

FADING GLORY



RULE BOOK

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[0.0] USING THESE RULES

The instructions for this game are organized into major “Rules” sections as shown in large CAPS font, and represented by the number to the left of the decimal point (e.g., Rule 4.0 is the fourth Rule). These Rules generally explain the game’s subject matter, its components, the procedures for play, the game’s core systems, how to set it up, and how to win.

With each Rule, there can be “Cases” that further explain a Rule’s general concept or basic procedure. Cases might also restrict the application of a Rule by denoting exceptions to it. Cases (and Sub cases) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Sub case of the first Case of the fourth Rule.

The following abbreviations are used in the body of these rules:

CRT = Combat Results Table
 EZOC = Enemy Zone of Control
 LOC = Line of Communications
 MP = Movement Point
 ZOC = Zone of Control

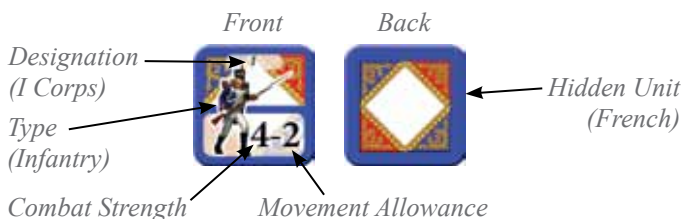
[1.0] INTRODUCTION

Napoleonic 20 is a wargame system for recreating operational level campaigns during the Napoleonic Wars using about 20 pieces (often less) per side per game. This Standard Rules section applies to all games in the series, each of which also has its own Exclusive Rules section at the end.

Game Scale: Each unit represents a division to a corps of troops (roughly 8,000 to 20,000 men and their equipment). Each space on the map is approximately one-half to one mile across.

[2.0] GAME EQUIPMENT

The Game Map: The game board features a map portraying the area where that battle or campaign took place. Superimposed over it is a hexagonal grid that regularizes the pieces’ movement and positioning.



The Playing Pieces: The cardboard game pieces represent the actual military units that participated in the campaign. These playing pieces are called ‘units’ and the information on each is read as shown:

- Combat Strength is the value of that unit when engaging in combat.
- Movement Allowance is the speed and endurance of that unit; basically, it is the maximum number of Open terrain hexes that unit can move through during a single Movement Phase.

Game Charts, Tables, and Tracks: These appear on both the map and the separate Player Aid Mat.

- The Game Turn Track shows time passing, measured in Game Turns.
- The Morale Track indicates the current number of Morale Points available to each army.
- You use the Combat Results Table (CRT) when resolving Battles.
- The Terrain Effects Chart explains how the features on the map impact movement and combat during play.

[3.0] SETTING UP THE GAME

Players determine which side they will play. The French Player controls all of the French units, the Anti-French Player (a.k.a., the “Allied Player”) controls the other (i.e., opposing) units.



Locate the 12 specific Event cards for the game being played (note specific game name at top of each card), and shuffle just those Event cards together to form the Draw Pile, and then follow the game’s Exclusive Rules (in the Playbook) for the remainder of the set up instructions.

[4.0] SEQUENCE OF PLAY

General Rule

Play proceeds in successive Game Turns, composed of alternating Player Turns. During each Game Turn, players maneuver their units and resolve Battles strictly in accordance with this Sequence of Play and within the limits provided by these Rules. At the conclusion of the final Game Turn, consult the Victory Conditions and determine the winner.

The Game Turn

Each Game Turn consists of two Player Turns, a First Player Turn and a Second Player Turn, with the Exclusive Rules specifying who the First Player is. Player Turns consist of segments called ‘Phases.’

The term ‘Phasing Player’ describes the player who is currently the protagonist conducting activities during that Phase.

The First Player Turn

- 1. First Player Random Events Phase:** The First Player reveals and enacts the top Event card’s single event for that player only (5.0).
- 2. First Player Movement Phase:** The First Player may move all, some or none of his units as desired within the limits of the Rules for Movement (6.0), Zones of Control (7.0), and Terrain Effects. That side’s reinforcements might also enter the map, if available (11.0).

3. Second Player Reaction Phase: The Second Player may have some, none or all of his Cavalry units conduct Reaction Movement (8.0).

4. First Player Combat Phase: In any order the First Player desires, his units can attack enemy units (9.0).

Afterward, all eligible units recover from Rout (9.6.3) and Fatigue (16.8).

If he did not Force March (12.3) during his Movement Phase, and was not involved in any Battles during the Reaction or Combat Phases, the First Player can, if eligible, receive a Morale Point from resting this Turn during a “Lull” (13.0).

5. First Player Night Operations: Only if it is a Night Game Turn, the First Player may Rally eliminated units (10.0), adjust his side’s Morale based upon captured Line of Communication (‘LOC’) and Objective hexes; recover one Morale Point (14.0), then reconceal all of his units and add his Dummy units to the map when using the Fog of War Optional Rule (16.1).

The Second Player Turn

6. Repeat Phases 1 through 5, reversing the roles of the First and Second Players. If it is a Night Turn, afterward, reshuffle all the Event cards to form a new Draw Pile.

[5.0] RANDOM EVENTS

General Rule

Random events are the imponderables of war.



At the beginning of each Player Turn, the Phasing Player reveals the top Event card from the Draw Pile and immediately applies that side’s event. When there are two events on a card, the top (blue-shaded) event is the French Player’s and the bottom (non-blue shaded) event is the Anti-French Player’s.

Procedure

In addition to specific event instructions, reshuffle the deck at the end of each Night Game Turn. Unless otherwise specified in the event itself, a specific event can occur multiple times per game.

[6.0] MOVEMENT

General Rule

During your Movement Phase, you may move as many or as few of your units as you desire. You can move units in any direction or combination of directions.

Procedure

Move units one at a time, tracing a path of contiguous spaces along the map. As each unit enters a space (called a “hex”), the unit pays one or more Movement Points (MPs) from its Movement Allowance to do so.

Restrictions and Prohibitions

[6.1] Strict Sequence: Movement never takes place out of sequence. You can only voluntarily move your units during your own (i.e., your ‘friendly’) Movement or Reaction Phases (see 8.0 for the latter).

[6.2] Speed Limit: A unit cannot exceed its Movement Allowance during a friendly Movement Phase, with the exception that a unit can always move 1 hex per friendly Movement Phase, even if it does not have sufficient MPs to pay the entire cost to enter that hex (as long as it is not into prohibited terrain or across a prohibited hexside). A unit can expend all, some or none of its MPs during its friendly Movement Phase. Unused MPs do not accumulate from Turn to Turn, nor are they transferable from unit to unit. Unused MPs are lost.

[6.3] Enemies: A friendly unit cannot enter a hex containing an enemy unit.

[6.4] No ‘Take Backs:’ All movement is final once a player’s hand is withdrawn from the unit he is moving. Players may not change their minds and retrace a unit’s movement after releasing it.

DESIGN NOTE: *Strictly enforce this Rule! During these campaigns, units often went in the wrong direction at decisive moments with disastrous results.*

Terrain Effects

Normally, units pay 1 MP to enter each hex, regardless of its terrain type. However, the following Cases apply to define this further:

[6.5] Rugged Terrain: A unit that enters a Forest, Rough or Marsh hex must stop immediately and forfeit its unspent MPs (even those awarded through Forced March; see 12.3).

It can freely leave that hex at its next opportunity, but if it enters another such hex, it must again immediately stop.

[6.6] Roads: A unit using road movement (moving directly from one road hex to another, connected road hex) does not have to stop in Rugged Terrain (see 6.5).

A unit which conducts its entire move along connected road hexes receives one additional Movement Point (+1 MP) that Turn.

EXAMPLE: *A cavalry unit moving entirely along connected road hexes could spend up to 4 MPs that Turn.*

[8.0] THE REACTION PHASE

General Rule

The friendly Reaction Phase takes place during the opposing Player's Turn. During your Reaction Phase, your Cavalry units can Countercharge, Disengage -OR- Penetrate (see Optional Rule 16.2).

Countercharge

[8.1] Seizing the Initiative: Cavalry units may make a special 'Countercharge Attack' during the Reaction Phase (only; not during your normal Combat Phase). The Reacting Player is the "Attacker" in such Battles.

[8.2] Unhinging the Enemy: A Countercharge Attack follows the normal Rules of combat in most ways (see 9.0), but because they are used to throw off the enemy's timing and coordination before Battle, they receive the following modifications:

[8.2.1] Selective Attacks: Unlike during regular combat (9.1 and 9.2), units conducting a Countercharge do not have to attack every unit whose EZOC they are in. Instead, they may attack some, none or all such adjacent enemy units, and thus can make 'Selective Attacks.'

- Multiple Cavalry units can combine to conduct a Selective Attack against a single enemy unit if they are all adjacent to it.
- Normal Advance After Combat (9.9) follows a Countercharge Attack.
- Normal combat occurs between the Countercharging unit and any enemy unit(s) to which it is adjacent during the ensuing enemy Combat Phase.

[8.2.2] Strength Bonus: The Combat Strength of units conducting a Countercharge is doubled except when Countercharging enemy Cavalry units.

[8.2.3] Holding Fast: In a Countercharge Battle, victorious defending units cannot Advance After Combat (9.9). They are too busy protecting their lives by taking cover or forming squares.

Disengagement

[8.3] Cavalry 'Retreat Before Combat:' A Cavalry unit that starts its Reaction Phase adjacent to an enemy unit can move away via 'Disengagement.'

[8.3.1] Timing: Disengagement occurs only in your Reaction Phase.

[8.3.2] Pinned: A Cavalry unit cannot Disengage if it is in the ZOC of an enemy Cavalry unit.

[8.3.3] Procedure: A Cavalry unit Disengages by moving one hex to an adjacent, vacant, non-prohibited, non-enemy-controlled hex (but see optional exception, 16.2). It then ceases its Disengagement movement.

If no other route is available, it may move through friendly-occupied hexes not in an EZOC to reach a vacant hex. If it does so, it goes one additional hex at a time until it is no longer stacked with a friendly unit.

[8.3.4] Non-Retreat: Disengagement is not 'Retreat After Combat' (9.8). Thus, the enemy cannot Advance After Combat (9.9) to pursue a unit that uses Disengagement.

Cavalry Penetration



[8.4] Cavalry Penetration: See Optional Rule 16.2 for this interesting additional Reaction Phase option.

[9.0] COMBAT

General Rule

The Phasing Player is called the 'attacker' and the Non-Phasing Player is called the 'defender' at a 'Battle' (i.e., the resolution of a single attack) regardless of the overall strategic situation.

You must declare all your Battles for that Phase before conducting any of them. Then, each individual Battle is resolved, one at a time, in any order you choose, by rolling a die and consulting the CRT to determine its outcome.

Procedure

At each Battle, follow these Steps in order:

- Designate which of your units are attacking which adjacent enemy unit(s).
- Total the Combat Strength of all your attacking units in that Battle. You may now spend a Morale Point to 'commit Reserve troops' to that Battle and increase your total strength by one (+1).
- Total the Combat Strength of all the defending units that are the target of the attack. Add in the single best Terrain Effect for the defender's location. The defender may now spend a Morale Point to commit his Reserves and increase his total strength by one (+1).
- Subtract the total defending strength from the total attacking strength. The result is the 'Combat Differential,' expressed as either a positive or negative number (or 0).
- Consult the CRT and resolve the Battle using the 'Differential Column' from Step D.
- Roll one die. Cross index the die roll with the Differential Column to determine the result of that Battle.
- Apply this Combat Result immediately, including Retreats and Advances After Combat.

[9.1] Mandatory Combat: All phasing units in an EZOC must make an attack. If you choose to have a unit which is not in an EZOC (e.g., a unit in a Redoubt hex) attack, then all non-phasing units in your unit's ZOC must be attacked.

[9.1.1] Attacker's Prerogative: You must determine which of your attacking units will attack which defending enemy units, in any combination you desire, as long as: A) all your friendly units in an EZOC participate in an attack, and B) all enemy units in your friendly ZOCs are, themselves, attacked (see 9.2.1).

[9.1.2] Pushing Too Hard: No unit can attack more than once per Friendly Combat Phase, and no enemy unit can be attacked more than once per Friendly Combat Phase.

[9.2] Declaring All Battles First: During your Combat Phase, you must declare which of your friendly units will be attacking which adjacent enemy units at the beginning of each Combat Phase (to ensure that all adjacent units are attacked according to the Sub cases below) before conducting any individual Battles.

[9.2.1] Multiple Unit and Multi-Hex Battles: When one of your units is in the ZOCs of more than one enemy unit, it must attack all of those enemy units that are not designated to battle some other friendly unit during that Combat Phase.

EXAMPLE: You have a lone unit adjacent to two enemy units; it must fight them both!

[9.2.2] Multi-Unit Battles: Attacking units in two or more hexes can combine their Combat Strengths in a single Battle providing all of the attacking units are adjacent to all of the defending units. Battles can thus involve multiple attacking and/or defending units.

Diversionsary Attacks: As you organize a series of Battles, you may allocate your attacking units in such a way so as to conduct some Battles at sacrificially poor differentials (a wargaming technique called ‘soaking off’) so that you can conduct other, adjacent Battles at more advantageous differentials.

[9.3] Combat Strength Unity: A given unit’s Combat Strength is always unitary; it is not divisible among multiple Battles during a single Phase, either for attack or defense.

[9.3.1] Artillery Bonus



Artillery units, when included in a game, represent large, unwieldy parks of cannons that were concentrated into Grand Batteries to blast a hole in the enemy’s line.

- Always double the Combat Strength of attacking Artillery units. Artillery units use their normal (printed) Combat Strength when being attacked.
- Artillery units can never Advance After Combat (see 9.9).

Terrain Effects on Combat

Defending units benefit from the terrain in the hex they occupy and/or that hex’s perimeter hexside(s) it is attacked through.

[9.4] Defender’s Benefit: Add the Combat Strength of the defender’s hex or hexside to the defender’s strength total as indicated on the Terrain Effects Chart.

[9.4.1] A Single Benefit: The terrain benefits for combat are not cumulative. The defender in a Battle receives only the single most advantageous terrain benefit (for the defender) available for the defender’s hex or through a hexside.

[9.4.2] Multiple Benefits: When two or more defending units are involved in a single Battle, and they receive different terrain benefits (i.e., different effects on the Combat Differential), then modify the entire attack by the single most favorable benefit to the defender.



EXAMPLE: In this illustration, the single French Infantry unit must attack the Prussian Cavalry unit, and may attack the Prussian Infantry unit (9.1, the Prussian Infantry unit’s ZOC does not extend across the bridged Major River hexside, so the Phasing French unit is not obligated to attack it). The French situation is desperate, so the French Player declares that he will attack both units, initiating a single Battle against them.

The Prussian Cavalry unit is in Clear terrain, so the Prussian Infantry unit’s benefits will apply for the defender (9.4.2).

The Prussian Infantry is in Wavre, a Town hex located across the Dyle River at a Bridge hexside. Each of these terrain advantages for the defender (Town and Bridge) is worth one additional (+1) Combat Strength, but their benefits are non-cumulative (9.4.1), so only the single best (i.e., +1) is added.

Prior to commitment of Reserves by either side, this Battle stands at 4 vs. 4 (2 + 1 + 1) and will be resolved on the ‘0’ Differential column of the CRT.

[9.4.3] Attacker’s Terrain: Terrain in hexes occupied by the attacking unit(s) has no effect on combat. Note that Fortified, Redoubt, and adjacent Town/Fortified/Redoubt hexes do not allow EZOCs to extend into them, nor do ZOCs extend across Major River hex-sides (even at bridges or fords). Thus, units in these hexes or across these hexsides are not obliged to attack out / across (9.1; however, if they do, Rule 9.1 fully applies), nor are they stuck when moving (6.8).

[9.4.4] Garrison Forces: Some *Napoleonic 20* games feature hexes containing intrinsic Garrison forces. These positions, typically indicated on the map by a small flag of the side controlling the Garrison, resist enemy efforts to enter them.

Garrison forces have an intrinsic Combat Strength of zero (0), and that is modified by the terrain in the hex that force occupies.

Garrison forces function as listed below when their hex is unoccupied, but they are ignored completely while their hex is occupied by a friendly unit.

Garrison Force Abilities

- Garrison forces exert a normal ZOC.
- Garrison forces cannot attack.
- Garrison forces do not move or Retreat.
- You cannot commit Reserves (12.5) to Battles which involve only your Garrison forces.
- Your units can freely move through and/or occupy the same hex as your Garrison forces. Thus, friendly units can freely “stack” with their Garrisons.
- Enemy units cannot enter your garrisoned hexes except through Advancing After Combat when those enemy units are the attacker.

Covering Your Failed Attack

Important: When your attacking unit is displaced from a garrisoned hex, the victorious defending unit(s) cannot Advance After Combat if you have an intact Garrison force present.

This overrides the usual Advance After Combat Rules as the Garrison force is, in effect, ‘covering’ for your Retreating unit after its failed attack.

