

# The Invasion of Russia

Rules of Play v.2.0

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Napoleon's Greatest Gamble: The Invasion of Russia (1812) is a divisional-level strategic wargame simulating Napoleon's Russian campaign of 1812. One player controls the Russian units, whilst his/her opponent controls units of La Grande Armée. This is the first instalment in a projected series covering the Campaigns of the Napoleonic Wars using the same game system and scale.

## 1. Acronyms and Definitions

1.1 The following acronyms and terms appear within the Rules and are consolidated here for reference:

- 1xd6 – the roll of one six-sided dice
- CC – Combat Command
- CF – Combat Factor
- “Cossacks” – Russian light cavalry who conducted effective hit and run raids against French occupying forces.
- CR – Commander Rating
- Depot – a local supply source for combat units.
- “Difficult terrain” – forest, marsh, mountain and/or rough ground
- FAV – Final Attack Value
- FDV – Final Defence Value
- “Foreign contingents” – non-French units (eg, Austrians or Poles) allied to the French.
- “French units” – French troops, their Allies (foreign contingents) and Commanders, also referred to as “La Grande Armée”.
- “Friendly city/territory” – for the French, territories to the west of Russia and all cities therein; and, for the Russians, Russia and all cities therein. This definition applies irrespective of whether the city/territory is occupied currently by an enemy unit(s). “Enemy” city/territory means the opposite of friendly. [See, however, Advanced Rule 16.9.]
- “Immediately adjacent” – two hexes abutting each other
- OF – Occupancy Factor
- “Russian units” – Russian troops and their Commanders
- USS – Ultimate supply source: for the Russians this is the eastern map edge, together with Kiev and St Petersburg; for the French it is the western map edge. (See also Advanced Rule 16.13.) For the Austrians this is the southern map edge within Austria.

Note that the Austrian USS is unable to source a chain of depots. Rather, it functions as a permanent depot [Rules 6.1 and 6.2] for Austrian units (only) within five hexes (three in Winter) of the southern map edge within Austria. Further away, Austrian units must rely upon depots linked to the western map edge, like the rest of La Grande Armée [Rules 7.7 and 7.8].

- “Undisrupted” – a combat unit in “good order” and, thus, able to move and engage in combat; as opposed to a “disrupted” unit which cannot.
- “Winter” – November (Turn 11) et seq

1.2 Unless otherwise stated, whenever the Rules require that a number should be halved or quartered, any fraction which results is rounded down.

## 2. The Board

2.1 The board represents Eastern Europe and European Russia in 1812.

2.2 Superimposed upon the board is a grid of hexes each of which is approximately 33 miles (about Km 50) across and is either clear or has a colour/symbol reflecting the presence of one of the following terrain types:

- city [cities which count towards Victory Points, Rule 14.7a, have a red number]
- fortified city [fortified cities which count towards Victory Points, Rule 14.7a, are delineated in red and have a red number]
- forest [impassable for French units]
- lake [impassable for all units]
- marsh [impassable for French units]
- mountain [impassable for all units]
- rough ground [impassable for French units]
- sea [impassable for all units]; a numbered hex partially covered by the sea comprises a “hex” which may be occupied per Rule 4.1.

In addition, some hexes are bordered by rivers (designated by thick blue lines). Units may cross these without restriction or penalty in the course of Movement [Rule 8.4], but they do affect Supply and Combat [see Rules 6.2 bp3, 11.4, 11.5 and 11.11]. Bridges cross some rivers. These are relevant for Supply and Withdrawals [Rules 6.2 bp3, 7.8 and 11.11]

2.3 Movement is always between two immediately adjacent hexes. An unit which is obliged to exit the map (eg, being forced to retreat as the consequence of combat) is eliminated.

### 3. The Pieces

3.1 The pieces, henceforth referred to as “units”, represent:

- Commanders and their staff
- Artillery [combat unit]
- Cavalry [combat unit]
- Infantry [combat unit]

Combat units are further divided according to their Class: Veteran, Line or Conscript [see Rule 3.2].

Design Note: the number of men represented by each combat unit is approximate and, indeed, variable. This is inevitable because virtually all units were almost always seriously under-strength. As a rough rule of thumb, the cavalry and infantry units equate to divisions comprising perhaps 4,000 and 8,000 men, respectively. Artillery units represent a sizeable artillery train and supporting troops.

3.2 Each undisrupted combat unit has a Combat Factor [CF] of one (1). Each combat unit, whether undisrupted or disrupted, also has an Occupancy Factor [OF]. The OF of each unit is printed on its counter, and is determined by the unit’s Class. For Veterans the OF is one (1), for Line units one and a half (1½) and for Conscripts it is two (2).

Design Note: Occupancy Factors [OFs] reflect the cohesion, discipline and experience of the various classes of units which, together with their ability to cope with logistical constraints, served to determine the numbers of troops which could operate as a single force. See Rule 4.1.

3.3 A combat unit may become “disrupted” as a consequence of a lack of supply [Rule 6.4], attrition [Rule 8.5], combat [Rule 11.17], or Cossack activity (French only) [Rule 13.1]. Disrupted units are “flipped” onto their reverse side. See also Rules 6.4, 8.4 bp4, 10.1, and 11.18 for the disadvantages which accrue as a consequence.

3.4 Commanders do not have a CF. Their OF is also zero (0). Each has a Commander Rating [CR] which is printed on its counter; see Rules 8.1, 8.2, 10.2, 10.4, 10.6, 11.5, and 11.7. Any French commander may command any combat unit(s) within La Grande Armée, and any Russian commander may command any Russian combat unit(s).

3.5 The seniority of commanders, their command designation [Advanced Rule 16.2] and any special characteristics [Advanced Rule 16.4] are also indicated on the counters.

3.6 The background colour of a Commander or a combat unit reflects its nationality:

- La Grande Armée (other than Austrians):  
dark blue
- Austrian: white
- Russian: green
- Swedish: yellow

The background colour of a combat unit’s NATO symbol is used to further distinguish guards’ units and the nationality of foreign contingents within the service of France:

- French Guard: Red
- Bayern: White (yellow cross)
- Italian: Green
- Polish: Magenta
- Prussian: Grey
- Saxon: Ancient rose
- Swiss: Crimson
- Westphalian: Forest green

These further distinctions are important for some Advanced Rules.

3.7 Other pieces comprise “marker counters”. Their use is explained throughout the Rules folder.

## **4. Occupying a hex**

4.1 Each hex has a maximum capacity of six (6) friendly OFs. This limitation applies at all times.

4.2 When units are ordered to attack enemy units on an immediately adjacent hex [Rule 10.1] the OFs of the attacking units and of all supporting units [Rules 10.4 and 10.5] are ignored for the purposes of determining the number of OFs occupying the defending hex.

4.3 Henceforth, the term ‘stack’ will be used to mean any number of units occupying a given hex.

## **5. Sequence of Play**

5.1 One player controls the Russian units, whilst his/her opponent controls units of La Grande Armée. The game is played in Turns each representing approximately two (2) weeks of actual time. Each Turn is made up of a number of phases each of which must be completed by both players before moving onto the next. The phases are as follows:

- General Supply and Attrition [Rule 6]
  - o Check status of units under forage markers; remove all forage markers [6.3]
- Active Supply [Rule 7]
  - o Convert a Depot to Supply Train [7.1]
  - o Allocate Supply Trains [7.2]
  - o Place forage markers [7.6]
  - o Establish new Depots [7.7]
- Rally and Movement [Rule 8]
  - o Rally Disrupted units [8.1]
  - o Move units [8.2]
- Combat Commands [Rule 9]
- Combat [Rules 10 and 11]
- Commanders' Movement [Rule 12]
- Cossacks and Reinforcements [Rule 13]

5.2 Once all of these phases have been completed, the Turn comes to an end and a new one begins.

5.3 The same process is repeated until the game ends [see Rules 14.4 and 14.7 for the duration of the game in Turns and the Victory Conditions].

## 6. General Supply and Attrition

6.1 To be in General Supply a combat unit must either occupy a city containing a friendly Depot or be able to trace a contiguous route through immediately adjacent hexes to such a city.

6.2 The contiguous route cannot:

- pass through a hex occupied by enemy combat units (whether disrupted or not), or a hex immediately adjacent to a hex occupied by undisrupted enemy cavalry (unless the adjacent hex is occupied by a friendly stack and/or separated by an unbridged river)  
[but, see Exceptions at Special Rule 14.6]
- pass through a hex containing an enemy city, unless occupied by a friendly stack (including a Commander(s) alone)
- cross a river other than via a bridge
- pass through "difficult terrain" [Rule 1.1]. [but, see Exceptions at Special Rule 14.6]
- contain more than five (5) hexes, or three (3) in winter months, excluding the unit hex, but including the supplying city hex

6.3 From Turn 4 onwards, a 1xd6 is thrown for each French stack with a "forage marker" [Rule 7.6]. If the score is less than or equal to the number of combat units in the stack, the units are deemed to be out of supply. All "forage markers" are removed at the end of this phase.

6.4 Any combat unit which is not in General Supply is disrupted at this point in the Turn. Any French combat unit (other than a Veteran unit) which is already disrupted is eliminated. In winter months, disrupted French Veteran units are also eliminated. Disrupted Russian combat units which are out of supply are not eliminated, but simply remain disrupted.

[Exception: a Russian unit(s) in Riga does not become disrupted for being out of supply, though all other effects remain the same (it cannot move or attack)]

6.5 The supply status of stacks on both sides is checked before any are disrupted or eliminated as a consequence of Rule 6.4; and, the consequences of Rule 6.4 are applied simultaneously to all units which are found to be out of supply.

6.6 Commanders are unaffected by the Supply Rules.

[See Advanced Rule 16.7 for the amendments to the General Supply and Attrition Rules if the French player deploys the Cavalry Reserve.]

Play note: combat units deemed to be in General Supply cannot move or rally without a Supply Train [see Rule 7.3]

## 7. Active Supply

Play note: It is important for players to keep in mind the different functions of Supply Trains and Depots. Supply Trains enable units to Rally [Rule 8.1], or to Move [Rule 8.2]. They are also required to establish Depots [Rule 7.7].

Depots may only be established in cities. The function of a Depot is solely to keep combat units within General Supply [Rule 6.1]. Unlike Supply Trains, a Depot does not enable units with which it is stacked to Rally or Move; nor is it automatically removed from play during the Rally and Movement phase [Rules 8.1 and 8.2].

