength points to the attrition for the balance of the force. For example, attrition for a force of 75 would be the attrition for a force of 50 plus the attrition for a force of 25.

WEATHER TABLE

Jan	Feb	Mar	Apr	May	June	Die	July	Aug	Sept	Oct	Nov	Dec
M	M	M	C	C	C	1	C	C	C	C	C	M
S	M	M	C	C	C	2	C	C	C	C	C	M
S	S	M	M	C	C	3	C	C	C	C	M	S
S	S	M	M	C	C	4	C	C	C	M	M	S
S	S	S	M	C	C	5	C	C	C	M	S	S
S	S	S	M	M	C	6	C	C	M	M	S	S

C = Clear M = Mud S = Snow

SKIRMISH TABLE

Die	Odds 1:2	1:1	2:1	3:1	4:1
1	AE	A1R	AR	AR	DR*
2	AE	AR*	DR	DR*	D1R
3	A1R*	AR	DR*	D1R	D1R*
4	AR*	DR	D1R	D1R*	DE
5	AR	DR*	D1R*	DE	DE
6	DR	D1R	DE	DE	DE

KEY:
A = Attacker
D = Defender
R = Side must retreat 2 hexes

Skirmish Die Roll Modifiers

Each friendly att'ing H. Art. SP	+1
Each enemy def'ing H. Art. SP	-1
Att. Leader combat bonus of *n*	+*n*
Def. Leader combat bonus of *n*	-*n*
Attacking unsupplied	-2
Defending unsupplied	+2

A modified die roll of less than 1 is treated as a 1, a modified roll of more than 6 is treated as a 6.

1 = Side loses 1 strength point
* = Side is demoralized
E = All side's strength points & leaders are eliminated.

FRENCH VICTORY POINT TRACK

0	1	2	3	4	5	6	7	8	9

TERRAIN KEY

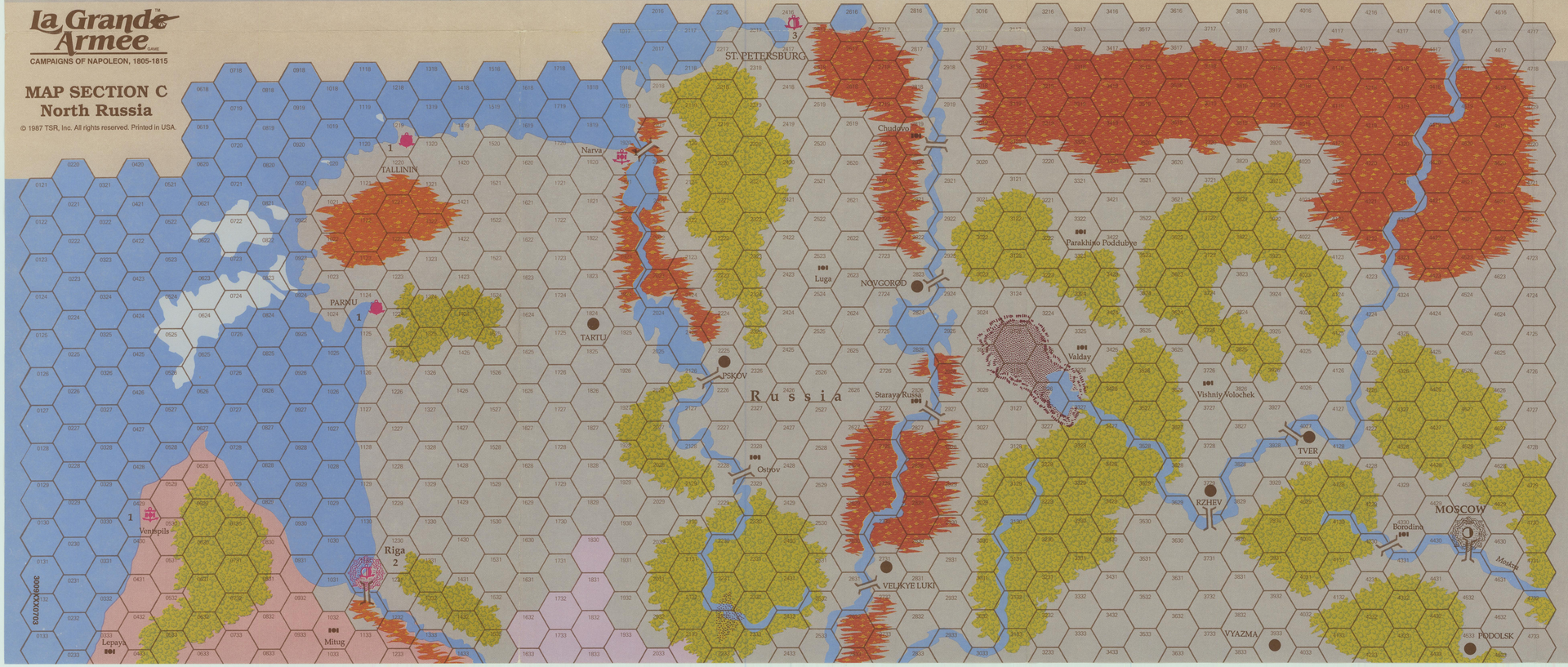
- Clear
- Town
- City
- Port
- Fortress Depot
- Fortress City
- Major Fortress
- Minor Fortress
- Partial Rough
- Rough
- Full Rough Hexside
- Minor River
- Major River
- Bridge
- Forest
- Forest Hexside
- Partial Swamp
- Full Swamp
- Swamp Hexside
- Mountain Hex
- Mountain Hexside
- Border
- Lake Hexside
- Islands
- 0/0/0 Resource Points (Spring/Summer/Autumn Interphase)
- 0/0/0 Replacement Points (Spring/Summer/Autumn Interphase)