Falling to an Enemy Attack

When a garrisoned hex has a friendly unit in it, and that unit is Broken or Routed by an enemy’s attack, those victorious enemy units can Advance After Combat normally into that garrisoned hex.

The Garrison is considered to be subsumed into the defending unit and suffers that unit’s fate.

If, for any reason, a victorious attacking enemy unit does not then Advance into that garrisoned hex, the Garrison force remains unaffected and intact.

Elimination of Garrison Forces

Unless otherwise noted in the Exclusive Rules, Garrison forces are permanently destroyed the instant an enemy unit occupies their hex.

[9.5] Voluntary Differential Reduction: When attacking, you may reduce the Combat Differential of any given Battle during Step E in the Battle Procedure, resolving it at a lower differential.

Explanation of Combat Results

Once determined, apply the Combat Result immediately, including any Retreat and/or Advance After Combat, before resolving the next Battle in that Phase.

[9.6] Combat Results: Listed below are the different Battle outcomes and their effects upon the units participating:

[A] AB: Attacker Breaks. Break all attacking units in this Battle. The defender conducts any Advance after Combat (9.9). See Optional Rule 16.5.

[B] AR: Attacker Routed. The defender rolls one die for each Routed unit, one at a time, and the attacker Retreats that Routed unit a number of hexes equal to its die roll and places

a Routed marker on it on the appropriate side (see 9.6.3). The defender conducts any Advance After Combat (9.9).

[C] AW: Attacker Withdraws. All attacking units in this Battle are Retreated one hex (9.8) by the attacker. The defender conducts any Advance After Combat (9.9).

[D] DB: Defender Breaks. Break all defending units in this Battle. The attacker conducts any Advance After Combat (9.9).

[E] DR: Defender Routed. The attacker rolls one die for each Routed unit, one at a time, and the defender Retreats that Routed unit a number of hexes equal to its die roll and places a Routed marker on it on the appropriate side (see 9.6.3). The attacker conducts any Advance After Combat (9.9). See Optional Rule 16.5.

[F] DW: Defender Withdraws. All defending units in this battle are Retreated one hex (9.8) by the defender. The attacker conducts any Advance After Combat (9.9).

[G] EX: Exchange. First, Break all defending units, and then the attacker must Break from among his units in that Battle an amount of Combat Strength Points at least equal to the defender’s Combat Strength total. Use only the printed Combat Strength values on the units, unmodified by terrain, Events, etc.

Note that if the defending side’s Morale was not reduced to ‘0’ (i.e., the attacker won the game, as per 15.0), the attacker may be forced to Break units whose strength is greater than the defender’s if there is no other alternative, i.e., you can’t ‘make change’. The attacker may also choose to Break a stronger unit than necessary if he so desires—this might occur if a weaker unit is deemed more valuable to the attacker for some reason.

Afterward, if there are any surviving attacking units, the attacker conducts any Advance After Combat (9.9).

[H] N: Engaged. There is no effect. Neither side Breaks any units, Retreats or Advances as a result of this Battle.

Combat Results Sub-cases

[9.6.1] Broken Units: Remove Broken units from the map and set them aside (because they can be Rallied; see 10.0).



[9.6.2] Elite Unit Routing: When an Elite unit (i.e., one with a red Combat Strength) Routs, subtract two (–2) from the Rout die roll. If the modified result is less than one (<1), the outcome is changed to ‘Withdraws’ (i.e., the unit must still conduct a 1-hex Retreat, but suffers no Rout effects).



[9.6.3] Routing Units: After surviving their Retreat movement, a Routed unit receives a Routed marker showing the color around its edge matching the side whose Player Turn it currently *isn't*; i.e., a blue-edged Routed marker would be placed in the French enemy’s turn; a white-edged Routed marker would be placed during the French turn.



EXAMPLE: During the Anti-French Player's Turn (i.e., during the Anti-French Player's Events and Combat Phases, and the French Player's Reaction Phase), all Routed markers placed on units from both sides would have the French (blue-edged) color-side up. Conversely, during the French Player's Turn, all Routed markers placed would show their Anti-French (white-edged) color-side.

Effects: While a unit has a Routed marker on it, apply all of these effects:

- It can only move in such a way as to continue its Retreat (denoted by the 'R' on the marker). That is, any MPs it spends must be in accordance with Rule 9.8. It can always not move and remain in place.
- It loses its ZOC.
- Its Combat Strength is reduced by 50% (round fractions up), both when attacking and defending. This does not modify any defender's terrain effect benefits.
- If all of your units participating in a Battle have Routed markers, you cannot spend a Morale Point to commit Reserves to that Battle (12.5).
- It cannot Advance After Combat.
- It will Retreat and Rout again normally, if compelled to do so.

EXAMPLE: You are the French Player and, on your Turn, one of your units and two of your opponent's units are Routed. They each receive a white-bordered (i.e., opponent's colored) Routed marker after surviving their Retreat.

Recovery: At the end of your Combat Phase, remove all Routed markers in play whose borders match your side's color (blue-bordered if you are the French Player or white-bordered if you are not), and are not in an EZOC.

At the end of your opponent's Combat Phase, those Routed markers are removed from each of these units, but only if it is not in an EZOC. Otherwise, they remain on those Routed units, with full effect, and are checked again for removal at the end of your opponent's next Combat Phase!

EXAMPLE: At the end of the French Player's turn, all blue-bordered Routed markers in play are removed, regardless of whether they are on French or Anti-French units.

Retreating After Combat

'Retreat After Combat' is when a Combat Result requires a player's unit(s) to Retreat (either by Withdrawal or Rout). The owning player must immediately move each such unit the indicated number of hexes away from the hex it occupied during the Battle (i.e., its 'Battle hex').

[9.7] No Movement Cost: Retreat is not regular movement. Retreating units simply count the hexes Retreated through, one at a time, regardless of terrain (including Rough, Forest, etc. where Retreating units do not stop during a Retreat).

[9.8] Retreat Restrictions: If a unit is unable to Retreat within the following restrictions, that unit is Broken instead:

[9.8.1] Terrain Effects: Units cannot Retreat off the map, into prohibited hexes or across Major Rivers (except across bridge or ford hexsides).

Fortified hex



Redoubt hex



Units in a Fortified or Redoubt hex may always Retreat one fewer hex, at the owning player's option.

Thus, a unit in such a hex can ignore a "Withdraws" result that it suffers, and Retreat one hex fewer if it Routs; on a Rout die roll of 1, such a unit is still technically Routed and suffers normal Rout effects, but it may opt to 'hold its ground.'

For Elite Forces, apply the Elite effects first (subtracting two from the Rout die roll) and then adjust for defending in a Fortified or Redoubt hex. Thus, if an Elite Force suffered a 1 or 2 Rout result while defending in a Fortified or Redoubt hex, it would be the equivalent of an Engaged result; on a 3 the unit would be Routed but could choose to 'hold its ground.'

[9.8.2] Retreat Hex Priority: Whenever and wherever possible, you must Retreat units into and through vacant hexes not containing an EZOC.

[9.8.3] Hazardous Retreat Path #1 - Enemy ZOCs: If the above (9.8.2) is not possible, you can Retreat a unit into/through an EZOC and even end its Retreat in an EZOC. If you do so, however, you must roll one die for each EZOC hex entered. On a roll of 1, 2, or 3, the unit Breaks in that hex; on a roll of 4, 5, or 6, it Retreats normally.

Friendly units do not negate EZOCs for purposes of Retreat.



[9.8.4] Hazardous Retreat Path #2 - Crossing Rivers: When Retreating anywhere across a Minor River, or across a Major River via a bridge or ford hexside, your unit must roll one die. On a roll of 1, 2, or 3, the unit Breaks in the hex before crossing that River; on a roll of 4, 5, or 6, it Retreats normally across it. When Retreating into/across multiple hazards at a single hex, you must make a separate die roll for each of them!

[9.8.5] Friendly Units: If no other route is available, a Retreating unit may move through friendly occupied hexes. If its Retreat would end in a friendly-occupied hex, it Retreats one additional hex at a time until it is no longer stacked with a friendly unit. This means additional die rolls if these hexes are also hazardous!

[9.8.6] Retreat Direction Priority: While always yielding to Rule 9.8.2, whenever and wherever possible, you must Retreat your units in such a way that, with each hex they Retreat, they move closer to a friendly LOC hex (see the Exclusive Rules) than the hex Retreated from.

You have the choice of which LOC hex to Retreat each unit toward if more than one is available (regardless of proximity to the Retreating unit).

[9.8.7] Going the Distance: A Retreat path can zig-zag only to avoid self-destruction, but it must strive to maintain Rule 9.8.6. The length of the Retreat path must be the full indicated number of hexes. If the unit reaches the LOC before reaching the full required distance, it Breaks in the LOC hex (i.e., it is Retreated 'off the map').

Advancing After Combat

Victorious attacking or defending units can usually Advance After Combat.

[9.9] Advance After Combat Cases: Units must adhere to the following Cases when conducting Advance After Combat:

[9.9.1] The Retreat Path: When an enemy unit Retreats as a result of combat, it will leave a specific path of vacant hexes behind it called the 'Retreat Path.' If this path went through a hex containing another unit friendly to the Retreating unit (9.8.5), the Retreat Path ends at the hex the unit Retreated through.

If a unit Breaks, then the hex it occupied at the instant of Breaking is the termination point for its Retreat Path.

[9.9.2] Who is Eligible to Advance? Any or all surviving victorious non-Artillery, non-Routed units (and see 16.8.3, "Spent") that participated in the Battle can Advance After Combat by their owner along the enemy Retreat Path (only). Units cannot stray from the Retreat Path while Advancing.

[9.9.3] Which Units Must and Cannot Advance: Normally, an Advance is made at the discretion of the victorious player, but if there are one or more victorious Cavalry units involved in that Battle, the victorious player must roll a die on the Controlled Advance Table (subtracting one if any are 'Heavy' Cavalry units of 2 or more Combat Strength).

- If control of the Advance is kept, there is no effect and those units Advance normally as their owner sees fit.
- If control of the Advance is lost by the Cavalry, then at least one victorious Cavalry unit must Advance.

After any mandatory Cavalry unit Advance After Combat is conducted, if the defeated unit's hex is still vacant, then one other attacking unit involved in that Battle may (at the owning player's discretion) Advance After Combat into that hex (only), if otherwise allowed.

[9.9.4] Enemy ZOCs: Advancing units always ignore enemy Zones of Control.

[9.9.5] Advance Limit: Artillery and Routed units can never Advance After Combat, Infantry units cannot Advance beyond the hex occupied by the defender at the start of that Battle, and a Cavalry unit cannot Advance a number of hexes greater than its printed Movement Allowance.

As when Retreating, Advancing units don't spend MPs nor stop for Rugged Terrain (9.7). Advance After Combat is, essentially, a 'free move.'

[9.9.6] Terrain Effects: Units may not Advance After Combat into prohibited hexes (i.e., hexes that they could not enter through normal movement) or across Major Rivers (except across bridge or ford hexsides).

[9.9.7] Immediacy: You must immediately exercise your option to Advance After Combat before the next activity is resolved. If not exercised immediately, this Advance opportunity is lost.

[9.9.8] Exhaustion: Advancing units can neither attack, nor be attacked, again during that same Combat Phase, even if their Advance places them next to enemy units whose Battles are yet to be resolved, or who were not involved in a Battle.



EXAMPLE: Three French units (the 4-strength Imperial Guard, 2-strength III Corps, and 1-strength IV Cavalry Corps) attack one Prussian unit (the 3-strength I Corps) which is defending in a Forest hex.

The attacker (French) has a total of 7 Strength Points, and the French Player declines to spend a Morale Point to increase his strength.

The defender (Prussian) has a total of 4 Strength Points (3 for the unit plus 1 for the Forest hex it is defending in), and opts to spend 1 Morale Point to increase his total to 5.

Therefore, the Combat Differential is $7 - 5 = +2$. The French Player rolls a die. Looking at the CRT, the French Player's die roll of 6 is cross-indexed with the +2 column to yield a result of DR (Defender Routs).

This requires a roll to determine the Rout distance. A result of 2 isn't bad, requiring the unit to Retreat only two hexes back toward its LOC off to the right—and no loss of Morale for Routing more hexes than its Movement Allowance (see Morale Chart)!

Unfortunately, the first hex it must Retreat through is in an EZOC (i.e., "hazardous"), so another die roll must be made to see if the Retreating Prussian unit Breaks (as per 9.8.3). This time, the die roll is a 5, and the Prussian unit survives and continues its Retreat along its Retreat Path, as shown above.

Now the French consider their Advance After Combat options. With a victorious French Cavalry unit among the attackers, a die roll is required on the Controlled Advanced Table, but a result of 3 means that Cavalry unit is 'off to the races' and must Advance into the Forest hex. The French Player then exercises his option to continue to Advance his Cavalry unit along the Retreat Path and takes a second hex (which is where the Retreat Path ends).

Finally, the French Player also exercises his option to Advance an Infantry unit into the defender's vacated hex, moving the 2-strength III Corps into the Forest.

[10.0] RALLYING

General Rule

At certain times (e.g., Night Turns), you can attempt to 'Rally' your Broken units.

Procedure

For each Broken unit attempting to Rally, roll one die and apply all appropriate die roll modifiers as listed on the Rally Table on the Player Aid Mat. Note that the decision to spend a Morale Point [12.0] is made separately and must be made before rolling the die, but applies to all Rally attempt rolls made at that time (e.g., night time or event-driven rally opportunities). Consult the Rally Table and apply the result immediately. Also see the Unit Reduction Optional Rule, 16.5.

Placement of Rallied Units

Place your newly Rallied unit on an empty friendly LOC hex. If none are available, or you do not desire to place it there at this time, then that unit simply remains Broken; it is possible to try to Rally it again at a later time. (Also see Rule 16.4 for additional Rally locations.)

[11.0] REINFORCEMENTS

General Rule

You might receive additional units over the course of play called 'reinforcements.'

Your reinforcements appear during your Movement Phase on the Game Turn indicated by the set up instructions in the Exclusive Rules in the Playbook.

Variable Reinforcements: Some games list 'Variable Reinforcements' in their set up instructions or reinforcements that enter play via Event cards. Each of your Variable Reinforcement units requires you to make a separate die roll for them on the Turn they are scheduled to arrive. If your die roll succeeds, it enters play that Turn normally. If it fails, that unit is advanced ahead one turn on the Game Turn Track, where you can roll for it again during your next Movement Phase.

Procedure

When they arrive, place your reinforcement units next to the colored map edge hexsides indicated in the Exclusive Rules portion of the Playbook.

Important: The notion of reinforcements being poised directly at the map edge is strictly a concept. Until they enter the map, reinforcements have no effect on game play. Off map units have no ZOCs, cannot attack enemy units, etc.

[11.1] Initial Movement: Arriving reinforcements are poised next to the map edge. When entering its first hex, a reinforcing unit expends its MPs normally according to the Terrain Effects Chart. Units entering along a Road pay the Road movement cost.

[11.2] March Order: When you have more than one reinforcement unit appear at the same hex during the same Movement Phase, line them up off map, one behind the other, with the 'lead' unit poised next to the map entry hex itself. To simulate a 'march order' column of troops, each such unit spends one more MP than its predecessor did to enter the map.

[11.3] Timing: Reinforcements can arrive at any time during your Movement Phase that Turn. Once on the map, reinforcement units are treated as normal units for all purposes.

[11.4] Blocked Entry: A reinforcement unit cannot enter a hex occupied by an enemy unit; it can enter a hex in an EZOC, but must then cease movement normally.

[11.5] Delaying Arrival: You may voluntarily delay your reinforcements from Game Turn to Game Turn, bringing them into play on some later Turn (if at all). This is what a player must do when a reinforcement's entry area is blocked by enemy units. Whenever a reinforcement is brought into play, it must appear at its scheduled entry area.

[12.0] ARMY MORALE

General Rule



Each side begins with a number of Morale Points as indicated in the Exclusive Rules' set up instructions. Morale Points represent that side's level of motivation and command skill during the campaign. Players expend Morale Points to enhance their Movement, Combat and Rally operations.

Keeping Track of Morale Points

Use the Morale markers to record Morale Points on the Morale Track.

[12.1] Gaining / Losing Morale Points: See the Morale Chart (next to the Morale Track on the Player Aid Mat) for specific in-game actions that raise and lower Morale Points. If two or more Morale-changing events occur simultaneously, first add and then subtract all the Morale Point changes that apply.

[12.1.1] Maximum Morale: A side's Morale Value may never exceed ten (10), with any excess being lost.

[12.1.2] Morale Destroyed: If a side's Morale Value ever reaches zero (0), then that side immediately loses the game. If this occurs to both sides simultaneously, the game is a draw.



[12.2] Committing the Guard: Certain units, often referred to as 'Guards' (i.e., ones with a red Movement Allowance, as shown here) were typically held back and committed only at critical times.

[12.2.1] Forward: During your Movement Phase, before moving your Guard unit into a hex from which it can attack an adjacent enemy unit (i.e., 'committing the Guard'), you must spend a Morale Point.