The same counters are used to represent Supply Trains and Depots. When placed on top a stack of units the counter represents a Supply Train and is removed per rule 8.1 or 8.2. When placed face up directly onto a city (at the base of a stack if the city is also occupied by command and/or combat units) the counter represents a Depot. Depots are removed from play only as a consequence of Rules 7.1 or 8.7.

7.1 Convert a Depot to Supply Train. At the start of this phase players may, if they wish, convert to a Supply Train any one (1) friendly Depot on a hex occupied by a friendly stack. The counter is placed face up on top of the stack.

7.2 Allocate Supply Trains. Next, players allocate Supply Train counters for “this” Turn. The number available is set out at Table 7.3 (or Table 16.13) in Charts and Tables. One (1) Supply Train is deducted from this number for each friendly Depot already deployed upon the board.

Play note: remember that the number of Supply Trains available per Table 7.3 may be also be affected by Rule 8.7, and Advanced Rules 16.1 and 16.7. If the deduction required by Rule 7.2 results in a negative number of Supply Trains, the player’s opponent may remove from the board a number of Depot counters necessary to reduce this difference to zero (0).

7.3 Supply Train counters may be allocated to combat unit(s) which are in General Supply [Rule 6.1] for the purpose of rallying them to good order or for movement [Rules 8.1 and 8.2]. Each “receiving” stack must also include a Commander [Rule 8.1 and 8.2]. To move, it must also meet the requirements of Rule 8.4.

Supply Train counters may also be used to establish Depots per Rules 7.7 and 7.8, subject to the proviso that the French cannot establish a Depot at Moscow or St Petersburg. For the purpose of establishing a Depot on a friendly city hex a Supply Train counter can be placed there irrespective of whether it is occupied by a friendly stack.

7.4 Players alternate allocating one (1) Supply Train counter to a friendly stack (to enable it to be rallied or moved per Rule 8.1 or 8.2) or to a city (to establish a Depot).

The player with the most Supply Trains per Table 7.3 (or Table 16.13) in Charts and Tables (irrespective of any adjustment for existing Depots or by virtue of Rules 8.7, 16.1 or 16.7) begins the sequence. A player continues to allocate counters on his/her own if his/her opponent runs out. A player may pass in this sequence, but in so doing he/she must “discard” one (1) genuine Supply Train counter [see Rule 7.5]. The counters are placed face down on stacks.

7.5 In addition to his/her allotted Supply Trains [Rule 7.2], each player may allocate two (2) dummy Supply Trains to stacks. These have no affect upon play other than to mislead his/her opponent. Dummy counters cannot be used as “discards” per Rule 7.4.

Play note: More than one (1) Supply Train counter may be allocated to a given stack. Subject to the other conditions of Rules 7.7, 8.1 and 8.2 being satisfied, this would allow units within a stack to establish a Depot, Rally and/or Move and/or different units within the stack to move in different directions

7.6 Beginning on Turn 3, a “forage marker” [See Rule 6.3] is placed on any French stack containing combat units in Russia to which a Supply Train counter was not allocated [Rule 7.3] unless it is occupying a city containing a friendly Depot which is not under siege. [see Rules 6.3 and 8.4 (General Exception)].

7.7 Establish new Depots. Players may now establish new Depots. This is achieved by turning over each Supply Train counter that is to become a Depot so that it is face up, and placing it under any stack which occupies the same hex so that it sits directly upon the board. Depots can only be established on a friendly city or an unfriendly city occupied by a friendly unit(s) (including a Commander(s) alone), other than a city which is under siege [Rule 8.4, General Exception]. A stack composed solely of disrupted units can establish a new Depot, provided that all other enabling conditions apply [see Rule 7.8].

7.8 A new Depot can be established only if it is linked to the friendly ultimate supply source [USS] [Rule 1.1] by a chain of other Depots. The chain may include Depots which have just been established “this” Turn. The distance between two (2) Depots, or between a Depot and the USS cannot exceed five (5) hexes, reducing to three (3) for La Grande Armée during winter months (excluding the USS or linking Depot hex, but including the new Depot hex). The restrictions set out in the first four (4) bullets of Rule 6.2 also apply when calculating the distance between two (2) Depots.

Play note: the integrity of the USS/Depot chain as described in Rule 7.8 is only necessary to establish a new Depot. Once established, a Depot continues to function as such even if the chain to its USS is broken.

## **8. Rally and Movement**

8.1 Rally Disrupted units. Disrupted combat units in a stack in supply [Rule 6.1] to which a Supply Train counter has been allocated, may now be rallied to “good order” if accompanied by a Commander. The number of combat units which may be rallied is limited to the Commander’s Rating [CR]. If there is more than one (1) Commander present, their CRs may be aggregated for this purpose. The Supply Train counter is then removed from the stack.

8.2 Move units. After all of the Supply Trains used to rally units have been removed, players alternate moving one (1) stack accompanied by a Commander to which a Supply Train counter has been allocated. Subject to two (2) or more Supply Trains being allocated to the stack, and all the

other conditions of the Section being met, the same Commander may be used to rally [per Rule 8.1] and then to move a stack.

If an enemy stack moves to a hex immediately adjacent to a friendly stack containing an undisrupted cavalry unit(s) the owning player must immediately reveal the presence of the cavalry [see Rule 8.4 bps 6 and 7].

The player with the highest number of Supply Trains per Table 7.3 (or Table 16.13) in Charts and Tables instigates the movement sequence (irrespective of any adjustment for existing Depots or by virtue of Rule 8.1, Rule 8.7, or Advanced Rule 16.7). A player continues to move stacks on his/her own if his/her opponent runs out of Supply Trains. After each move has been made the Supply Train counter is removed from the stack. A player may pass in this sequence, but in doing so he/she must “discard” one (1) genuine Supply Train counter.

8.3 A combat unit can only make one (1) move during this phase. A Commander cannot move at all during this phase unless stacked with a combat unit(s) [Rule 8.4, second bullet].

8.4 Marches and Forced marches. Subject to the following restrictions, combat units may move along a contiguous route for a distance of up to three (3) hexes, two (2) in winter, or up to five (5) by virtue of forced marching. A “forced march” marker is placed upon units to signify this, and should not be removed until the end of the Combat phase [Rule 10.8].

The restrictions are as follows:

- the moving combat unit(s) must begin its/their move stacked with a Supply Train [Rules 7.4 and 8.2].
- the moving combat unit(s) must begin its/their move stacked with a Commander(s) who has not previously moved during this phase. The Commander(s) may accompany the stack through some or all of its move. This is the only circumstance in which Commanders may move during this phase of the Turn.
- the moving units must remain stacked together and move together to the same hex. A unit(s) may be left behind on the initial hex, and may be moved subsequently if all of the other conditions of Rule 8.4 are met.
- all of the units in the stack at the start of the phase (even those which do not move) must be undisrupted
- the moving unit(s) must not enter a hex containing an enemy combat unit(s), but may move into or through a hex containing only an enemy Depot(s) [Rule 8.7] and/or Commander(s) [Rule 8.8]
- if the moving unit(s) enters a hex immediately adjacent to a hex containing an enemy cavalry unit(s) it/they cannot leave the adjacent hex unless the enemy unit(s) is disrupted or separated by a river (whether bridged or unbridged), or the adjacent hex is already occupied by a friendly unit(s) which does not move “this” Turn. [Remember Rules 4.1, 8.2 and see Exceptions at Rule 14.6]
- if the moving unit(s) begins the phase on a hex immediately adjacent to a hex containing an undisrupted enemy cavalry unit(s), it/they may move from that hex provided that the first hex to which it/they move is not also adjacent to a hex occupied by that and/or another enemy cavalry unit(s) unless the enemy cavalry unit(s) is disrupted or separated by a river (whether bridged or unbridged), or the adjacent hex is already occupied by a friendly unit(s) which does not move “this” Turn [Remember Rules 4.1, 8.2 and see Exceptions at Rule 14.6].

[General Exception: a single combat unit occupying a city immediately adjacent to a hex containing at least two (2) undisrupted enemy combat unit(s) is deemed to be under siege and cannot move unless the enemy units are separated by a river (whether bridged or unbridged)]

8.5 March Attrition. To reflect the high level of attrition typical of lengthy marches, for moves of three (3) hexes or more (two (2) or more during winter) a 1xd6 is thrown, once a stack has reached its destination. A modified score [see Rule 8.6] of:

- six (6) or seven (7) causes one (1) infantry unit or one (1) cavalry unit in a stack containing two (2) or more combat units to be eliminated
- eight (8) or nine (9) causes one (1) such unit in a stack containing two (2) or more combat units to be eliminated and a second to be disrupted
- ten (10) or eleven (11) causes two (2) such units in a stack containing two (2) or more combat units to be eliminated.

Single unit stacks which suffer attrition are disrupted.

The choice of which unit(s) is eliminated or disrupted rests with the owning player [see, however, Advanced Rule 16.6.]. Artillery units (or Commanders) do not suffer attrition by virtue of this Rule.

8.6 The following modifiers are cumulative: one (1) is added to the dice score for French stacks from Turn 3 onwards; one (1) to the dice score for each stack during winter months; and, one (1) to the dice score for each hex of a forced march. A “forced march hex” is any in excess of the maximum normal movement allowance per Rule 8.4 of three (3) hexes during Summer and two (2) during Winter months.

8.7 If a stack moves, or advances after combat, into a hex containing an enemy Depot(s) [Rule 8.4 bp5] the Depot is automatically eliminated and permanently removed from the game. The same result accrues if a successful attack [Rule 10.2.c] is mounted against an unaccompanied enemy Depot.

Henceforth the number of Supply Trains available to the owning player per Table 7.3 in Charts and Tables is reduced by one (1).

8.8 If a stack enters or moves through a hex containing an enemy Commander(s) [Rule 8.4 bp5], the player owning the Commander proceeds per Rule 11.19.

## 9. Combat Commands

Design Notes: to represent the different organisational capacities of different armies, each player is allocated a number of Combat Commands [CCs].

9.1 At the beginning of each Turn, both players receive a number of CCs which they can “spend” during combat [Rules 10.2 and 10.6]. CCs may not be saved from Turn to Turn; any CC “unspent” at the end of a Turn is/are lost.

