

1813: Napoleon's Nemesis

Campaigns of the Napoleonic Wars

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1813: Napoleon's Nemesis is a divisional-level strategic wargame simulating Napoleon's campaign of 1813 in Central Europe. One player controls the French and their Allies (La Grande Armée), whilst his/her opponent controls the forces of the Sixth Coalition (primarily Austria, Prussia and Russia). This is the second instalment in a projected series covering the Campaigns of the Napoleonic Wars.

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 die
- 32nd Military District – an area centring upon Hamburg. Containing the Hanseatic cities, the region was of enormous importance economically and strategically. Although part of Napoleon's Empire, on Turn 2 Coalition Cossacks enter the city. See Rule 13.1 and Scenario Rule 14.14
- Armistice of Pläswitz – midway through the historical campaign a truce was agreed which put a temporary halt to hostilities. In the game, this may or may not happen [Scenario Rule 14.15]
- CC – Combat Command
- CF – Combat Factor
- “Confederation of the Rhine” – the collective name for the many small German States bordering eastern France which, at the start of the game, form part of Napoleon's Empire. They include Bavaria, Saxony, Westphalia and Württemberg, units from which feature in the game. See Rule 3.6 and Scenario Rule 14.9. See also “Saxony” and Scenario Rule 14.10
- “Cossacks” – irregular Russian light cavalry. They are deemed to be “in general supply” so are ignored for the purposes of Rule 6.4; but, have a tendency to alienate the inhabitants of any city that they occupy. See Rules 6.6, 7.6, and 13.1
- CR – Commander Rating
- “Denmark-Norway” - territory to the north of the Confederation of the Rhine, allied to France. Danish units situated there are deemed to be in “general supply” and are ignored for the purposes of Rule 6.4. Outside Denmark-Norway, Danish units must rely upon Depots linked to the western map edge like other contingents of La Grande Armée. See Rules 6.6 and 7.6
- Depot – a local supply source for combat units.
- “Difficult terrain” – forest, marsh, and/or rough ground; and, in Winter, mountain passes. See Rules 2.2, 6.2 bp4 and 8.2
- FAV – Final Attack Value
- FDV – Final Defence Value
- “Foreign contingents” – non-French units which formed part of La Grande Armée. Initially, these comprise units from the Confederation of the Rhine, Denmark-Norway, the Duchy of Warsaw, and the Kingdom of Italy and Naples. Some foreign contingents may defect to the Coalition as the game progresses. See Rule 3.6 and Scenario Rule 14.9
- “Friendly city/territory” – for the French, initially Denmark-Norway, Duchy of Warsaw (see Scenario Rule 14.7), Confederation of the Rhine (see Scenario Rule 14.9), France, Kingdom of Italy, Illyrian Provinces, Swiss Confederation and all the cities therein. For the Coalition, initially Prussia, Russia and Swedish Pomerania, and all cities therein. In addition, the Duchy of Warsaw is deemed to be “friendly” for the purposes of Supply only (see Scenario Rule 14.9). At some stage in the game, the Confederation of the Rhine and/or Austria may join the Coalition and thus becomes “friendly” for the Coalition (see Scenario Rules 14.9 and 14.16). This definition of “friendly” applies irrespective of whether the city/territory is occupied currently by an enemy unit(s). “Enemy”

city/territory means the opposite of friendly

- “Garrisons” – units left behind by the retreating Grande Armée, following the disastrous campaign of 1812, in cities in the Duchy of Warsaw and Prussia. See Rule 6.6 and Scenario Rules 14.12 and 14.13
- “Immediately adjacent” – two hexes abutting each other
- “Kingdom of Italy” – the eastern half of northern Italy, allied to France
- “La Grande Armée” – French troops, foreign contingents, and their commanders. For convenience, referred to as “French” throughout the Rules
- “Landwehr” – Prussian militia
- “Lützow Freikorps” – German nationalists who conducted a guerrilla war behind French lines
- OF – Occupancy Factor
- “Ottoman Empire” – is neutral and impassable for units or supply routes. Any unit which is obliged to move there is interned (removed from play)
- “Prussian ports” – military supplies from Britain were imported by Prussia via Köslin and Stolp. If occupied by a Coalition unit(s) each may function as an USS for the Coalition. See Scenario Rule 14.17
- REC – Random Event Card. See Advanced Rule 16.1
- “Saxony” – part of the “Confederation of the Rhine” which attempted (unsuccessfully) to stay neutral. See Scenario Rule 14.10
- “Sixth Coalition” – Coalition members for which units appear on the board initially comprise Russia and Prussia (see Scenario Rule 14.6), with Swedish units arriving on Turn 2 (see Scenario Rule 14.8). The British were also members, but contributed primarily by financing/supplying the Prussians. (See “Prussian Ports” and Scenario Rule 14.17.) The Confederation of the Rhine and the Austrians may join the Coalition. See Scenario Rules 14.9 and 14.16. For convenience, units of the Sixth Coalition and their commanders are referred to as “Coalition” throughout the Rules
- “Swedish Pomerania” – territory on the Baltic coast, allied to the Coalition. Swedish units situated there are deemed to be in “general supply” and are ignored for the purposes of Rule 6.4. Outside this territory, Swedish units must rely upon Depots linked to the eastern map edge (and/or Prussian Ports and/or Vienna if Austria joins the Coalition) like other Coalition forces. See Rules 6.6, 7.6 and Scenario Rules 14.8 and 14.16
- “Swiss Confederation” – is friendly to the French, but impassable for Coalition units or supply routes. Any Coalition unit which is obliged to move there is interned (removed from play)
- “Ultimate supply source” [USS] – for French units this is western map edge. For the Coalition this is the eastern map edge north of Austria, the Prussian Ports (see Scenario Rule 14.17), and Vienna (if Austria joins the Coalition, see Scenario Rule 14.16)
- “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” – February to March 1813 (Turns 1 – 3) and November 1813 (Turns 18 - 19)

1.2 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 Central Europe in 1813.

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 14.4a, have a red number]

- fortified city [fortified cities which count towards Victory Points, Rule 14.4a, are delineated in red and have a red number]
- forest [“difficult terrain” - additional cost for movement/supply, Rules 6.2 bp4, 7.8 and 8.4, unless crossed by road]
- lake (covering entire hex-side) [hex-side impassable for all units]
- marsh [“difficult terrain” - additional cost for movement/supply, Rules 6.2 bp4, 7.8 and 8.4]
- mountain [impassable for all units, unless crossed via a mountain pass]
- mountain pass [“difficult terrain” (Winter only) - additional cost for movement/supply, Rules 6.2 bp4, 7.8 and 8.4]
- rough ground [“difficult terrain” - additional cost for movement/supply, Rules 6.2, 7.7 and 8.4, unless crossed by road]
- 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 Strategic Movement [Rule 8.4], but they do affect Supply and Combat [see Rules 6.2 bp3, 7.8, 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].

Some mountain, rough ground and forest hexes are crossed by passes/roads. There is no additional cost for units/supplies entering a hex through a pass/road hex-side, except during Winter months when mountain passes (but not roads across rough ground or forests) are treated as “difficult terrain” for the purposes of Rules 6.2 bp4, 7.8 and 8.4.

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 units were rarely at full strength. This is particularly true of the position at the start of the campaign when some units were able to muster only a fraction of their theoretical complement. 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 for the importance of commanders with regard to Movement and Combat. Any French commander may command any combat unit(s) within La Grande Armee, and any Coalition commander may command any Coalition combat unit(s). [Exception: Swedish combat units, see Rule 14.8].

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

3.6 The background colour of a commander or a combat unit reflects its nationality. Rules relating to specific units are shown in square brackets:

Coalition

Great Britain: red

Prussia [Rule 14.6]: grey

Russia: green

Sweden [Rule 14.8]: yellow

Initially neutral; but may join the Coalition

Austria [Rule 14.16]: white

v.Thielmann and the Saxon unit at Torgau [Rule 14.10]: ancient rose

French Empire

La Grande Armee: dark blue

The background colour of a combat unit’s NATO symbol is used to distinguish the nationality of foreign contingents within La Grande Armée:

Duchy of Warsaw: purple

Kingdom of Italy: green

* Bayern: white (yellow cross)

* Lithuania: brown

* Other German: light-grey

* Saxony: ancient rose

* Westphalia: forest green

* Württemberg: crimson

* : Foreign contingents which may defect to the Coalition [Rule 14.9]. If and when they do defect the original counters should be replaced by a second set with the same background colour as the original NATO symbol (Bayern units have light-blue writing to distinguish them from Austrian units).

Independent States allied to France

Denmark-Norway: light-blue

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 [Rule 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 Coalition units, whilst his/her opponent controls the French units. 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 strategically [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 14.3 and 14.4 for the duration of the game in Turns and the Victory Conditions].

6. General Supply and Attrition

6.1 To be in supply a combat unit must either occupy a city containing a friendly Depot [see Rule 7.6] or be able to trace a contiguous route through immediately adjacent hexes to such a city [Exceptions: see Rule 6.6].

6.2 The contiguous route cannot:

- pass through a hex occupied by an enemy stack (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)
- pass through a hex containing an enemy city, unless occupied by a friendly stack
- cross a river other than via a bridge
- contain more than five (5) hexes, or three (3) in winter months, excluding the unit hex, but including the supplying city hex. Each hex of "difficult terrain" count as two (2) for this rule.

6.3 A 1xd6 is thrown for each 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 supply – by virtue either of Rule 6.1 and/or 6.3 - is disrupted at this point in the Turn. If already disrupted, any Conscript unit is eliminated, any Veteran unit simply remains disrupted, and any Line unit is eliminated in Winter or remains disrupted in non-Winter months. [Exceptions: see Rule 6.6]

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 apply simultaneously to all units which are found to be out of supply.