Exceptions:

- There is no cost to commit a Guard unit if either side has only 1 Morale Point remaining. The Guard was expected to join the fray at such a critical moment.
- There is no Morale cost for a Guard unit to Advance After Combat (9.9).

At that point, that Guard unit is already committed.

[12.2.2] Le Garde Recule: If an attacking Guard unit in a Battle could not conceivably Advance After Combat (9.9.2), i.e., it was not victorious or did not survive an EX outcome, that side loses one (-1) Morale Point. That Guard unit does not have to actually Advance, it simply must be victorious and capable of doing so.

This Guard unit morale adjustment is in addition to other morale-adjusting factors.

EXAMPLE: *The French Guard unit pays 1 Morale Point (MP) to move adjacent to an enemy unit that is across a bridge hexside, setting up a very important attack. It Routs (DR) that enemy unit 6 hexes. The enemy = -1 MP for Routing more hexes than that unit's Movement Allowance (and the attacking Guard unit avoids the Le Garde Recule penalty; 12.2.2).*

That Routing unit then Breaks when it reaches a prohibited hex and can't complete its Retreat. The French = +1 Morale (for Breaking the enemy unit).

When the Routed unit Breaks, there is no additional MP loss to its side.

Spending Morale Points

You can only ever spend a single Morale Point at a time for these purposes:

[12.3] Forced Marching: During your Movement Phase, you may spend one Morale Point to increase the Movement Allowances of all your units by one (+1).

[12.4] To Rally: When you attempt to Rally units, you may spend one Morale Point for a plus one (+1) die roll modifier to all your Rally die rolls conducted at that time.

[12.5] Committing Reserve Troops to Battle: During a Battle's Steps B and C, the attacker and defender, respectively, may each spend one Morale Point to add one (+1) to their side's total strength in that particular Battle.

[13.0] PASSING (“LULLS”)

General Rule

After the first Night Game Turn occurs, during any subsequent Day Turn where both players have units on the map, if you do not Force March your army, nor make any Battle die rolls (9.0) during your opponent's Reaction Phase or your own Combat Phase, then your side gains one (+1) Morale Point at the end of your Player Turn if either one of these applies:

- A. Your side has fewer than 6 Morale Points,
- **OR** -
- B. Your side does not have more Morale Points than your opponent.

[14.0] NIGHT TURNS

General Rule



During Night Game Turns, the following Rules apply:

- **Speed Limit:** Reduce all Movement Allowances to 1 MP. You can increase this, as usual, by using Roads and/or Forced Marching, but units can always move at least one hex regardless of other adjustments (e.g., Event cards, Fatigue; see 16.8) unless specifically prohibited from doing so.
- **ZOC Effects:** At night, EZOCs work opposite to how they do during Day Turns. That is, units cannot enter hexes in an EZOC (such hexes are prohibited), but they can freely exit hexes in an EZOC—consequently, those units are no longer stuck (as per 6.8) during a Night Turn. This is a way to exit EZOCs. In effect, all units can Disengage at night.
- **No Battles:** Skip the Reaction Phase, and no combat occurs during a Night Turn's Combat Phase.

Additional Activities

The following ‘Night Operations’ are skipped during Day (i.e., non-Night) Turns. You only perform them, in order, during the Night Operations Phase of your Night Turn.

1. **Rally:** You may attempt to Rally your Broken units (see 10.0).
2. **Enemy Morale Loss due to Captured Terrain:** If you have units physically occupying enemy LOC and / or Objective hexes (i.e., one in the opposing side's color), apply their morale loss effect at this time according to the Morale Chart.
3. **Morale Recovery from Rest:** Your side increases its Morale Value by one (+1) point from a night's recuperation.
4. **Re-concealment:** When using the Fog of War Optional Rule (16.1), you now reconceal (i.e., flip face-down) and place your side's Dummy units on the map.
5. **Reshuffle:** At the end of the Second Player's Night Turn, reshuffle the Event cards to refresh the Draw Pile.

[15.0] HOW TO WIN

General Rule

Each side has its own Victory Conditions based upon Morale Values:

- The French Player wins a Decisive Victory if, at any time, the Anti-French side's Morale is reduced to zero (0) and French Morale is one (1) or more.
- The Anti-French Player wins a Decisive Victory if, at any time, the French side's Morale is reduced to zero (0) and Anti-French Morale is one (1) or more.
- The Anti-French Player wins a Marginal Victory if, at the end of the game (i.e., at the conclusion of the last Game Turn), the Anti-French side's Morale Value is at least 1 higher than the French side's Morale Value.
- A Draw occurs with any other result.

[16.0] OPTIONAL RULES

Players can use these Optional Rules in any combination desired.

[16.1] Fog of War: Hidden Units

Players place their units face-down at all times (including during set up). You can freely inspect your own units, but not your opponent's pieces until they are ‘revealed.’ Face-down units function normally in all other respects.



[16.1.1] Revealing Hidden Units: You reveal a face-down unit:

- Whenever the opposing player desires to reveal his own units.
- When you pay a Morale Point to ‘Commit the Guard’ (12.2); at that time, that Guard unit, if hidden, must be revealed.
- At the end of each non-Night Turn's Movement Phase, if you have a face-up Cavalry unit adjacent to hexes containing face-down enemy units, reveal all of those face-down units.
- When an enemy Cavalry unit attempts to move during its Reaction Phase via Disengagement (8.3) or Penetration (16.2), and you wish to prevent that maneuver with a hidden friendly Cavalry unit, that hidden friendly Cavalry unit is revealed.
- After all Battles are declared during a Combat Phase (i.e., which friendly units are designated to attack which other, possibly hidden, enemy units), all units involved are revealed.

No Advance After Combat is permitted when only a hidden Dummy unit is revealed in Battle. (There was no combat, so there is no Advance.)

[16.1.2] Reconcealing Units: Face-up units remain revealed until the end of your Night Turn, at which time all of your face-up units are turned face-down to begin the new day.



[16.1.3] Dummy Units: Each side's mix of pieces includes one or more 'Dummy' units.

- Unless specified, do not set up any Dummy units on the map.
- You may add one hidden friendly Dummy unit per Turn, if available, to the map with the arrival of either your newly Rallied or Reinforcement unit (also hidden). They arrive stacked together (like a 'shell game') and you must move at least one of them during your Movement Phase (6.9) so that they do not remain stacked.
- You can also place in play all of your available (i.e., those not currently hidden on the map) Dummy units when your units are reconcealed (usually at Night, see 14.0). Place them in hexes containing a friendly unit that is not adjacent to an enemy unit and then immediately relocate one of those two stacked units (real or Dummy) to an adjacent hex that is also not adjacent to an enemy unit.
- A Dummy moves like a Cavalry unit (with a Movement Allowance of 3). But moving them only 2 will help conceal them among Infantry units!
- The instant your Dummy unit is revealed, it is removed from the map (at no Morale cost). It can return during your next opportunity for re-concealment.
- When declaring Battles (9.2), include hidden Dummy units! Their declared Battles do fulfill the attacker's mandatory combat requirement (9.1). That is, you can use unrevealed Dummy units as 'feints' to create diversionary attacks!
- When revealing units as per 16.1.1, Dummy units do cause enemy units to be revealed. In this capacity, they are 'scouting.'
- Until revealed, a Dummy unit functions in all ways as a normal unit and does control the hex it occupies (e.g., an enemy Objective or LOC hex).

[16.2] Cavalry Penetration



During your Reaction Phase, friendly Cavalry units may move through EZOCs under certain circumstances.

Procedure

Cavalry Penetration occurs during your Reaction Phase (only) as that Cavalry unit's single action. Your Cavalry unit must begin its Reaction Phase adjacent to an enemy unit. It can then move into another hex that is also adjacent to an enemy unit (even moving from one hex in an EZOC to another), but it must then cease its movement for that Phase and cannot also conduct a Countercharge attack.

- The Penetrating Cavalry unit cannot begin in, or enter an, enemy Cavalry unit's EZOC.

DESIGN NOTE: This move is, in effect, the opposite of *Disengagement* (8.3).

[16.3] Artillery Support



Individual artillery batteries were often detached from 'parks' for nearby formations to help shore up threatened parts of the line.

[16.3.1] Defensive Support: If no attack has been declared (9.2) against an Artillery unit, it adds one (+1) to the strength of all friendly defending units in its ZOC (if it currently has one).

This benefit has no Morale Point cost and applies during both the enemy's Combat and Reaction Phases.

[16.3.2] Bombardment: Artillery units can attack across a Major River or other prohibited terrain hexside by Bombardment. A bombarding Artillery unit can attack, either alone or combined with other friendly attacking units, using its normal (printed; not doubled as per 9.3) Combat Strength.

When bombarding, Artillery units enjoy a limited immunity to adverse combat results: Treat all AB or AR results as AW. If an EX result occurs, a bombarding Artillery unit cannot be Broken to satisfy Case 9.6.G; if the Artillery unit is attacking alone via Bombardment, treat EX results as Engaged instead.

[16.4] Additional Rally Locations

In addition to vacant LOC hexes, you can also place Rallied units (10.0) in a 'Rally hex' that meets all of these conditions:

- It must be an empty Town, Fortified or Redoubt hex *or* your side's Objective hex. That is, a 'natural rallying point'.
- It must be 'a safe distance' of at least 4 hexes away from the nearest enemy unit *and* closer to your nearest LOC hex than the nearest enemy unit is to that same LOC hex. That is, it must be 'safely behind your lines.'
- It must be able to trace a path of hexes to your closest LOC hex that is not occupied by an enemy unit. This path can be of any length, but cannot pass through any hex containing or adjacent to an enemy unit, or across impassable (unbridged / unforded) Major River hexsides. In other words, that hex is not 'isolated behind enemy lines.'

[16.5] Unit Reduction

Broken units can return to play as smaller formation, reduced-strength units called 'Cadres.'

[16.5.1] Partial Rallying: When you conduct a Rally Check for an Infantry unit (only) and roll a 'Cadre?' result, you have the option to partially Rally that unit thus:

- Eliminate the Infantry unit you were rolling for (i.e., it is permanently removed from play), and
- Receive ('Rally') one of the generic, 1-strength Cadre units instead.



[16.5.2] Cadre Units: Cadre units function as normal Infantry units except, if they are ever Broken, they themselves cannot be Rallied. When Broken, they return to your pile of available Cadre units instead, ready for future reuse.

[16.6] Unit Breakdown and Buildup



Before it moves during your Movement Phase, your 'large' (i.e., having a Combat Strength of 2 or more) Infantry-type unit (only; other types are not eligible) can be exchanged for (i.e., 'broken down into') two Cadre units, if available, at the cost of 1 Morale Point.

Conversely, at the end of your Movement Phase, you can stack two Cadre units together and exchange them for (i.e., 'combine them into') an eliminated large Infantry unit and recover 1 Morale Point.

[16.6.1] Breaking Down: A player must have two available Cadre units in order to break down a large Infantry unit.

Remove the large Infantry-type unit being broken down from the map and place it among your eliminated units (i.e., it cannot be Rallied). Replace it in its hex with two Cadre units. These newly placed Cadre units are free to move and engage in combat this Turn.

- There is a minus one (–1) Morale Point cost to break down a unit thus.
- If an unrevealed large Infantry unit breaks down, one Dummy unit, if available and Rule 16.1 is in effect, can also be added to that stack of two (also unrevealed) Cadre units when it is formed.

[16.6.2] Combining: Any two Cadre units of the same nationality can end their owner's Movement Phase stacked together (an exception to Rule 6.9). When they do so, remove them from the map and replace them in that hex with your weakest eliminated large Infantry unit of that same nationality; that unit is then free to participate in combat that Turn.

- There is a plus one (+1) Morale Point gain when building up a large Infantry unit thus.

[16.7] Special Unit Types

Some games include special unit types with unique capabilities identifiable by their Combat Strength and/or Movement Allowance in a different (non-black) color.

As a reminder, the Standard Rules:

- Infantry units with their Combat Strength in red are Elite units (–2 for Rout rolls, and +1 for Rally rolls).
- All units with their Movement Allowance in red are Guard units (they must be 'committed' to attack with them, see 12.2).



[16.7.1] Light Infantry: Infantry units with their Movement Allowance in green are Light Infantry. They function as normal Infantry units in all respects except as follows:

- They can also Disengage, exactly as per Case 8.3 (i.e., not if in an enemy Cavalry unit's ZOC).
- As an exception to Case 6.5, Light Infantry units need not stop in Rugged Terrain hexes (e.g., Forest, Rough and Marsh). Instead, they may simply spend 1 MP to enter that hex and continue moving.



[16.7.2] Cossacks: Cavalry units with their Movement Allowance in green are Cossacks. They function as normal Cavalry units except as follows:

- As an exception to Case 6.5, Cossack units need not stop in Rugged Terrain hexes (e.g., Forest, Rough and Marsh). Instead, they may simply spend 2 MPs to enter that hex and continue moving. If it enters a Rugged hex when it has only 1 MP, it can enter and must stop as usual.
- During their Reaction Phase, Cossack units cannot Countercharge (8.1) or Penetrate (16.2).
- During the Reaction Phase, Cossack units can Disengage from the ZOCs of enemy Cavalry units (an exception to Case 8.3.2).

[16.8] Fatigue



Sustained combat exhausts troops and degrades their performance over time. You can show this using the round Fatigue markers and this Optional Rule.



Fatigue Levels

Here is the list of the five levels of Fatigue:

0. **Fresh** (no marker)
1. **Ready** (green marker)
2. **Tired** (yellow marker)
3. **Weary** (orange marker)
4. **Spent** (red marker)

Procedure

[16.8.1] Exhaustion: Each unit participating in a Battle (attacking and defending), has its Fatigue Level increased by one (e.g., from having no Fatigue marker to placing a Ready marker on it; or flipping a Ready marker over to show its Tired side; or replacing a Tired marker with a Weary marker; or flipping a Weary marker to show its Spent side). If the unit is already Spent, there is no additional effect; it simply remains Spent.

[16.8.2] Recovery: At the end of your own Combat Phase, each of your units with a Fatigue marker on it that is not adjacent to an enemy unit has its Fatigue Level reduced by one level (even during a Night Turn). A unit with a Ready marker on it simply removes it to symbolize that it is again Fresh.

[16.8.3] Effects of Fatigue: While Fatigued (i.e., marked with a Fatigue marker), that unit is affected thus:

- **Ready:** that unit is unaffected.
- **Tired:** that unit receives no movement benefit if its side conducts a Forced March (12.3).
- **Weary:** that unit suffers the Tired penalty *and* a -1 penalty to its Movement Allowance (e.g., if it is an Infantry unit, its Movement Allowance is reduced to '1', and a Cavalry unit would be reduced to '2').
- **Spent:** that unit suffers the Tired *and* Weary penalties, *and* is prohibited from voluntarily entering EZOCs, including during an Advance After Combat.

[16.9] Leaders

Units showing a man's portrait are Leaders.



Leader units represent the command structure needed to coordinate offensive action on a sprawling battlefield. These units do not have a Combat Strength; instead the value on the dark blue dot is called their *Command Span* rating (but it is located in the same place where other units' Combat Strengths are).

Leader Set Up

Listed in the game's set up instructions you will find the optional Leader units included.

[16.9.1] Command Span: A Leader unit's Command Span is the radius in hexes over which it exerts control over friendly attacking units, reflecting its command authority.

Terrain features and/or the presence of enemy units or EZOCs have no impact on a Leader's Command Span.

[16.9.1.1] Command Prerogative: Applies to the *Smolensk 20* and *Borodino 20* games only. See 16.9.5.1 in the Playbook.

[16.9.2] Leader Movement: Leader units move like Cavalry units, with the following exceptions:

- Leader units move through all Rugged Terrain (6.5) hexes as if they were Clear.
- Leader units can voluntarily exit EZOCs (6.8) providing they do not move directly from one EZOC into another when doing so.
- A Leader unit can end the Movement Phase stacked in the same hex with a friendly unit and/or any number of other friendly Leader units (i.e., Leader units 'stack free').

[16.9.3] Zones of Control: Leaders do *not* exert ZOCs. Leaders are not obligated to attack enemy units (7.3), but if they are in an EZOC and not stacked with a friendly unit at any point during the owning player's Combat Phase *or* during the enemy Movement Phase, then the Leader must *immediately* be retreated one hex by the owning player. If the Leader is still in an EZOC and not stacked with a friendly unit *after* such a mandatory retreat, then the Leader is Broken.

[16.9.4] Leader Reaction Movement: Leaders, themselves, do not perform Reaction Movement (8.0). A Leader unit can accompany the friendly unit it is stacked with that performs Reaction Movement. Leaders do not affect the Combat Strength of Countercharging Cavalry units.

[16.9.5] Leaders in Combat: During your Combat Phase, your Leader units ‘coordinate attacks’ by providing Command to your units that are within their Command Span. Units within their Command Span are ‘In Command,’ while those that are not are ‘Out of Command.’