9.2 The basic number of CCs available to each side is specified in the Set-up [Rule 14.1]. This number is adjusted as follows for the rest of the game if during the previous Turn:

- A decisive victory was attained [Rule 14.7b]: victorious side, +1 CC per victory; losing side, -1 CC per defeat

or, for the current Turn (only) if during the previous Turn for the first time in the game (only)

- La Grande Armée occupied Moscow:  
French +1 CC, Russians -1 CC
- La Grande Armée occupied St Petersburg:  
French +1 CC, Russians -1 CC



- La Grande Armée left Moscow:  
Russians +1 CC, French -1 CC
- La Grande Armée left St Petersburg:  
Russians +1 CC, French -1 CC

These adjustments (and any specified by Advanced Rule 16.1) are cumulative. However, the number of CCs available to either side for a given Turn can never be reduced to less than one (1), nor exceed seven (7)

9.3 The player with the most CCs, after the adjustments specified at Rule 9.2 (but before any adjustment by virtue of Advanced Rule 16.1), is the first to undertake combat. If both players have the same number of CCs, the French player goes first.

## 10. Combat (Overview)

10.1 Combat involves issuing an order to some or all of the units in any one (1) stack (the “attacking stack”) to attack an enemy stack on an immediately adjacent hex (the “defending stack”). All of the units in the attacking stack, not just those which are to attack, must be undisrupted. All the units to which the order is given must attack the same enemy stack. The normal stacking limit (Rule 4.1) is amended by Rule 4.2 for the purposes of combat. A stack under a “forage marker” may not attack nor support an attack [Rule 7.6].

10.2 To see if the attack proceeds, first the attacking player adds any CCs that he/she wishes to allocate, up to the number he/she has remaining for the Turn, to the CR of the Commander accompanying the stack with the highest CR. Then, he/she adds the roll 1xd6 to give the aggregate result. (Any CCs allocated for an attack, including an aborted attack, are deducted from the number he/she has available for the remainder of the Turn.)

One of three outcomes may arise:

- a. if the result of the 1xd6 is one (1), the attack is aborted, and the opportunity to attack passes to his opponent. The player can still try to conduct further attacks later on this Turn [proceed to Rule 10.6].
- b. if the result of the 1xd6 is other than one (1), and the aggregate score is less than seven (7), the attack fails and the player cannot conduct any more attacks this Turn [proceed to Rule 10.6].
- c. if the result of the 1xd6 is other than one (1), and the aggregate score is seven or more (7+), the combat goes ahead as planned [proceed to Rule 10.3].

10.3 If the attack goes ahead the attacking player has the option to call upon the support of friendly stacks [“supporting stacks”] immediately adjacent to the defending stack. The attacker has already declared how many CCs he/she has allocated to the combat [Rule 10.2]; at this point, the defending player must do likewise.

10.4 Next, to ascertain whether a supporting stack is able to participate in the attack, the test at Rule 10.2 is applied using the same CC modifier (the CCs spent for the main attack also count for each supporting attack); but, substituting for each supporting stack the CR of any Commander accompanying that stack (the highest only if there is more than one (1) Commander) and the result of a new 1xd6 (a 1xd6 result of one (1) has no special significance if rolled for a supporting stack). The aggregate score is adjusted by minus one (-1) for each unit of conscripts within the supporting stack.

Note: A 1xd6 result of one (1) rolled for a supporting stack has no special significance: the attack itself is not aborted and other stacks involved in the attack are unaffected.

10.5 Finally, the defending player also has the option to call upon the support of friendly stacks [“supporting stacks”] immediately adjacent to the defending stack. To do so, the defending player follows the procedure at Rule 10.4 with any CC(s) he/she has allocated [Rule 10.3] augmenting the aggregate score of each potentially supporting stack.

Play note: the defending stack itself will automatically be attacked; the CR of any commander accompanying a potentially supporting stack, the allocation of CCs and the dice roll(s) determine only whether each potentially supporting stack(s) may also participate in the combat.

10.6 After the first player has issued an order to attack [Rule 10.2], and any combat which results has been resolved see Section 11], the second player becomes the attacker and the process is repeated. Once any attack ordered by the second player has been resolved, the first player again becomes the attacker and so on until both players are unable and/or unwilling to order any further attacks for the Turn.

If a player declines to order any attack, or fails to do so [Rule 10.2, case b], he/she does not get a further opportunity to attack during “this” Turn. His/her opponent may, however, continue to order attacks until he/she, too, is unwilling to carry on or fails to do so.

Play note: by virtue of the process at Rule 10.2 it is possible that a player will be unable to execute any attacks during a given Turn even though his/her units are immediately adjacent to enemy units and have CC(s) available prior to rolling the dice.

10.7 Subject to Rule 10.2, the same stack can be ordered to attack as many times as a player wishes (with intervening attacks by other stacks if so desired), albeit with less effectiveness [see Rule 11.2].

10.8 Once both players have failed to carry out an attack [Rule 10.2, case b] or have declined to do so, the combat phase is over and force march markers are removed [Rule 8.4]. Proceed to Rule 12.

See example Combat (1).

## **11. Combat (Detail)**

11.1 Each combat occurs as a consequence of an undisrupted stack [Rule 10.1] carrying out an order [Rule 10.2.b] to attack an enemy stack on an immediately adjacent hex. [Exception: If the defending stack comprises solely cavalry and the attackers have none, the defenders may withdraw [Rule 11.11] prior to combat taking place. The attacking stack then has the option to advance into the newly vacated hex.]

11.2 The combat sequence is detailed in the rest of this Section. Note that:

- all modifiers to the attack and defence values are cumulative. The order in which they take effect follows the order of the Rules
- serving as a “supporting stack” to either an attacker or defender [Rules 10.3, 10.5, 11.5 and 11.7] counts as having “taken part in combat”, for the purposes of Rules 11.3, 11.5, 11.6 and 11.7.]
- the aggregate Combat Factors [CFs] of the units within an attacking or defending stack, and the aggregate number of combat units in a supporting stack are halved if any unit(s) within the stack “force marched” during the Movement phase or has already taken part in combat during “this” Turn, (or quartered if both these circumstances apply or if the stack has already taken part in combat twice or more during “this” Turn).

Markers annotated with “Forced March” and “Previous Combat” are provided to assist players to identify the stacks in question.

11.3 The aggregate CFs [Rule 3.2] of the units in the attacking stack are increased by two (2) if there are two (2) different combat unit types in the stack; or, by four (4) if there are three (3) different combat unit types in the stack to give the attack value. This value is then halved/quartered if Rule 11.2 bp3 applies.

11.4 The attack value is reduced by three (-3) if the attack involves crossing a river (whether or not bridged); by two (-2) if attacking without artillery into a hex containing a fortified city or if attacking into forest, marsh or rough ground; and/or by one (-1) if attacking with artillery into a hex containing a fortified city, to give the modified attack value.

Play note: the attack value is halved/quartered per Rule 11.2 bp3 after any adjustment for “combined arms” but before any reductions for terrain effects per Rule 11.4.

11.5 The modified attack value is augmented by

- the CR, limited to the number of combat units present, of any Commander accompanying the attacking stack (the highest CR only if there is more than one (1) Commander)
- the number \* of undisrupted combat units in each friendly “supporting stack” called upon to participate in the combat [Rule 10.3]
- plus one (+1) if the supporting stack is accompanied by a Commander(s)
- the score of 1xd6 to give the final attack value [FAV].

\* This value may be halved/quartered per Rule 11.2 bp3. Also, if attacking across a river (whether or not bridged) the supporting stack suffers a negative modifier of minus two (-2); if into a fortified city without artillery or into forest, marsh or rough ground, of minus one (-1).

Play note: modifiers are cumulative even when this produces a negative result.

11.6 The aggregate CFs [Rule 3.2] of the units in the defending stack are increased by two (2) if there are two (2) different undisrupted combat unit types in the stack; or, by four (4) if there are three (3) different undisrupted combat unit types in the stack to give the defence value. This value is then halved/quartered if Rule 11.2 bp3 applies.

11.7 The defence value is augmented by

- the CR, limited to the number of undisrupted combat units, of any Commander present (the highest only if there is more than one (1) Commander);
- the number \*\* of undisrupted combat units in each friendly “supporting stack” called upon to participate in the combat [Rule 10.5]
- plus one (+1) if the supporting stack is accompanied by a Commander(s)
- the score of 1xd6 to give the final defence value [FDV].

\*\* This value may be halved/quartered per Rule 11.2 bp3.

11.8 The side with the highest final value wins the combat.

11.9 If the scores are tied, both stacks remain on the hex that they occupied prior to combat taking place. One (1) unit in the attacking stack receives a hit (owner’s choice) [Rule 11.17].

11.10 If the defenders are victorious, the attacking stack remains on the hex that it occupied prior to combat taking place. The defending stack has the option of remaining on the hex upon which the combat occurred or withdrawing [Rule 11.11].

11.11 To withdraw, the defending units (including any Commander(s)) remain stacked together and retreat onto an immediately adjacent hex. A withdrawal may not be made:

- across an unbridged river
- into a hex containing an enemy unit(s) or
- a hex immediately adjacent to the stack which initiated the attack

If a stack withdraws in violation of the receiving hex's capacity [see Rule 4.1] a number of withdrawing units corresponding to the excess are disrupted (owner's choice) or eliminated if already disrupted, and continue their withdrawal for a further hex. The three (3) prohibitions specified above apply to the further withdrawal which must not violate Rule 4.1.

See also Rule 11.16 for the consequences of withdrawing.

11.12 If the attacker wins and:

- has a FAV of three (3) or more than the FDV, the surviving units in the defending stack must withdraw [Rule 11.11], and are eliminated if a withdrawal is not possible. Those combat units in the attacking stack which remain undisrupted, have the option to advance onto the vacated hex. See also Rule 11.13.
- has a FAV of one or two (1 or 2) more than the FDV, the surviving units in the defending stack have the option to remain in situ, or to withdraw [Rule 11.11]. If they withdraw, undisrupted cavalry units (only) in the attacking stack have the option to advance after combat onto the vacated hex.

Note: only the units in the attacking or defending stacks, not in supporting stacks, may advance or retreat after combat.

Advancing an undisrupted unit(s) after combat is always optional. An unit(s) may advance even if another unit(s) within the attacking stack is disrupted. However, the disrupted unit(s) cannot join the advance, and must remain in situ.

11.13 If all defending units are eliminated [Rule 11.17] any undisrupted unit(s) in the attacking stack (including any Commander(s)) may advance per Rule 11.12 first bullet point irrespective of the difference between the two (2) final values.

11.14 The difference between the two (2) final values [Rule 11.8] equates to the number of "hits" which the winning side inflicts upon the losing side; although this cannot exceed twice (x2) the total number of undisrupted combat units (including supporting units) on the winning side before combat commenced.