6.6 Exceptions: Commanders, Cossacks (including that part of Walmoden’s Corps deployed to Hamburg [Scenario Rule 14.14]), Danish units within Demark-Norway, French garrison units in Garrisons, and Swedish units within Swedish Pomerania, are deemed to be in General Supply (i.e., they are ignored for the purposes of Rule 6.4).

So, too, at the start of the game, are Poniatowski’s Corps south east of Krakow [Scenario Rule 14.11] and the Saxon garrison at Torgau [Scenario Rule 14.10].

Play note: combat units deemed to be in General Supply cannot move or rally without a Supply Train and combat units in General Supply per Rule 6.6 still need to comply with Rule 6.1 in order for a Supply Train to be allocated to them [see Section 7]

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 specified upon the Set Up Card for each player. One (1) Supply Train is deducted from this number for each friendly Depot already deployed upon the board.

Play note: the number of Supply Trains available per the Set Up Card for each player may also be affected by Rule 8.7 and Advanced Rule 16.1. If the deduction required by Rule 7.2 results in a negative value for Supply Trains, a number of Depot counters necessary to return this value to zero

(0) are removed from the board (opponent's choice).

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. 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 his/her Set Up Card (irrespective of any adjustment for existing Depots or by virtue of Rules 8.7 or 16.1) 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 8.4 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 Place a "forage marker" [see Rule 6.3] on any stack containing combat units outside friendly territory [see Rule 7.7] to which a Supply Train counter was not allocated [Rule 7.3] unless it falls within the exceptions at Rule 6.6 or is occupying a city containing a friendly Depot which is not under siege [see Rule 8.4, General Exception]. See also Optional Rule 15.3

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 stack, other than a city which is under siege [Rule 8.4, General Exception]

Note: a stack composed solely of disrupted units and/or a commander(s) can establish a new Depot, provided that all other enabling conditions apply [see Rule 7.8].

Remember: for the French friendly territory comprises Denmark-Norway, Duchy of Warsaw (see Scenario Rule 14.7), France, Kingdom of Italy, Illyrian Provinces, and all the cities therein. Initially at least, the Confederation of the Rhine is also friendly (see Scenario Rule 14.9).

For the Coalition, Prussia, Russia, Swedish- Pomerania and all cities therein are friendly. The Duchy of Warsaw is also deemed to be friendly (see Scenario Rule 14.7). At some stage in the game, the Confederation of the Rhine and/or Austria may join the Coalition and thus becomes "friendly" for the Coalition (see Scenario Rules 14.9 and 14.16).

The definition of "friendly" applies irrespective of whether a given city/territory is occupied currently by an enemy unit(s).

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, or three (3) during winter months (excluding the USS or linking Depot hex, but including the new Depot hex). Each hex of “difficult terrain” counts as two (2) for this Rule. The restrictions set out in the first three (3) 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.

Remember: the USS for the French is the western map edge. For the Coalition it is the eastern map edge north of Austria, Vienna (if Austria joins the Coalition, see Scenario Rule 14.16), and the Prussian Ports (see Scenario Rule 14.17).

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 his/her Set Up Card instigates the movement sequence (irrespective of any adjustment for existing Depots or by virtue of Rule 8.1, Rule 8.7, or Advanced Rule 16.1). 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 given Commander or 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]. Each hex of “difficult terrain” counts as two (2) for this Rule.

The restrictions are as follows:

- a Supply Train must have been allocated to the moving stack [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) has the option to remain in situ or 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 combat units must remain stacked together and move together to the same hex. A combat 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 stack enters a hex immediately adjacent to a hex containing enemy cavalry it 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. [See Rule 8.2 and remember Rule 4.1]
- if the moving stack begins the phase on a hex immediately adjacent to a hex containing undisrupted enemy cavalry, it may move from that hex provided that the first hex to which it moves 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. [See Rule 8.2 and remember Rule 4.1]

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.

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. [Remember: each hex of difficult terrain counts as two (2).] 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) 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. Artillery units (or Commanders) do not suffer attrition by virtue of this Rule.

8.6 The following modifiers are cumulative: one (1) to the dice score for each stack during winter months; and, one (1) to the dice score for each “forced march hex”. 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. [See Scenario Rule 14.5 and Advanced Rule 16.2].

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

Henceforth the number of Supply Trains available to the owning player per his/her Set Up Card 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 note: 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 10.5]. 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].
If during the previous Turn:

- a decisive victory was attained [Rule 14.4b]: the victorious side gain one (+1) CC per victory, whilst the losing side lose one (-1) CC per defeat. This adjustment applies for the remainder of the game.
- the Confederation the Rhine was allied with France [Scenario Rule 14.9] and an unit marked with an asterisk [Rule 3.6] was removed from play: the French player loses one (-1) CC per each such unit. This adjustment applies for the current Turn only.

These adjustments (and any adjustment specified by Advanced Rule 16.1) are subject to the limitation that the CCs available to either side for a given Turn can never be reduced to less than one (1), nor exceed six (6).

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.

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 increasing difficulty [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] 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”, “Previous Combat” and “2 or + Combats” 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 “difficult terrain”
- 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 stack inflicts upon the losing stack; 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 none (0) (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 disrupted units take no active part in combat they may suffer the consequences by taking 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.

Play note: by virtue of Rules 11.14 and 11.15 disrupted units can never inflict any hits upon enemy units.

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. 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. Cossacks and Reinforcements

13.1 Beginning on Turn 4, the French player rolls 1xd6 for each city, whether friendly or enemy, occupied by a Cossack unit(s). A score of 6 (six) results in the French gaining one (1) and the Coalition losing one (1) "Battle" victory point, subject to the "(12 - 0)" limitation specified by Rule 14.4b.

13.2 Finally, reinforcements arrive per the Set Up Card for each player, at the end of the Turn specified, and may move as normal during the following Turn. The player with the most Supply Trains per his/her Set Up Card deploys his/her reinforcements first.

13.3 Reinforcements may not be placed on a hex occupied by an enemy stack, 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. Setup, Victory Conditions and Scenario Rules

14.1 The Coalition deploy first. Commanders and combat units are placed on the board per the Set Up Card. (To avoid spending time "looking for" units during play, before the game begins it's a good idea to place each unit on its appropriate place on the Set Up Card.)

Combat Commands: three (3), increasing to six (6) on Turn 13 if Austria joins the Coalition [Rule 14.16.c.]

Supply Trains/Depots: the Coalition player receives six (6) Supply Trains on Turn 1, and has the discretion to deploy as many of these as he/she wishes, as depots. Depots must be placed on friendly cities per Rule 7.7 and must be linked to the ultimate supply source per Rule 7.8. See Historical note below.

The French deploy second. Commanders and combat units are placed on the board per the Set Up Card. (To avoid spending time "looking for" units during play, before the game begins it's a good idea to place each unit on its appropriate place on the Set Up Card.)

Combat Commands: two (2) for Turns 1 to 4 inclusive, thenceforth four (4).

Supply Trains/Depots: the French player receives nine (9) Supply Trains on Turn 1, and has the discretion to deploy as many of these as he/she wishes, as depots. Depots must be placed on friendly cities per Rule 7.7 and must be linked to the ultimate supply source per Rule 7.8. See following Historical note.

Historical note: the game starts in Winter (February 1813) so the "three hex" limit [Rules 6.2 and 7.8] means it is necessary to deploy many Supply Trains as depots simply to keep the armies in

General Supply rather than to facilitate movement. The logistical problems were exacerbated for both armies because they were exhausted and in the process of rebuilding after suffering horrendous losses during the previous year in Russia. As happened historically, the situation becomes easier with the onset of Spring (Turn 4). Remember, on Turn 1 the Prussians have yet to declare war on France [Scenario Rule 14.6].

14.2 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.

14.3 The game lasts for up to 19 Turns, depending upon if and when an Armistice is declared [Scenario Rule 14.15]. See Rule 14.4 for how the winner is determined.

Victory Conditions:

14.4 If Napoleon is killed or captured by virtue of Rule 11.19, the Coalition achieves an automatic and immediate victory.

Otherwise, victory is determined by the side which at the end of Turn 19 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: Berlin, Dresden, Essen, Frankfurt a.d.O, Genoa, Hamburg, Hanover, Konigsberg, Magdeburg, Milan, Munich, Prague, Stuttgart, Vienna and Warsaw.

The victory points reflect the position at the end of Turn 19. 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. If Austria remains neutral [Scenario Rule 14.16], Prague and Vienna do not count as VP cities.

b. There are twelve (12) “Battle” victory points. Each side begins with six (6). Each time a “decisive victory” is secured the winner’s total increases by one (1) and the loser’s decreases by one (1). Because there are only twelve (12) points available, neither side can ever have more than twelve (12) or less than zero (0).

For the purposes of b. above a “decisive victory” involves at least six (6) combat units on each side (including disrupted and/or supporting units) which results in the losing side absorbing at least four (4) hits more than the winning side, including as a consequence of withdrawal [Rule 11.11 and 11.16].

The number of “Battle” victory points may also be adjusted by Cossacks running riot [Rule 13.1] and the occupation of Hamburg by Coalition units [Rule 14.14].

At the end of Turn 19, each side calculates its number of victory points by reference to the territory held [a. above] 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.

Scenario Rules:

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

14.6 Prussia: Prussian units may neither move nor participate in an attack (nor be attacked) during

Turn 1.

Historical note: Prussia did not declare war on France until March. In theory, until then two countries were allies.

14.7 Duchy of Warsaw: although the Duchy of Warsaw is part of the French Empire, for the purposes of “Supply” - forage [Rule 7.6] and establishing depots [Rules 7.7 and 7.8] - the Duchy (and all cities therein) is regarded as “friendly” for both sides.