Procedure

When calculating the final Combat Differential of an attack during Step D of the Battle Sequence (9.0), your attacking units (only) check to see whether or not they are ‘In Command.’

- The attacking units are In Command, and that Battle is resolved normally, if any of your attacking units are within the Command Span of one of your Leader units.
- The attacking units are Out of Command, and that Battle is resolved with the final Combat Differential reduced by one (–1), only if none of your attacking units are within the Command Span of one of your Leader units.

There is no benefit if you have more than one (or even all) of your attacking units In Command, or having more than one Leader unit mutually exerting their Command Spans over your attacking units.

Conversely, Command has no effect on a unit’s ability to defend. Command only affects the attacking units in a Battle.

Command Cases

- A Leader unit can provide Command to multiple Battles within its Command Span in the same Combat Phase.
- Whether a unit is In Command or not (i.e., its ‘command status’) is determined at the instant each Battle is resolved. Should an adverse combat result cause your Leader unit to Break or Retreat in such a way that its Command Span is no longer exerted over your unit involved in a subsequent Battle, then that attack is conducted Out of Command.
- A Leader unit stacked with a friendly unit that Advances After Combat (9.9) may accompany that unit (or not).
- A Leader unit stacked with a friendly unit that is forced to Retreat must accompany that unit. If that unit Breaks during that Retreat due to a failed Hazardous Retreat roll (9.8.3 and 9.8.4) or upon reaching an LOC (9.8.7), then that Leader unit is also Broken (see below).

[16.9.6] Broken Leader Units: Unlike other units, there is no Morale penalty when a Leader unit is Broken, with this one exception: When the French Leader unit Napoleon is Broken (for whatever reason), the French Player must immediately roll a die and consult The Emperor’s Fate Table.

[16.9.7] ‘Rallying’ Broken Leaders: Unlike other Broken units, at the beginning of your Movement Phase each Turn, you automatically Rally (i.e., no die roll required) your Broken Leader units. Place Rallied Leader units in the same way as other units (see 10.0 and 16.4, if that Rule is used).



If the **Napoleon Leader** unit is *Broken* (for whatever reason), the French Player must roll on this table:

- 1 Napoleon is killed.** The game ends in an immediate Allied Decisive Victory.
- 2 Napoleon is wounded.** The French side immediately loses one Morale Point.
- 3-6 Napoleon escapes.** No effect.

[16.9.8] Rallying on a Leader: Some Event card titles state that your units are “Rallying on” a specific leader. If you draw that Event, are using Optional Rule 16.4, and your Leader marker named in that Event’s title is on the map, then vacant hexes with or adjacent to that Leader marker and not in an EZOC can serve as additional Rally locations (without any other restrictions) for the duration of that Event only.

Napoleonic 20 v3.0 Series Credits

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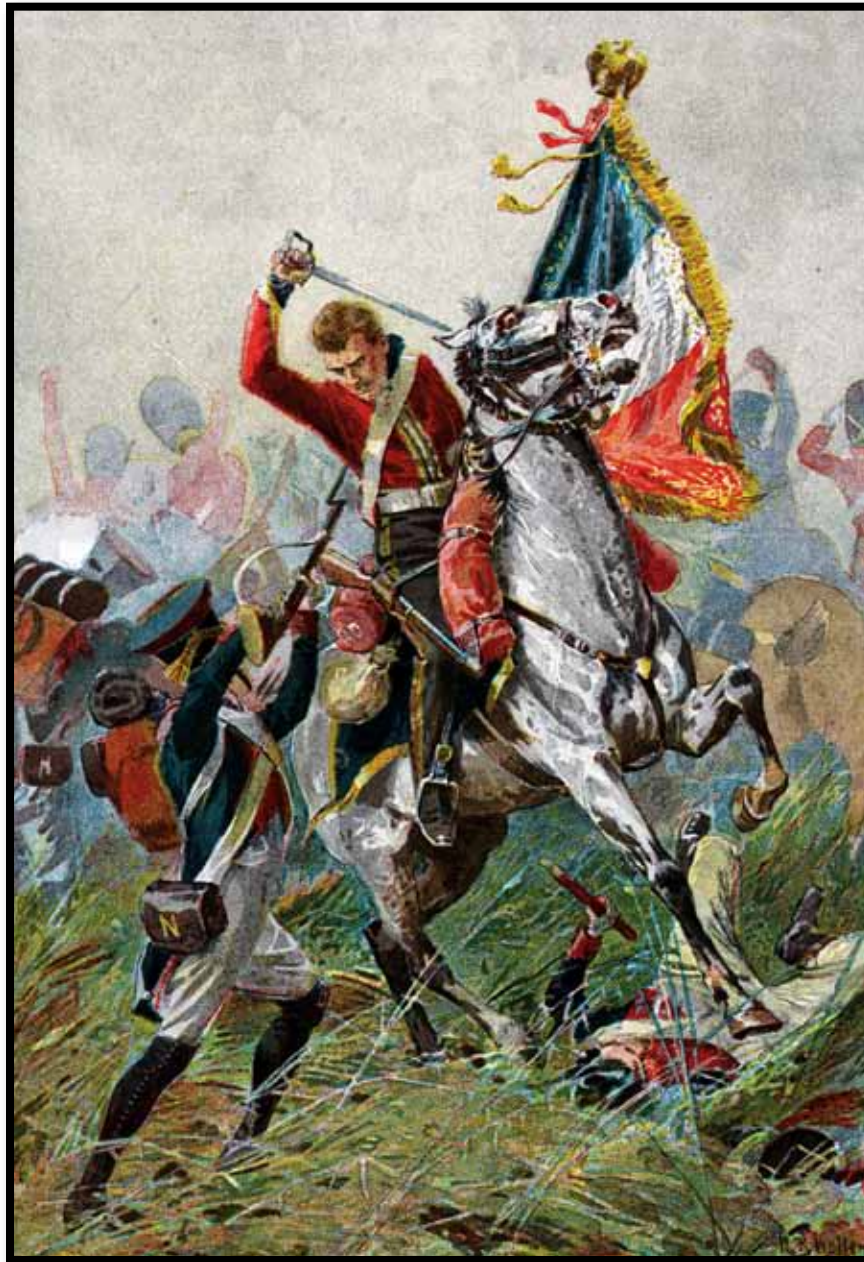


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FADING GLORY



PLAYBOOK

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Exclusive Rules

These **Exclusive Rules** supersede the Standard Rules when there is a conflict.

WATERLOO 20

[1.0] INTRODUCTION

Waterloo 20 is a game based on the Waterloo campaign, 16-18 June 1815. One player commands the French army, taking the role of Napoleon. The other player, known as the Allied Player, takes the Anti-French side. He assumes both the roles of Wellington for the Anglo-Dutch forces, and Blücher for the Prussian forces, respectively.

[2.0] GAME EQUIPMENT

The Game Map: The 11" x 17" game board features a map portraying that part of Belgium where the campaign took place.

The blue units are French, red are Anglo-Dutch, and black units are Prussian.

Unit abbreviations include:

Adv Gd = Advance Guard (cavalry)

IG = Imperial Guard

Note that the Anti-French forces (i.e., the Anglo-Dutch and Prussian armies) share a common Morale Value (and marker). They also share a common Player Turn.

Elite Forces



For the purposes of Routing (a -2 die roll modifier; see 9.6.2) and Rallying (a +1 die roll modifier; see 10.0), both of the following units are considered




Elite Forces: the French Imperial Guard and British I Corps.



For purposes of Morale fluctuation from their commitment in battles (see 12.2 and 12.5), only the French Imperial Guard Corps unit is considered an Elite Force.

[3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Anti-French side), set up proceeds as follows:

1.  The Game Turn marker is placed on the '16 June Afternoon' space.
2.  Place the French Morale marker on the '8' space and the Allied Morale marker on the '7' space of the Morale Track.
3.  If using Variable Weather (16.10), place the Weather marker in the Cloudy box of the Weather Track, with its Worsening Weather side up.
4. Place the units on the map or the Game Turn Track (when they enter play as Reinforcements, 11.0) as listed below:

French:

Hex 0104: I

Hex 0107: IG

Hex 0208: IVC & Napoleon

Hex 0210: IIC

Hex 0211: IC

Turn 1: Res

Hex 0303: IIIC

Hex 0304: II & Ney

Hex 0307: III

Hex 0309: IV

Turn 3: VI

Anglo-Dutch

Hex 0605: I & Wellington Hex 0904: Reserve
 Turn 4: Uxbridge Turn 5: II
Set aside III Corps. This is Frederick's Corps and it arrives as a possible random Event card draw.

Prussian

Hex 0408: I* Hex 0510: III
 Hex 0409: II & Blücher Turn 4: IV
 Broken: Adv Gd**

- * Set up the **Good Ground** marker in hex 0408 with its "Artillery Immune" side up.
- ** The Prussian Advance Guard Cavalry unit starts the game already Broken from fighting just prior to the first Turn; it may be Rallied normally (see 10.0).

[4.0] SEQUENCE OF PLAY

The French player is the First Player.

[5.0] RANDOM EVENTS

Skip the French Player's Random Events Phase on Game Turn 1.



[5.1] Damned Good Ground: When the Allied Player draws the "DAMNED GOOD GROUND" Event card, he may place the Good Ground marker on any Allied (Anglo-Dutch or Prussian) unit at the end of his Movement Phase that Turn; i.e., move it from its current position on the map and re-place it as per above. While placing, he must also choose *which side* will be face up and "in effect" thus:

- On its "+1 Terrain Defense" side, this marker adds one (+1) point to the defender's Combat Strength in battle. Contrary to the limitations of Case 9.4.1, this bonus is cumulative with any other defensive bonus provided by terrain.
- On its "Artillery Immune" side, a French Artillery unit does not receive its normal double Combat Strength bonus (see 9.3) when it attacks an Allied unit stacked with this marker.

The Good Ground marker remains stacked with that unit until it leaves that hex for any reason, at which time this marker is removed from the map. It can re-enter play, or even be moved (if desired), if the Allied Player subsequently draws this event again. Another unit cannot take possession of that hex during play and enjoy this marker.

[5.2] Weather: When not using the Optional Variable Weather (16.10) Rule, there are 4 types of weather as shown on the Game Turn Track:

Clear	
Showers	
Downpour	
Mud	

[5.2.1] Weather Effects:

- If the weather is Clear or Cloudy, there is no effect on game play.
- If the weather is Showers, decrease all Infantry Combat Strengths by -1.
- If the weather is Downpour, all of the following effects apply:
 - ◊ Decrease all Infantry unit Combat Strengths by one (-1).
 - ◊ The French Artillery unit does not double its Combat Strength when attacking.
 - ◊ Decrease the Movement Allowance of all units by one (-1).
 - ◊ Units receive no increase to their Movement Allowance for moving along roads. However, units can still Force March.
 - ◊ Minor River hexsides are treated as Major Rivers.
- If Mud conditions are in effect, the Movement Allowance of all units is decreased by one (-1) and the Combat Strength of Artillery units is not doubled when attacking (see 9.3).

IMPORTANT: Units can always move 1 hex, even when they do not have enough MPs to do so (see Standard Rule 6.2). This means that even when a unit's Movement Allowance is reduced to zero through a combination of Night, Weather and/or Event card effects, it can always move a single hex under the normal Movement Rules.

[6.0] MOVEMENT

Forced March

See Exclusive Rule 12.3.

[9.0] COMBAT

[9.8.6] Retreat Direction Priority:

- French units must retreat towards one of the two French LOC hexes on the south map edge.
- Anglo-Dutch units must retreat towards one of their two Anglo-Dutch LOC hexes along the north map edge.
- Prussian units must retreat towards one of their two LOC hexes on the north and east map edges.

[11.0] REINFORCEMENTS

[11.6] Unit Arrival locations: Reinforcement units arrive in the following locations (color-coded along the map edge for your convenience):

French units: along the southern map edge between 0103 and 0107.

Prussian units: within two hexes of their Line of Communications hex (2012) located on the northeast corner.

Anglo-Dutch units: along the west edge of the map north of Nivelles (inclusive).

Frederick's III Corps must arrive via the Road hex at 1701 only; if that hex is occupied by an enemy unit at that time, III Corps does not enter play on that turn. Instead, it must keep rolling for another entry turn when, hopefully, 1701 is not enemy occupied.

[12.0] ARMY MORALE

[12.3] Forced Marching: The Allied player has to distinguish between which of his two armies he is Forced Marching:

- **Allied:** Either all Anglo-Dutch or all Prussian units have their Movement Allowance increased by one (+1) for this turn. By expending two Morale Points, all Allied units increase their Movement Allowance by one (+1).
- **French:** All French units also have their Movement Allowance increased by one (+1) for this turn.

[12.4] To Rally: Similarly, the Allied player has to distinguish between which of his two armies he is spending a Morale Point on to improve their Rally die rolls:

- **Allied:** Either all Anglo-Dutch or all Prussian units have their Rally die rolls increased by one (+1) for this occasion. By expending two Morale Points, all Allied units increase their Rally die rolls by one (+1) for this occasion.
- **French:** All French units also have their Rally die rolls increased by one (+1) on this occasion.

[14.0] NIGHT TURNS

French Objective Hexes: Quatre Bras (0704) and Ligny (0409).

Allied Objective Hexes: Waterloo (1702) and Wavre (1709).

Morale Recovery from Rest: The Allied side increases its Morale Value by two (+2) points at Night (instead of one).

[16.0] OPTIONAL RULES



[16.9.1.1] Grouchy: The French leader Grouchy has a Command Span of 1 when providing command to Cavalry units, but can only provide command to Infantry or Artillery units which are in the hex he occupies.



[16.9.9] French Wing Commanders: The French side begins the game with two leaders in play (Napoleon and Ney in the Standard scenario; Napoleon and Grouchy in the variant Third Day scenario). At any time, on the conclusion of his Player Turn, the French player may put the third French leader into play by replacing the 3-5 rated version of the Napoleon leader with the 2-5 rated version and placing the third French leader on the map in the same hex as Napoleon. At the end of any subsequent Player Turn, if the Napoleon leader is stacked in the same hex as either of the other French leaders, the French player may remove both that other leader and the 2-5 rated version of the Napoleon leader and replace them with the 3-5 rated version of the Napoleon leader. This process of creating and/or absorbing the French Wing Commanders may be repeated any number of times during the game.

[16.10] Variable Weather: Instead of using the historical weather conditions printed on the Game Turn track (see 5.2), players can randomly determine the weather each turn:

Procedure

Immediately after drawing his Event card, the French Player (only, the Allied player does not roll) rolls a die to Check the Weather, comparing the result with the Weather Trend marker and then adjusting its position on the Weather Track accordingly. The weather can never be better than Clear, nor remain worse than Downpour (5.2.1).



[16.10.1] Weather Trends: The Weather marker has two sides (Improving and Worsening). Flip it over whenever the Event card "A CHANGE IN THE WEATHER" is drawn.

- If the Weather marker is on its Improving side, a die roll of 1 causes it to move one space up the track (e.g., worsen from Cloudy to Showers); a die roll of 5 causes it to move one space down the track (e.g., improve from Showers to Cloudy) and a die roll of 6 causes it to move two spaces down the track (e.g., from Showers to Clear).
- If the Weather marker is on its Worsening side, it is just the opposite: a die roll of 1 causes it to move two spaces up the track, a die roll of 2 moves it one space up the track, and a roll of 6 causes it to move one space down the track.
- All other weather die rolls leave the Weather marker in its current box.



[16.10.2] Mud: If the weather worsens to Storm, place the Mud marker one turn ahead on the Game Turn track and then move the Weather marker one space down on the track back to Downpour. If the Mud marker is already on the Game Turn track when a Downpour or Storm occurs, advance it ahead one turn.

The Weather marker never remains in the Storm box and there are no special "Storm" effects. The sole purpose of Storms is to place (or move) the Mud marker on the Game Turn track.

Duration: Once the Game Turn marker reaches the Mud marker, remove it from the Turn Track and immediately end its effects (see the example below).

Effects: While the Mud marker is on the Game Turn track, Downpour weather effects (5.2.1) are in force if the actual weather is Downpour. If the actual weather is Showers, the effects of Mud and Showers are combined (i.e., Infantry Combat Strengths are reduced, artillery Attack Strength is not doubled, and movement ratings are reduced by -1); if the actual weather is Clear or Cloudy, Infantry unit Combat Strengths are not reduced by -1 due to Mud (5.2.1). Only actual rainfall (Showers or Downpour) causes Infantry Combat Strengths to be reduced. Only Downpour or Mud prevents Artillery Attack Strength from being doubled.

EXAMPLE: On a Morning turn, the weather roll is Storm. The Mud marker is placed one turn ahead on the Game Turn track (to the Mid-day turn). The Weather marker itself is dropped back to the Downpour box and Mud conditions are now in effect.

The next turn (Mid-day), there is no change in the weather (leaving the Weather marker in the Downpour box). The Mud marker is advanced one more turn ahead on the Turn track (to Afternoon) and Mud conditions continue.