11.15 The number of hits which the losing side inflicts upon the winning side equates to one half (1/2) that difference (fractions rounded up) adjusted by 1xd6.

A roll:

- of one (1) gives an adjustment of minus two (-2),
- of two (2) gives an adjustment of minus one (-1),
- of five (5) gives an adjustment of plus one (+1),
- and of six (6) gives an adjustment of plus two (+2). A roll of three or four (3 or 4) has no effect.

The adjusted result cannot be less than zero (0) and cannot exceed the total number of undisrupted combat units (including supporting units) on the losing side before combat commenced.

11.16 If a defending stack withdraws and the attacking stack contains an undisrupted unit(s) of cavalry, and the defending stack has no (0) unit of undisrupted cavalry (after losses per Rules 11.14 and 11.15), one (1) disrupted defending unit suffers an additional hit and is eliminated (owner's choice).

11.17 Hits are allocated to combat units by the owning player immediately that they occur. He/she must allocate at least half of the hits to units in the attacking or defending stack before any remainder can be allocated to supporting stacks. An unit which receives a hit becomes disrupted or, if already disrupted (including during the "current" combat), is eliminated. If a stack incurs an odd number of hits (1, 3, 5, etc) the owning player may elect to suffer and allocate one (1) additional hit to a disrupted unit so as to eliminate it.

Play note: an already disrupted unit may be eliminated by a hit, even if the stack contains undisrupted units.

11.18 Although by virtue of Rules 11.14 and 11.15 disrupted units can never inflict any hits upon enemy units, they may suffer the consequences of combat by receiving hits or being forced to withdraw. If a hex under attack contains disrupted units only, their FDV equates to the score of 1xd6. This remains the case even if a Commander is present and/or there are friendly units in support. The supporting stack may, however, absorb losses per Rule 11.17.

11.19 If all friendly combat units on a hex containing a Commander(s) are eliminated as a consequence of combat, or if an unaccompanied Commander(s) is attacked, the owning player throws 1xd6 (for each Commander). If the score is one (1) the Commander is eliminated. Otherwise the Commander escapes and may be placed by the owning player on any friendly stack no more than three (3) hexes distant, irrespective of whether any intervening hexes are occupied by an enemy unit(s). In the absence of any such stack the Commander is eliminated. See example Combat (2).

## **12. Commanders' Movement**

12.1 After the Combat phase, Commanders, even if they have already moved during the Movement phase, may move for a distance of up to three (3) contiguous hexes. Any Commander so moving must end on a hex containing a friendly combat unit(s) or a city in friendly territory (or in enemy territory if occupied by a friendly unit(s)). The contiguous hexes cannot include any containing an enemy stack or a city in enemy territory (unless occupied by a friendly stack).

12.2 Players move their Commanders alternatively, the side with the most CCs [per Rule 9.3] instigating the sequence.

## **13. Cossack Activity and Reinforcements**

13.1 The Russian player throws 1xd6 for each non-city hex in Russia occupied by a single French combat unit. A throw of six (6), or of five (5) or six (6) for Turn seven et seq, means that the unit suffers a "hit" [Rule 11.17] becoming disrupted or, if already disrupted, eliminated as a consequence of Cossack activity.

13.2 Finally, reinforcements arrive per Table 13.2 in Charts and Tables at the end of the Turn specified on the Table, and may move as normal during the following Turn. The player with the most Supply Trains per Table 7.3 in Charts and Tables deploys his/her reinforcements first.

13.3 Except for those which arrive in Austria (A), at the French player's discretion, French reinforcements may arrive on any hex in territory to the west of Russia. The Russian reinforcements arrive at or adjacent to Kiev (K), St Petersburg (St P), or Kaluga (Kg). See legend to Table 13.2 for details.

Reinforcements may not be placed on a hex occupied by an enemy unit(s), nor on a hex immediately adjacent thereto, nor in contravention of Rule 4.1. If reinforcements cannot be placed when due they are deemed to have never arrived and are eliminated from the game.

## 14. Set up, Special Rules and Victory Conditions

Set up:

Notes: the number of units per Type and Class are specified. Some Commanders appear only in the Advanced Game. These are specified within square brackets [ ]. The Russian units are divided into Armies. So, for example, 1-III means 1st Army, IIIrd Corps

Where two (or more) hexes are specified, the units in question may be deployed in either or both at the player's discretion (subject to Rule 4.1).

14.1 The Russians deploy first.

Historical setup:

1st Western Army

hex 1806: Wittgenstein

1-I Corps: 1 Vet Inf, 1 Line Inf, 1 Line Cav

1709, 1808 (Wilno): Barclay, [Baggovout], [Tuchkov]

1-II Corps: 2 Line Inf, 1 Line Art

1-III Corps: 1 Vet Inf, 1 Cons Inf

1407: [Schouwalov]

1-IV Corps: 1 Line Inf, 1 Cons Inf

1708: Constantine

1-V Corps: 2 Vet Inf, 1 Vet Cav

1609, 1610 (Minsk): [Docturov]

1-VI Corps: 2 Line Inf, 1 Vet Cav,  
1 Line Cav, 1 Cons Cav

1904 (Riga): Essen,

Riga Corps: 1 Line Inf

2nd Western Army

hex 1912: [Raievsky]

2-VII Corps: 1 Vet Inf, 1 Line Inf, 1 Line Art

2012, 2113 (Brest): [Borosdin]

2-VIII Corps: 2 Vet Inf, 1 Cons Inf,  
1 Vet Cav, 1 Cons Cav

Bagration and Platov may setup with any Russian stack of the 2nd Western Army

Combat Commands: 3

Russian Decisive VPs [Rule 14.7.b]: 12

Depot: the Russian player has the discretion to deploy as many of these as he/she wishes up to a maximum of eleven (11). They must be placed on friendly cities per Rule 7.7 and must be linked to the USS per Rule 7.8.

Play note: Depots are essential for the supply of combat units [Rule 6.1], but the more depots which are established the fewer supply trains which are available to facilitate the movement of troops [Rule 7.3].

Russian free setup:

Use the same units as for the historical setup and deploy them subject to the following limitations. At least one (1) artillery, three (3) cavalry, and ten (10) infantry units must be placed within seven (7) hexes of Russia's western border. The remainder may be placed upon any hexes within Russia. Later reinforcements arrive as and when specified on the Reinforcement Schedule (See Table 13.2 in Charts and Tables).

—  
The French deploy second.

Historical setup:

hexes 2206, 2207(Tilsit), 2208, 2308, 2407, 2508:

Napoleon, Bessieres, Lefebvre,

Mortier, Davout, Oudinot

Imperial Guard: 4 Vet Inf, 1 Vet Cav,

2 Vet Art

I Corps: 4 Vet Inf, 1 Line Inf, 1 Line Cav

II Corps: 2 Line Inf, 1 Cons Inf, 1 Cons Cav

2108: Ney

III Corps: 2 Vet Inf, 1 Line Inf, 1 Line Cav

2209, 2310: Eugene

IV Corps: 1 Vet Inf, 3 Line Inf, 1 Vet Cav,

1 Line Cav, 1 Line Art

2210: Poniatowski

V Corps: 1 Vet Inf, 2 Line Inf, 1 Vet Cav

2311, 2410: St. Cyr

VI Corps: 1 Line Inf, 1 Cons Inf, 1 Cons Cav

2313: [Reynier]

VII Corps: 2 Line Inf, 1 Line Cav

2211, 2312: Junot

VIII Corps: 1 Line Inf, 1 Cons Inf, 1 Line Cav

2307: MacDonald

X Corps: 2 Line Inf, 1 Line Cav, 1 Line Art

Murat and Grouchy may set up with any French stack, unless the Cavalry Reserve is deployed (see Advanced Rule 16.7).

Combat Commands: 4

Depot: the French player has the discretion to deploy as many of these as he/she wishes up to a maximum of fourteen (14). They must be placed on friendly cities per Rule 7.7 and must be linked to the ultimate supply source per Rule 7.8.

French free setup:

Use the same units as for the historical setup and deploy them on any hexes to the west of Russia. Later reinforcements arrive as and when specified on the Reinforcement Schedule (See Table 13.2 in Charts and Tables).

14.2 The Commanders deployed at the start of the Basic game are as follows. CRs are shown in parenthesis. Russian: Bagration (1), Barclay de Tolly (2), Constantine (1), Essen (1), Platov (2), and Wittgenstein (1). French: Bessieres (3), Davout (3), Eugene (2), Grouchy (2), Junot (1), Lefebvre

(2), MacDonald (2), Mortier (2), Murat (3) Napoleon (4), Ney (2), Oudinot (2), Poniatowski (2), and St Cyr (2).

14.3 The Game Turn Marker should be placed on Turn One of the Turn Record Chart. After all of the phases of a given Turn are completed, the Marker is moved to designate the “next” Turn.

14.4 The game lasts for 16 Turns. See Rule 14.7 for how the winner is determined.

Special Rules:

14.5 Napoleon gives a minus one (-1) modifier to any unit(s) which he accompanies throughout a Move [Rule 8.6]. [This Rule applies only if Advanced Rules are not used.]

14.6 Hexes containing forests, marshes or rough ground have no affect upon Russian units or supply lines; but, are impassable for French units and French supply lines. French units may attack into such areas; but, may neither withdraw into them nor advance into them as a consequence of combat. [Rules 11.11, 11.12 and 11.13.] Similarly, French cavalry do not impose any restriction over adjacent hexes containing difficult terrain [Rules 6.2 bp1; and 8.4 bp5 and 7].

Victory Conditions:

14.7 If Napoleon is killed or captured by virtue of Rule 11.19, the Russians achieve an automatic and immediate victory.

Otherwise, victory is determined by the side which at the end of Turn 16 has secured the most victory points. These are calculated by reference to two factors: a. territory held and b. success in battle:

a. the following cities count towards victory points: Moscow, St Petersburg and Warszawa (each of which count as three (3)), Brzesc, Kiev, Konisberg, Lemberg, Luck, Minsk, Riga, Smolensk, Wilno and Vitebsk.

The victory points reflect the position at the end of Turn 16. Each player adds the number of friendly cities unoccupied by enemy forces to the number of enemy cities occupied by his/her own units to arrive at the total of victory points attributable to territory.

b. The game begins with the Russian player having 12 victory points. Each time the Russians secure a “decisive victory” this number increases by one (1), although it can never exceed twelve (12); each time the French player achieves a “decisive victory” it decreases by one (1), although it can never be less than zero (0).