14.8 Sweden: Swedish combat units may not stack with units from other Coalition forces, unless the stack is accompanied by a Swedish commander. Nor may they attack or participate in an attack upon enemy units unless the attackers’ aggregate CFs per Rule 3.2 (that is, before the application of any modifiers) exceeds that of the defenders by two or more (2+). If attacked, Swedish units may defend themselves as normal.

Historical note: The Swedes, led by Bernadotte, previously a marshal of France who had fallen out with Napoleon, were motivated to join the Coalition by the prospect of seizing Norway from Denmark, which had allied itself with Napoleon. Although Swedish troops contributed to the Coalition success, Bernadotte was careful to conserve them in readiness for the anticipated war with Denmark. This took place towards the end of 1813 and ended with a Swedish victory enshrined in the Treaty of Kiel (January 1814) which transferred Norway to the Swedish crown

14.9 Confederation of the Rhine: the allegiance of the Confederation may change as the game progresses:

1) At the beginning of the game, the Confederation is friendly to the French;

2) if Austria has not joined the Coalition [Rule 14.16] when either of the circumstances described below at points a. or b. arise, then at the start of the following Turn the Confederation (and all cities therein) becomes “friendly” for both sides, for the purposes (only) of “Supply”, that is, for “forage” [Rule 7.6] and establishing depots [Rules 7.7 and 7.8]; and,

3) if Austria has joined the Coalition [Scenario Rule 14.16] when either of the circumstances described below at points a. or b. arise, then at the start of the following Turn the Confederation (and all cities therein) becomes “friendly” for the Coalition. Three consequences flow from this:

i) foreign contingents of La Grande Armée marked with an asterisk [Rule 3.6], are removed from the board, and replaced by the corresponding counters from the “Confederation” set (also marked with an asterisk). During the reinforcement phase of the following Turn these contingents may each join any Coalition stack within five (5) hexes of their current hex, any disrupted units being restored to full strength.

ii) General v.Wrede (CR 1) enters play on any hex containing a Bavarian combat unit

iii) Saxony sides with the Coalition [see Rule 14.10]

The circumstances triggering the change of allegiance described at 2) and 3) above are:

a. the French suffer a decisive defeat [Scenario Rule 14.4b] in a battle at which Napoleon was present, including as commander of a supporting stack; or

b. Coalition units occupy three (3) or more VP cities within the Confederation of the Rhine or two

(2) within the Confederation of the Rhine together with Hamburg.

In addition, 2) above is also triggered if Scenario Rule 14.15(vi) takes effect.

14.10 Saxony: v. Thielmann and the Saxon infantry unit deployed at Torgau at the start of the game are neutral. Unless and until Saxony sides with the Coalition [Scenario Rule 14.9] they

- i. prevent the combat units and supply lines of either side from entering or passing through Torgau;
- ii. may not move or attack, nor be attacked; and,
- iii. the infantry unit is deemed to be in General Supply and is ignored for the purposes of Rule 6.4.

If and when Saxony joins the Coalition, points i – iii no longer apply and v. Thielmann and the Saxon infantry may move and engage in combat as normal.

Historical note: although nominally allied with France the Saxon King, Frederick Augustus, tried to pursue a policy of neutrality by aligning himself with Austria (the Austro-Saxon Pact). He was only partially successful in this as, under pressure from Napoleon, some Saxon units continued to serve with La Grande Armee until after the Battle of Leipzig (October 1813).

14.11 Poniatowski: the Russian units deployed in Krakow (Osten-Sacken's XI Corps) and the French units deployed immediately SE of the city (Poniatowski's VIII Corps) at the start of the game [Rule 14.1 and Player Set Up Cards] remain in situ, and may neither attack nor be attacked, until and unless an Armistice is called [Scenario Rule 14.15]. Poniatowski's Corps is deemed to be in General Supply and is ignored for the purposes of Rule 6.4.

If an Armistice takes effect, the units of Osten-Sacken's Corps may be deployed by the Coalition player and those of Poniatowski's Corps by the French player in accord with Rule 14.15 (c). Beginning on Turn 13, both Corps may move and engage in combat as normal.

Historical note: Following the defeat of La Grande Armee in Russia many Polish leaders waived in their allegiance to Napoleon. Poniatowski remained loyal. As the Russians advanced westward he led his VIII Corps from Warsaw to Kraków, where they remained on the fringes of the campaign until the Armistice when Poniatowski and his force of 22,000 men re-joined La Grande Armee.

Play note: the complicated political and military manoeuvring of the Polish Corps during the early part of 1813 is simplified in the game by, effectively, removing it and the shepherding Russian force from play unless and until an Armistice takes effect.

14.12 French Garrisons (other than Danzig): The counters for those French units deployed in garrison cities at the start of the game [Rule 14.1 and French Set Up Card] are marked with a "G". They are deemed to be in General Supply and are ignored for the purposes of Rule 6.4 for so long as they remain in situ. Each city loses this special Supply status for the remainder of the game if and when the garrison unit leaves (or is eliminated).

Each garrison unit has the option to leave the garrison city on any Turn following that during which it is joined by a friendly unit(s) from outside the city, provided it is in supply [Rule 6.1], a Supply Train(s) has been allocated to it [Rule 7.3] and the other conditions of Rule 8.2 are satisfied. The unit may then move and engage in combat as normal.

Whilst in the city the garrison unit may not attack Coalition units, but may defend itself as normal if attacked except that it is eliminated if forced to retreat.

Historical note: See Optional Rule 15.2.

14.13 Danzig Garrison: the counters for units of X Corps deployed in Danzig at the start of the game [Rule 14.1 and French Set Up Card] are marked with a “DG”. They are deemed to be in General Supply and are ignored for the purposes of Rule 6.4 for as long as they remain in situ. The city loses this special Supply status for the remainder of the game if and when the garrison units leave (or are eliminated).

Unlike the units in other garrison cities, however, irrespective of whether joined by a friendly unit(s) from outside Danzig, they have the option to move away from Danzig and engage in combat as normal provided they are in supply per Rule 6.1, a Supply Train(s) has been allocated to them [Rule 7.3] and the other conditions of Rule 8.2 are satisfied.

Whilst in Danzig they may not attack Coalition units, but may defend themselves as normal if attacked. Rule 6.1 applies if they leave the city as the consequence of combat.

Historical note: Danzig was a major supply depot for the French guarding the mouth of the River Vistula. The city contained a strong French garrison which was augmented by soldiers retreating after Napoleon’s defeat in Russia. The force was so strong that it was designated X Corps under General Rapp, the Governor of Danzig, during the re-organisation of La Grande Armee which took place early in 1813. The intention may have been for X Corps to break out of Danzig; but, this did not happen. Besieged initially by Cossacks under Platov and then by militia, in December 1813 Rapp surrendered to the Coalition. See also Optional Rule 15.2.

14.14 32nd Military District: French unit(s) are prohibited from occupying Hamburg or any hex immediately adjacent thereto on Turns 1 or 2. At the end of Turn 2, elements of Walmoden’s Corps arrive in Hamburg. As they are Cossacks, Rule 6.6 applies: they are deemed to be in General Supply and are ignored for the purposes of Rule 6.4. (So, too, does Rule 13.1 if the Cossacks are still in Hamburg on Turn 4.)

They may attack and be attacked by enemy units on adjacent hexes as normal and have the option to leave the city voluntarily in the course of moving provided a Supply Train(s) has been allocated to them [Rule 7.3] and the other conditions of Rule 8.2 are satisfied.

From Turn 4 until the Turn that any Armistice is declared [Scenario Rule 14.15] the French lose one (1) and the Coalition gain one (1) “Battle” victory point at the end of each Turn that Hamburg is occupied by a Coalition unit(s). This adjustment is subject to a maximum of plus three (+3)/minus three (-3) and to the limitations specified by Scenario Rule 14.4b.

Historical note: Since 1776 France had been divided into 16 (later 18) military districts, each centring upon a large garrison-city, to facilitate organising the Army. New districts were created as the Empire expanded. The 32nd Military District centred upon Hamburg and contained the Hanseatic cities. It was of particular importance in the context of the 1813 campaign for three reasons.

As the commercial centre of Napoleon’s empire the district made a substantial contribution to the French Exchequer.

Hamburg’s position at the mouth of the Elbe also made control of the city essential in order to maintain the continental system (and to stop the Coalition landing troops in the French rear).

Early in 1813 Hamburg was occupied by Cossacks operating in advance of the main Coalition armies. Napoleon dispatched his most able marshal, Davout, to retake the city. Davout did so, and held the city until 1814. As a consequence, he was absent from the main theatre of operations for the remainder of the 1813 campaign.

14.15 – Armistice of Pläswitz: at the start of Turn 7, both players roll 1xd6. The player with the

highest score has the option of calling a truce (roll again if the scores are tied). If he/she declines to do so, or if the offer of a truce is refused (see below), the process is repeated on Turn 8, Turn 9, Turn 10 and on Turn 11.

If the Coalition holds three (3) or less Territorial VPs (as defined by Rule 14.4a) from Turn 7 to Turn 9 (inclusive) or two (2) or less on Turns 10 and 11 at the time when the Coalition player offers a truce, the French player may refuse the offer. If the Coalition holds four (4) or more Territorial VPs at a time when the French player offers a truce, the Coalition player may refuse the offer.

If an Armistice does not take effect on or before Turn 11, neither player may call a truce. The consequences are as follows:

- (i) the row being used currently per the Set Up Card for each player to determine the number of Supply Trains available continues to be so used.
- (ii) The Austrian reinforcements listed for Turn 12 are not deployed and take no part in the game.
- (iii) Subject to (iv) below, no units may enter Austria and are deemed to be interned (removed from play) if obliged to do so as a consequence of Rule 11.12 bp 1.
- (iv) The Corps led by Poniatowski and Sacken remain in situ for the remainder of the game [Scenario Rule 14.11]

In addition, if an Armistice does not take effect as a consequence of the Coalition player refusing the offer:

- (v) any French forces in northern Italy (including the eastern portion designated as “France”), or arriving there as reinforcements, must remain within that territory for the remainder of the game; and,
- (vi) the Confederation of the Rhine becomes “friendly” to both sides per Scenario Rule 14.9 (2).