On the following (Afternoon) turn, the weather improves to Showers. However, because the Mud marker is still on the Game Turn track, Mud conditions remain in effect. When both players' Afternoon turns are completed, the Mud marker is removed from the Game Turn track and its effects are ended (pending worsening weather). If the weather then improves to Cloudy, no weather effects would be in force.

[17.0] Third Day Scenario: Waterloo & Wavre

[17.1] The Climax: For players desiring a shorter game focusing on the climactic battles of the third day, use the following scenario set up:

After sides have been determined (i.e., who will play the French and Allied sides), game set up proceeds as follows:

1. The Game Turn marker is placed on the '18 June Morning' space (Turn 11).
2. Place the French Morale marker on the '7' space and the Allied Morale marker on the '6' space of the Morale Track.
3. If using Variable Weather (16.10), place the Weather marker in the "Cloudy" box of the Current Weather track with its "Improving" side up. Regardless of whether the Variable Weather rule is being used or not, the first game turn has Mud conditions (see 16.10.2).
4. Place the units on the map as listed below:

French

Hex 1203: IIIC	Hex 1204: IG & Napoleon
Hex 1211: IV	Hex 1302: II
Hex 1303: VI	Hex 1304: Res
Hex 1305: IVC	Hex 1405: I
Hex 1410: III & Grouchy	Hex 1509: IIC
Hex 1511: IC	

Anglo-Dutch

Hex 1502: I*	Hex 1503: Reserve
1602: II	Hex 1603: Uxbridge & Wellington

Set aside III Corps. This is Frederick's Corps and it arrives as a possible random Event card draw.

- * Set up the **Good Ground** marker in hex 1502; the Allied player chooses which side is face up.

Prussian

Hex 1609: IV	Hex 1709: III & Blücher
Hex 1809: Cadre*	Hex 1810: Cadre**
Broken: Adv Gd***	

* Remnants II Corps

** Remnants I Corps

*** The Prussian Advance Guard Cavalry unit starts the game already Broken from previous fighting; it can be Rallied normally (see 10.0)

[17.2] Historical Events: If you wish a more scripted historical game, sort the 12 Event cards and arrange them so that they are "drawn" in the following order:

Morning - French: IMPERIAL INDECISION; **Allied:** RALLY TO OLD FORWARD!

Mid-day - French: INTELLIGENCE GATHERING; **Allied:** "STEADY, LADS!"

Afternoon - French: NAPOLEON'S ILLNESS; **Allied:** RALLY TO OLD NOSEY!

Dusk - French: MICHAEL NEY; **Allied:** MARCH TO THE GUNS

Evening - French: SACRE BLEU!; **Allied:** "NOW'S YOUR TIME!"

Night - French: "NEVER INTERRUPT YOUR ENEMY..." (reshuffle); **Allied:** ? (draw the next Event card).

Waterloo 20 Credits

Game Design: Joseph Miranda

Game Development: Alan Emrich

System Development: Lance McMillan

Playtesting: Rick Barber, Mark Beninger, Charles Cabell, Nicholas Chartier, Michael D'Alessandro, Scott DiBerardino, Andreas E. Gebhardt, John "Jack" Gill, Patrick Luque, Hermann Luttmann, Kevin Mchale, Jack McHugh, Kim Meints, David Moody, Stephanie Newland, Joe Oppenheimer, Randall Shaw, Hugh Tracy

Waterloo 20 Designer's Notes

Once upon time, Alan Emrich called me up and asked me if I had any small wargames I might want to submit to this new company he was planning to put into motion, Victory Point Games. "Sure," I replied. I had a 20-counter game on the Waterloo Campaign that had appeared in a wargaming newsletter years ago. I sent in a copy to Alan and, as they say, the rest was history.

My initial idea behind the design was that you could take a big situation, reduce it down to a few basic components, but still make it interesting by having innovative core game systems. The star of this game is Morale. Morale has been around in wargames in one form or another since just about forever. What I did in Waterloo 20 was use it not only as an index of the overall status of each side's armies, but also as a game "currency" that could be spent to provide bonuses for movement, combat and rallying. What this did was add a level of decision-making on top of the operational level of gameplay, putting the player in the boots of Napoleon, Wellington and Blücher. Game strategy was not

simply a matter of scrounging up enough units to get optimal attack differentials, but also agonizing over whether or not you wanted to gamble that crucial Morale Point this turn to perform that one potentially decisive action.

Anyway, to make a long story short, *Waterloo 20*, under Alan Emrich's genius for development, took off and then spawned an entire series of follow-on games. Among other things, Alan introduced Event cards in place of the original game's random events table. We are now looking at this game's official second edition. The VPG team has put many things in as a result of player feedback, additional development and historical research. This is what you are currently looking at when you march on those fateful if simulated battlefields of June 1815.

— Joseph Miranda

BORODINO 20

[1.0] INTRODUCTION

Borodino 20 is based on the climactic battle that occurred on 5-7 September 1812 during Napoleon's Russian campaign. One player commands the French army of Napoleon, while the other leads the Anti-French forces consisting of the Russian armies under General Kutuzov who is making a final stand before the French reach Moscow.

[2.0] GAME EQUIPMENT

The Game Map: The 11" x 17" game board features a map portraying that part of Russia where the campaign took place.

The blue units are French and Green units are Russian.

Unit abbreviations include:

IG = Imperial Guard	Res = Reserve
Bag = Bagration	Gar = Garrison
Bar = Barclay	Coss = Cossack
Pl = Platov	

Elite Forces



For the purposes of Routing (a -2 die roll modifier; see 9.6.2) and Rallying (a +1 die roll modifier; see 10.0), all of the following units are considered Elite Forces: the French Imperial Guard, plus the Russian V Corps.



For purposes of Morale fluctuation from their commitment in Battles (12.2), only the French Imperial Guard and Russian V Corps units are considered Elite Forces.

[3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Anti-French side), setup proceeds as follows:

1. The Game Turn marker is placed on the 'September 5 Mid-day' space.
2. Place the French Morale marker on the '7' space and the Russian Morale marker on the '8' space of the Morale Track.
3. Place the units on the map or the Game Turn Track (when they enter play as Reinforcements, 11.0) as listed below:

French

Turn 1: IC and IIC (at area B) and Murat

Turn 2: III and IV (at area B)

Turn 3: V (at area B)

Turn 4: VIII (at area B) and Napoleon

Turn 5: IIIC (at area A)

Turn 6*: IVC (at area B), I (at area A)

Turn 7: IG, Res Art. and Res Cav. (at area B)

- * There might also be some delayed French Reinforcement units arriving (in area C) beginning at this time when conducting Davout's Flanking Maneuver (17.1).

Russian

All units are set up in the indicated hexes:

Hex 0406: Bag Cav.	Hex 0508: VII
Hex 0907: VIII & Bagration	Hex 1310: 1st Militia
Hex 0903: Jager	Hex 1005: VI
Hex 1206: V (Guard) & Kutusov	Hex 1305: Res Art
Hex 1306: Res Cav.	Hex 1403: IV & Barclay
Hex 1405: Bar Cav.	Hex 1501: II
Hex 1601: III	Hex 1802: Coss Cav.

These units deployed in the 'shaded setup' hexes cannot be moved until 'released' when using Kutuzov's Defense Plan (6.10).

Set aside the Russian 2nd, 3rd, and 4th Militia units; they arrive as possible Reinforcements via random Event card draws.

Place the Pontoon Bridge Status marker on its "No Pontoon Bridges" side near that location.

[4.0] SEQUENCE OF PLAY

The French player is the First Player.

[5.0] RANDOM EVENTS

Skip the French Player's Random Events Phase on the first Game Turn.

[6.0] MOVEMENT

The Pontoon Bridges



The French built several pontoon bridges across the Kalotchka River. To simulate their construction, use this procedure:

1. The first unit to cross a Pontoon Bridge must be a French Infantry unit.
2. That first French Infantry unit must spend its entire Movement Allowance for that turn to cross to the other side (i.e., its only movement is to cross the river and build the bridges that turn).

After that, all of the pontoon bridges are considered 'built.' Flip the Pontoon Bridge Status marker over to its "Pontoon Bridges Built" side.

Once built, the pontoon bridges may only be used by the French player. They function as normal bridges at their respective Locations; retreats across a pontoon bridge are not considered "Hazardous Retreats" (9.8.4).

Russian Movement Restrictions

[6.10] Kutuzov's Defense Plan: The Russian commander, General Kutuzov, was utterly convinced that Napoleon intended to attack his position by crossing the Kalotchka River to the north of Borodino. As a result, he held the bulk of his army in place in near-impregnable positions to counter that expected move. This led to his keeping those forces in place long after it should have been clear that the French were fully committed against him to the south of that river.

[6.10.1] Command Paralysis: During his Movement Phase, the Russian Player may not move any of his units which set up in the hexes north and east of the town of Smyonovskaya until they are released (however, these units may still attack as normal). Indicate their 'unreleased' status by flipping these units over (i.e., face-down when not using the Fog of War Optional Rule, or face-up and rotated 180° when using it).

[6.10.2] Releasing the Army: At the start of each of his Movement Phases, the Russian player may roll a die to try to release these units. Normally, a maximum of only one unit per turn may be released in this manner; once the "orange" release line has been crossed by a French unit, the Russian player may attempt to release up to two units. (See the on-map Table for details.)

In addition, a unit is automatically released if it engages in Battle with an enemy unit, and all Russian units are automatically released if a French unit ever occupies the Great Redoubt (0904) or is in or adjacent to Gorki (1205).

When a unit is released, flip it back over (i.e., face-down when using the Fog of War Optional Rule, or face-up when not using it) to indicate its 'released' status.

[6.10.3] Effects of Being Released: Once released, those units may move freely for the remainder of the game.

[6.10.4] VARIANT: To see what would have happened if General Kutuzov had a more realistic appreciation of the situation, ignore all provisions of rule 6.10.

[9.0] COMBAT

[9.8.1] Terrain Effects - Russian Field Works: In addition to the Raievski or "Great Redoubt" (which is a Fortified hex affecting both sides normally), the Russians also hastily created the "Fleches" and Schevardino redoubts before the battle. These two smaller field works are Redoubt hexes, but their benefits apply to Russian units only. French units receive no benefits when occupying either of these two hexes.

[9.8.6] Retreat Direction Priority:

- French units must retreat towards one of the two French LOC hexes near the southwest corner or west map edge.
- Russian units must retreat towards one of the two Russian LOC hexes on the east map edge.

[11.0] REINFORCEMENTS

[11.6] Unit Arrival Locations: Reinforcement units arrive in the following Locations (color-coded along the map edge for your convenience):

French units: along the western map edge in one of the two coded entry areas (A or B) and see 17.1.

Russian units: along the eastern map edge, on or between the Moscow-Smolensk Highway and the Old Post Road.

[12.0] ARMY MORALE



[12.6] Stand and Fight: After months of retreating, Borodino was to be the decisive battle that drove the French invaders from Russia. Had the Russian commanders not held their ground, the army's morale would have plummeted. To simulate this, at the end of any Non-Night Russian Player Turn that the French occupy both Russian Objective hexes, the Russians lose one (–1) Morale Point in addition to the normal Morale loss for each Objective.

[13.0] NIGHT TURNS

Morale Recovery from Rest: The Russians increase their Morale Points by two (+2) points at Night (instead of one).

French Objective Hexes: Schevardino (0507).

Russian Objective Hexes: The Great Redoubt (0904) and Gorki (1205).

[16.0] OPTIONAL RULES

Although the game works fine with these new Russian unit types functioning normally, it is more interesting and realistic to employ their special abilities.



[16.7.2] Russian Cossack Cavalry: The Russian Cossack Cavalry functions as a normal Cossack unit (see Standard rule 16.7.2) with the following addition:

[16.7.2.1] Swirling Hordes: The Russian player adds a +2 bonus to die rolls when attempting to rally Cossacks.



[16.7.3] Militia Infantry: Militia units were of poorer quality than regular troops, and more prone to disorganization in battle. To simulate this, the Militia units function as normal Infantry units in all respects except:

[16.7.3.1] Combat Results: Battle outcomes affect Militia units differently:

- When a Militia unit Breaks, it is Eliminated instead. That is, Militia units can never be Rallied (10.0).
- When a Militia unit Routs, add two (+2) to its Rout die roll. Militia units are the ‘opposites’ of Elite Forces.
- When a Militia unit suffers a Withdraw result, place a Routed marker on it. Note that this is not an actual ‘Rout’ and so no Morale loss is incurred. Militia units require more time to regain their cohesion.

[16.7.3.2] Organization: Militia units are not Cadre units. They cannot be broken down into, nor combined with, Cadre units when using Optional Rule 16.6.

[16.7.3.3] Moscow Militia: Because Moscow is so near to this battlefield and could generate a lot of Militia units, eliminated Militia units in *Borodino 20* may ‘recycle’ and reenter play as many times as the Russian player can draw Event cards to bring them in.



[16.9.1] Murat: The French Leader Murat has a Command Span of 1 when providing command to Cavalry units, but can only provide command to Infantry or Artillery units in the hex he occupies.



[16.9.5.1] Command Prerogative: The Russian leader Barclay can only provide command to units of the 1st Western Army (denoted by an orange oval with the number 1 in their unit designation); The Russian leader Bagration can only provide command to units of the 2nd Western Army (denoted by a blue oval with the number 2 in their unit designation). The Russian leader Kutuzov can provide command to any Russian unit, and Russian units without an Army assignment can be commanded by any Russian leader.

[17.0] GAME VARIANT

Napoleon displayed little of his previous tactical brilliance at Borodino. As the battle began to take shape, Marshal Davout suggested conducting a flank march to the south, to unhinge the left flank of the Russian line. Napoleon rejected the proposal, refusing to divide his forces, but it was a sound (if risky) option.

[17.1] Davout’s Flanking Maneuver: What if Napoleon had tried Davout’s bold maneuver? To simulate this, the following scenario may be used:



[17.1.1] Setup: During his setup, the French player spends (“deposits” might be a better word, see 17.1.4) one Morale Point. In exchange, he may select up to four total units from among his Reinforcements (including any Dummy units, but excluding the Imperial Guard, Reserve Cavalry, or Reserve Artillery units) to conduct a ‘Flank March.’ These units are secretly placed face-down under the Flank March counter and put on the Game Turn 10 box of the Game Turn Track. If using the optional Leader Rules (16.9) when playing this variant, use the 2-5 rated version of the French leader Napoleon for the usual 3-5 rated version, and add the French leader Davout as an additional reinforcement arriving with the first Flank March unit that enters play.

HISTORICAL NOTE: *Davout urged sending III Cavalry, and I and V Infantry Corps, on this Flank March.*

[17.1.2] Arrival: Beginning on Game Turn 10 (the Evening turn of September 6th), at the beginning of the French Movement Phase, roll a die for each individual unit under the Flank March counter to determine if it arrives on the map as a Reinforcement at Area C as per the on-map Table.

If any units remain under the Flank March marker, advance it ahead to the next turn on the Turn Track and repeat this procedure again on that turn until there are no more units left under it. When that happens, remove the Flank March marker from the game.

[17.1.3] Entry via Force March: On the turn that each Flank March unit enters the map via Area C, it receives +1 MP; that is, it conducts a ‘free’ Force March. This may not be increased by paying a Morale Point to Force March the rest of the army, but does not, by itself, prohibit the French from taking a ‘Lull’ turn, either.

[17.1.4] Morale Bonus: When the first Flank March unit arrives on the map, increase the French Morale level by one (+1 Morale Point). In effect, the French army receives back the one Morale Point it paid to initiate this scenario option.

Borodino 20 Credits

Game Design: Lance McMillan

Game Development: Alan Emrich

Playtesting: Rod Bauer, Steve Carey, John Leggat, Kim Meints, Joe Miranda

Borodino 20 Designer's Notes

Frustrated with the months-long retreat into the heart of Russia, Czar Alexander appointed General Kutusov to put an end to the feuding between Generals Bagration and Barclay de Tolly. He ordered them to finally make a stand against the French invaders before they reached Moscow.

After some dithering, Kutusov chose to offer battle at Borodino, a small town some 70 miles west of Moscow, where the Smolensk-Moscow highway crossed the Kalotchka River. The Russians spent a few days fortifying the site with a series of entrenchments and redoubts, and then the French arrived for what would become one of the bloodiest slugfests of the era.

Against the recommendation of Marshall Davout, who suggested making a wide flanking maneuver to the south, Napoleon chose to attack the strong Russian positions head on. After three days of grueling battle, Napoleon's Grande Armee finally broke the Russian line. Although Kutusov was forced to retreat, the French were too exhausted to pursue and consolidate their victory.

A week later, the French marched into Moscow unopposed. However, with the Russian army still largely intact, Czar Alexander refused to surrender. After holding the deserted Russian capitol for less than two months, lack of supplies forced Napoleon to begin the long retreat through the terrible Russian winter. By the time the remnants of the French army crossed the Berezina River back into Poland, with Kutusov's survivors from Borodino in close pursuit, the Grand Armee had lost over 90% of its original strength. Napoleon's Russian campaign ended as an unmitigated disaster.