For the purposes of b. above, a “decisive victory” is a combat which results in the elimination of at least three (3) more combat units on the losing side than the number eliminated on the winning side, including as a consequence of withdrawal [Rules 11.11 and 11.16].

At the end of Turn 16, the French player calculates his/her victory points by reference to the territory held [a. above], and the Russian by reference to the territory held plus his/her success in battle [b. above].

Victory goes to the player with the most victory points or to the French if the numbers are tied. See also Advanced Rule 16.9.

## 15. Optional Rule

Optional Rule 15.1 also forms part of the Advanced Rules.

15.1 To increase the “fog of war” each player may utilise up to five (5) dummy (blank) counters to bolster the height of stacks [use spare markers]. These may be added to and removed from stacks at



a player's discretion; but, no stack can ever comprise more dummy counters than combat units. Obviously, these dummy counters have no value or effect in terms of game-play, other than to mislead the opposing player. If this Rule is adopted, players may not inspect each other's stacks unless and until combat occurs (the owning player still has to declare the presence of cavalry for the purposes of Rules 6.2 and 8.2.)

## 16. Advanced Rules

Play note: Advanced Rules bring an additional degree of realism, and also of complexity. It is recommended that players master the Basic Rules before undertaking a campaign using the Advanced Rules. The Advanced Rules broaden the scope of the game by introducing factors such as random events [Rule 16.1], commander capabilities [Rules 16.2 – 16.5], the devastating affect of unseasonable weather at the start of the campaign upon the French cavalry [Rules 16.6 – 16.7], the political dimension [Rules 16.8 – 16.12] and the possibility of the French conducting the campaign over two years [Rule 16.13]. Note that Optional Rule 15.1 also forms part of the Advanced Rules.

### Random Events

16.1 Before the game commences, the thirty-five (35) Random Event Cards [REC] should be split into two (2) decks: one for Turns 1 - 8 (cards 1 – 18) [deck 1], the other for Turns 9 - 16 (cards 19 – 35) [deck 2]. Cards 5, 9, 12, 13 and 14 are removed temporarily from deck 1. The decks are then shuffled and placed faced down next to the board. One (1) card from deck 1 is dealt (face down) to each player, before cards 5, 9, 12, 13 and 14 are shuffled back into the deck.

- Each Turn, before the General Supply and Attrition phase, each player draws a REC from the top of the appropriate deck. He/she must then decide whether to play that card or the one already in his hand. For Turns 1 – 8, the Russian player is the first to declare his/her card; for Turns 9 – 16, the French player leads. [Exception: single instruction cards, see below.]
- Two sets of instructions are written on most cards: one for the Russian player, the other for the French player. Only the instructions written against the player who has drawn the card are implemented.

Unless they cannot be carried out (in which case the card is simply discarded), the instructions specified upon the card are implemented immediately (or at the appropriate phase during the Turn). The card is then placed upon the discard pile. The three (3) cards unused at the end of the final Turn – one (1) still held by each player and one (1) undrawn from the second deck - have no affect upon play

A few cards contain only a single set of instructions. They cannot be held over to a later Turn, but must be played immediately after the opposing player lays his/her card, irrespective of who would otherwise be first to lay a card. The instructions are carried out by the player (or both players) to whom they relate. Single instruction cards override any contrary instructions written on the other card played for the Turn. (If both players draw single instruction cards the normal order of play is maintained.)

Play note: divisions within VIII Corps cannot force march until the “Jerome Card” is played.

### Commander Capability

16.2 To increase historical accuracy, divisions (combat units) are able to manoeuvre and fight more effectively when under the direct control of the Supreme Commander (Napoleon, or Kutuzov from Turn 6), a senior Commander, and/or their actual Corps Commanders.

The seniority of Commanders is designated on counters as follows:

A= Supreme Commander: able to command all units

I = Senior Infantry Commander; able to command all infantry units

C = Senior Cavalry Commander; able to command all cavalry units

Corps Commanders; able to command all units within their Corps. Corps Commanders are indicated by a rectangular box on the Commander's counter, with a distinguishing colour background, containing a Corps designation specified in Roman numerals. For Russian units the first numeral refers to the Army, the second (separated by a dot) to the Corps designation.

Exceptions:

All combat units have their Corps designation printed on the left of the counter, but only those with the Corps designation in a rectangular box have a Corps Commander in play.

Some Commander counters do not have any letter or Roman numeral. These Commanders do not confer the benefits set out below and this Rule does not apply to them.

A "Guard" combat unit(s) may be commanded by any Commander to which this Rule applies. (Guard designations are included upon Commander counters purely to give historical flavour.)

Three Russian Army Commanders are designated "I": Bagration, Barclay de Tolly and Tormasov, but each may only confer the benefits of this Rule upon infantry units which are part of "his" army (as indicated by the number to the right of the "I").

Historical note: although Barclay de Tolly was nominally in overall command, in practice his authority was limited so no Russian Commander is designated "A" until the arrival of Kutuzov on Turn 6.

Benefits:

The benefits are conferred by virtue of the following amendments to the Basic Rules:

Rule 8.6: When a stack of combat units undertake a move accompanied throughout by a Commander(s) who is/are able to command all of the combat units, the stack receives a modifier of minus one (-1) for the purposes of Rule 8.6. [Exception: Murat - see Advanced Rule 16.4 (6)]

Rules 11.5 and 11.7: When undertaking combat, the Commander Rating [CR] modifier to be applied is that of the Commander who is able to command the greatest number of combat units in the attacking/defending stack. The CR modifier is limited to the number of those combat units which he is able to command. If two (2) or more Commanders are able to command the same number of combat units, the CR of the most senior Commander (applying the sequence of A, I, C, Corps) is used. If the Commanders are of equal seniority, the owning player may decide which is senior.

16.3 The following Commanders are deployed at the start of the game in addition to those who feature in the Basic Rules. All have a CR of one (1).

Russian: Baggovout, Borosdin, Docturov, Raevsky, Schouwalov and Tuchkov. French: Reynier

Commander special characteristics

16.4 Further to Advanced Rule 16.2, and in addition to their CRs, some Commanders have the following special characteristics. These apply only if and when the Commander is the senior Commander in a stack (applying the sequence A, I, C, Corps). If two or more Commanders are of equal seniority, the owning player may determine which is senior.

The Adjustments to CFs are deemed to occur immediately before the "combat sequence" begins: i.e. immediately before Rule 11.3. Symbols used on the Commanders' counters for each special characteristic are listed below.

Russian

1) Before the arrival of Kutuzov (Turn 6): if Bagration, Barclay de Tolly and/or Tormasov are stacked together, the CR of each leader is reduced to zero (0). Further, any unit(s) stacked with one of these three commanders will not provide combat support [Rules 10.3 and 10.5] to a stack accompanied by one (or both) of the other two.

2) Units stacked with Constantine wishing to make a Move must throw 1xd6: a score of one or two (1 or 2) means that the move does not happen and the units (including Constantine) remain in situ [see also Rule 16.5].

3) When attacking, Platov increases by one (1) the CF of each cavalry unit in good order with which he is stacked.

French

4) Napoleon and Davout give a minus one (-1) modifier to any unit(s) accompanied throughout a Move [Rule 8.6]. This is in addition to any adjustment conferred by Advanced Rule 16.2.

5) Napoleon also increases by one (+1) the CF of each unit in good order with which he is stacked, up to a maximum of three (3) additional CFs.

6) Murat gives a plus one (+1) modifier to any unit(s) for which he instigates a Move [Rule 8.6].

Historical note: Murat made the horrendous problems for his cavalry even worse by failing to listen to his commanders' pleas to take measures to alleviate the lack of food for horses. In fact he showed total disdain, telling them that he was there to lead them in battle, not to help them find food.

7) When attacking, Murat and Grouchy increase by one (1) the CF of each cavalry unit in good order in the same stack.

16.5 Until the appointment of Kutuzov as supreme Commander of the Russian forces, the Russian senior command was beset by back-stabbing, bickering, and confusion. To reflect this chaos, for Turns 1 to 5, inclusive, before each stack undertakes a Move [Rule 8.2] a 1xd6 is rolled: if the result is a one (1) or two (2) the decision to move is deemed to have been garbled or rescinded and the units remain in situ. (Units stacked with Constantine will need to roll twice if the first roll is other than a one (1) or two (2); see Advanced Rule 16.4.)

Cavalry and Climate

16.6 Napoleon invaded Russia early in the year to maximise the length of the campaigning season. This brought about its own problems for the cavalry in that the new harvest of hay and oats was not yet ripe. To reflect this, where Rule 8.5 applies during Turns 1 and 2 cavalry units must be disrupted/eliminated in preference to infantry units.

Historical note: The following Rule is intended to reflect the catastrophe which befell the French cavalry during the first month of the campaign brought about by a combination of unseasonable torrential rain and flooding, followed by extreme heat. The concentration of a 40,000 strong Cavalry Reserve in such circumstances occasioned what Adam Zamoyski describes as "the greatest forage problem in the history of warfare".

If, however, the weather had been less inclement, and more of the cavalry had survived, this would have put an even greater strain on the already over-stretched French system of supply.

16.7 At the start of the game the French player deploys the Cavalry Reserve (4 Vet Cav, 3 Line Cav, 4 Cons Cav) on hexes 2309, 2409, 2509, and 2510. The Reserve is accompanied by Murat and Grouchy.

At the end of the General Supply and Attrition phase of Turns 1 and 2 (only) the French player throws 1xd6. A number of divisions of the Cavalry Reserve equating to the result are removed from play (Russian player's choice). If the result exceeds the number of divisions remaining in the Cavalry Reserve, other cavalry divisions (only) may be removed to frank the excess. Further, if four (4) or less cavalry units are eliminated as a result of this Rule, beginning on Turn three the number of Supply Trains available to the French (Table 7.3 in Charts and Tables) is reduced by two (2); and, if five, six or seven (5, 6 or 7) units are eliminated, the number of Supply Trains is reduced by one (1). No such reduction is required for Turn 8 et seq in the event of a two year campaign [Rule 16.13].

## The Political Dimension

Historical note: Russia had acquired Lithuania and eastern Poland by conquest only twenty or so years prior to 1812. It is likely that, had the invading French treated the inhabitants of these areas more kindly and/or promised them some kind of independence, they would have not have supported their Russian masters.