If an Armistice comes into force:

(a) all disrupted units are restored to full strength and all units in play (including depots) may be re-deployed without restriction in terms of movement or placement except for Rule 4.1 and the following bps. The process is as follows:

- first, the French re-deploy so that no unit is to the east of a line comprising: the River Elbe as far south as Torgau then the Prussian border until it joins with Austria (hexes 3313 and 3413 are deployable) and from thence west and then south along the border of Austria until it joins with the Ottoman Empire.
- next, the Coalition re-deploys so that no unit is to the west of a line comprising: the River Oder as far south as Kustrin, and then the Duchy of Warsaw border until it joins with Austria.

Exceptions: (1) Swedish units are re-deployed inside Swedish-Pomerania; (2) Danish units are re-deployed in Kiel; and, (3) French units still in garrisons at the time that the Armistice is called, including Danzig, [Scenario Rules 14.12 and 14.13] may not be restored to full strength or re-deployed during the Armistice. They remain in situ.

(b) Austria joins the Coalition [Scenario Rule 14.16]. See, however, Advanced Rule 16.5.

(c) The players may then deploy the reinforcements listed for Turn 12 [August 1813], again with the French player going first. Other than the restrictions stipulated by Rule 14.15(a) bps 1 and 2, on the Set Up Card for each player and by Rule 4.1, reinforcements may be placed anywhere on the board.

(d) The number of Supply Trains available to each player is determined by the “Armistice” row on

his/her Set Up Card. [Remember to adjust for the depots already deployed per 14.15 (a)].

(e) The number of “Battle” victory points is adjusted so that the French score is increased by three (3), or less if the (12 - 0) limitation specified by Rule 14.4b applies, with the Coalition score being reduced by a corresponding number.

After points (a) – (e) above, together with the changes to the commanders specified for Turns 7 and 9, have been implemented the game recommences on Turn 13 (August 1813).

14.16 Austria: begins the game as a neutral power and may not be entered by units from either side. [Exception: Scenario Rule 14.11 (Poniatowski).] Austria joins the Coalition at the end of the Turn that an Armistice is called [Rule 14.15], or remains neutral if this does not happen.

If Austria joins the Coalition [Rule 14.15 (b)]:

- a. Coalition depots may be placed in Austria, and Austrian units listed as reinforcements for Turn 12 join the game and may move and engage in combat as normal on Turn 13 [see also Scenario Rule 14.11 (Poniatowski)]; and, beginning on Turn 13
- b. Vienna becomes an USS for the Coalition;
- c. Coalition Combat Commands increase to six (6); and
- d. no units are precluded from entering/occupying Austrian hexes.

Historical note: The Armistice is one of the most controversial events, not only of the 1813 campaign, but of the entire Napoleonic Wars. It is not clear why Napoleon, who had just bested the Coalition in two major battles (Lutzen and Bautzen) and, in the theatre of operations, had an advantage in terms of numbers was ready to agree to this. Various theories have been proposed: for example, it gave him time to rest and re-supply his forces, particularly his under-strength and exhausted cavalry, and to bring reinforcements north from Italy. It is also possible that he believed the truce would enable him to negotiate a separate peace with the Russians. The benefits for the Coalition were far more obvious. As well as allowing time for their beaten army to regroup, it also enabled the Coalition to secure further funding from Britain and enabled Prussia to mobilize its militia (the Landwehr). Above all, it allowed Prussia/Russia to persuade the Austrians to join the Coalition. When hostilities recommenced on 12 August, the forces arrayed against Napoleon were overwhelming.

Play note: The cessation of hostilities was by no means a foregone conclusion. The aim of the Rule 14.15 is to engender uncertainty as to whether an Armistice will be called, whilst enabling players to influence the likelihood of this happening.

14.17 Prussian ports: If occupied by a Coalition unit(s) Köslin and/or Stolp may function as an USS for the Coalition.

Historical note: military supplies from Britain were imported by Prussia via Köslin and Slumpsck. Optional Rule 15.1 also forms part of the Advanced Rules.

15. Optional Rules

15.1 The French suffered from an acute shortage of cavalry, particularly when compared with the legions of Cossacks which acted as the eyes and ears of the Coalition. To replicate the advantage

this gave to the Coalition in terms of intelligence/ reconnaissance the Coalition 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 the 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 French player.) If this Rule is adopted, players may not inspect each other's stacks unless and until combat occurs or unless directed so to do by Rule 8.2 or a REC.

15.2 One of the great "what ifs" centres upon the decision by Napoleon not to evacuate the garrisons manned by elements of La Grande Armée in Eastern Europe in the face of the Prussian/Russian advance. In effect, this meant that maybe as many as 50,000 experienced soldiers became cut off and unable to play any significant role in the campaign.

Some of the French High Command advocated pulling these units back behind the line of the River Elbe before it was too late.

To reflect this, Rules 14.12 and 14.13 are ignored, and at the start of the game the Danzig Garrison (X Corps) is deployed at or immediately adjacent to Magdeburg. The other French garrison units may be deployed on or immediately adjacent to Leipzig. They are deemed to form part of Davout's XIII Corps. Rule 4.1 applies.

15.3 To better replicate the logistical problems of stationing large numbers of men in a given area for a lengthy period, Rule 7.6 is amended thus:

A "forage marker" [see Rule 6.3] is placed upon any stack containing a combat unit(s) to which a Supply Train counter was not allocated [see Rule 7.3] which is either immediately adjacent to two (2) or more other friendly stacks also containing friendly combat unit(s); or, which is outside friendly territory [see Rule 7.7] unless it comprises solely Cossacks or is occupying a city containing a friendly Depot which is not under siege [see Rule 8.4 General Exception].

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.

16.1 Before the game commences, the fifty (50) Random Event Cards [REC] should be split into two (2) decks: one for Pre-Armistice Turns (cards 1 – 30), the other for Post-Armistice Turns (cards 31 – 50). Cards 4, 11 and 13 are removed temporarily from the Pre-Armistice deck. The decks are then shuffled and placed faced down next to the board. One (1) card from the Pre-Armistice deck is dealt to each player, before Cards 4, 11 and 13 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/her hand. For the Pre-Armistice deck, the French player is the first to declare his/her card; for the Post-Armistice deck, the Coalition player leads. [Exception: single instruction cards, see below.]
- Two sets of instructions are written on most cards: one for the Coalition 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 a card are implemented immediately (or at the appropriate phase during the Turn).
- 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 whom would otherwise be the first to lay a card. If both players draw single instruction cards the normal order of play is maintained.

- Single instruction cards override any contrary instructions written on the previous card played for the Turn.
- Once played, a card is placed upon the discard pile. The cards from the Pre-Armistice deck which have not been drawn at the time that an Armistice comes into force (or at the end of Turn 12 if an Armistice is not called) are also placed upon the discard pile.
- The Post-Armistice deck is used for Turns 13 et seq, irrespective of whether an Armistice is called with the first card drawn by each player simply being added to the one that he/she holds from the Pre-Armistice deck. Any cards unused at the end of the final Turn have no affect upon play.

If Austria remains neutral, either because an Armistice does not take effect [Scenario Rule 14.15] or by virtue of Advanced Rule 16.5, the following RECs are removed from the pack

RECs 40, 43, 48 and 49.

and replaced by

RECs 40a, 43a, 48a and 49a.

16.2 Commanders' capabilities and special characteristics

Commanders' capabilities

To increase historical accuracy, divisions (combat units) are able to manoeuvre and fight more effectively when under the direct control of a Commander who actually lead them during the 1813 campaign.

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

K = Senior Cossack Cavalry Commander; able to command all Cossack cavalry units

Roman numerals or abbreviated name = Corps Commander; able to command all units within his Corps. The numerals or abbreviation representing his Corps designation are within a rectangular box with a distinguishing colour background on the Commander's counter. This includes Cavalry Corps Commanders although their authority is restricted (see below).

Exceptions:

From Turn 12, Eugene (France) and v.Hiller (Austria) are Supreme Commanders only south of the River Danube.

"Guard" combat units may be commanded by any Commander to whom this Rule applies: that is, designated A, I, C, K or Corps Commander. (Guard designations are included upon Commander counters purely to give historical flavour.)

Foreign contingents which defect to the Coalition [Rule 14.9 (3) (i)] do not have Corps Commanders in play.

Some Commander counters do not contain any seniority letter, numerals or abbreviation. These Commanders do not confer the benefits set out below and this Rule does not apply to them.

Benefits conferred by designated Commanders:

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

Rule 8.6: When a stack of combat units undertakes 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 below]

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. [Exception: see Cavalry Corps Commanders (below).] 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, K, Corps) is used. If the Commanders are of equal seniority, the owning player may decide which is senior.

Commanders' Special Characteristics

In addition to their CRs, some Commanders have the following special characteristics. These are in addition to any adjustment conferred by reason of their being designated Commanders and apply only if and when the Commander is the senior Commander in a stack (applying the sequence A, I, C, K, 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.

Coalition

1) Blücher gives a minus one (-1) modifier to any stack accompanied throughout a Move [Rule 8.6].

2) When attacking, Blücher increases by one (+1) the CF of each unit in good order with which he is stacked, up to a maximum of two (2) additional CFs.

3) Units stacked with Constantine (Russia) or v.Hiller (Austria) 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 or v.Hiller) remain in situ.