Note: Higher set of values apply to Swedish Pomerania if conquered and to parts of united Poland.

TERRAIN EFFECTS CHART

Terrain	Movement Cost	Combat
Clear	1	None
Town	1	+1
City	1	+1
Partial Rough	2 from clear; 1 from rough or partial rough	+1
Rough	1	+2
Full Rough Hexside	+3	None
Minor River	+1 except at bridge	Special
Major River	Cross only at bridge	Special
Forest (part or full)	1	+1
Forest Hexside	+2	None
Partial Swamp	1	None
Full Swamp	2	None
Swamp Hexside	+2	None
Mountain	Impassable	NA
Mountain Hexside	Impassable	NA
Lake Hexside	Impassable	NA
Border Hexside	Special	Special
Major Fortress	Special	Special
Minor Fortress	Special	Special

NOTE: The "Combat" column shows the Terrain Modifier received by the defender for occupying the type of terrain listed. "NA" means combat is not allowed in that terrain type.



MINOR POWERS AND PROVINCES CHART

Territory	Type	Control Preference (in order)
GROUP I		
France and Her Neighbors		
1. France	F, H-C	-
2. Belgium	F, H-C/ Power	P A R F
3. Holland	"	"
4. Aremberg	Prov.	R F P A
5. Oldenburg	"	"
6. Friesland	Prov.	F P R A
7. Hannover N.	Prov.	P F R A
8. Berg	Prov.	F P A R
9. Nassau	"	"
10. Gr. Duchy of Hesse	Power	F P A R
11. E. of Hesse	Prov.	F P A R
12. Frankfort	"	"
13. Thuringian States	Prov.	P F A R
14. Wurzburg	Prov.	F P A R
15. Baden	Power	F A P R
16. Wurttemberg	"	"
17. Ansbach	Prov.	P A F R
18. Bavaria	Power	F A P R
19. Switzerland	"	"
20. K. of Italy	Power	F A R P
GROUP II		
Austria and Her Neighbors		
21. Austria	A. H-C	-
22. Moravia	"	-
23. Bohemia	"	-
24. Styria	"	-
25. Carinthia	"	-
26. Salzburg	"	-
27. North Tyrol	Prov.	A F P R
28. South Tyrol	"	"
29. Venetia	"	"
30. Dalmatia	"	A F R P
31. Carniola	"	"
32 . Illyrian Provinces	"	"
33. Istria	"	"
34. K. of Hungary	A. H-C	-
GROUP III		
Russia and Her Neighbors		
35. Russia	R. H-C	-
36. Russian Poland	Prov.	R A P F
37. Old Russian Poland	"	"
38. West Galicia	Prov.	A P R F
39. Galicia	Prov.	A R P F