New to the *Napoleonic 20* game system in Borodino is the new unit type, Cossacks. Although much feared by the French, the Cossacks were an ill-disciplined force that performed well in a scouting or screening role, but were often reluctant to engage in stand-up fights. Also new to the series are three new terrain types: Redoubts, Pontoon Bridges, and Fords.

The Grand Armee was accompanied by an extensive pontoon train that saw considerable use during the Russian campaign. While the Kolotchka River was running quite low at the time of the battle, and could probably have been bridged at any number of points, we've chosen to use the historical crossings where the French built their bridges. Also important were the many possible fording locations across the river; while not as easy to cross as bridges (hence the +1 Movement Point cost) they were still very much viable crossing sites.

The most notable new feature in *Borodino 20* is the inclusion of Kutusov's Defense Plan. Kutusov's operational myopia on the first day of the battle, convinced that the French were going to attempt to cross the river to his north, probably cost him a victory. This rule provides a much better understanding of the historical context of the battle.

Like the Kutusov Defense Plan, the option for the French player to use Davout's proposed Flanking Maneuver similarly allows players to explore another fateful decision that might have decided the outcome of this historic battle.

— Lance McMillan

SMOLENSK 20

[1.0] INTRODUCTION

Smolensk 20 is based on a trap sprung from August 16 to 19 during Napoleon's Russian campaign in 1812 where the Russian 'scorched earth' retreat almost ended in a decisive pitched battle. One player commands the French army of Napoleon, while the other leads the (Russian) Anti-French forces under Barclay de Tolly.

[2.0] GAME EQUIPMENT

The Game Map: The 11" x 17" game board features a map portraying that part of Russia where the campaign took place.

French units are blue, Russians are green.

Unit abbreviations include:

IG = Imperial Guard	Res = Reserve
Bag = Bagration	Gar = Garrison
Bar = Barclay	Cos = Cossack

Elite Forces



For the purposes of Routing (a -2 die roll modifier; see 9.6.2) and Rallying (a +1 die roll modifier; see 10.0), all of the following units are considered Elite

Forces: the French Imperial Guard, plus the Russian V.



For purposes of Morale fluctuation from their commitment in Battles (12.2), only the French Imperial Guard and Russian V Corps units are considered Elite Forces.

[3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Anti-French side), setup proceeds as follows:

1. The Game Turn marker is placed on the 'August 16 Morning' space.
2. Place the French Morale marker on the '8' space and the Russian Morale marker on the '7' space of the Morale Track.
3. Place the units on the map or the Game Turn Track (when they enter play as Reinforcements, 11.0) as listed below:

French (all from Area "D")

Hex 0213: III	Hex 1213: Res Cav. & Murat
Turn 2: I	Turn 7: IC
Turn 3: V, IIC	Turn 9: IVC
Turn 4: IG, Res Art & Napoleon	Turn 11: VIII
Turn 6: IIIC	Turn 13: IV

Russian

- Hex 0601: VI
 Hex 0811: VII
 Hex 0910: Militia 1
 Turn 1: II and Barclay (A).
 Turn 2: IV (A).
 Turn 3: Bar Cav (A), Bag Cav & Bagration (B).
 Turn 4: Art Res (A), III (B).
 Turn 5: V (A).
 Turn 6: Res Cav (A), Cos Cav (B).
 Turn 7: VIII (B).
- Remove Militia 2, 3 and 4; they are not used in this game.
 - Set aside the City Ablaze marker; it arrives as a possible random Event card draw.
 - Place the Pontoon Bridge Status marker on its “No Pontoon Bridges” side near that location (1613/1712).

[4.0] SEQUENCE OF PLAY

The French player is the First Player.

[5.0] RANDOM EVENTS

Skip the French Player’s Random Events Phase on the first Game Turn.

[6.0] MOVEMENT**[6.10] City Ablaze**

While the City Ablaze marker is on the map, the entire cluster of Smolensk city and fortified hexes are treated as Rugged Terrain (as per 6.5) for movement purposes, meaning that units must stop upon entry, and the roads in these hexes no longer provide a movement benefit (as per 6.6).

A city ablaze does not affect combat, nor are the Bridges there affected. Once drawn, Smolensk stays “ablaze” until the appropriate Event card removing this effect is drawn.

[6.11] The Pontoon Bridge

The French built a pontoon bridge across the Dnieper River between hexes 1613 and 1712. To simulate its construction, use the following procedure:

1. The first unit to cross it must be a French Infantry unit.
2. That first French Infantry unit must spend its entire Movement Allowance for that turn to cross to the other side.

After that, the pontoon bridge is considered ‘built’ and functions as a normal bridge at that Location for the rest of the game. Flip the Pontoon Bridge Status marker over to its “Pontoon Bridges Built” side.

Once built, the Pontoon bridge may only be used by the French player. It functions as a normal bridge at its location. However, retreats across the Pontoon bridge are not considered “Hazardous Retreats” (9.8.4).

NOTE: No Russian unit can enter hex 1712 prior to the construction of this bridge.

[6.12] The Undiscovered Ford

There is an “undiscovered ford” crossing the Dnieper between 0908 and 1009. The French may not use the ford until they “discover” it.

The French Player may roll to discover the ford if he has a unit occupying either side of it at the beginning of his turn. On a roll of 5 or 6, the ford is discovered and may be used normally for the remainder of the game. On any other roll, the French do not discover the ford but may roll again on subsequent turns if either end of the ford is occupied by a French unit.

The Russians are aware of the ford’s existence and may use it at any time. However, if / when the Russians use the ford, the French are then immediately considered to have discovered it.

[9.0] COMBAT**[9.8.6] Retreat Direction Priority:**

- French units must retreat towards one of the two French LOC hexes near the southwest corner of the map.
- Russian units must retreat towards one of the three Russian LOC hexes on the north and east map edges.

[11.0] REINFORCEMENTS

[11.5] Unit Arrival Locations: Reinforcement units arrive in the following Locations (color-coded along the map edge for your convenience):

French units: along the southwest map edge between hexes 0112 and 1214.

Russian units: along the north map edge, near either hex 0601 or hex 1301.

[11.6] Russian March Confusion: On the Game Turn that Russian reinforcements are due to arrive, roll a die for each such unit. On a result of 1, delay that unit’s arrival until the next turn and roll for it again; on a result of 2 or 3, the unit arrives and is placed on the map, but cannot move that turn; on a result of 4, 5, or 6 the unit arrives and can move normally that turn.

[14.0] NIGHT TURNS

French Objective Hexes: None.

Russian Objective Hexes: Smolensk (0809) and Lubino (2108).

[16.0] OPTIONAL RULES

Although the game works fine with these new Russian units types functioning normally, it is more interesting and realistic to employ their special abilities.



[16.7.2] Russian Cossack Cavalry: The Russian Cossack Cavalry functions as a normal Cossack unit (see Standard rule 16.7.2) with the following addition:

[16.7.2.1] Swirling Hordes: The Russian player adds a +2 bonus to die rolls when attempting to rally Cossacks.



[16.7.3] Militia Infantry: Militia units were of poorer quality than regular troops, and more prone to disorganization in battle. To simulate this, the Militia units function as normal Infantry units in all respects except:

[16.7.3.1] Combat Results: Battle outcomes affect Militia units differently:

- When a Militia unit Breaks, it is Eliminated instead. That is, Militia units can never be Rallied (10.0).
- When a Militia unit Routs, add two (+2) to its Rout die roll. Militia units are the ‘opposites’ of Elite Forces.
- When a Militia unit suffers a Withdraw result, place a Routed marker on it. Note that this is not an actual ‘Rout’ and so no Morale loss is incurred. Militia units require more time to regain their cohesion.

[16.7.3.2] Organization: Militia units are not Cadre units. They cannot be broken down into, nor combined with, Cadre units when using Optional Rule 16.6.



[16.9.1] Murat: The French Leader Murat has a Command Span of 1 when providing command to Cavalry units, but can only provide command to Infantry or Artillery units in the hex he occupies.



[16.9.5.1] Command Prerogative: The Russian leader Barclay can only provide command to units of the 1st Western Army (denoted by an orange oval with the number 1 in their unit designation); The Russian leader Bagration can only provide command to units of the 2nd Western Army (denoted by a blue oval with the number 2 in their unit designation). Russian units without an Army assignment can be commanded by either Russian leader.

[17.0] BATTLE OF LUBINO

After Barclay de Tolly’s extemporaneous withdraw order, a very demoralized Russian army began falling back on the night of 17-18 August. French pursuit was lackadaisical and Napoleon took the 18th ‘easy’ to tend to administrative matters after Ney’s optimistic pursuit reports.

After sides have been determined (i.e., who will play the French and Anti-French side), setup for the Pursuit scenario proceeds as follows:

1. The Game Turn marker is placed on the ‘August 17 Night’ space (Turn 10).
2. Place the French Morale marker on the ‘7’ space and the Russian Morale marker on the ‘3’ space of the Morale Track.
3. The players deploy their units as follows:

French

Hex 0406: IIIC	Hex 0809: Res Art.
Hex 0506: IC	Hex 0811: IVC
Hex 0707: III	Hex 0908: I
Hex 0709: IG & Napoleon	Hex 1110: V
Hex 0808: Res Cav.	Hex 1513: IIC & Murat
Turn 11: VIII	Turn 13: IV

Russian

Hex 0704: Cos Cav.	Hex 1107: II
Hex 0805: Vand Barclay	Hex 1206: IV
Hex 0904: Res Art.	Hex 1507: III
Hex 0906: Bar Cav.	Hex 1708: Bag Cav. & Bagration
Hex 1005: VI	Hex 1808: VIII
Hex 1006: Res Cav.	Hex 2108: Cadre*

* VII Corps is removed from play; this Cadre is all that remains after its elimination and rally.

- Remove all four Militia units; they are not used in this scenario.
 - Place the City Ablaze marker near Smolensk; its Random Event has occurred and is in effect at the beginning of this scenario.
 - Place the Pontoon Bridge Status marker on its “No Pontoon Bridges” side near that Location (1613/1712). Also, the Hidden Ford has not yet been discovered.
4. The First (French) Player Turn is skipped. Play begins with the Second (Russian) Player Turn’s Movement Phase. Note the Russian player does not draw an Event card for Turn 10; instead he is assumed to have just drawn the DETOLLY: “WITHDRAW!” card and it is considered to be in full effect.

[18.0] GAME VARIANT

Napoleon had been trying to envelop the Russian army from the outset of the campaign. Due to exigencies, a flank march from the west to unhinge the Russian's right flank at Smolensk (the Russian's first real stand) was considered but abandoned.

[18.1] The Flanking Maneuver: What if the Russians stood their ground and Napoleon had developed this maneuver? To simulate this, the following scenario may be used:



[18.1.1] Setup: During his setup, the French player spends ('deposits' might be a better word, see 18.1.4) one Morale Point. In exchange, he may select up to four units from among his Reinforcements (including any Dummy units, but excluding the Imperial Guard, Reserve Cavalry, or Reserve Artillery units) to conduct a 'Flank March.' These units are secretly placed face-down under the Flank March counter and put on the Game Turn 15 box of the Game Turn Track. If using the optional Leader Rules (16.9) when playing this variant, use the 2-5 rated version of the French leader Napoleon for the usual 3-5 rated version, and add the French leader Davout as an additional reinforcement arriving with the first Flank March unit that enters play.

[18.1.2] Arrival: Beginning on Game Turn 15 (the Night turn of August 18th), at the beginning of the French Movement Phase, roll a die for each individual unit under the Flank March counter to determine if it arrives on the map as a Reinforcement at Area C. On a roll of 1, 2 or 3, the unit remains under the Flank March marker; on a roll of 4 or 5, the unit arrives as a reinforcement next turn; on a roll of 6, the unit arrives this turn.

If any units remain under the Flank March marker, advance it ahead to the next turn on the Turn Track and repeat this procedure again on that turn until there are no more units left under it. When that happens, remove the Flank March marker from the game.

[18.1.3] Entry via Force March: On the turn that each Flank March unit enters the map via Area C, it receives +1 MP; that is, it conducts a 'free' Force March. This may not be increased by paying a Morale Point to Force March the rest of the army, but does not, by itself, prohibit the French from taking a 'Lull' turn, either.



[18.1.4] Morale Bonus: When the first Flank March unit arrives on the map, increase the French Morale level by one (+1 Morale Point). In effect, the French army receives back the one Morale Point it paid to initiate this scenario option.

Smolensk 20 Credits

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Smolensk 20 Designer's Notes

In this installment of Joe Miranda's *Napoleonic 20* game system, we examine the near-miss pair of rear-guard battles during the Russian Campaign of 1812: the battles of Smolensk and Lubino. The Russians debated fighting their "big battle" here (as they would fight three weeks later, closer to Moscow at Borodino), and Napoleon almost trapped them into staying for a grand, decisive battle at Smolensk. In this game you can now see what these engagements were like and what it might have been like had the Great Battle been fought on this ground.

As the campaign along the Moscow highway developed, Napoleon moved eastward from Minsk and planned a set of coordinated maneuvers to trap the Russian armies at Smolensk. Although brilliantly conceived, the plan was flawed in its execution with French fatigue and lethargy combining with sheer Russian luck to escape the trap and, once again, pull the Russian army's head out of the noose.

The French did achieve some surprise. General Barclay de Tolly expected the French to approach from a completely different direction—on what would be considered Game Turn zero, de Tolly was busy marching the Russian army away from the city, just off the map to the north! The French captured the bridges before the Russians arrived in sufficient numbers to stop them and hold the city. In an effort to counter the French capture of the Smolensk bridges, the Russians set the city ablaze. Thus, on the 19th, the French constructed a pontoon to help them flank the fleeing Russians and try to cut off their retreat.

The Russian high command was so divided during the days of this engagement that the situation is often referred to as the "General's Mutiny." Most of the leadership was spoiling for a fight with the French at Smolensk, including the Czar who urged his Generals to turn and fight the invaders for "Holy Mother Russia." However, de Tolly as the on-scene commander was not confident he could defeat the French and chose instead to continue the long demoralizing retreat eastwards.

Records show that this was not exactly a plan on de Tolly's part to lure the French deeper into Russia; he just didn't want to risk everything on a big battle, worried that Napoleon might out-maneuver him. Against all advice, de Tolly's luck during these days probably saved the Russian army (and perhaps Russia itself) from ignoble defeat. Leaving Smolensk burning in their wake, the Russians withdrew eastwards, fighting a sharp rearguard action at Lubino on the 19th of August to cover the retreat of their main body.

With 20/20 hindsight, Napoleon should have stopped his advance for the year at Smolensk, built up his logistical network of depots, wintered the Grand Armee as best practical, and then resumed the campaign in the spring of 1813. But that was not to be—control of a Europe restless under French domination could not be easily maintained if the myth of Napoleon's reputation was undermined by his being stalemated in the heart of Russia. Onward to Moscow!

— Alan Emrich

SALAMANCA 20

[1.0] INTRODUCTION

Salamanca 20 is based on the military movements and clash of arms that occurred in Spain, on and around July 21-23, 1812. One player leads the Allied (British, Portuguese, Spanish) Army under the command of Sir Arthur Wellesley (the Marquis of Wellington), while the other player commands the French Army of Portugal under Marshal Auguste Marmont (the Duc de Raguse), who was severely wounded in the engagement. Though their forces were roughly equal in size, the Allies achieved a decisive victory and were able to advance upon Madrid, while the remnants of the French Army escaped total destruction.

[2.0] GAME EQUIPMENT

The Game Map: The 11" x 17" board features a map approximating that part of Spain where the campaign occurred.

The Blue units are French. The Red units are Allied. The yellow unit is Spanish.

Unit abbreviations/commanders are as follows:

Allied

1st = Campbell	3rd = Pakenham (Pic)
4th = Cole	5th = Leith
6th = Clinton	7th = Hope
Lt = Light Inf. (Alten)	Cav = Cotton
Ld = Light Dragoons	d'E = d'Espana
Ind = Independent	

French

1st = Foy	2nd = Clausel
3rd = Ferey	4th = Sarrut
5th = Maucune	6th = Brennier (Taupin)
7th = Thomieres	8th = Bonet
Cu = Curto (Light Cavalry)	
Bo = Boyer (Heavy Cavalry)	
Jo = Joseph (see 16.11 and 17.3)	
AdN = Armee du Nord (see 11.7)	

Elite Forces



For the purposes of Routing (a beneficial -2 die roll modifier; see 9.6.2) and Rallying (a beneficial +1 die roll modifier; see 10.0 and the Rally Table), the following two units are both considered to be Elite Forces:

- **Allied:** 2-2 Light Infantry (Alten)
- **French:** 4-2 Clausel's II Division

NOTE: There are no "Guard" units in this game that affect Morale fluctuations when committed to battle (rule 12.2 does not apply in this game).