4) When attacking, Platov increases by one (1) the CF of each Cossack cavalry unit in good order with which he is stacked up to a maximum of two (2) additional CFs

French

5) Napoleon and Davout give a minus one (-1) modifier to any unit(s) accompanied throughout a move [Rule 8.6].

6) Napoleon 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.

7) Davout increases by one (+1) the CF of each unit in good order with which he is stacked, up to a maximum of two (2) additional CFs.

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

9) When attacking, Murat increases by one (+1) the CF of each cavalry unit in good order with which he is stacked, up to a maximum of two (2) additional CFs.

Historical note: Whilst brilliant, dashing and fearless on the battlefield, Murat showed total disdain for the welfare of his men and their mounts during long marches. His view was that he was there to lead them in battle, not to help them find food.

10) If a Coalition unit(s) enters the Kingdom of Italy Murat is removed from play.

Historical note: by 1813 Murat's loyalties were torn between serving his Emperor and retaining his throne as King of Naples.

Cavalry Corps Commanders

(command limitations)

The Cavalry Corps Commanders are

French: La Tour, Sebastiani, Arrighi, Pajol

Russian: Korff, Vassilsh., Gallitzin

Austrian: Nostitz

Prussian: Jurgass

If a Cavalry Corps Commander is the only Commander accompanying a stack the following restrictions apply:

- Rally/Move [Rules 8.1 and 8.2]: a Supply Train(s) can be placed on the stack [Rule 7.3] only if all the combat units comprise cavalry.

- Combat [Rules 11.5 and 11.7]: if he is accompanying an attacking/defending stack the Commander's CR modifier is limited to the number of cavalry units present, irrespective of whether they belong to his Corps. If he is accompanying a supporting stack the Commander adds one (+1) only if the supporting stack contains a cavalry unit(s).

16.3 Combat units under-strength during the first few Turns

For Turns 1, 2 and 3, the following additional modifiers are added to Rule 11.4 to reflect the problems of attacking with disorganised and under-strength units: respectively, minus three (-3), minus two (-2), and minus one (-1).

Historical note: this Rule is intended to reflect the situation for both armies during February and March 1813 which can be characterised as "chaotic and exhausted". The roads were clogged with raw recruits marching to the front line to reinforce units reduced to a tiny fraction of their paper strength following the deprivations of the Russian campaign. During this period of re-organisation, it was difficult for either side to mount offensive operations.

16.4 Shortened Armistice period

If the Armistice [Scenario Rule 14.15] does not take place until Turn 10 or 11, the following changes are made to the Coalition reinforcements which arrive at the end of Turn 12.

St Priest and the Russian VIII Corps, Aleksejev and the Russian IX Corps, and Kapzevich and the Russian X Corps are deployed within two (2) hexes of Allenstein (2509)

Historical note: this is simply intended to reflect the fact that had the Armistice period been shorter at these units would have still been on their way to the front when hostilities re-commenced.

16.5 Possibility of Austria remaining neutral

If an Armistice is declared the French player has the option to try to persuade Austria to remain neutral. If the French player is successful, the game re-starts on Turn 13 as normal, but without Austria participating.

The French player exercises this option by offering to surrender an amount of "Battle" victory points, subject to the (12 - 0) limitation specified by Rule 14.4b, with Coalition "Battle" victory points being increased by a corresponding number. The offer is deemed to be made after the adjustment in favour of the French by virtue of Scenario Rule 14.15(e).

The Coalition player can then either accept the offer in which case the "Battle" victory points are adjusted accordingly. Or, the Coalition player can decline the offer in which case the Austrians join

the Coalition and Scenario Rules 14.15 and 14.16 take effect as normal

If the Coalition player accepts the offer, the following paragraphs of Scenario Rule 14.15 apply: 14.15(ii), 14.15(iii) and 14.15(a). Scenario Rule 14.15(c) is amended to exclude Austrian units; and, Scenario Rule 14.15(d) is amended so that the number of Supply Trains available to each player for Turn 13 et seq is the average of the two figures for “that” Turn on the rows on his/her Set Up Card (fractions rounded down). The Illyrian Provinces also become neutral and impassable for units or supply routes. Any unit which is obliged to move there is interned (removed from play).

Historical note: Napoleon’s abilities as a diplomat did not match his prowess as a general. It is conceivable that had the Emperor been willing to acquiesce to Austrian claims regarding former Hapsburg territories in southern Europe he might have persuaded the Austrians to remain neutral.

16.6 Tension between Coalition partners

For any Turn immediately following that during which the French secure a decisive victory [Rule 14.4.b] and have more “Battle” victory points than the Coalition,

only Commanders of the same nationality function as such with regard to Coalition combat units for the purposes of Rules 8.1, and 8.2; and,

if the Commander with the highest CR in a supporting stack is of a different nationality than the Commander with the highest CR in the attacking or defending stack, the aggregate score per Rule 10.4 is adjusted by minus one (-1).

Historical note: a number of issues were a source of tension between the principal members of the Coalition. Essentially, these related to contrasting views the shape of Europe following Napoleon’s anticipated defeat: conflicting Prussian and Russian claims upon the Duchy of Warsaw, suspicions of Austria’s ambitions in Southern Europe, to name but two. Even though Napoleon did little to exploit these divisions, from time-to-time relations between the Coalition partners were less than cordial and the potential certainly existed for the alliance to fracture.

17. Rules linking the 1812 and 1813 Campaigns

The 1813 campaign was a continuation of Napoleon’s disastrous campaign in Russia mounted during the previous year and simulated by Europa Simulazioni’s “The Invasion of Russia (1812)” [TIR]. “1813: Napoleon’s Nemesis” [NN] can be combined with its predecessor, TIR, to cover the entire 1812-1813 campaign.

Essentially, up to and including TIR Turn 17 the game is the same as TIR although the normal Victory Conditions do not apply. However, the “Early ending” Rules allow either side to win the game during 1812 if it secures a decisive victory; and encourage the French to commit to a full-blown invasion of Russia, rather than simply conserving their forces along its western border.

The Rules governing the transition from TIR to NN ensure that Commanders and units still in play do not arrive as reinforcements during NN. They are also intended to ensure that the arrival of reinforcements reflects a plausible historical sequence. So, for example, the Prussians do not join the Coalition until it is clear that the French invasion of Russian has been repulsed.

17.1 Preparation

The NN map is joined to the west of the TIR map. Where the two overlap the NN map is placed on top.

The Initial Set Up is per TIR. One additional Turn is added to TIR, Turn 17 (February 1813). This is

included upon the NN Game Turn Chart. The TIR Set Up and Reinforcements Schedule is used up to and including TIR Turn 17. Note:

REC 24 is removed from deck 2 [See Rule 17.9 (c)]

Turn 17 is played without RECs.

17.2 Early ending

The TIR Victory Conditions [TIR Rule 14.4] are ignored. However, the game will end immediately by virtue of TIR Rule 11.9 if Napoleon is killed (Coalition victory); or if:

- a) At the end of December 1812 (Turn 14), the French currently occupy Moscow and/or St Petersburg (French victory);
- b) No previous Turn has ended with, (a) Moscow or (b) St Petersburg or (c) all of the other VP cities within Russia occupied by the French (Coalition victory).
- c) At or before the end of December (Turn 14), Coalition forces occupy Warsaw and either Kongisberg or Lemberg (Coalition victory)

If none of these circumstances apply the game continues into 1813.

During Turn 17 (February 1813) players prepare for NN as follows.

17.3 TIR, Turn 17 (Transition to NN)

At the end of the “General Supply and Attrition” Phase of TIR Turn 17 (February 1813) the following units are removed from play.

- a) Austrian and Prussian contingents within
La Grande Armee
- b) All disrupted French units

Austria becomes neutral. Lemberg no longer functions as a French USS. French units inside Austria are interned there until after the Armistice occurs [NN, Rule 14.15]. Prussian territory becomes friendly to both sides until and unless Prussian units are deployed onto the map [Rule 17.4(iii)], at which point it becomes friendly to the Coalition.

The Turn is then played as normal except that (i) two (2) less Supply Trains are allocated to the French than for TIR, Turn 16; and, (ii) RECs are not used.

The following Turn is NN Turn 1. The Rules and Victory Conditions of NN apply until the end of the campaign with the following amendments.

17.4 NN USS, Supplies and Reinforcements

In the linked game friendly USS are not fixed; but, can be changed (once only) by the friendly player. See, however, 17.4 (vii) and (viii).

- The “potential” USS for the French are:

(A) Konigsberg, Warsaw and Lemberg [see 17.3 above] or (B) the western map edge in France
The French player begins the linked game with option (A). He/she may switch to option (B) at the end of the “General Supply and Attrition” phase of any NN Turn.

- The “potential” USS for the Coalition are:

(A) Kiev, Moscow, St Petersburg, and the eastern map edge in Russia or (B) Warsaw. Under option (B), if and when Prussian units are deployed as part of the Coalition [see 17.4 (iii)] and the

conditions at NN Rule 14.17 are satisfied the two Prussian ports become Coalition USS. Similarly, if Austria joins the Coalition [NN Rule 14.16] Vienna becomes a Coalition USS.

The Coalition player begins the linked game with option (A). He/she may switch to option (B) at the end of the “General Supply and Attrition” phase of any NN Turn, if Warsaw is occupied by a Coalition unit.

If and when a player decides to switch to option (B) above:

(i) The number of Supply Trains available is as stipulated by the Supply Trains Table on the NN Set Up Card, for the current (and each subsequent) Turn. Any modifications to the number of Supply Trains and/or Depots relating to previous events of the game are disregarded.

(ii) The player may remove or re-position his/her existing Depots to a friendly city or an unfriendly one occupied by a friendly stack, other than to a city which is under siege [Rule 8.4, General Exception]. (New Depots can be established during the “Active Supply” phase as normal.)