16.8 To reflect the possibility of a significant anti-Russian uprising in the Ukraine tying up Tormassov's 3rd Army, on the first Turn (only) that a unit of Poniatowki's V Corps occupies Kiev a 1xd6 is rolled to determine whether such a rising takes place. A score of three, four, five or six (3, 4, 5, or 6) up to and including Turn 5 or of five or six (5 or 6) on Turns 6 to 9 means that it does. All units of Tormassov's 3rd Army are immediately removed from play to represent their involvement in suppressing the revolt.

16.9 If such an uprising occurs, at the start of the following Turn the French player may opt to declare "independence for the western territories". The consequences of this are twofold. Firstly, henceforth any city in the western part of Russia (the area including and to the west of the line of hexes running north from hex 1317, but excluding the area to the north of the River Dvina) occupied by a French unit(s) becomes "friendly" to the French (and "unfriendly" to the Russians) within the meaning of Rule 1.1; and, maintains this allegiance until the end of the game. Secondly, the French win the game only if at the end of Turn 16 they occupy all of the Victory Point cities listed at Rule 14.7.a.

16.10 The Austrians were very reluctant allies of Napoleon and deliberately managed to avoid any serious fighting for most of the campaign. To reflect this, Austrian units may only attack if stacked with non-Austrian units. If attacked, they may defend as normal.

16.11 Once it became clear that the campaign was a failure, many foreign contingents withdrew from La Grande Armée. Sometimes this was done formally - for example, the Convention of Tauroggen in December 1812 neutralised Prussian units – sometimes less so with foreign contingents simply "slipping away". To reflect this, unless the French occupy Moscow and/or St Petersburg, at the start of each Turn beginning with Turn 11 one (1) foreign contingent combat unit is removed from play (Russian player's choice). This is in addition to any losses sustained as a consequence of Cards 25 and 30.

16.12 The only country which might have sent troops to assist the Russians was Sweden. To reflect this possibility, at the end of Turn 6 the Russian player rolls 1xd6. If the result is a four, five or six (4, 5 or 6) one (1) Swedish line infantry unit, one (1) line cavalry unit and a Commander (CR 1) are added to the Russian reinforcements which join the game at St Petersburg on Turn 6.

## A Two Year Campaign

Historical note: one of the great “what if’s” is what would have happened if Napoleon had heeded the advice of some of his most experienced commanders and, rather than pushing on to Moscow during the Autumn of 1812, consolidated by moving to winter quarters. The campaign would then have re-commenced in the Spring of 1813 with the French ensconced upon Russian soil and having taken advantage of the break in operations to establish more robust supply lines. However, they would probably have found themselves confronted by a more formidable and better organised Russian army.

16.13 At the earlier of the end of the first Turn that the French have eight (8) depots deployed or the completion of Turn 7, the French player may decide to go to winter quarters. The consequences are as follows.

#### General

Both the 1812 and 1813 campaigns take place during non-winter months so the Rules/factors relating to “Winter” can be ignored.

The initial set up and the arrival of reinforcements is as per the Basic game until the earlier of the completion of Turn 7 (September 1812) or the deployment of at least eight (8) depots by the French. At the beginning of a “Two Year Campaign” both players may reposition their units on the map with no restrictions relating to distances moved or the presence of enemy units other than those specified by Rule 16.13 itself.

At this point, the two armies go to winter quarters as follows:

First, the French

All disrupted units are returned to good order.

All units are moved to friendly cities or unfriendly ones occupied by a friendly depot. (Rule 4.1 applies.)

The following reinforcements may be deployed on any friendly cities or unfriendly ones occupied by a friendly depot (Rule 4.1 applies):

IX Corps (1CL), Augereau

XI Corps (2Iv, 2IL), Victor

The French player may choose one friendly city. or an unfriendly one occupied by a friendly depot, to be designated as an Ultimate Supply Source. An unfriendly city must be on a hex bordered by a river which flows into the Baltic Sea, and none of the down-stream cities bordering the same river can be occupied by Russian unit(s).

A friendly city will remain an USS unless and until it is occupied by a Russian unit(s). An unfriendly city will remain an USS unless and until it is occupied by a Russian unit(s), or unless and until a down-stream city is occupied by a Russian unit(s).

(The western map edge remains as an USS throughout the game.)

To reflect French losses through attrition during the winter months the French player rolls 2xd6, halves the score (fractions rounded down) and removes from play a number of combat units equating to the result. A commander is removed if a one (1) is rolled; two (2) commanders if two (2) ones (1s) are rolled. Foreign contingents must be removed in preference to French or Polish units.

In addition, the French player rolls 1xd6 to ascertain whether Napoleon remains with the Army. A roll of one or two (1 or 2) means that he returns to France permanently and is removed from play; of five or six (5 or 6) that he winters with the Army. A roll of three or four (3 or 4) means that he returns to France, but may re-join the invasion. To determine whether he does so, at the end of each Turn 1xd6 is rolled and a score of five or six (5 or 6) enables Napoleon to be placed upon any friendly stack.

Then the Russians

All disrupted units are returned to good order.

Units may take up positions anywhere on the board subject to being in winter supply [Rule 6.2, final bullet] other than (a) immediately adjacent to a French unit or (b) a city down-stream of any newly established French USS. (Rule 4.1 applies.)

The Russian player rolls 2xd6, halves the score (fractions rounded down) and restores a number of units – command and/or combat - which were removed from play in 1812. These may be deployed in or immediately adjacent to Kiev, Moscow and/or St Petersburg unless the city is occupied by the French. (Rule 4.1 applies.)

In addition, the Russians receive the following reinforcements which may be deployed in or immediately adjacent to Kiev, Moscow and/or St Petersburg unless the city is occupied by the French (Rule 4.1 applies):

Chichagov, 3-OS Corps (1Cc), 3-IX Corps (IL), 1AL,  
Cau (2Ic), Dan (1Ic)

Finally, if not already deployed [Advanced Rule 16.12], and if the city is not occupied by the French, Swedish units arrive at or adjacent to St Petersburg. (Rule 4.1 applies.)

Recommencing the campaign

Irrespective of the number of Turns which occurred in 1812, the 1813 campaign commences on Turn 8 (May 1813) and, unless victory is achieved in the meantime, ends on Turn 16 (September 1813).

The supply trains available for 1813 are per Table 16.13 in Charts and Tables.

Card 24 is removed from play. Any cards yet to be drawn from the first deck are then shuffled into the second deck. This deck will be used for the remainder of the game.

Rules 6.3 and 7.6 (French foraging) do not apply for Turns 8 or 9.

Reinforcements arrive as follows:

French – Because of commitments in other theatres, particularly Spain, and the possibility of nationalist risings in Central Europe few units are available and it is assumed that Napoleon would not have risked sending more troops east.

Russian – At the end of each Turn the Russian player rolls 1xd6. A score of one or two (1 or 2) has no effect; of three, four or five (3, 4 or 5) restores one (1) unit – command or combat - which was removed from play in 1812. This may be deployed in or immediately adjacent to Kiev, Moscow and/or St Petersburg unless the city is occupied by the French. A score of six (6) restores two (2) units. (Rule 4.1 applies.)

Victory Conditions

As per Rule 14.7.

### **Examples of play – Combat (1)**

The following example assumes that the Advanced Rules – which include additional modifiers for specific commanders - are not being used.

Davout (CR 3) is ordered to attack Constantine (CR 1). [Rule 10.1]. Potentially, Davout could be supported by Ney (CR 2) and by Stack C (no commander). Potentially, Constantine could be supported by Platov (CR 2), Wittgenstein (CR 1) and by Stack Y (no commander). [Rules 10.3 and 10.5].

a) The French player decides to spend one (1) out of three (3) CCs remaining for the Turn to increase the possibilities that the combat takes place and to have Ney and Stack C join the battle. [Rule 10.2]. The Russian player, the defender, must also declare the number of CCs he/she wishes

to spend [Rule 10.3]. He/she only has two (2) CCs remaining, but decides to spend both in an effort engage Davout upon favourable terms.

b) The French player rolls 1xd6 and scores three (3)

c) To see if attack takes place, he/she now adds:

3 (the die roll) + 1 (the CC spent) + 3 (the CR of Davout) = seven (7). As seven (7) is greater or equal to seven (7), the attack may take place. [Rule 10.2.c]

[Note that without the one (1) CC spent in this case Davout would have been unable to attack; note also that, if the 1xd6 roll had been a one (1), the combat would have not taken place, regardless of the one (1) CC spent. [Rule 10.2.a]]

d) Next, the French player checks Ney and Stack C to see if they will take part to the battle [Rule 10.4]:

- Ney has a CR of 2: 1 CC was spent at step a); and a new 1xd6 rolls a 5:  $2 + 1 + 5 =$  eight (8). As eight (8) is greater than seven (7), Ney is able to support the attack.

- Stack C has a CR of 0: 1 CC was spent at step a); and a new 1xd6 rolls a 3:  $0 + 1 + 3 =$  four (4).

As

four (4) is less than seven (7), this stack is unable to support the attack (it will NOT take part in the combat).

e) Now the Russian player, the defender, determines how many of his/her units will participate in the combat. He/she has already committed to spend two (2) CCs [step a) above].

f) As the defending stack, Constantine will be attacked anyway so no dice roll is required [Rule 10.5].

The Russian player now rolls 1xd6 to see if Platov, Wittgenstein and Stack Y will take part to the battle [Rule 10.5]:

- Platov has a CR of 2: 2 CC were spent at step a); and the 1xd6 rolls a 3:  $2 + 2 + 3 =$  seven (7). As seven (7) is greater or equal to seven (7), Platov will support Constantine in defence [Rule 10.4].

- Wittgenstein has a CR of 1: 2 CC were spent at step a); and a new 1xd6 rolls a 6:  $1 + 2 + 6 =$  nine (9). Again, this is greater than seven (7) so Wittgenstein will also provide support.

- Stack Y has a CR of 0: 2 CC were spent at step a); and a new 1xd6 rolls a 1:  $0 + 2 + 1 =$  three (3). As three (3) is less than seven (7), this stack is unable to support Constantine in defence (it will NOT take part in the combat).

g) Accordingly, the combat will take place as follows: Davout's is the attacking stack, supported by Ney. Stack C will not participate. Constantine's is the defending stack, supported by Platov and Wittgenstein. Stack Y will not participate.

## **Examples of play – Combat (2)**

Following the previous example of play, let's see how the combat proceeds.

Davout has a very powerful stack of veterans: 4 Inf divs, 1 Cav div and 1 Arty. As these six (6) units comprise three (3) different types the attack value is  $6 + 4 =$  ten (10). This value is not halved because this is Davout's first attack and he did not force march [Rule 11.3.].