KEY: P/russia, A/ustria, R/ussia, F/rance; Prov/ince; H-C = Home Country

Territory	Type	Control Preference
GROUP IV		
Prussia and Her Neighbors		
40. East Prussia	P. H-C	-
41. West Prussia	"	-
42. South Prussia	Prov.	P F R A
43. Pomerania	P. H-C	-
44. Brandenberg	"	-
45. Hannover-S.	Prov.	P F R A
46. Holstein (Denmark)	"	"
47. Mecklenberg	Power	P R F A
48. Silesia	Prov.	P A F R
49. Swedish Pomerania	Power	P R F A
50. Saxony	Power	P F A R
51. Mazovia	Prov.	P R A F

UNIT CONSTRUCTION CHART

Unit Type	Unit Strength	Resource Pts.	Repl. Pts.	Time
Infantry Division	5	3	6	1
Infantry Division	10	6	12	1
Guards or Grenadiers	10	8	12	2
Lt. Cav.	1	2	2	2
Lt. Cav. Division	3	6	6	2
Lt. Cav. Division	4	8	8	2
Cossack Brigade	1	2	1	1
Dragoon Brigade	1	3	2	2
Dragoon Division	3	9	6	2
Dragoon Division	4	12	8	2
Heavy Cav. Brigade	1	4	6	2
Heavy Cav. Division	3	12	6	2
Field Artillery	1	5	1	3
Horse Artillery	1	8	2	3
Corps Leader	0	3	1	0
Army Leader	0	5	1	0
Depot	NA	3	1	0

NOTES: Prussian Infantry Brigades are built like Infantry Divisions. Only the Russian army can build Cossacks.

La Grande Armée

CAMPAIGNS OF NAPOLEON, 1805-1815

MAP SECTION D
Russia - Poland

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NORMAL MARCH ATTRITION

Force Size	Modified Die Roll 0	1	2	3	4	5	6	7	8	9	10+
1-5	-	-	-	-	-	-	1	1	1	1	1
6-10	-	-	-	-	-	1	1	2	2	2	2
11-20	-	-	-	-	1	2	3	3	4	4	5
21-30	-	-	-	2	3	5	5	6	6	8	9
31-40	-	-	2	4	6	6	8	8	10	12	14
41-50	-	3	5	8	8	10	10	13	15	18	20

Attrition Die Roll Modifiers

Mud	+1
Snow	+2
Unsupplied	+2
All French Force	-1

Double Forced March: French only, net modifier +2, plus any weather modifier.

A modified die roll of zero or less means no loss.
A modified die roll greater than 10 is treated as a 10.

ATTRITION LOSSES: Attrition losses are distributed exactly like combat losses.

LARGER FORCES: To calculate attrition for forces of more than 50 strength points, add the attrition for 50 strength points to the attrition for the balance of the force. For example, attrition for a force of 75 would be the attrition for a force of 50 plus the attrition for a force of 25.

FORCED MARCH ATTRITION

Force Size	Modified Die Roll 0	1	2	3	4	5	6	7	8	9	10+
1-3*	-	-	-	-	1	1	1	1	2	2	
1-5	-	1	1	1	1	1	1	2	2	2	
6-10	-	1	1	2	2	2	2	3	3	4	4
11-20	-	2	3	3	4	4	5	6	7	8	8
21-30	-	5	5	6	6	8	9	11	12	12	12
31-40	-	6	8	8	10	12	14	16	16	16	16
41-50	-	10	10	13	15	18	20	20	20	20	20

* = All cavalry or cavalry and horse artillery.

WEATHER TABLE

Jan	Feb	Mar	Apr	May	June	Die	July	Aug	Sept	Oct	Nov	Dec
M	M	M	C	C	C	1	C	C	C	C	C	M
S	M	M	C	C	C	2	C	C	C	C	C	M
S	S	M	M	C	C	3	C	C	C	C	M	S
S	S	M	M	C	C	4	C	C	C	M	M	S
S	S	S	M	C	C	5	C	C	C	M	S	S
S	S	S	M	M	C	6	C	C	M	M	S	S

C = Clear M = Mud S = Snow

TERRAIN EFFECTS CHART

Terrain	Movement Cost	Combat
Clear	1	None
Town	1	+1
City	1	+1
Partial Rough	2 from clear; 1 from rough or partial rough	+1
Rough	1	+2
Full Rough Hexside	+3	None
Minor River	+1 except at bridge	Special
Major River	Cross only at bridge	Special
Forest (part or full)	1	+1
Forest Hexside	+2	None
Partial Swamp	1	None
Full Swamp	2	None
Swamp Hexside	+2	None
Mountain	Impassable	NA
Mountain Hexside	Impassable	NA
Lake Hexside	Impassable	NA
Border Hexside	Special	Special
Major Fortress	Special	Special
Minor Fortress	Special	Special

NOTE: The "Combat" column shows the Terrain Modifier received by the defender for occupying the type of terrain listed. "NA" means combat is not allowed in that terrain type.