(iii) Friendly units per the NN Set Up Card (other than those marked with a star symbol) due to be deployed at the “Set Up” are deployed on the map at the locations indicated, subject to the restrictions at NN, Rule 13.3.

(iv) Next, friendly units per the NN Set Up Card (other than those marked with a star symbol) due to arrive on Turn 2 et seq up to an including the Turn immediately prior to the current Turn are deployed on the map at the locations indicated, subject to the restrictions at NN, Rule 13.3.

(v) For subsequent Turns, other than those marked with a star symbol, friendly reinforcements arrive per the NN Set Up Card as normal.

(vi) The decision to switch to option (B) cannot be reversed by the friendly player.

(vii) If before the French player switches to option (B), Coalition units occupy all his/her USS the French player must choose option (B) at the end of the “General Supply and Attrition” phase of the following Turn. He/she cannot reverse this “choice”. In these circumstances, he/she does not get the benefit of removing or re-positioning his/her Depots per 17.4(ii).

(viii) If, after the Coalition player switches to option (B), French units occupy all his/her USS the Coalition automatically reverts to option (A) at the end of the “General Supply and Attrition” phase of the following Turn. He/she cannot reverse this change. In these circumstances, he/she does not get the benefit of removing or re-positioning his/her Depots per 17.4(ii).

Exception to Rules 17.4 (iii), (iv) and (v): If the Coalition player opts for Option (B) before a Coalition combat unit in General Supply occupies a hex in Prussia, Russian reinforcements (only) due per the NN Set Up Card for that Turn and for previous Turns may be deployed to any hex(es) within Russia which is in General Supply [Rule 6.1] other than one occupied by a French unit(s) or a hex immediately adjacent thereto. Rule 17.4 (v) applies only to Russian units until the end of the first Turn that a Russian combat unit in General Supply occupies a hex in Prussia. Henceforth, Rules 17.4 (iii), (iv) and (v) take effect for Prussian, Russian and Swedish units.

Play note: Units marked with a star symbol on the NN Set Up Cards are NEVER deployed in the linked game. These are units which, historically, survived the carnage of 1812. It is up to each player to conserve sufficient units during 1812 to ensure that he/she still has a viable army in 1813.

17.5 NN First Turn

At the beginning of the Turn

- a. Any Combat Commands accumulated during TIR by each player are lost. The allocation specified per NN, Rule 14.1 takes effect.
- b. All commanders still in play which feature upon the NN Set Up Card may be removed from the map, at the owning player's discretion. (If not removed, they can't arrive subsequently as reinforcements, of course.)
- c. Combat units already in play remain in situ at this point, although they may move and engage in combat as normal during the appropriate phases later in the Turn.
- d. The Saxon units are deployed at Torgau per the NN, Set Up. Other Combat units per the NN Set Up Card due for NN, Turn 1 are not deployed until the beginning of the Turn that a player "switches" his/her USS to option (B). At that point Rules 17.4 (iii), (iv) and (v) apply. (subject to the Exception to Rules 17.4 (iii), (iv) and (v))
- e. Until he/she switches to option (B), the number of Supply Trains available to the French player each Turn is two less (-2) than that specified for TIR, Turn 16 adjusted, if necessary, by TIR, Rules 8.8 and 16.7.
- f. Until he/she switches to option (B), the number of Supply Trains available to the Coalition player each Turn is that specified for TIR, Turn 16 adjusted, if necessary, by TIR, Rule 8.8.

17.6 French Garrisons

After the French player has switched his USS to option (B), he/she may opt to station garrisons at Danzig, Glogow, Kustrin, Stettin, Torun and Warsaw. Only infantry units may be deployed as garrisons with the exception of Danzig where an artillery unit may also be so deployed.

At the end of a Turn when an infantry or artillery unit(s) is/are located within three (3) hexes of a garrison city(ies) which is neither under siege [Rule 8.4, Exception] nor occupied by an enemy unit(s) the French player may exchange the unit counter(s) for a garrison counter(s). The following limits apply. At Danzig the normal stacking limit applies [NN, Rule 4.1], and Gen. Rapp may be deployed to Danzig. One (1) "garrison" unit may be stationed at each of the other cities.

The decision to substitute garrison counters cannot be reversed. Once created, NN Rules 14.12 and 14.13 apply to garrisons.

17.7 NN Cards

Until Prussian units are deployed [Rule 17.4(iii)] the following RECs are removed from the Pre-Armistice pack: nos 3, 6, 10, 14, 17, 19, 20, 21, 22, 28 and 29. These cards are shuffled back into the pack at the end of the Turn that the Prussians join the Coalition.

17.8 NN Victory Conditions

Per NN Rule 14.4, but only the VP cities located on the NN Map count towards victory points [NN, Rule 14.4.a].

17.9 Other changes to the Rules for TIR and NN

For TIR:

- (a) the options for the Swedes to support the Russians [TIR Rule 16.12] and for the French to mount a two year campaign [TIR Rule 16.13] cannot be exercised.
- (b) TIR Rule 16.11 must be played

(c) Historically, Napoleon left his troops and returned to Paris in November 1812 to deal with a worsening political situation. In the linked game, the French player has the option to keep Napoleon in play throughout the campaign. If he/she wishes to exercise this option the French units scheduled to arrive on NN, Turn 12 et seq do not do so and are forfeited. If he/she does not wish to exercise this option, Napoleon is removed from play at the start of Turn 11 (November 1812), and re-appears on NN, Turn 5 (April 1813).

For NN:

(d) Rule 16.2 is not used

(e) Irrespective of the time of year, for the purposes of Rule 6.2 bp4 the limit remains at five (5) hexes for a Coalition unit(s) supplied by a depot located in Russia.

18. Suvorov's Italian Campaign (1799)

After the French Revolution, France was threatened by the traditional monarchies of Europe. It reacted by following an expansionist policy, including an attempt to wrest control from Austria of the patchwork of minor states in the Italian peninsular, many of which had been French dominions centuries before.

The French incursion began with Napoleon's Italian campaign of 1796-97, the first of his career. This ended with the Treaty of Campoformio (October 1797) whereby the Austrians recognized French satellite republics in northern Italy. During the following two years the French increased their grip on the Peninsular. In 1798 they captured the Pope, Pius VI, and absorbed the Papal States into recently established Roman Republic, led by the French General Berthier.

Early in 1799 war broke out again in Italy as part of the War of the Second Coalition against France. At the time Napoleon was in Egypt and would not return to Europe until September.

In the Italian theatre, essentially the conflict was between France and Austria/Russia. The French, under General Scherer began on the offensive in the hope of defeating the Austrians before they were reinforced by their Russian allies. The offensive was a failure: Scherer was defeated at Verona and Magnano by his Austrian counterpart, von Melas, but the latter was slow to capitalise upon his success.

Frustrated by von Melas' lack of progress, the Austrians requested that he be replaced as commander of the Coalition forces in Italy by Alexander Suvorov, one of the leading captains of the age. Coming to prominence during the reign of Catherine the Great, he had won no fewer than sixty-three battles. However, at the time of the Austrian request Suvorov was nearly seventy years of age and was out of favour with the Tsar.

Nonetheless the Tsar acquiesced to the Austrian request and the old warhorse was recalled to service.

(From Wikipedia): Taking command on 19 April, Suvorov moved his army westwards in a rapid march towards the Adda River; covering over 300 miles in just eighteen days. On 27 April, he defeated Jean Victor Moreau at the Battle of Cassano. Soon afterward, Suvorov wrote to a Russian diplomat: "The Adda is a Rubicon, and we crossed it over the bodies of our enemies." On 29 April he entered Milan. Two weeks later, he moved on to Turin, having defeated Moreau yet again at Marengo. The king of Sardinia greeted him as a hero and conferred on him the rank of "Prince of the House of Savoy", among other honors.

From Naples, General MacDonald moved north to assist Moreau in June. Trapped between two armies, Suvorov took the bold decision to concentrate his whole force against MacDonald, beating the French at the Trebbia River, close to the spot of Hannibal's great victory in 218 BC. Marching back to the north, the indomitable soldier chased the whole French Army of Italy back towards the Riviera, taking the powerful fortress of Mantua on 28 July.

Moreau was relieved of command, to be replaced by Joubert. Pushing through the Bocchetta Pass, Joubert was defeated and killed in battle with Suvorov at Novi to the north of Genoa. Years later when Moreau, who was also present at Novi, was asked about Suvorov, he replied "What can you say of a general so resolute to a superhuman degree, and who would perish himself and let his army perish to the last man rather than retreat a single pace."

Play note: this is a simpler scenario, designed to allow players to test the basic rules of the system. Nevertheless, only the player equipped with a strategic attitude similar to the great Suvorov will awarded with victory.

18.1 The game commences in March, 1799. The Coalition deploys first. Commanders and combat units are placed on the board per the 1799 Set Up Card (see reverse of the French Setup Card for the 1813 game).

Coalition Combat Commands: three (3), increasing to four (4) on Turn 4 (with the entry of Gen. Suvorov)

Supply Trains/Depots: the Coalition player receives five (5) Supply Trains each Turn, becoming six (6) from Turn 4 onwards. At the beginning of the game he/she has the discretion to deploy as many of these as he/she wishes, as Depots. These latter must be placed on friendly cities per Rule 7.7 and must be linked to the ultimate supply source per Rule 7.8.

The French deploy second. Commanders and combat units are placed on the board per the 1799 Set Up Card (see reverse of the French Setup Card for the 1813 game).

French Combat Commands: three (3) for Turns 1 to 7 inclusive, thenceforth four (4).

Supply Trains/Depot: the French player receives five (5) Supply Trains each Turn. At the beginning of the game he/she has the discretion to deploy as many of these as he/she wishes, as Depots. These latter must be placed on friendly cities per Rule 7.7 and must be linked to the ultimate supply source per Rule 7.8.