[3.0] SETTING UP THE GAME

After sides have been determined, the game is setup for the Standard scenario as follows:

1. The Game Turn marker is placed on July 21st morning space.
2. Place both the Allied and the French Morale markers on the '8' space of the Morale track (however, see rule 16.11 for possible exception).
3. No units start set up on the map. Instead, all regular scheduled units arrive as Reinforcements at any of their side's color-coded map edge entry hexes (Allied in red area Z, hexes 0501-0901, on the North edge; French in the blue area A, hexes 1901, 2001-2003, Northeast corner) of the map according to the following schedules:

Allied (all units via Area Z)

- Game Turn 1: Lt, 1st, 4th, and 5th and Wellington
- Game Turn 2: 6th, 7th, and Ind
- Game Turn 3: Cotton and d'Espana
- Game Turn 6: 3rd and LtDrag

French (all units via Area A)

- Game Turn 1: 5th, 6th, 7th, Curto and Marmont
- Game Turn 2: 2nd, 4th, 8th and Boyer
- Game Turn 3: 1st, 3rd
- Game Turn 6: Joseph (Area B)*
- Game Turn 7: AdN (Area B)**

* This unit potentially enters play only when Optional rule 16.11 is being used.

** See rule 11.7.

[4.0] SEQUENCE OF PLAY

The Allied player is the First Player.

[5.0] RANDOM EVENTS

Skip drawing an Event card for both sides on Game Turn 1. Start drawing Event cards normally on the Allied player's second turn.



[5.1] Marmont Wounded: When the French "MAR-MONT WOUNDED!" Event card is drawn, flip the French Morale marker over to its "Marmont Wounded" side to show it has occurred (Marmont's wounding is a pre-condition for possible effects on the French "ACT WITH BOLDNESS" event). This event can only occur once per game; if it is drawn again treat it as No Effect. See Exclusive rule 16.9.9 for additional special effects of this event if using the optional Leader rules.

[6.0] MOVEMENT

[6.7.1] March and Countermarch: When a unit, belonging to either side, enters an EZOC for the first time during the game, the owning player must spend a Morale Point. Thereafter, all units enter enemy Zones of Control normally. This one-time cost only applies during July 21, the first day of the game (Turns 1 through 5).

***Historical Note:** Both armies had been marching along parallel routes, often in sight of one another, for several days, with neither commander willing to commit to battle.*

[9.0] COMBAT

[9.8.6] Retreat Direction Priority:

- French units must retreat towards one of the three French LOC hexes, located along the North, East, or South map edges.
- Allied units must retreat towards one of the two Allied LOC hexes, located on the North or West map edge.



[9.8.4.1] Shallow Streams: Minor Rivers are treated as clear terrain for the purposes of combat; they do not provide the usual defensive bonus indicated on the Terrain Effects Chart. Movement costs and the requirement for units to conduct Hazardous Retreat checks (9.8.4) when retreating across Minor Rivers remain unchanged.

[9.8.4.2] The Santa Marta crossing between hexes 0902 and 1002 is a Major Ford (see Terrain Effects Chart).

[10.0] RALLY

[10.1] French Rally: Apply a minus one (–1) die roll modifier to all French Rally attempts for the duration of the game.

***Historical Note:** Short of supplies during the campaign, and burdened with a confusing command structure, French discipline suffered during the battle.*



[10.2] Spanish Fragility: When the Allied player attempts to Rally the Spanish d'Espana unit, he never applies the +1 Rally bonus even if he has spent a Morale Point to do so. The Spanish Cadre is not used in the Standard game (however, see optional Exclusive rule 16.6); accordingly, the d'Espana unit cannot Partially Rally (16.5.1) or Break Down (16.6.1).

***Historical Note:** The morale of the Spanish troops was particularly low during this battle.*

[11.0] REINFORCEMENTS

[11.6] Unit Arrival Locations: Reinforcement units arrive in the following Locations (color-coded along the map edge for your convenience):

French units: in the Blue Entry Area designated “A” on the north and north-eastern map edge for most units. For the French optional King Joseph unit (see rule 16.11) use the Blue Entry Area designated “B” on the east map edge. For the Armee du Nord (AdN) unit, see rule 11.7 below.

Allied units: in the Red Entry Area designated on the north map edge.



[11.7] Chauvel Rides: The French AdN reinforcement unit (a 2-3 cavalry unit) potentially enters play starting on Turn 7 via the following:

Procedure

Starting on Turn 7, the French player makes an ‘entry die roll’ to see if the unit actually enters play.

On Turns 7 through 12, the following results apply:

- 1, 2 = the AdN unit is permanently eliminated.
- 3-5 = the AdN unit is delayed (move the unit to the next box on the Game Turn Track and roll for the unit again the next turn).
- 6 = the AdN unit arrives in any hex in the Red (yes, the Allied) Reinforcement Entry Area.

On Turns 13 through 17, the following results apply:

- 1-3 = the AdN unit is permanently eliminated.
- 4, 5 = the AdN unit is delayed (move the unit to the next box on the Game Turn Track and roll for the unit again the next turn).
- 6 = the AdN unit arrives in any hex in the Red (Allied) Reinforcement Entry Area.

***Historical Note:** The possibility of elements from the French Army of the North falling on his rear was of significant concern to Wellington.*

[14.0] NIGHT TURNS

French Objective Hexes: Salamanca (hex 0502) and Los Arapiles (hex 0711).

Allied Objective Hex: Calvarrasa de Arriba (hex 1310).

[14.1] Alternate French LOC: hex 0901 is considered a French LOC only if (and for) the French AdN 2-3 cavalry reinforcement when it has entered play (see 11.7). If it comes into play, this alternate LOC does not count for Captured Terrain indicated on the Morale Chart.

[14.2] Allied LOCs: Allied LOCs (hexes 0301 and 0107) are worth 1 Morale Point each. This differs from the standard Morale Loss due to Captured Terrain indicated on the Morale Chart.

***Historical Note:** Wellington was very dependent on his rigid lines of communication back to Portugal.*

[14.3] Morale Recovery from Rest: On Game Turn 6 (night, 21 July) neither side recovers Morale due to resting (i.e., skip Morale Recovery during the first Night turn).

***Historical Note:** A sudden storm on the evening of July 21 caused some chaos in both camps.*

[16.0] OPTIONAL RULES

[16.1.3] Dummy Units: If playing with the Fog of War rules, the Spanish unit is ineligible to create or receive a Dummy.



[16.6] Spanish Cadre: As a handicap for players of unequal experience, players may agree before starting play to use the Spanish Cadre for use in Partially Rallying (16.5.1). Use of this rule will slightly help the Allied player.



[16.9.9] Marmont & Clausel: If the “MARMONT WOUNDED!” event occurs, immediately and permanently remove the Marmont leader from play and place the Clausel leader on the Game Turn track as a reinforcement two (2) turns ahead of the current turn. When Clausel is scheduled to arrive, place him on the French 2nd Infantry division at the start of the French player’s turn; if the 2nd Infantry division is not in play at that time, the French player may place Clausel on any French unit.

[16.9.10] The Allied Light Infantry (Lt) 2-2 division functions as a normal infantry unit in all respects except that it may disengage (exactly as per Rule 8.3).

[16.10] British Independent Brigades:



[16.10.1] The 2-2 British Ind Infantry unit may Break Down into the independent “Pack” and “Bradford” brigades (use the normal procedure outlined in 16.6.1, but the Allied player does not have to pay a Morale Point to do so).

[16.10.2] When he Breaks Down the 2-2 Ind unit, the Allied player may choose to either deploy the two 1-2 brigades on the map as normal units *or* place them on the next turn on Game Turn Track to make them available as “In Hand” reserves. The decision to take each brigade as an on-map unit or an “In Hand” reserve is made independently, but once made the decision is final and irrevocable.

***Play Note:** The Allied player may choose to place one brigade on the map immediately and the other brigade “In Hand” on the Turn track for next turn.*

[16.10.3] When the independent brigades are “In Hand” reserves, the Allied player may freely “spend” one per battle as Reserves (i.e., no Morale is spent for the +1 combat strength). “In Hand” reserves and normal “for morale” reserves may be committed together (for a combined +2 bonus) when the Allied player is attacking, but only one or the other may be committed to defensive support. Otherwise, there are no restrictions. Once “expended”, an “In Hand” brigade is permanently eliminated (at no morale penalty).

***Play Note:** The concept of “In Hand” reserves is meant to abstract Wellington’s tactical superiority on the battlefield.*

[16.10.4] Once the 2-2 Ind Infantry unit has been Broken Down, it may *not* be recombined (16.6.2). The parent Independent 2-2 unit is permanently removed from play.

[16.11] King Joseph Marches:

Before the start of play, the French player may choose to call for reinforcements from King Joseph; the decision must be made before play begins and is irrevocable. If this option is chosen, the French player reduces his starting Morale level to 7.



Starting on Game Turn 6, and every turn thereafter until the unit enters play, the French player rolls a die and consults the table below to see if the 4-2 Jo reinforcement unit arrives. If the result falls within the indicated range, the unit enters play in Entry Area B and the French player immediately increases his Morale level by one (+1). If the unit does not arrive, move it to the next box on the Game Turn Track and roll again next turn.

- **Turns 6 and 7:** 6
- **Turns 8 onwards:** 5 or 6

***Play Note:** This option allows players to explore the possibility of King Joseph (Napoleon’s brother) marching from Madrid to support Marmont, with the vanguard of his army managing to arrive in time to participate in the battle.*

[17.0] HISTORICAL SCENARIO

[17.1] Historical Battle Scenario: This scenario is a short slugfest, and makes a good introduction to the system.

1. Place the Game Turn marker on the Afternoon turn of 22 July (Turn 9). The Turn marker should have its “Marmont Wounded” side face up (i.e., this event has already occurred).
2. Form the Event card deck according to the following procedure:
 - Remove “SALAMANCA LUNCH” (#8) and “MARMONT WOUNDED!” (#3) Event cards from the deck and use them to form the Discard Pile.
 - Place the “DRIVE EVERYTHING BEFORE YOU TO THE DEVIL!” Event card (#11) on the top of the deck; it will always be the first Event card draw during this scenario.
3. Place both the French and Allied Morale markers on the ‘5’ space of the Morale Track.
4. Place the units on the map in the positions listed below:

Allied

Hex 0211: 3rd (3-2)	Hex 0212: LtD (1-3)
Hex 0507: d’E (2-2)	Hex 0607: Cv (2-3)
Hex 0710: 7th (3-2)	Hex 0711: 5th (3-2)
Hex 0810: 6th (3-2)	Hex 0910: 4th (3-2)
Hex 1009: 1st (4-2)	Hex 1109: Lt (2-2)

The Allied player's 2-2 Ind unit has already been "broken down" and he begins the scenario with the two Independent brigades (Pack & Bradford) available as "In Hand" reserves (16.10.3).

French

Hex 0512: 7th (2-2)	Hex 0614: Cu (1-3)
Hex 0713: 5th (3-2)	Hex 0813: 2nd (4-2)
Hex 0912: 8th (3-2)	Hex 1011: 6th (2-2)
Hex 1113: 4th (3-2)	Hex 1211: 3rd (3-2)
Hex 1309: 1st (3-2)	Hex 1313: Bo (2-3)

The French Armee du Nord (AdN; rule 11.7) unit is not used—it has been permanently eliminated.

[17.2] The Allied Player is the First Player and the Allied Event card draw on the initial turn of play is always "DRIVE EVERYTHING BEFORE YOU TO THE DEVIL".

[17.3] The optional King Joseph unit and associated rules (16.11) are not used in this scenario.

[17.4] Neither side may take a Lull Turn (13.0) until Day Three (Turn 13).

[17.5] The Standard Series Rules for Victory Conditions (15.0) in this scenario are reversed (i.e., the burden is on the Allied player to defeat the French).

- An Allied Decisive Victory is achieved if, at any time, the French side's Morale is reduced to zero (0) and Allied Morale is one (1) or more.
- A French Decisive Victory is achieved if, at any time, the Allied side's Morale is reduced to zero (0) and the French Morale is one (1) or more.
- A French Marginal Victory is obtained if, at the end of the game (i.e., the conclusion of Turn 18) French Morale is at least 1 higher than the Allied side's Morale Value.
- A Draw occurs with any other result.

Salamanca 20 Credits

Game Design: Steve Carey

Series Design: Joe Miranda

Series Developer: Lance McMillan

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Salamanca 20 Designer's Notes

I've always had more than a passing interest in the Peninsular campaigns of the Napoleonic Wars, especially the Battle of Salamanca. With comparatively equal forces, how did Wellington inflict such a severe defeat upon the French?

Marmont's error was that he presumed the British were going to continue their cautious withdrawal. As Wellington concentrated his forces, the French commander vainly held to the belief that the enemy was still retiring. Marmont had no tangible battle plan for his now scattered formations, and he was hard-pressed when Wellington finally committed to battle.

The *Napoleonic 20* system offered an opportunity to explore this situation in a small format. With the design done at divisional level (most of the other games in the series are corps level), it worked smoothly once we telescoped the scale. It was a challenge to construct a multi-day game around an action that lasted only a few hours.

Both sides start out with high Morale in the Standard scenario (3.0), so the initial decision whether to use early Forced Marches to gain good ground, or to conserve Morale for the battle ahead, will set the stage for the rest of the game. The three day battle is unlikely to develop along historical lines as the players explore varying strategies.

Portuguese troops are integrated into the British units, and also are represented by the Pack and Bradford brigades. The French had several more artillery batteries present, but not enough to justify their own counter. Note that the cards help to account for this and other design elements.

Research revealed a surprising number of discrepancies between contemporary accounts, historical hindsight, conflicting map sources, varying unit strengths, and even the spelling of various leaders' names! Whenever a judgment call had to be made, I always opted in favor of design-for-effect in order to produce an efficient and good game. One example would be the 'SALAMANCA LUNCH' event, which serves a dual purpose. If drawn before the sides engage, the Allied player can use it to disrupt the French march, reflecting Marmont's lack of planning. If drawn after combat begins, it can cause harm to the French tactical position (e.g., Thomieres' unsupported historical advance).

With multiple Objective hexes and LOC's to protect, the Allied player will need to equal history by bringing the French Army to its knees in battle. Though the Allies have several subtle advantages, it will not be an easy task.

There is an Alternate Strategy (French reinforcement, 16.11) offered for the Standard scenario (3.0); feel free to use it to add variety and/or balance to your Standard scenario game play. Or try out the Historical scenario as a quick-playing slugfest which also serves as a good introduction to the *Napoleonic 20* system. The French start with their backs up against the wall, and survival will be a challenge.

Napoleonic 20 is a simply wonderful game engine, being elegant, accessible, and just pure fun. I sincerely hope that *Salamanca 20* continues on with the tradition of excellence.

— Steve Carey

FADING GLORY

NAPOLEONIC 20 SERIES

Turn Sequence

Both the 1st & 2nd player complete these 5 steps to complete one Game Turn:

1. Random Events
2. Movement
3. Enemy Reaction
4. Combat

If he did not Force March during his Movement Phase, and was not involved in any Battles during the enemy's Reaction or his own Combat phases, he might receive a Morale Point from rest during a "Lull" (13.0).

5. Night Operations

- 5a. Rally (See the Rally Table)
- 5b. Morale Loss due to captured terrain
- 5c. Morale Recovery from rest
- 5d. Reconcealment (if using Optional Rule 16.1.2)
- 5e. Reshuffle deck (after Second Player's Night Turn)

Hazardous Retreat

Die Roll	Result
1-3	Break
4-6	Safe

Results are applied after that unit retreats into that hex in an Enemy Zone of Control or across that Bridged/Forded/Minor river hexside.

Break the unit Breaks at that location.

Safe the unit is safe at that location.

Rally Table

Die Roll	Result
1-2	Eliminated
3-4	-
5-6	Rally

Die Roll Modifiers:

- +1 for Elite Forces (see Exclusive Rule 3.0)
 - +1 when one Morale Point is spent (for all Rally rolls, see 12.4)
- Modified die rolls greater than 6 are treated as 6.

Elim the unit is eliminated and permanently removed from play.
 - *(No Effect)* the unit remains Broken and may attempt to Rally again later. If using Optional Rule 16.61, a Cadre unit may be placed instead.

Rally the unit Rallies; place on a friendly LOC hex (or see 16.4).

Controlled Advance Table

Die Roll	Result
1-3	Control Lost
4-6	Control Maintained

Modifier:

- 1 if the Cavalry unit has a Combat Strength of 2 or more
 - If Control is **Lost**, at least one victorious Cavalry unit *must* Advance After Combat.
 - If Control is **Maintained**, the player has the *option* to Advance After Combat with a victorious unit.

Battle Sequence

- A. Attacking Player designates attacking and defending units.
- B. Attacker may "Commit Reserves."
- C. Terrain Effect added; Defender may "Commit Reserves."
- D. Determine Combat Differential column to be used.
- E. Consult the Combat Results Table.
- F. Roll a die; cross index the die result and Differential Column.
- G. Apply result immediately, including Advance or Retreat After Combat.