The attack value is reduced by three (-3) as the attack involves crossing a river; and, by a further one (-1) as Davout is attacking with artillery into a hex containing a fortified city, to give a modified attack value of six (6) [Rule 11.4]. This value is increased by Davout's CR of three (3) [Rule 11.5] to give a value of nine (9) [ $10 - 4 + 3$ ]

It is also increased by support from Ney [Rule 11.5].

Ney has four (4) undisrupted units, one of which is Arty. As he had to force march to join the battle, the value of these is halved to two (2) [Rule 11.2, bullet 3]. Moreover he is attacking across a river, which gives a further negative adjustment of minus two (-2). However, as a commander Ney's presence contributes one (1) to the attack, giving an overall modifier of one (1) [Rule 11.5.]

The French player rolls 1xd6. The result is a 5, so the final attack value is 9 (Davout) + 1 (Ney) + 5 (die-roll) = 15 (fifteen).

Constantine has 2 Inf divs and 1 Cav div. As these three (3) units comprise two (2) different types the defense value is  $3 + 2 =$  five (5). This value is not halved because this is Constantine's first combat and he did not force march [Rule 11.6.]. It is increased by Constantine's CR of one (1) [Rule 11.7] to give a value of six (6) [ $3 + 2 + 1$ ]. It is also increased by support from Platov and Wittgenstein [Rule 11.7].

Platov has three (3) undisrupted units, but as he force marched to join the battle the value of these is halved, with fractions rounded down, to one (1) [Rules 1.2 and 11.2 bp3]. So Platov contributes two (2) to the defence value (1 for the units and 1 for his presence) [Rule 11.7].

Wittgenstein has one (1) unit with him (not halved), which means that he also contributes two (2) to the defence value (1 for the units and 1 for his presence) [Rule 11.7].

The Russian player rolls 1xd6. Unfortunately, he/she only manages to score a 2 so the final defence value is 6 (Constantine) + 2 (Platov) + 2 (Wittgenstein) + 2 (die-roll) = 12 (twelve).

The French player is the winner [Rule 11.8]. The Russian player must allocate three "hits" (15 – 12) [Rule 11.14] to his/her units which participated [Rule 11.17] and, because the winning margin was three (3) or more, Constantine's stack must withdraw from Smolensk [Rule 11.1 bp1].

Note that depending upon how the hits are allocated, and the class of units involved, Constantine may suffer further casualties during the withdrawal [Rules 11.11 and 11.16].

The French player must allocate half that number of hits, with fractions rounded up (that is, 2), adjusted per Rule 11.15, to units which participated in the attack [11.17]. The undisrupted combat units in Davout's stack may advance to occupy Smolensk [Rule 11.12 bp1].

## **Design Notes**

by Stephen Pole

My dear Count, I am convinced that Napoleon is the greatest general in Europe, that his armies are the most battle-hardened ... but space is a barrier even to him. If, after a few defeats, I retreat ..., if I leave it to time, to the wilderness, to the climate to defend me, I may yet have the last word over the most formidable army of modern times.

During May 1812 Napoleon, frustrated by the Tsar's refusal to support his embargo upon the importation of British goods (the "Continental System"), attempted to bring him to heel without war by sending Comte Louis de Narbonne as his special envoy to Russia. The Tsar's response to Comte Louis, cited above, was prophetic.

It need not have been so, however. La Grande Armée's Russian campaign, which witnessed some of the grandest sweeping manoeuvres, thrusts and counter thrusts, of the entire Napoleonic Wars, could have turned out very differently.

### **Historical Background**

At the head of more than 500,000 men, the largest force ever assembled in Europe (possibly even in the World) at that time, on 24 June 1812 Napoleon led La Grande Armée across the River Nieman and into Russia. In anticipation of the acute problems of feeding such a massive force in the inhospitable Russian countryside, the Army was accompanied by perhaps 100,000 cattle and pigs.



So began what, by any standards, was one of the most dramatic, catastrophic, and significant in terms of both its short- and long-term consequences, military campaigns in history.

La Grande Armée comprised contingents drawn from most of Europe; those territories which had come under the dominion of France as a consequence of Napoleon's brilliant triumphs during the previous 10 years. Some, like the Poles were willing allies; others, such as the Austrians and Prussians, were long-standing enemies ready to bridle against their French masters as soon as the opportunity arose. The army was organised into a central group of approximately 300,000 men, led by Napoleon himself, supported by smaller flanking forces to the north and south together with reserves stationed in Prussia and in the Duchy of Warsaw.

La Grande Armée was confronted by approximately 175,000 Russians in three armies, two of which were close to the Russian border with one in reserve. Another 110,000 or so Russians were deployed on the Danube and in Finland. When war with France became inevitable Russia shrewdly brought to an end the wars in which it was already embroiled by negotiating peace with Turkey and Sweden, thereby freeing up many of its units on the Danube and in the Baltic, and cultivating relations with certain Cossack groups whose allegiance to the Tsar was not always certain. As the campaign progressed, the Russians were thus able to call to arms a further 150,000 men. These additional troops were to prove crucial in the war against Napoleon.

Perhaps surprisingly, Napoleon's actual war aims and objectives are difficult to fathom [see below under Gaming the Campaign]. At the outset it appears that he had no intention of advancing as far as Moscow; instead, pinning his hopes on a quick and decisive victory(ies) over the Russian armies near the border. He well knew that such was essential if the supply problems were not to become critical. The sequence in which French corps crossed the River Nieman and the route each took into Russia was the product of careful planning designed to induce the two Russian armies near the border to hold their ground, but remain separated, leaving them vulnerable to encirclement and destruction in detail.

Much to Napoleon's chagrin, despite several relatively sharp, and in some cases sizeable, actions during July and early August – such as those at Mir, Saltanovka, Ostrovno, Gorodechno and Krasne – the French were unable to land a knock out blow. Instead, they were drawn more deeply into Russia following hard on the heels of the fast retreating Russian forces. These were prepared to lay waste to their own territory to deprive the pursuing invaders of much needed supplies. The Russian strategy of denying supplies to the French was made all the more effective by good fortune: unseasonal torrential rain and flooding which caused serious losses during the first few weeks of the campaign, in particular amongst the French cavalry, and turned the few roads which existed into quagmires impassable to carts. The deluge was followed by a period of intense heat. Exacerbated by these extremes of climate, the serious logistical problems faced by La Grande Armée soon became critical and hungry soldiers deserted in droves. Indeed, it was the adverse Summer weather at the start of the campaign, rather than the famously severe Russian winter, which took by far the greatest toll upon La Grande Armée.

Although eminently sensible in military terms, the "scorched earth" policy was unpopular with the Russians themselves. Its architect, Barclay de Tolly the commander of the Russian armies, was goaded by other members the Russian High Command as well as by Tsar Alexander into assuming the offensive. As a consequence, the French at last caught up with a major contingent of the Russian army and defeated it in battle at Smolensk (16 – 18 August), before occupying the city. However, the Russian army escaped largely intact and continued its retreat eastwards along the road to Moscow.

At the same time as the struggle for Smolensk, an arguably more decisive encounter took place. The right wing of the Russian Army, under the command of Wittgenstein stopped the left wing of La Grande Armée at Polotsk. The effect of this was to remove the threat of any advance upon St Petersburg, the Russian capital. It was probably as a result of assessing the strategic situation after the Battles of Smolensk and Polotsk that Napoleon finally fixed upon Moscow as an objective. Meanwhile, Barclay de Tolly's rapid reversion to a strategy of trading space for time following the Battle of Smolensk cost him his command; and, on 29 August he was replaced by the old warhorse,

Kutuzov, much to the joy of the Russian rank and file, if not to universal approbation amongst its High Command.

Kutuzov made three very important decisions which determined the shape of the remainder of the campaign. Firstly, whilst espousing a more aggressive policy, essentially he continued the strategy instigated by Barclay de Tolly. The Russians retreated in the face of La Grande Armée which, as Kutuzov was well aware, was shrinking by the day as a consequence of insurmountable supply problems. Realising that Napoleon was desperate for a decisive engagement, and encouraged by the Tsar and fellow commanders to stand and fight, just as Barclay de Tolly had done at Smolensk, on 7 September Kutuzov halted at a strong defensive position at Borodino. The result was one of the bloodiest battles of the nineteenth century, which ended in a pyrrhic victory for the French. Having made a stand, Kutuzov reverted to retreating before the French, abandoning Moscow without a fight and obliging La Grande Armée to continue its losing struggle against disease and hunger.

Secondly, following the French occupation of Moscow, and while Napoleon waited in vain for the Tsar to put out feelers for peace, Kutuzov marched the main Russian army to a camp to the south of the city. Here it was reinforced by fresh contingents and new recruits as well as by stragglers who had lost contact with their units earlier in the campaign. The location of the camp at Tarutino was well chosen as it prevented the French from foraging into the most fertile area within reach of Moscow, whilst at the same time threatened Napoleon's line of communication with the west. Thirdly, he ensured that when at last, on 19 October, the French were forced by hunger to abandon Moscow and retreat westwards, they would have no ready access to supplies. At the Battle of Maloyaroslavets (24 October) Kutuzov blocked the French attempt to forge a path through countryside which had not been devastated during the invasion. Like the Battle of Polotsk, this relatively little known engagement had far reaching consequences. The French were obliged to retreat along the same desolate path as they had taken during their march to Moscow. The engagements during the retreat such as those at Vyazma, Krasnoi, Polotsk (2nd Battle) and at Berezina, the final French catastrophe of the campaign, were a mirror image of the battles and skirmishes which had taken place five or six months previously. Now it was the Russians who were on the offensive, and the French reduced to desperate rearguard actions. By and large, however, and to the annoyance of some members of his High Command, Kutuzov was content for the main body of the Russian army to simply shadow the French. Only minor contingents were let off the leash to "shepherd" La Grande Armée along a route devoid of supplies, leaving the Russian winter and marauding Cossacks to ravage what was left of the invading force. The consequences of the retreat for French soldiers were horrific. In December 1812 only about 50,000 left Russian soil in recognisable military formations. Relatively few had been lost in battle. The majority had fallen to disease and starvation. The once magnificent Grande Armée had been reduced to little more than "ragged shadows of men shuffling through a wasteland".