18.2 The Game Turn Marker should be placed on Turn 1 of the Turn Record Chart for Suvorov's campaign. After all of the phases of a given Turn are completed, the Marker is moved to designate the "next" Turn.

18.3 The game lasts for 13 Turns. See Rule 18.4 for how the winner is determined.

Victory Conditions:

18.4 Victory is determined by the side which at the end of Turn 13 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 (only) count towards victory points in this scenario: Genova, Milano, Torino, Mantova.

Note: Torino and Mantova are not shown as VP cities on the map as the map reflects VP cities for the 1813 campaign only.

At the end of Turn 13 each player adds the number of victory point cities occupied by his/her own units to calculate the total of victory points attributable to territory.

(b) There are twelve (12) "Battle" victory points. Each side begins with six (6). Each time a "decisive victory" is secured the winner's total increases by one (1) and the loser's decreases by one

(1). Because there are only twelve (12) points available, neither side can ever have more than twelve (12) or less than zero (0).

For the definition of a “decisive victory”, see Rule 14.4b.

At the end of Turn 13, each side calculates its number of victory points by reference to the territory held [a. above] plus success in battle [b. above].

If the Coalition player manages to secure at least three (3) more VPs than the French player, he/she is the winner. Otherwise the French win.

Scenario Rules

18.5 Playable area: only the Kingdom of Italy, the Illyrian Provinces, the southern part of France, Klagenfurt (3325), hexes 3823 and 3824 are playable. For the purposes of “Supply” - establishing depots [Rules 7.3 and 7.4] and forage [Rule 7.6] – that part of the playable area north of the river Po and east of river Adige is “friendly” to the Coalition for the duration of the game. The rest of the playable area is regarded as “friendly” to both sides from the start of the game up until Turn 5 (inclusive); after that this area is “unfriendly” for both sides. An unit which is obliged to exit the map (eg, being forced to retreat as the consequence of combat) is eliminated.

Historical note: The Italian people soon became disenchanted with their French “liberators” and also quickly came to realise that the allies were no better. They revolted against all foreign forces and refused to provision the armies of either side.

18.6 USS: the ultimate Supply Sources for the French are hexes 4528, 4530 and any southern map edge hexside in Italy between 4030 and 3630. The ultimate Supply Sources for the Coalition is Klagenfurt (3325).

18.7 Lines of Supply: to better reflect the logistical constraints of XVIII century armies, for the duration of the game and for both sides Rule 6.2 bp. 4 is amended so that the contiguous route can never exceed three (3) hexes excluding the unit hex, but including the supplying city hex.

18.8 Suvorov: gives a minus one (-1) modifier to any unit(s) which he accompanies throughout a Move [Rule 8.6]; he 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.

18.9 Augmented divisions/brigades: the counter-mix for this campaign includes special counters which reflect the organization of armies at the end of the XVIII century. The counters are indicated by a “2*”. These units are “exceptions” to Rule 3.2 as they have a CF of two (2) which applies whether attacking, defending or supporting; and a higher OF. Despite being larger, like standard units these augmented divisions/brigades are disrupted by a single “hit” and, if already disrupted, eliminated by a second; and each can be rallied [Rule 8.1] by a commander with a CR of one (1).

Examples of play – Combat (1)

The following example assumes that the Advanced Rules – which include additional modifiers for specific commanders - are not being used. All units begin the combat undisrupted. The Cav div accompanied by Wittgenstein are conscripts.

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 2) and by Stack Y (no commander)[Rules 10.3, 10.4 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. The Russian player only has two (2) CCs remaining, but decides to spend them both in an effort to engage Davout upon favourable terms [Rule 10.3].

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 been aborted, 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) [Rules 10.4 and 10.2.b].

e) Now it's up the Russian player, the defender. As the defending stack, Constantine will be attacked anyway so no dice roll is required [Rule 10.5].

f) The Russian player now rolls 1xd6 to see if Platov, Wittgenstein and Stack Y will take part in 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 10.5].

- Wittgenstein has a CR of 2: 2 CC were spent at step a); and a new 1xd6 rolls a 5: $2 + 2 + 5 =$ nine (9). Even though Wittgenstein's stack contains a conscript unit and thus suffers a negative (-1) modifier reducing the score to eight (8) [Rule 10.4], again, this is greater or equal to seven (7) so Wittgenstein will also provide support.

- Stack Y has a CR of 0: 2 CC were spent at step a); and the 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) [Rules 10.5 and 10.2.b].

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 four (4) Inf divs, one (1) Cav div and one (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 and 11.2 bp3].

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) Inf divs. As he had to force march to join the battle, the value of these is halved to two (2) [Rule 11.2 bp3]. 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 [Rule 11.5]. The result is a five (5), so the final attack value is 9 (Davout) + 1 (Ney) + 5 (die-roll) = 15 (fifteen).

Constantine has two (2) Inf divs and one (1) Cav div. As these three (3) units comprise two (2) different types the defense value is $3 + 2 =$ five (5) [Rule 11.6]. This value is not halved because this is Constantine's first combat and he did not force march [Rule 11.6 and Rule 11.2 bp3]. 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) Cav units, but as he force marched to join the battle the value of these is halved, with fractions rounded down, to one (1) [Rules 11.7 and 11.2 bp3]. So Platov contributes two (2) to the defence value (one (1) for the units and one (1) for his CF) [Rule 11.7].

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

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

The French player is the winner of the combat [Rule 11.8]. The Russian player must allocate three (3) "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 Wien [Rule 11.12 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 down (that is, one (1)), 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 Wien [Rule 11.12 bp1].

Design Notes

by Stephen Pole

The Campaign of 1813

Napoleon's Central European Campaign of 1813 has tended to be somewhat neglected by gamers. Presumably this is because, facing impossible odds (the "Sixth Coalition" comprising every major European power other than France), the Emperor's defeat seems to have been inevitable. By the

Winter of 1813 this was probably true; albeit that even as late as November the Coalition offered terms which would have allowed Napoleon to remain as Emperor of France.

However, the historical outcome was far from a foregone conclusion. Rarely have military operations been the subject of so many “slings and arrows of outrageous fortune” than during the roller-coaster ride that was Napoleon’s Central European campaign of 1813. Indeed, on several occasions it seemed as though the Coalition would shatter and the Emperor would prevail.

Napoleon’s Russian campaign, simulated by Europa Simulazioni’s *The Invasion of Russia* (1812), had ended in one of the most catastrophic defeats in the annals of military history. By December 1812, when the remnants of *La Grande Armée* left Russian soil, all that remained of the magnificent force of more than half a million men which had invaded Russia in June 1812 were 50,000 “ragged shadows of men shuffling through a wasteland”.

Remarkably, by June 1813, not only had Napoleon managed to build a new army, but under his leadership these raw recruits had defeated the Russians, and their Prussian allies, at the Battles of Lutzen and Bautzen. At both, the Emperor came within a hairsbreadth of the truly decisive victory which may have shattered the Coalition against him.

Then, a pause.

The Austrians, who had yet to enter the fray, proposed a Truce. Both sides agreed. For the Russians and Prussians this was an easy decision. They were on the ropes. Why Napoleon acquiesced has been the subject of controversy ever since. In his memoirs Napoleon describes this decision as one of the worst mistakes of his career.

For seven weeks the guns were silent in Central Europe as the armies of France withdrew, broadly, to the west of the River Elbe, and those of Prussia and Russia pulled back, again roughly, to the east of the River Oder. During the armistice the diplomats searched for a formula which would bring peace. The negotiations came to naught; and, after months of prevarication, Austria, at last, threw in its lot with Prussia and Russia in the war against Napoleon.

As if this were not enough, in the Peninsula *La Grande Armée* was retreating before Portuguese and Spanish forces, bolstered by British regulars, under the command of Wellington. The Portuguese and Spanish, like the Prussians, were inspired by nationalist fervour; a sentiment which made them all the more effective as fighters when combined with their penchant for guerrilla warfare.

The situation on the home front was similarly dire. Exhausted economically and with a population weary of war, rumblings of discontent in France threatened to transform into something more serious. Napoleon was no longer immune from criticism.

And yet, and yet, still the Emperor nearly snatched victory from the jaws of defeat. At the Battle of Dresden in August, the Coalition forces were, once again, saved from catastrophic defeat by a slice of luck. A gastric spasm obliged Napoleon to leave the field suddenly, and the hiatus within the French High Command allowed the Coalition forces just enough time to withdraw before being encircled.

The Coalition commanders learned their lesson and avoided battle with Napoleon, choosing instead to wear down the French forces by attacking armies lead by his subordinates. Only when the odds had become overwhelming did they turn their attention on the Emperor himself, defeating him at the largest engagement of the Napoleonic Wars, the three-day Battle of Leipzig in October. Here, too, fortune favoured the Coalition. An orderly withdrawal of the French turned into disaster when the last remaining bridge over the River Elster was blown prematurely leaving 30,000 troops stranded to be taken prisoner by Coalition forces.

Even after the victory at Leipzig the Coalition was nervous of continuing operations against Napoleon, and offered peace terms which would have allowed him to remain as Emperor of a France reduced to its “natural frontiers”. Napoleon declined, still believing that he could win the war.

By now the odds were too great, even for Napoleon. On 31 December 1813 the leading Coalition forces crossed the Rhine and set foot on French soil. The roller-coaster ride of brilliant successes and costly mistakes which was Napoleon’s Central European campaign of 1813 was over.