Combat Results

Die Roll	Attacker's Net Combat Strength Differential						
	-2	-1	0	+1	+2	+3	+4
1	AB	AR	AR	AW	N	EX	EX
2	AR	AR	AW	N	EX	DW	DW
3	AR	AW	N	DW	DW	DW	DR
4	AR	N	DW	DW	DW	DR	DR
5	AW	DW	DW	DW	DR	DR	DB
6	N	DW	DR	DR	DR	DB	DB

Attacks made at greater than +4 are treated as +4.

Attacks made at less than -2 are treated as -2.

- A or D** The result applies to the Attacker or Defender.
- B** *(Breaks)* Break all defeated units in this battle. Adjust morale. The victor conducts any Advance after Combat.
- R** *(Routed)* The victor rolls a separate die for each Routed unit and the losing player retreats it that many hexes (-2 for an Elite Force; if modified result is < 1, change it to Withdraws). Adjust morale if unit routs more hexes than its Movement Allowance. The victor conducts any Advance after Combat.
- W** *(Withdraws)* All defeated units in this battle must retreat one hex. The victor conducts any Advance after Combat.
- EX** *(Exchange)* Break all defending units. The attacker must break from among his units in that battle an amount of Combat Strength Points at least equal to the defender's Combat Strength total. Use only the printed Combat Strength values on the units themselves, unmodified for terrain or other considerations. Adjust morale (it might cancel out). Surviving attacking units conduct any Advance after Combat.
- N** *(Engaged)* There is no effect. Neither side breaks any units, retreats, or advances as a result of this battle.



Morale Chart



Circumstance	Friendly	Enemy
During Combat		
Each Broken enemy unit	+1	-1
Each enemy unit that Routs more hexes than its Movement Allowance (Elite Forces get -2 to their Rout rolls) <i>If the unit also Breaks, the net loss is only -1</i>	-	-1
Guard force(s) could not conceivably Advance after Combat (see Rule 12.22)	-1	for Guard unit's side
During a "Lull" Turn		
If no mitigating activity during that Day Turn	+1	-
During Night Game Turns		
Occupy two or more enemy LOC hexes	-	-1
For each enemy Objective hex occupied	-	-1
Automatically, from recuperation	+1	-

Spending Morale Points

Players may spend one Morale Point for each desired effect as follows:

- **Forced March:** +1 Movement Allowance to all friendly units for that Player Turn.
- **Commit the Guard:** Movement of a Guard unit next to an enemy unit during your Movement Phase. No cost if either side is down to only 1 Morale Point (Free Guard Commit).
- **Commit the Reserves:** Increase your side's Strength in a battle by +1.
- **Rally:** +1 to the Rally die rolls for all friendly units checked at that time.

Terrain Effects Chart

<i>Depiction</i>	<i>Type</i>	<i>Movement</i>	<i>Combat</i> ¹
	Open	1	+0
	Forest	Stop	+1
	Rough	Stop	+2
	Town	1 EZOCs do not extend between adjacent town hexes	+1
	Road	1 MP along connected road +1 M.A. if entire move is along road	As other terrain in hex
	Up Slope	+1 MP to cross hexside ² (no "down slope" effect)	+1 if all attackers are "down slope" ³
	Major River	No ZOC, move or retreat across	Cannot attack across
	Minor River	+1 MP to cross hexside ²	+1 if all attackers are across hexside ³ Hazardous Retreat ⁴
	Ford	No ZOC +0 MP to cross	+1 if all attackers are across hexside ³ Hazardous Retreat ⁴
	Bridge	No ZOC +0 MP to cross	+1 if all attackers are across hexside ³ Hazardous Retreat ⁴
	Pontoon Bridge	No ZOC +0 MP to cross	+1 if all attackers are across hexside ³ Hazardous Retreat ⁴
	Fortified Hex ⁵	1 EZOCs do not extend into Fortified Hex	+2 Retreat 1 fewer hex
	Redoubt Hex	1 EZOCs do not extend into Redoubt Hex	+1 Retreat 1 fewer hex
	Objective Hex ⁵	As other terrain in hex	As other terrain in hex
	LOC Hex ⁵	As other terrain in hex	As other terrain in hex
	Setup Hex ⁵	As other terrain in hex	As other terrain in hex
	Unit Arrival Location ⁵	As other terrain in hex	As other terrain in hex
	Enemy Zone of Control	Stop Can only exit via combat	Must attack; Hazardous Retreat ⁴

Terrain Effects Chart Key

"Stop" Must cease movement upon entering this hex.

"As other terrain in hex" Use the other terrain type in this hex to determine its movement and combat effects.

¹ This value is added to the defender's Combat Strength. Use only the single best modifier in each battle.

² This is in addition to the cost to enter the hex across this hexside.

³ If any attacking unit is not across this type of hexside from the defending unit, the defender does not receive this cross-hexside combat benefit.

⁴ See Rules 9.83 and 9.84 for Hazardous Retreat restrictions.

⁵ Color-coded per nationality (**blue** = French; **red** = British; **black** = Prussian; **dark green** = Russian).



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Waterloo 20

Fading Glory

Sheet 2 of 2 — Front Side

1215-2



Salamanca 20



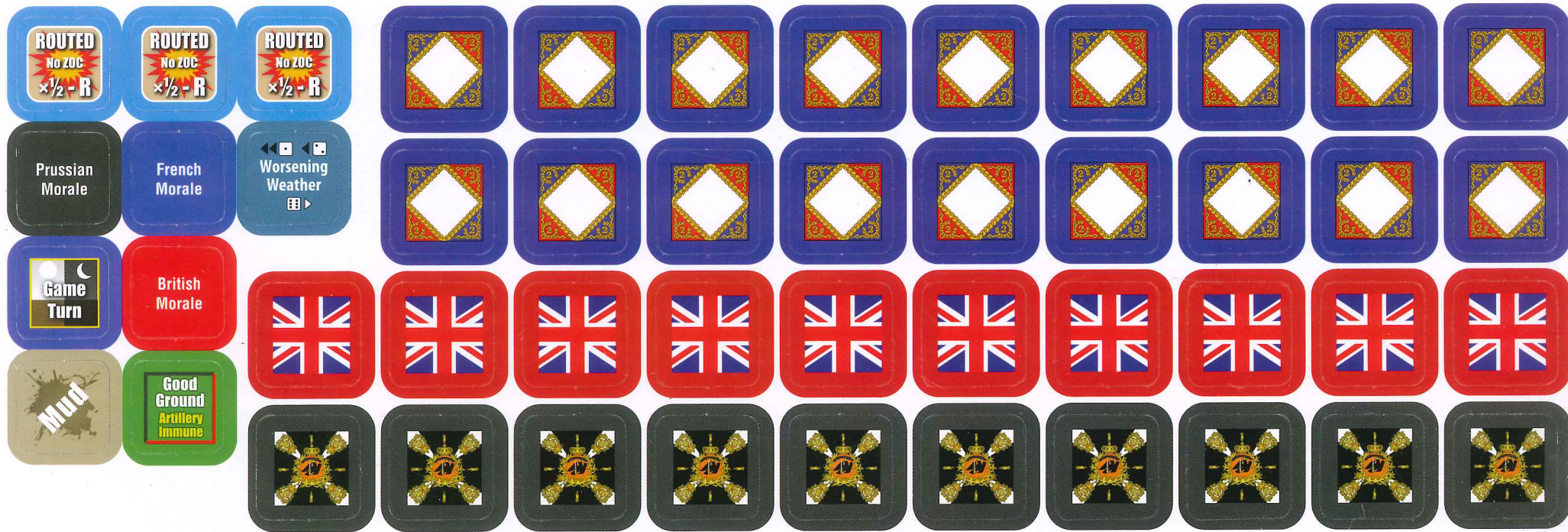
Optional Unit

Waterloo 20

Fading Glory

Sheet 2 of 2 — Back Side

1215-2



Salamanca 20

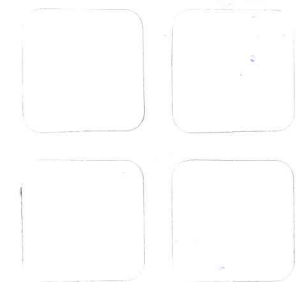
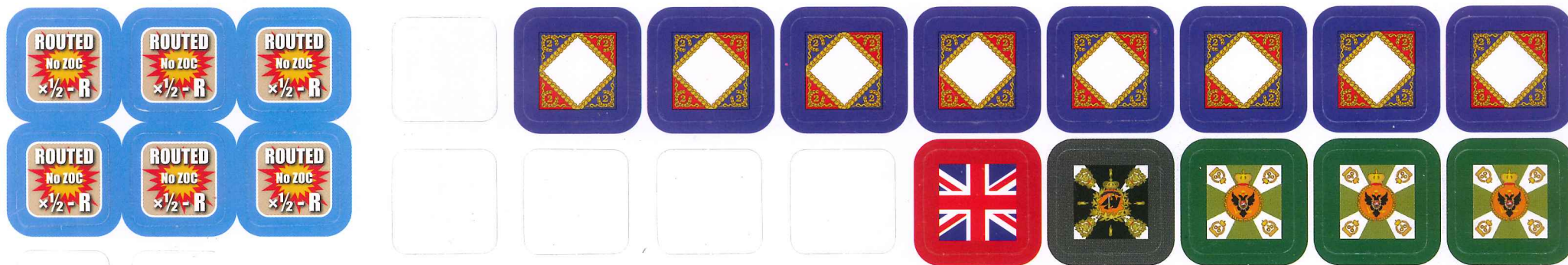
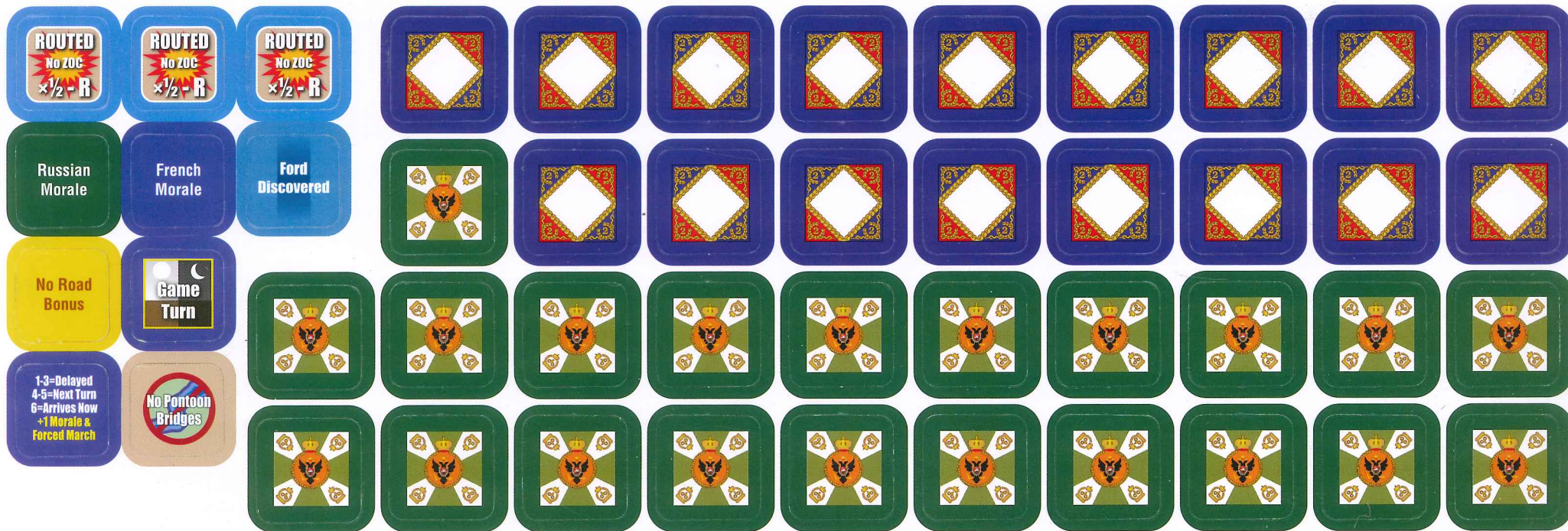




Generals and Fatigue markers



Spare Counters



Square and Volley

One French Infantry unit (your choice) may add 1 to its Combat Strength this turn *if* it is counter-charged by an Allied Cavalry unit during the Reaction Phase.



Imperial Eagle Captured!

You may re-roll one French Rout roll this turn (choose immediately after the initial Rout roll is made).

Intelligence Gathering

You may immediately reveal 1 concealed Allied unit.

No effect if not using Fog of War.



Wellington's Brother

If the Spanish **d'Espana** unit is currently Broken, immediately place it back on the map as if it had just been rallied. *Otherwise, no effect.*



Marmont Wounded!

If any Battle occurred during the immediately preceding Allied Combat Phase, your units may not enter enemy ZOCs this turn. Units already in enemy ZOCs must remain in place, as usual. See Exclusive Rule 5.1 for additional requirements.



Inspired Leadership

You may now attempt to rally Broken Allied units as per 10.0.



Confusion & Uncertainty

You may immediately reconceal all of your units and replace your Dummy units as if it were a Night Turn (16.1.2).

No effect if drawn on a Night Turn or if not using Fog of War.

Act With Boldness

Select a French Infantry unit. Add 1 to its Combat Strength

— or —

add 1 to its Movement Allowance during your Player Turn.

If the *Marmont Wounded* event has already occurred *and* Clausel's 2nd



Division is selected, add 1 to both its Combat Strength *and* its Movement Allowance.

Watch and Wait

No effect. *Reshuffle the cards.*



Requisitioned Horses

The Allied player chooses one of your Cavalry units; both its Movement Allowance *and* Combat Strength are reduced by 1 (either may reduce to zero) during your turn.

Caution

Any Allied unit that does not *begin* this turn within 2 hexes of a French unit may not enter an enemy ZOC.

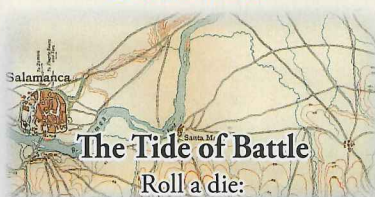
Independent Batteries

You may choose to add one to the *Combat Strength* of one of your Infantry units during your Combat Phase this turn; however, its *Movement Allowance* is reduced by 1 and it may not Advance after Combat.

King's German Legion



One British Infantry unit (your choice) has its Combat Strength *increased by 1* during your turn.



The Tide of Battle

Roll a die:

On a 1 *or* 2 you lose 1 Morale Point.

On a 3, 4 *or* 5, there is no effect.

On a 6, you gain 1 Morale Point.

"Salamanca Lunch"

Select one French Infantry unit and move it 1 hex in any direction of your choice. This action must follow all the normal rules of movement (e.g., it may not leave, but may enter, enemy ZOC).



Vive l'Empereur!

You may spend 1 Morale Point this turn without paying its cost.

"Charge at All Hazard"

One of your Cavalry units has its *Combat Strength* increased by 1 this turn — *or* — you may automatically Break one Routed French unit that ends either your Movement or Combat Phase adjacent to one of your Cavalry units.



Doubt and Indecision

You may *not* spend Morale Points to Force March or Commit Reserves this turn.

Spanish Clergy

You may immediately reveal up to 3 concealed French units. No effect if not using Fog of War.



According to Plan

No effect. *Reshuffle the cards.*



"Drive Everything Before You to the Devil!"

If on the map, the British 3rd Infantry Division has both its Combat Strength *and* its Movement Allowance increased by 1 this turn.

Otherwise, no effect.



Sacré Bleu!

If a side is *ahead* in Morale Points, that side immediately *loses* 1 Morale Point.

d'Espana's Nerve

If the Spanish **d'Espana** unit is on the map *and* currently Routed

— *or* —

not within 2 hexes of a non-Routed British unit

...it immediately Breaks (but with no Morale adjustment).

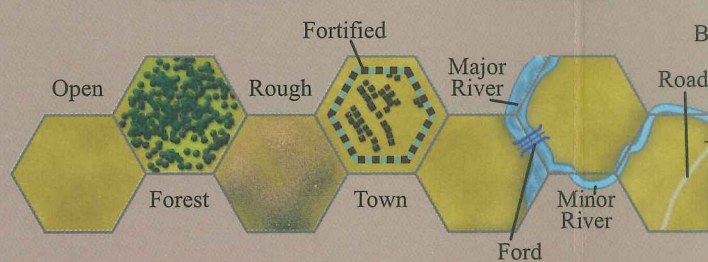
Otherwise, no effect.





Salamanca

July 21-23 1812





July 21						July 22						July 23																							
1	Morning	2	Mid-day	3	Afternoon	4	Dusk	5	Evening	6	Night	7	Morning	8	Mid-day	9	Afternoon	10	Dusk	11	Evening	12	Night	13	Morning	14	Mid-day	15	Afternoon	16	Dusk	17	Evening	18	Night
						No Night Morale Recovery!						Lulls Allowed																							

Morale Track

0	1	2	3	4	5	6	7	8	9	10
						Lull?				

Events in Play

Game System: Joseph Miranda
Game Design: Steve Carey
Map Graphics: Knut Grunitz