Strategically, the effect of Kutuzov's "shepherding" the retreating La Grande Armée away from any prospect of obtaining plentiful supplies was that it had to withdraw completely from Russia. The possibility of wintering somewhere between Moscow and the border ready to recommence campaigning in the Spring, which had been seriously considered by the French High Command, was no longer an option. Thus the retreat became a rout which, in turn, weakened the bonds between the various allies within La Grande Armée. Nearing the border, many non-French contingents deserted en masse. In 1813 - 14 some could be found fighting against the French as part of the Sixth Coalition which ended Napoleon's domination of Europe. Napoleon had gambled and lost; the invasion of Russia had cost him everything.

Gaming the Campaign

The rules of "The Invasion of Russia (1812)" are simple, and deliberately so. The aim is to present the gamer with the stark strategic options which correspond to those available to Napoleon or de Tolly/Kutuzov, and replicate the consequences which flow from each.

I also like to think that they are innovative. At the heart of the game is a very simple yet subtle device: the alternate allocation by each player of supply trains to units which are to be moved,

followed by the alternate movement of those units. This encapsulates key elements of warfare during this period – feints and deceptions, forced marches, and the greater flexibility and cohesion of seasoned troops – as well as the crucial matter of logistics, in a manner akin to “simultaneous movement”, but without any attendant bureaucracy or record-keeping. Moreover, even when a player is successful in manoeuvring his units adjacent to enemy ones as a prelude to combat, there is a significant element of uncertainty as to whether the attack will actually take place.

In part, the aim of these mechanics is to replicate the fog and tension of warfare before aerial reconnaissance when generals were never entirely sure of the position of the enemy: even when contact was made there was often doubt/misunderstanding as to the portion of the opposing army which had been engaged. And, in part, the uncertainty is intended to preclude wonderfully choreographed manoeuvres more appropriate to the chessboard than files of starving soldiers wading through mud in the foggy marshes and forests of nineteenth-century Russia.

Although the rules are innovative, the game is played upon a conventional hex grid superimposed upon a map of western Russia. Each hex equates to an area approximately 50 kms across. The combat units represent the specific divisions which took part in the campaign. With one exception, Jerome whom, reprimanded by Napoleon, abandoned La Grande Armée in a fit of pique after two weeks campaigning, all of the senior commanders who were caught up in the events of 1812 are also represented; and, if using the Advanced Rules, as well as being graded in terms of overall capability many have specific strengths and/or weaknesses.

Just as during the campaign itself, if he is to win the French player needs to strike aggressively and quickly whilst he still has sufficient supplies to conduct a cohesive, flexible and fast-moving advance. After the first few turns, and certainly by the second half of the game, the shortage of supply trains become his/her paramount concern, and starvation and disease will replace the Russians as the greatest threat to La Grande Armée’s integrity. A further drain upon the army’s manpower was the need to detach troops to garrison key cities and river crossings to protect their ever lengthening lines of communication. This, too, is reflected in the game. As his/her forces advance deeper into Russia, the French player will be obliged to leave more units behind to guard strategically important locations.

Supply is also a problem for the Russian player, of course; but, the big advantage he/she enjoys is the ability to garner resources from the vast tracks of country untrammelled by the invaders.

Moreover, the logistical organisation and with it the ability to supply front line units improved for the Russians as the campaign wore on. Thus whilst supply becomes increasingly critical for the French, a Russian player who is parsimonious and shrewd in the marshalling of resources may find that logistical constraints ease as the game progresses.

Perhaps the greatest advantage which the French enjoyed over the Russians was in the quality of their leaders, together with the training and élan of their best units. This was most obvious during actual battles and, again, is reflected in the rules. There is no difference between the units on each side in terms of combat value; but, the higher number of French units classed as “veterans” enables them to combine more readily for battle. And, the better quality of French commanders usually gives them an edge in engagements between otherwise equally matched forces. It also allows them to rally disrupted units more quickly. A shrewd French player should be able to manoeuvre his/her forces so as to get the better of early exchanges with the Russians; and, even towards the end of the game, French units accompanied by a seasoned French commander will usually be more than a match for a similarly sized Russian force.

The more I read about the campaign the more I realised that it contained many of the ingredients which gamers love. There are limitless possibilities for historically tenable “what ifs”, and a number of strategic choices were available to each commander. The stage upon which the action was played out gave ample room for sweeping manoeuvres of the kind for which Napoleonic warfare is renowned. Whilst, at the other end of the scale, there were enumerable instances of individual heroism and folly, high drama and terrible suffering, and minor incidents and mishaps which turned out to have major consequences as in the libretto of some huge tragic opera. The events following the Battle of Borodino, for instance, are remarkable. Murat's Corps arrived in Moscow ahead of

many demoralised and defeated Russian units; but, believing that the war was won, he agreed to a truce allowing the latter to pass through the city unmolested. There were even instances of fraternisation and trading between enemy troops. Had the French realised that the Russians had not thrown in the towel and that the war was far from over the aftermath of Borodino could have brought about the decisive victory which eluded Napoleon during the battle itself.

How, then, to do justice to this rich tapestry? I am not a great lover of CDGs, but I am not adverse to “cards” as a means of introducing random events, particularly in a scenario where the sheer scale and majestic sweep of the history being replayed cannot possibly be captured within an orthodox set of rules. Fortunately, cards sit easily with the generic rules; and, I decided that some players might appreciate an attempt to introduce a few of the random accidents and incidents which the Gods cast down upon those condemned to participate in the great tragedy unfolding in western Russia. I hope that gamers enjoy using them as much as I enjoyed carrying out the research on which they are based.

So far so good. With a few tweaks the generic rules worked well, and the addition of cards provided a bit more period colour for those gamers who want this.

One crucial element of the plot, however, proved to be elusive. Motive. What was Napoleon actually attempting to achieve by invading Russia? By definition, an aimless campaign cannot be successful; and, other than in the most general of statements (“to defeat the Russians”) it is difficult to understand what Napoleon intended to do, or how he intended to do it. Indeed, his war aims seem to have changed as the campaign progressed, and are even difficult to discern from his own statements as these seem to have depended upon the person(s) to whom he happened to be speaking. The only consistent seems to have been the desire for an “honourable peace” with Russia, by which it appears he meant a treaty which bound her to supporting France in Napoleon’s attempts to bring Britain to its knees.

Certainly, Napoleon was careful not to do anything which would have been inimical to such a peace. For example, he resisted pressure to grant a measure of independence to those territories in the far west of Russia which had been subsumed into her empire only 20 years or so previously, even though the pro-French sentiment engendered thereby may well have assuaged the logistical difficulties which beset La Grande Armée. Similarly, no attempt was made to liberate the Russian serfs, although to do so would have been in keeping with French Revolutionary principles and would have almost certainly hampered the Tsar’s ability to resist the invasion. In other words, whatever Napoleon’s actual motive for launching the campaign he saw the end result as a treaty bringing the Tsar into line French foreign policy, in particular with regard to the British. There was no thought of imposing regime or social change upon the Russians.

The problem in terms of game design, of course, is that this uncertainty as to what exactly Napoleon was attempting to achieve makes it difficult to assign victory conditions. After much deliberation I fixed upon, or I suppose reverted to, Victory Points relating to territorial gain and success in battle. The twist is that these are framed so that unless the French manage to capture and hold Moscow and/or St Petersburg, they must destroy the Russian field armies to win. This makes for a realistic and exciting game as the Russians cannot simply retreat and allow their two principal cities to fall to an enemy which is still strong and able to maintain a viable supply chain. At some point(s), just as happened historically, the matter must be tried by battle. Victory will usually go to the player who is far sighted enough to ensure that the trial(s) occur at a time and on terms of his/her choosing. Framing the Victory Points to ensure that the French actually mount a serious invasion aimed at bringing the Tsar to heel purely by dint of military force is, of course, one of the keys to the game. However, variations of this “all or nothing” strategy are catered for in the Advanced Rules. If certain conditions are satisfied, the French player may attempt to spark an anti-Russian uprising in Russia’s western territories, and might even grant them a measure of independence. Had this happened, the logistical problems which beset the French may well have eased which, in turn, would have improved considerably the chances of the invasion being successful.

Another intriguing possibility included in the Advanced Rules is that Napoleon heeded the advice of some of his commanders and, rather than pushing on to Moscow during the Autumn of 1812,

consolidated by moving into winter quarters. The campaign would then have re-commenced in the Spring of 1813 with the French ensconced upon Russian soil and having taken advantage of the break in operations to establish more robust supply lines.

This is not to say that – without playing these options - the French player is committed to the same approach as that adopted by Napoleon. There are a number of other potentially winning strategies, including an advance upon St Petersburg rather than Moscow, and launching his/her main thrust upon Moscow from south of the Pripet Marshes, via Kiev. Skilful manoeuvring may allow him/her to trap the Russian forces and bring them to battle early in the game, and inflict a decisive defeat(s). The trick for the French player is to combine disguising the true objective/route for as long as possible whilst at the same time moving quickly before the problems of supply supersede the Russians as his/her main enemy.

The Russian player, too, has a number of potentially winning strategies. Rather than mirroring de Tolly/Kutusov's wholesale retreat punctuated by determined resistance, leaving a substantial force(s) to the north and/or south of the advancing French to threaten their lines of communication, or an overtly aggressive approach intended to slow or even fatally wound La Grande Armée near the border, might also bring success. So might eschewing any attempt to make a substantive stand, and conserving his/her forces for a major offensive during the second half of the game when the invaders are likely to be laid low by a lack of supplies.

The historical outcome of Napoleon's invasion of Russia was the consequence of fateful decisions and extraneous events which conspired to produce one of the most dramatic and decisive campaigns in the history of warfare. I hope that "The Invasion of Russia (1812)" does justice to History by allowing gamers to put themselves in the shoes of Napoleon or de Tolly/Kutusov, and to Reality by demonstrating that the historical result was only one of a number of equally plausible outcomes.

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### **Commander and Combat Unit Abbreviations**

Cuir.: Cuirassiers

LC: Light Cavalry

Res: Reserve

G.Inf.: Guard Infantry

G.Cav.: Guard Cavalry

Kamn.:Kaminski

Girard.: Girardin

Woll.: Wollwrath

v.Thiel.: von Thielmann

Chab.: Chabert

v.Mass.: von Massenbach  
Fourn.: Fournier  
Corbin.: Corbineau  
Seyd.: Seydewitz  
Bian.: Bianchi  
Sieg.: Siegenthal  
Trau.: Trautenberg  
Frim.: Frimont  
Gren: Grenadiers  
C.Grn.: Converged Grenadiers  
Lamb.: Lambert  
Dan: Danube (Army of)  
Fin.: Finland (Corps)  
Cau.: Caucasus (Corps)

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