Gaming the Campaign

Much to our delight, when we applied the mechanics Europa Simulazioni's critically acclaimed The Invasion of Russia (1812) to the military situation in Central Europe in 1813 it quickly became apparent that, with a few modifications, the Rules were a natural "fit". Using the same game system not only saved a good deal of time in terms of design and development, but it also meant that the two games could be combined to cover the entire campaign of 1812-1813. Indeed, 1813: Napoleon's Nemesis contains a set of linking Rules to facilitate this.

This said, in designing 1813: Napoleon's Nemesis it was necessary to recognise three major differences between the campaign in 1812 and in 1813.

The first was the more benign climatic and economic conditions of Central Europe compared with Russia's burning Summer and freezing Winter temperatures. This was relatively easy to reflect in 1813: Napoleon's Nemesis by relaxing the supply rules and, in particular, the affects of the being out of supply.

The second was the Armistice of Pläswitz. This was an odd occurrence, not least because – as explained above – to this day no-one is quite sure why Napoleon was so keen to agree to the temporary cessation of hostilities. His enemies, who given time to re-group and managed to persuade the hitherto neutral Austrians to join the Coalition, benefited far more from the truce. In his memoirs, the Emperor admits that it was a huge mistake. Trying to reflect such a "mistake" is, of course, difficult; aware of the historical consequences, players are unlikely to voluntarily repeat the error. Accordingly, in 1813: Napoleon's Nemesis, the Armistice may not come into being; players have an element of influence as to whether a truce will be called; and, if one side or the other is clearly on top, the player concerned can usually prevent this happening as, with hindsight, Napoleon would surely have done.

The third difference was also tricky to address. This was the complex and shifting diplomatic situation. Each of the members of the Sixth Coalition had their own reasons for declaring war on Napoleon and their own objectives which might, or might not, align with those of their allies.

So, for instance, the Swedes, led by Bernadotte, previously a marshal of France who had fallen out with Napoleon, were motivated to join the Coalition by the prospect of seizing Norway from Denmark, the Danes having allied themselves with Napoleon. Although Swedish troops contributed to the Coalition success, Bernadotte was careful to conserve them in readiness for the anticipated war with Denmark. This took place towards the end of 1813 – as a discrete part of the War of the Sixth Coalition - and ended with a Swedish victory enshrined in the Treaty of Kiel (January 1814) which transferred Norway to the Swedish crown.

In the game, of course, the Coalition is controlled by a single player so it was necessary to introduce Rules to replicate the political intrigue and in-fighting which beset the Coalition. The reluctance of the Swedes to take losses in heavy fighting against the French is reflected in a Scenario Rule which places limitations upon the deployment and movement of Swedish troops.

Further Scenario Rules attempt to give a flavour of other political imperatives and sensitivities which constrained and dictated the course of so much of the military campaign. It is hoped that the explanations provided after each of the Rules in question will enable players to understand the rationale behind the deployment of, and restrictions placed upon, units where this is not immediately apparent.

In addition to these Scenario Rules, Random Event Cards replicate the unforeseen circumstances

which cropped up during the campaign sometimes throwing a sizeable spanner in the works of a well oiled military machine. Many of these highlight the difficulties of coalition warfare. For instance, each of the Coalition partners believed that their allies were inadvertently harbouring French spies. One Card relates to the famous row between Metternich and Tsar Alexander over Madame de Merges and simulates the distrust occasioned thereby by stipulating that stacks containing both Austrian and Russian units are unable to move. You can imagine the frustration for a Coalition player just about to deploy two or three such stacks to pull off a spectacular manoeuvre to envelope part of La Grande Armée.

And, of course, the La Grande Armée itself was composed of units from throughout Napoleon's empire. Many of these were from German states and were fighting on their native land. Just as happened historically, in the game such units are likely to defect to the Coalition if and when things go badly for the French. Again, Random Event Cards reflect the accidents and incidents which might conspire to cause unwelcome difficulties for a French player whose resources are already at breaking point: the over-zealous seizure of provisions sparking rioting in German cities, and such like.

Researching the campaign, so many "what ifs" sprung to mind. We have tried to reflect some of these in 1813: Napoleon's Nemesis. At the very beginning, for instance, Napoleon decided, against the advice of several of his most experienced marshals, not to evacuate the garrisons manned by elements of La Grande Armée in Eastern Europe. These were about to be overrun by the advancing Prussians/Russians. The result was that maybe as many as 50,000 experienced soldiers were cut off and unable to play any significant part in the campaign. In the game, an Optional Rule allows the French player to agree with the advice of "his" High Command and pull these units back behind the line of the River Elbe before it is too late

One of the most memorable moments of the first full play-test was when hostilities recommenced following an Armistice (Turn 13). The theatre of operations had suddenly opened out to encompass southern Germany and northern Italy. I remember looking at the map with counters representing all of the major European powers arrayed across the length and breadth of Central Europe and appreciating the sheer scale of the conflict.

Against this backdrop of a Europe-wide conflict, the final few Turns in a close game can be truly dramatic as each player desperately tries to pull off the devastating manoeuvre that will bring overall victory. In play-testing such victories have been snatched from the jaws of defeat many times as one side or the other mounts a devastating advance which severs the enemy's lines of communication, destroys his/her main army or captures a string of key cities.

1813 was the year in which the outcome of the Napoleonic Wars was decided. It is hoped that the game does justice to the History of this fateful year by giving players a flavour of the circumstances, decisions and events which shaped the outcome of this most decisive and dramatic of military campaigns; and, to Reality by demonstrating that the historical result was only one of a number of plausible outcomes.

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Commander and Combat Unit Abbreviations

Campaign of 1813:

La Grande Armée

Poniatow.	Mar. Józef Antoni Poniatowski
Bessier.	Mar. Jean Baptiste Bessières
La Tour M.	Gen. Victor de Fay de Latour-Maubourg
v. Thielm.	Gen. Johann Adolf, Freiherr von Thielmann
Laurist.	Gen. Jacques Jean Alexandre Bernard Law de Lauriston
OG	Old Guard
YG	Young Guard
DG	Danzig Garrison
Wars.	Warsaw
Küst.	Küstrin
Stett.	Stettin
Thor.	Torun
Würt.	Württemberg
West.	Westphalia
L	Light (cavalry)
H	Heavy (cavalry)
Merm.	Mermet

Russia

Osten S.	Gen. Fabian Gottlieb von Osten-Sacken
Walmod.	Gen. Ludwig von Wallmoden-Gimborn
Wittgen.	FM. Ludwig Adolph Peter Wittgenstein
Constan.	Grand-duc de Russie Konstantin Pavlovich
Bennings.	Gen. Levin August von Bennigsen
Kapzev.	Gen. Kapzevich
Kononvn.	Comte Piotr Petrovitch Konovnitsyne
Osterm.	Comte Aleksandr Ivanovič Osterman-Tolstoj
Scherbat.	Gen. Alexey G. Shcherbatov
Vassilsh.	Cav. Gen. Illarion Vasilchikov

Württem.	Herzog Friedrich Eugen Carl Paul Ludwig von Württemberg
Wintzin.	Gen. Ferdinand von Wintzingerode
Pahl.	Pahlen
de W	De Witt
Trou.	Troubetzkoy
Goli.	Golitsyne
Vass.	Vassiltchikov
Mant.	Manteufel
Sche.	Schevalov
Tche.	Tchernitchev
Lapu.	Lapuchin
Illow.	Illowaiski
Tette.	Tettenborn
Melin.	Melinikov
Musi.	Musin-Puskin
Tsch.	Tschaplitz
Lans.	Lanskoi
Berd.	Berdaev
Pant.	Pantschulid
Doct.	Docturov
Lang.	Langeron
Aren.	Arentschildt
Vege.	Vege sack
Hans.	Hanseatic
Gibb.	Gibbs
Ostr.	Osterman
Op.	Opolochenie

Austria	
Schwarz.	Karl Philipp, Fürst zu Schwarzenberg
Collored.	Gen. Hieronymus von Colloredo-Mansfeld
Hessen-H.	Gen. Friedrich Joseph Ludwig Carl August
Radivoj.	Gen. Paul von Radivojevich
Merveld.	Gen. Maximilian Friedrich von Merveldt
Fenn.	Fenner
Pflac.	Pflacher
Mars.	Marschall
Marz.	Marziani
Merv.	Merville
Star.	Starhemberg
Wre.	Wrede

Prussia	
v.Tauent.	Gen. Bogislav Friedrich Emanuel von Tauentzien
Don.	Donnersmark
Hess.	Hessen-Homburg
Thum.	Thumen
Bors.	Borstell
Kraf.	Krafft
Dolf.	Dolffs
Rod.	Roder
Lind.	Lindenau

Land. Landwehr
Tres. Treskow

Sweden
Bernadot. Gen. Jean-Baptiste Jules
Bernadotte

Other German nationalities
Germ. Other German states
Würt. Württemberg
West. Westphalia
Sax. Saxonia
Bav. Bayern
Lith. Lithuania

Suvorov's campaign (1799):

France
Montrich. Gen. Joseph Hélié Désiré Perruquet de Montrichard
Serr. Serrurier
Delm. Delmas
Gren. Grenier
Montr. Montrichard
Geno. Genova
Deso. Desolles
Watr. Watrin
Oliv. Olivier
Domb. Dombrowsky

Austria
Lusign. Gen. Franz Joseph, Marquis de Lusignan
Hohenz. Gen. Friedrich Franz Xaver von Hohenzollern-Hechingen
Bellegar. Gen. Heinrich Joseph Johann Graf von Bellegarde
Klen. Klenau
Mitr. Mitrowsky
Morz. Morzin
Lipt. Liptay
Elsn. Elsnitz
Gotte. Gottesheim
Doll. Doller
Hohe. Hohenzollern
Seck. Seckendorf
Lusig. Lusignan
Latt. Lattermann
Legn. Legnago
St.Jul. St Julien
Konv. Konvakewitch

Credits

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Campaign of 1799: Nicola Contardi

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