SKIRMISH TABLE

Die	Odds 1:2	1:1	2:1	3:1	4:1
1	AE	A1R	AR	AR	DR*
2	AE	AR*	DR	DR*	D1R
3	A1R*	AR	DR*	D1R	D1R*
4	AR*	DR	D1R	D1R*	DE
5	AR	DR*	D1R*	DE	DE
6	DR	D1R	DE	DE	DE

KEY:
A = Attacker
D = Defender
R = Side must retreat 2 hexes

Skirmish Die Roll Modifiers

Each friendly att'ing H. Art. SP	+1
Each enemy def'ing H. Art. SP	-1
Att. Leader combat bonus of *n*	+*n*
Def. Leader combat bonus of *n*	-*n*
Attacking unsupplied	-2
Defending unsupplied	+2

A modified die roll of less than 1 is treated as a 1, a modified roll of more than 6 is treated as a 6.

1 = Side loses 1 strength point
* = Side is demoralized
E = All side's strength points & leaders are eliminated.

COMBAT RESULTS TABLE

Dice	Attacker's Result	Defender's Result
0-	ROUTED, L-2	-
1	3, WITHDRAW, L-2	1
2	2, WITHDRAW, L-1	1
3	3	2
4	3	2
5	Escalating Exchange	Escalating Exchange
6	Escalating Exchange	Escalating Exchange
7	Escalating Exchange	Escalating Exchange
8	Escalating Exchange	Escalating Exchange
9	Escalating Exchange	Escalating Exchange
10	2, 2 Advance Points	3
11	2, 2 Advance Points	3, WITHDRAW
12	1, 3 Advance Points	2, WITHDRAW, L-1
13	1, 4 Advance Points	3, WITHDRAW, L-2
14+	4 Advance Points	ROUTED, L-2

Modified rolls of less than 0 are treated as 0.
Modified rolls greater than 14 are treated as 14.

Odds Modifiers

1:2	-4
3:5	-3
3:4	-1
1:1	0
4:3	+1
5:3	+3
2:1	+4
3:1	+5

Summary of Modifiers

Odds
Leaders
Cavalry
Artillery
Combined Arms
Morale
Unsupplied
Defender Stands
Terrain
Forced from Winter Quarters

MINIMUM LOSS CHART

Attacking Force Size	Min. Loss	Attacking Force Size	Min Loss
1 - 14	1	55 - 64	6
15 - 24	2	65 - 74	7
25 - 34	3	75 - 84	8
35 - 44	4	85 - 94	9
45 - 54	5	95 - 104	10

Above 104, Minimum Loss equals 10% of attacker's force size, with fractions less than 0.5 rounded down, 0.5 or above rounded up.

UNIT CONSTRUCTION CHART

Unit Type	Unit Strength	Resource Pts.	Repl. Pts.	Time
Infantry Division	5	3	6	1
Infantry Division	10	6	12	1
Guards or Grenadiers	10	8	12	2
Lt. Cav. Brigade	1	2	2	2
Lt. Cav. Division	3	6	6	2
Lt. Cav. Division	4	8	8	2
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Dragoon Brigade	1	3	2	2
Dragoon Division	3	9	6	2
Dragoon Division	4	12	8	2
Heavy Cav. Brigade	1	4	6	2
Heavy Cav. Division	3	12	6	2
Field Artillery	1	5	1	3
Horse Artillery	1	8	2	3
Corps Leader	0	3	1	0
Army Leader	0	5	1	0
Depot	NA	3	1	0

NOTES: Prussian Infantry Brigades are built like Infantry Divisions. Only the Russian army can build Cossacks.

Turkish Holding Box

Minimum Russian Off-Map Force . . .

	Inf	Art	Cav
. . . when at peace with Ottoman:	20	5	5
. . . when at war with Ottoman:	75	10	15

(See 29.2.)